Companions of the Firmament Monster Sheets

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Sources

Book	Reference
Companions of the Firmament	CotF
Pathfinder Roleplaying Game Bestiary 1	1
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Bat CR 1/8

XP 50
N Diminutive animal
Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +6

DEFENSE
AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)
hp 2 (1d8–2)
Fort +0, **Ref** +4, **Will** +2

OFFENSE
Speed 5 ft., fly 40 ft. (good)
Melee bite +6 (1d3–5)
Space 1 ft.; **Reach** 0 ft.

STATISTICS
Str 1, **Dex** 15, **Con** 6, **Int** 2, **Wis** 14, **Cha** 5
Base Atk +0; **CMB** –2; **CMD** 3
Feats Weapon Finesse
Skills Fly +16, Perception +6; Racial Modifier +4 Perception

SPECIAL ABILITIES
Familiar: The master of a bat familiar gains a +3 bonus on Fly checks.

ECOLOGY
Environment temperate and hot forests and deserts
Organization colony (10–400)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1/8	50	❑❑	❑	❑❑❑❑❑❑	
2	1/4	100	❑❑	❑	❑❑❑❑❑❑	
3		150	❑❑	❑	❑❑❑❑❑❑	
4	1/2	200	❑❑	❑	❑❑❑❑❑❑	
5		250	❑❑	❑	❑❑❑❑❑❑	
6		300	❑❑	❑	❑❑❑❑❑❑	
7		350	❑❑	❑	❑❑❑❑❑❑	
8	1	400	❑❑	❑	❑❑❑❑❑❑	
9		450	❑❑	❑	❑❑❑❑❑❑	
10		500	❑❑	❑	❑❑❑❑❑❑	
11		550	❑❑	❑	❑❑❑❑❑❑	
12	2	600	❑❑	❑	❑❑❑❑❑❑	

Raven CR 1/6

XP 65
N Tiny animal
Init +2; **Senses** low-light vision; Perception +6

DEFENSE
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 3 (1d8–1)
Fort +1, **Ref** +4, **Will** +2

OFFENSE
Speed 10 ft., fly 40 ft. (average)
Melee bite +4 (1d3–4)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS
Str 2, **Dex** 15, **Con** 8, **Int** 2, **Wis** 15, **Cha** 7
Base Atk +0; **CMB** +0; **CMD** 6
Feats Skill Focus (Perception), Weapon Finesse
Skills Fly +6, Perception +6

SPECIAL ABILITIES
Familiar: The master of a raven familiar gains a +3 bonus on Appraise checks.

ECOLOGY
Environment any temperate
Organization solitary, pair, flock (3–12), or unkindness (13–100)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1/6	65	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
2	1/4	130	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
3		195	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
4	1/2	260	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
5		325	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
6		390	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
7	1	455	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
8		520	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
9		585	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
10	2	650	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
11		715	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
12		780	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
13	3	845	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	

Beetle, Fire CR 1/3

XP 135
N Small vermin
Init +0; **Senses** low-light vision; Perception +0

DEFENSE
AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)
hp 4 (1d8)
Fort +2, **Ref** +0, **Will** +0
Immune mind-affecting effects

OFFENSE
Speed 30 ft., fly 30 ft. (poor)
Melee bite +1 (1d4)

STATISTICS
Str 10, **Dex** 11, **Con** 11, **Int** —, **Wis** 10, **Cha** 7
Base Atk +0; **CMB** –1; **CMD** 9 (17 vs. trip)
Skills Fly –2
SQ luminescence

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

ECOLOGY
Environment any
Organization solitary, cluster (2–6) or colony (7–12)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1/3	135	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	1/2	270	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	1	405	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
4		540	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
5	2	675	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	3	810	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
7		945	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
8		1080	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
9	4	1215	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
10		1350	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
11		1485	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
12	5	1620	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	

Hawk CR 1/3

XP 135
N Tiny animal
Init +3; **Senses** low-light vision; Perception +14

DEFENSE
AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 4 (1d8)
Fort +2, **Ref** +5, **Will** +2

OFFENSE
Speed 10 ft., fly 60 ft. (average)
Melee 2 talons +5 (1d4–2)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS
Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 14, **Cha** 7
Base Atk +0; **CMB** +1; **CMD** 9
Feats Weapon Finesse
Skills Fly +7, Perception +14; Racial Modifier +8 Perception

SPECIAL ABILITIES
Familiar: The master of a hawk familiar gains a +3 bonus on sight-based and opposed Perception checks in bright light.

ECOLOGY
Environment temperate forests
Organization solitary or pair
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

CR	XP	Hit Points	Disabled	Negative	Conditions
1/3	135	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
1/2	270	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	

Owl CR 1/3

XP 135
N Tiny animal
Init +3; **Senses** low-light vision; Perception +10

DEFENSE
AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 4 (1d8)
Fort +2, **Ref** +5, **Will** +2

OFFENSE
Speed 10 ft., fly 60 ft. (average)
Melee 2 talons +5 (1d4–2)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS
Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 15, **Cha** 6
Base Atk +0; **CMB** +1; **CMD** 9
Feats Weapon Finesse
Skills Fly +7, Perception +10, Stealth +15; Racial Modifiers +4 Perception, +4 Stealth

ECOLOGY
Environment temperate forests
Organization solitary or pair
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

CR	XP	Hit Points	Disabled	Negative	Conditions
1/3	135	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
1/2	270	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	

Flying Squirrel CR 1/3

XP 135
N Tiny animal
Init +2; **Senses** low-light vision; Perception +1

DEFENSE
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 3 (1d8-1)
Fort +1, **Ref** +4, **Will** +1

OFFENSE
Speed 20 ft., fly 40 ft. (clumsy)
Melee bite +4 (1d3-4)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS
Str 3, **Dex** 15, **Con** 8, **Int** 1, **Wis** 12, **Cha** 6
Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)
Feats Acrobatic, Weapon Finesse
Skills Acrobatics +8 (+12 when jumping), Climb +10, Fly +4; Racial Modifiers +11 Acrobatics (+8 when jumping), +8 Climb
SQ glide

SPECIAL ABILITIES

Glide (Ex)

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

Familiar

The master of a flying squirrel familiar gains a +3 bonus on Fly checks.

ECOLOGY

Environment temperate forests
Organization solitary or pair
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

CR	XP	Hit Points	Disabled	Negative	Conditions
1/3	135	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	
1/2	270	❑❑❑	❑	❑❑❑❑❑ ❑❑❑	

Sprite CR 1/3

XP 135
CN Diminutive fey
Init +3; **Senses** detect evil, detect good, low-light vision; Perception +6

DEFENSE
AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)
hp 3 (1d6)
Fort +0, **Ref** +5, **Will** +2
DR 2/cold iron

OFFENSE
Speed 15 ft., fly 60 ft. (perfect)
Melee shortsword +0 (1d2-4/19-20)
Ranged shortbow +7 (1d2-4)
Space 1 ft.; **Reach** 0 ft.
Spell-Like Abilities (CL 5th; concentration +5)

Constant—detect evil, detect good
At will—dancing lights, daze (DC 10)
1/day—color spray (DC 11)

STATISTICS
Str 3, **Dex** 17, **Con** 10, **Int** 6, **Wis** 11, **Cha** 10
Base Atk +0; **CMB** -1; **CMD** 5
Feats Alertness
Skills Escape Artist +15, Fly +21, Perception +6, Sense Motive +2, Stealth +19
Languages Common, Sylvan
SQ luminous

SPECIAL ABILITIES

Luminous (Su)

A sprite naturally sheds light equal to that provided by a torch. A sprite can control the color and intensity of the light as a swift action, reducing it to the dimness of a candle or even extinguishing its luminosity entirely if it wishes.

ECOLOGY
Environment temperate forests
Organization solitary, pair, troop (3-6), band (7-14), or tribe (15-40)
Treasure standard (short sword, short bow with 20 arrows, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1/3	135	❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
2	1/2	270	❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
3	1	405	❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
4		540	❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
5	2	675	❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
6	3	810	❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
7		945	❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
8		1080	❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
9	4	1215	❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
10		1350	❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
11		1485	❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
12	5	1620	❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	

Eagle CR 1/2

XP 200
N Small animal
Init +2; **Senses** low-light vision; Perception +10

DEFENSE
AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)
hp 5 (1d8+1)
Fort +3, **Ref** +4, **Will** +2

OFFENSE
Speed 10 ft., fly 80 ft. (average)
Melee 2 talons +3 (1d4), bite +3 (1d4)

STATISTICS
Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 15, **Cha** 7
Base Atk +0; **CMB** –1; **CMD** 11
Feats Weapon Finesse
Skills Fly +8, Perception +10; Racial Modifiers +8 Perception

ECOLOGY
Environment temperate mountains
Organization solitary or pair
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

CR	XP	Hit Points	Disabled	Negative	Conditions
1/2	200	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
1	400	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Stirge CR 1/2

XP 200
N Tiny magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

DEFENSE
AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)
hp 5 (1d10)
Fort +2, **Ref** +6, **Will** +1

OFFENSE
Speed 10 ft., fly 40 ft. (average)
Melee touch +7 (attach)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks blood drain

STATISTICS
Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6
Base Atk +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)
Feats Weapon Finesse
Skills Fly +8, Stealth +16
SQ diseased

SPECIAL ABILITIES
Attach (Ex): When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Drain (Ex): A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex): Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (See Afflictions). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

ECOLOGY
Environment temperate and warm swamps
Organization solitary, colony (2–4), flock (5–8), storm (9–14), or swarm (15–40)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1/2	200	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
2	1	400	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
3	2	600	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
4	3	800	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
5		1000	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
6	4	1200	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
7		1400	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
8	5	1600	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
9		1800	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
10		2000	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
11		2200	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
12	6	2400	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	

Giant Cockroach CR 1/2

XP 200
N Small vermin
Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE
AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)
hp 8 (1d8+4)
Fort +6, **Ref** +1, **Will** +0
Weaknesses light sensitivity

OFFENSE
Speed 30 ft., climb 30 ft., fly 40 ft. (poor)
Melee bite +1 (1d4)

STATISTICS
Str 11, **Dex** 12, **Con** 19, **Int** --, **Wis** 11, **Cha** 2
Base Atk +0; **CMB** -1; **CMD** 10
Feats Diehard, Endurance
Skills Climb +8, Fly -1, Perception +4, Stealth +9; Racial Modifiers +8 Climb, +4 Perception, +4 Stealth
SQ hold breath

Hold Breath (Ex): The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

ECOLOGY
Environment any land
Organization solitary or intrusion (2–20)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1/2	200	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	1	400	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	2	600	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	3	800	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		1000	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
6	4	1200	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
7		1400	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
8	5	1600	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
9		1800	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
10		2000	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
11		2200	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
12	6	2400	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Clockwork Spy CR 1/2

XP 200
N Tiny construct (clockwork)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE
AC 15, touch 15, flat-footed 12 (+1 Dex, +2 dodge, +2 size)
hp 5 (1d10)
Fort +0, **Ref** +3, **Will** +0
Immune construct traits
Weaknesses vulnerable to electricity

OFFENSE
Speed 30 ft., fly 30 ft. (clumsy)
Melee slam +3 (1d2)
Special Attacks record audio, self-destruct

STATISTICS
Str 10, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +1; **CMB** +0; **CMD** 12
Feats Improved InitiativeB, Lightning ReflexesB
Skills Climb +2, Fly -3, Stealth +11; Racial Modifiers +2 Climb, +2 Stealth
SQ swift reactions, winding

SPECIAL ABILITIES
Record Audio (Su): A clockwork spy can record nearby sounds as a swift action, archiving all sound within a 20-foot spread onto a small gemstone worth 50 gp embedded in its body. The clockwork spy can record up to 1 hour of sound per Hit Die it possesses. Starting and stopping playback of recorded sound is a swift action. Removing a gemstone or installing a gemstone into a clockwork spy requires a DC 25 Disable Device check as a full-round action—failure does not damage the gemstone but does erase any recorded sounds on the gemstone. Since clockwork spies are not intelligent, they must be given simple commands as to when they are to start recording sounds. A clockwork spy can differentiate between creature types and subtypes, but not between specific individuals—a spy can be ordered to start recording sound as soon as a humanoid (human) or an aberration comes in range, but it cannot be ordered to start recording when a specific person comes within range. Once a clockwork spy begins recording sound, it cannot cease recording early. Likewise, it cannot record sound onto a gemstone that already contains a recording.

Self-Destruct (Su): Unless specifically programmed otherwise by its creator, a clockwork spy explodes 1 round after it is destroyed. During this round, the thing shrieks and thrashes about as if undergoing convulsions. On what would normally have been the clockwork spy's next action, it explodes, dealing 1d6 points of fire damage in a 5-foot radius (Reflex DC 10 for half damage). A DC 20 Disable Device check made as a standard action can halt the spy's self-destruct sequence, but does not prevent it from dying. A clockwork spy that self-destructs automatically destroys its gemstone, along with any information contained inside it. The save DC is Constitution-based.

ECOLOGY
Environment any
Organization solitary
Treasure incidental (gemstone worth 50 gp)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Winding: The construct must be wound with a special key in order to function. As a general rule, a fully wound clockwork can remain active for 1 day per HD, but shorter or longer durations are possible.

Swift Reactions: Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.

Hit Points	Disabled	Negative	Conditions
❑❑❑❑❑	destroyed	-	

Great Horned Owl CR 1/2

XP 200
N Small animal
Init +2; **Senses** low-light vision; Perception +10

DEFENSE
AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 5 (1d8+1)
Fort +3, **Ref** +4, **Will** +2

OFFENSE
Speed 10 ft., fly 60 ft. (average)
Melee 2 claws +3 (1d4-1)

STATISTICS
Str 8, **Dex** 15, **Con** 13, **Int** 2, **Wis** 15, **Cha** 6
Base Atk +0; **CMB** -2; **CMD** 10
Feats Weapon Finesse
Skills Fly +6, Perception +10, Stealth +10; Racial Modifiers +4 Fly, +4 Perception, +4 Stealth

ECOLOGY
Environment temperate forests
Organization solitary, pair, or roost (3-10)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1/2	200	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	1	400	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	2	600	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	3	800	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		1000	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	4	1200	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
7		1400	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
8	5	1600	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
9		1800	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
10		2000	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Leaf Leshy CR 1/2

XP 200
N Small plant (leshy, shapechanger)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE
AC 13, touch 12, flat-footed 12 (+1 armor, +1 Dex, +1 size)
hp 5 (1d8+1)
Fort +3, **Ref** +1, **Will** +1
Immune electricity, sonic, plant traits

OFFENSE
Speed 20 ft., climb 10 ft., fly 10 ft. (clumsy); glide
Melee shortspear +2 (1d4-2/19-20)
Ranged seedpods +2 touch (1 plus deafen)
Spell-Like Abilities (CL 2nd; concentration +3)

Constant—pass without trace

STATISTICS
Str 6, **Dex** 13, **Con** 12, **Int** 5, **Wis** 12, **Cha** 13
Base Atk +0; **CMB** -3; **CMD** 8
Feats Weapon Finesse
Skills Fly -1, Stealth +5 (+9 in forests and jungles), Survival +1 (+5 in forests and jungles); Racial Modifiers +4 Stealth and Survival in forests and jungles
Languages Druidic, Sylvan; plantspeech (trees)
SQ change shape (Small tree; tree shape), verdant burst

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

Seedpods (Ex): Leaf leshys sprout explosive acorns, pine cones, or other seedpods, and can hurl these as ranged attacks. A seedpod has a range increment of 10 feet and detonates on contact to deal 1 point of bludgeoning damage (this damage is not modified by Strength). Anyone struck by a seedpod must succeed at a DC 11 Fortitude save or be deafened for 1 round. The save DC is Constitution-based.

ECOLOGY
Environment any forest or hill
Organization solitary or grove (2-16)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1/2	200	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	1	400	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3	2	600	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	3	800	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		1000	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6	4	1200	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		1400	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	5	1600	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
9		1800	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
10		2000	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
11		2200	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
12	6	2400	❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Sagari CR 1/2

XP 200
NE Tiny aberration
Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 7 (1d8+3)
Fort +3, **Ref** +4, **Will** +2

OFFENSE
Speed 10 ft., fly 30 ft. (perfect)
Melee bite +1 (1d4-1), tentacle +1 (1d4-1)
Space 2-1/2 ft.; **Reach** 2-1/2 ft.
Special Attacks baleful whinny, lashing strike

STATISTICS
Str 8, **Dex** 15, **Con** 17, **Int** 6, **Wis** 11, **Cha** 14
Base Atk +0; **CMB** +0; **CMD** 9 (can't be tripped)
Feats Lightning Reflexes
Skills Fly +10, Perception +4, Stealth +14
Languages Aklo
SQ flight

SPECIAL ABILITIES
Baleful Whinny (Su): As a standard action, a sagari can emit a monstrous whinny. Any creature within 60 feet must succeed at a DC 12 **Will** save or become sickened for 1d4 rounds by the hideous sound. This is a sonic, mind-affecting effect. Whether or not the save is successful, the affected creature is immune to the same sagari's baleful whinny for 24 hours. The save DC is Charisma-based.

Flight (Su): A sagari's flight is supernatural in nature.

Lashing Strike (Ex): Although a sagari is Tiny, it does not provoke attacks of opportunity when it makes melee attacks. In addition, its tentacle attack is a primary attack. Sagaris haunt forest trails, hanging upside-down from tree branches by the grotesque tentacles that make up their necks. Unexpectedly intelligent, these cruel aberrations swoop down from their perches to attack unsuspecting travelers wandering through the forests. Their piercing whinny causes sickness within those who hear it, the sound waves reverberating within the victims' chests and causing them to feel unwell. Groups of sagaris are particularly dangerous, filling the air with their terrifying neighs and diving upon utterly helpless, nauseated victims in a rush.

ECOLOGY
Environment any forests
Organization solitary, pair, herd (3-8), or harras (9-16)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1/2	200	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	1	400	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3	2	600	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	3	800	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		1000	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6	4	1200	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		1400	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	5	1600	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
9		1800	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
10		2000	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
11		2200	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
12	6	2400	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Vulture CR 1/2

XP 200
N Small animal
Init +1; **Senses** low-light vision, scent; Perception +9

DEFENSE
AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)
hp 6 (1d8+2)
Fort +6, **Ref** +3, **Will** +1; +4 vs. disease

OFFENSE
Speed 10 ft., fly 50 ft. (average)
Melee bite +2 (1d6+1)

STATISTICS
Str 12, **Dex** 13, **Con** 14, **Int** 2, **Wis** 13, **Cha** 7
Base Atk +0; **CMB** +0; **CMD** 11
Feats Great Fortitude
Skills Fly +7, Perception +9; Racial Modifiers +8 Perception

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location. A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment warm plains or hills
Organization solitary, pair, or flock (3-24)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1/2	200	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	1	400	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	2	600	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	3	800	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		1000	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
6	4	1200	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
7		1400	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
8	5	1600	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
9		1800	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
10		2000	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
11		2200	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
12	6	2400	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Darkmantle CR 1

XP 400
N Small magical beast
Init +6; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +4

DEFENSE
AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 15 (2d10+4)
Fort +5, **Ref** +3, **Will** +0

OFFENSE
Speed 20 ft., fly 30 ft. (poor)
Melee slam +3 (1d4 plus grab)
Special Attacks constrict (1d4+4), grab (any size)
Spell-Like Abilities (CL 5th)

1/day—darkness ❑

STATISTICS
Str 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** +1 (+5 grapple); **CMD** 13 (can't be tripped)
Feats Improved Initiative
Skills Fly +5, Perception +4, Stealth +10; Racial Modifiers +4 Perception, +4 Stealth

ECOLOGY
Environment any underground
Organization solitary, pair, or clutch (3–12)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1	400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		2000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
6	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
7		2800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
8	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
9		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
10		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
11		4400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
12	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Homonculus CR 1

XP 400
Any alignment (same as creator) Tiny construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 11 (2d10)
Fort +0, **Ref** +4, **Will** +1
Defensive Abilities construct traits

OFFENSE
Speed 20 ft., fly 50 ft. (good)
Melee 1 bite +3 (1d4–1 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS
Str 8, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 7
Base Atk +2; **CMB** +2; **CMD** 11
Feats Lightning Reflexes
Skills Fly +10, Perception +3, Stealth +12
Languages Common (cannot speak); telepathic link

SPECIAL ABILITIES
Poison (Ex): Bite—injury; save Fort DC 13; frequency 1/minute for 60 minutes; effect sleep for 1 minute; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.
Telepathic Link (Su)

A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.

ECOLOGY
Environment any
Organization solitary
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Hit Points	Disabled	Negative	Conditions
❑❑❑❑❑ ❑❑❑❑❑ ❑	destroyed	-	

Pseudodragon CR 1

XP 400
NG Tiny dragon
Init +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +6

DEFENSE
AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)
hp 15 (2d12+2)
Fort +4, **Ref** +5, **Will** +4
Immune paralysis, sleep; SR 12

OFFENSE
Speed 15 ft., fly 60 ft. (good)
Melee sting +6 (1d3–2 plus poison), bite +6 (1d2–2)
Space 2-1/2 ft.; **Reach** 0 ft. (5 ft. with tail)

STATISTICS
Str 7, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +2; **CMD** 10 (14 vs. trip)
Feats Weapon Finesse
Skills Diplomacy +5, Fly +15, Perception +6, Sense Motive +6, Stealth +19 (+23 in forests), Survival +6; Racial Modifiers +4 Stealth (improves to +8 in forests)
Languages Draconic; telepathy (60 ft.)

SPECIAL ABILITIES
Poison (Ex): Sting—injury; save Fort DC 14; frequency 1/minute for 10 minutes; effect sleep for 1 minute; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

ECOLOGY
Environment temperate forests
Organization solitary, pair, or clutch (3–5)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1	400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		2000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Small Air Elemental CR 1

XP 400
N Small outsider (air, elemental, extraplanar
Init +7; **Senses** darkvision 60 ft.; Perception +4

DEFENSE
AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)
hp 13 (2d10+2)
Fort +4, **Ref** +6, **Will** +0
Defensive Abilities air mastery; **Immune** elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee slam +6 (1d4+1)
Special Attacks whirlwind (DC 12, 10-20 ft.)

STATISTICS
Str 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +2; **CMD** 15
Feats Flyby Attack, Improved InitiativeB, Weapon FinesseB
Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11
Languages Auran

SPECIAL ABILITIES
Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

ECOLOGY
Environment Plane of Air
Organization solitary, pair, or gang (3–8)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1	400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		2000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		2800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Giant Bee CR 1

XP 400
N Medium vermin
Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 16 (3d8+3)
Fort +4, **Ref** +3, **Will** +2
Immune mind-affecting effects
Weaknesses vulnerable to smoke

OFFENSE
Speed 20 ft., fly 60 ft. (good)
Melee sting +2 (1d4 plus poison)

STATISTICS
Str 11, **Dex** 14, **Con** 13, **Int** --, **Wis** 12, **Cha** 9
Base Atk +2; **CMB** +2; **CMD** 14 (22 vs. trip)
Skills Fly +6

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

Vulnerable to Smoke (Ex): Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a DC 14 Fortitude save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.

ECOLOGY
Environment temperate or warm plains
Organization solitary, group (2–5), or nest (6–19)
Treasure incidental

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1	400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		2000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
7		2800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
8	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
9		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
10		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
11		4400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
12	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Giant Fly CR 1

XP 400
N Medium vermin
Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE
AC 13, touch 13, flat-footed 10 (+3 **Dex**)
hp 15 (2d8+6)
Fort +6, **Ref** +3, **Will** –2
Immune disease, mind-affecting effects

OFFENSE
Speed 20 ft., climb 20 ft., fly 60 ft. (good)
Melee bite +2 (1d6+1 plus disease)

STATISTICS
Str 12, **Dex** 17, **Con** 16, **Int** —, **Wis** 7, **Cha** 2
Base Atk +1; **CMB** +2; **CMD** 15 (21 vs. trip)
Skills Climb +9, Fly +7, Perception +2; Racial Modifiers +4 Perception

SPECIAL ABILITIES
Disease (Ex): Filth Fever: Bite—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. Some flies might carry other diseases, at the GM's discretion. The save DC is Constitution-based.

ECOLOGY
Environment any temperate or tropical
Organization solitary, pair, or swarm (3–12)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1	400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
5		2000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
7		2800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
8	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
9		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
10		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
11		4400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
12	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Grig CR 1

XP 400
NG Tiny fey
Init +4; **Senses** low-light vision; Perception +5

DEFENSE
AC 17, touch 17, flat-footed 12 (+4 **Dex**, +1 dodge, +2 size)
hp 4 (1d6+1)
Fort +1, **Ref** +6, **Will** +3
DR 5/cold iron; SR 16

OFFENSE
Speed 30 ft., fly 40 ft. (average)
Melee short sword –1 (1d3–3/19–20)
Ranged longbow +6 (1d4–3/×3)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks fiddle
Spell-Like Abilities (CL 9th; concentration +11)

3/day—disguise self, entangle (DC 13), invisibility (self only), pyrotechnics (DC 14)

STATISTICS
Str 5, **Dex** 18, **Con** 13, **Int** 10, **Wis** 13, **Cha** 14
Base Atk +0; **CMB** +2; **CMD** 10 (16 vs. trip)
Feats Dodge
Skills Acrobatics +8 (+12 jump), Escape Artist +8, Fly +12, Perception +5, Perform (string) +6, Stealth +16; Racial Modifiers +4 Acrobatics when jumping
Languages Common, Sylvan

SPECIAL ABILITIES
Fiddle (Su): Grigs are capable of rubbing their legs together like a cricket to create a surprisingly pleasant sound not unlike that of a tiny fiddle. As a standard action, a grig can create a catchy tune that compels any creature within a 20-foot spread to dance and caper. A creature can resist this compulsion by making a DC 12 Will save. Creatures that fail are compelled to dance and shuffle their feet, and are effectively staggered as long as the grig continues to fiddle. A grig can maintain this effect for up to 10 rounds per day by concentrating. Once a creature makes the save against a grig's fiddle, it is immune to further fiddle effects from that grig for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

ECOLOGY
Environment temperate forests
Organization solitary, gang (2–5), or band (6–11)
Treasure NPC gear (short sword, longbow with 20 arrows, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1	400	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	3	800	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	4	1200	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	5	1600	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		2000	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	6	2400	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
7		2800	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
8	7	3200	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
9		3600	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
10		4000	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
11		4400	❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Gryph CR 1

XP 400
NE Small magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE
AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)
hp 15 (2d10+4)
Fort +5, **Ref** +5, **Will** +1

OFFENSE
Speed 30 ft., fly 50 ft. (good)
Melee bite +5 (1d6/×3), claw +5 (grab)
Special Attacks implant eggs

STATISTICS
Str 11, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7
Base Atk +2; **CMB** +1 (+5 start grapple, +9 maintain grapple); **CMD** 13 (21 vs. trip)
Feats Weapon Finesse
Skills Fly +8, Perception +5, Stealth +10

SPECIAL ABILITIES
Grab (Ex): A gryph can use its grab attack on a creature of up to Medium size. It has a +4 racial bonus on grapple checks to maintain a grapple (in addition to the +4 from the grab ability).

Implant Eggs (Ex) : Once per day, a gryph can implant eggs into a helpless target or a target it is grappling. As a full-round action, the gryph extends an ovipositor from its abdomen and penetrates the victim's flesh by making a successful sting attack (+5 melee). On a hit, the ovipositor deals 1 point of damage and implants 1d4 eggs in the victim. The eggs draw nutrients from the target's flesh, and give the target the sickened condition. The eggs grow swiftly, hatching in a mere 1d4 minutes into ravenous gryph chicks that immediately burrow out of the victim's body. This deals 2 points of Constitution damage per gryph chick, after which the hatchlings immediately take wing and fly away (if needed, use game statistics for a bat familiar to represent a hatchling). Removing implanted eggs requires a DC 20 Heal check (a full-round action); each attempt deals 1 hit point of damage. Although immunity to disease offers no special protection against gryph egg implantation, remove disease, heal, or similar effects automatically destroy any implanted gryph eggs.

ECOLOGY
Environment temperate forests or underground
Organization solitary, flock (2–8), or throng (9–20)
Treasure incidental

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1	400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		2000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
6	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
7		2800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
8	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
9		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
10		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
11		4400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
12	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Atomie CR 1

XP 400
CN Diminutive fey
Init +7; **Senses** low-light vision; Perception +7

DEFENSE
AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)
hp 9 (2d6+2)
Fort +1, **Ref** +6, **Will** +5
DR 2/cold iron

OFFENSE
Speed 20 ft., fly 50 ft. (good)
Melee rapier +8 (1d2-2/18-20)
Space 1 ft.; **Reach** 0 ft.
Special Attacks sneak attack +1d6
Spell-Like Abilities (CL 6th; concentration +10)

Constant—speak with animals
At will—dancing lights, reduce person (DC 15)
3/day—invisibility (self only)
1/day—shrink item

STATISTICS
Str 6, **Dex** 17, **Con** 13, **Int** 11, **Wis** 14, **Cha** 18
Base Atk +1; **CMB** +0; **CMD** 8
Feats Improved InitiativeB, Weapon Finesse
Skills Acrobatics +8 (+4 when jumping), Bluff +9, Escape Artist +7, Fly +18, Perception +7, Sense Motive +6, Stealth +20
Languages Common, Sylvan; speak with animals

ECOLOGY
Environment any temperate
Organization solitary, pair, gang (3-6), or band (7-14)
Treasure standard (rapier, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1	400	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	3	800	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	4	1200	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	5	1600	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		2000	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	6	2400	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
7		2800	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
8	7	3200	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
9		3600	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
10		4000	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
11		4400	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
12	8	4800	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Flumph CR 1

XP 400
LG Small aberration
Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE
AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)
hp 9 (2d8)
Fort +0, **Ref** +3, **Will** +5

OFFENSE
Speed 5 ft., fly 20 ft. (perfect)
Melee sting +5 (1d4 plus acid injection)
Special Attacks stench spray

STATISTICS
Str 10, **Dex** 16, **Con** 11, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +1; **CMB** +0; **CMD** 13
Feats Weapon Finesse
Skills Diplomacy +2, Fly +18, Perception +7, Sense Motive +3, Stealth +11
Languages Aklo, Common

SPECIAL ABILITIES
Acid Injection (Ex): When a flumph strikes an opponent with its spikes, it injects a burning, irritating acid that deals 1d4 points of acid damage immediately and another 1d4 points of acid damage on the round after the attack. The target can end the acid's effects by submerging the wound in water for a round or by being treated with a DC 15 Heal check. A creature that grapples or swallows the flumph takes this acid damage automatically every round it maintains this contact with a living flumph.

Stench Spray (Ex): A flumph can spray a 20-foot line of foul- smelling liquid once every 1d4 rounds. This spray functions like the stench universal monster ability, except it only affects creatures struck by the spray, which must make a DC 10 Fortitude save or be sickened for 5 rounds. The save DC is Constitution-based. Alternatively, the flumph can concentrate the spray on a single target within 5 feet. To use this version of its stench spray, the flumph must succeed at a ranged touch attack (+5 for most flumphs). If the target is hit, it must make a DC 10 Fortitude save or become nauseated for 5 rounds; otherwise, it is sickened for 5 rounds. The odor from this spray lingers in the area and on all creatures struck for 1d4 hours, and can be detected at a range of 100 feet (creatures with the scent ability can smell it at double this range).

ECOLOGY
Environment any land or underground
Organization solitary, pair, or colony (4-16)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1	400	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	3	800	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	4	1200	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	5	1600	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
5		2000	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	6	2400	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
7		2800	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
8	7	3200	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
9		3600	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
10		4000	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
11		4400	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
12	8	4800	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	

Small Lightning Elemental CR 1

XP 400
N Small outsider (air, elemental, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +5

DEFENSE
AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)
hp 11 (2d10)
Fort +3, **Ref** +5, **Will** +0
Immune electricity, elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee slam +5 (1d4 plus 1d3 electricity)
Special Attacks metal mastery, spark leap

STATISTICS
Str 10, **Dex** 15, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +2; **CMB** +1; **CMD** 13
Feats Improved Initiative, Weapon FinesseB
Skills Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5
Languages Auran

SPECIAL ABILITIES
Metal Mastery (Ex): A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

Spark Leap (Ex): A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

ECOLOGY
Environment any (Plane of Air)
Organization solitary, pair, or gang (3–8)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	1	400	❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
2	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
3	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
4	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
5		2000	❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
6	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
7		2800	❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
8	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	

Bat Swarm CR 2

XP 600
N Diminutive animal (swarm)
Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15

DEFENSE
AC 16, touch 16, flat-footed 14 (+2 **Dex**, +4 size)
hp 13 (3d8)
Fort +3, **Ref** +7, **Will** +3
Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE
Speed 5 ft., fly 40 ft. (good)
Melee swarm (1d6)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 11), wounding

STATISTICS
Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4
Base Atk +2; **CMB** —; **CMD** —
Feats Lightning Reflexes, Skill Focus (Perception)
Skills Fly +12, Perception +15; Racial Modifiers +4 Perception when using blindsense
SQ swarm traits

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

Distraction (Ex): A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's **Con** modifier) negates the effect.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any temperate or tropical
Organization solitary, pair, flight (3–6 swarms), or colony (11–20 swarms)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	dispersed	-	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	dispersed	-	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	dispersed	-	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	dispersed	-	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	dispersed	-	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	dispersed	-	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	dispersed	-	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	dispersed	-	

Dire Bat CR 2

XP 600
N Large animal
Init +2; **Senses** blindsense 40 ft.; Perception +12

DEFENSE
AC 14, touch 11, flat-footed 12 (+2 **Dex**, +3 natural, –1 size)
hp 22 (4d8+4)
Fort +5, **Ref** +6, **Will** +3

OFFENSE
Speed 20 ft., fly 40 ft. (good)
Melee bite +5 (1d8+4)
Space 10 ft.; **Reach** 5 ft.

STATISTICS
Str 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 14, **Cha** 6
Base Atk +3; **CMB** +7; **CMD** 19
Feats Alertness, Stealthy
Skills Fly +9, Perception +12, Stealth +4; Racial Modifiers +4 Perception when using blindsense

ECOLOGY
Environment any temperate or tropical
Organization solitary, pair, or colony (3–8)
Treasure incidental

SPECIAL ABILITIES
Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Imp CR 2

XP 600
LE Tiny outsider (devil, evil, extraplanar, lawful)
Init +3; **Senses** darkvision 60 ft., detect good, detect magic, see in darkness; Perception +7

DEFENSE
AC 17, touch 16, flat-footed 13 (+3 **Dex**, +1 dodge, +1 natural, +2 size)
hp 16 (3d10); fast healing 2
Fort +1, **Ref** +6, **Will** +4
DR 5/good or silver; **Immune** fire, poison; Resist acid 10, cold 10

OFFENSE
Speed 20 ft., fly 50 ft. (perfect)
Melee sting +8 (1d4 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Spell-Like Abilities (CL 6th)

Constant—detect good, detect magic
At will—invisibility (self only)
1/day—augury, suggestion (DC 15)
1/week—commune (6 questions, CL 12th)

STATISTICS
Str 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14
Base Atk +3; **CMB** +1; **CMD** 15
Feats Dodge, Weapon Finesse
Skills Acrobatics +9, Bluff +8, Fly +21, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7
Languages Common, Infernal
SQ change shape (boar, giant spider, rat, or raven, beast shape I)

SPECIAL ABILITIES
Poison (Ex): Sting—injury; save **Fort** DC 13; frequency 1/round for 6 rounds; effect 1d2 **Dex**; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

ECOLOGY
Environment any (Hell)
Organization solitary, pair, or flock (3–10)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
9		5400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
10		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	

Quasit CR 2

XP 600
CE Tiny outsider (chaotic, demon, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +7

DEFENSE
AC 16, touch 14, flat-footed 14 (+2 **Dex**, +2 natural, +2 size)
hp 16 (3d10); fast healing 2
Fort +1, **Ref** +5, **Will** +4
DR 5/cold iron or good; **Immune** electricity, poison; Resist acid 10, cold 10, fire 10

OFFENSE
Speed 20 ft., fly 50 ft. (perfect)
Melee 2 claws +7 (1d3–1 plus poison), bite +7 (1d4–1)
Space 2-1/2 ft.; **Reach** 0 ft.
Spell-Like Abilities (CL 6th)
At will—detect good, detect magic, invisibility (self only)
1/day—cause fear (30-foot radius, DC 11)
1/week—commune (six questions)

STATISTICS
Str 8, **Dex** 14, **Con** 11, **Int** 11,**Wis** 12, **Cha** 11
Base Atk +3; **CMB** +0; **CMD** 12
Feats Improved Initiative, Weapon Finesse
Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +7, Stealth +16
Languages Abyssal, Common; telepathy (touch)
SQ change shape (2 of the following forms: bat, Small centipede, toad, or wolf; polymorph)

SPECIAL ABILITIES
Poison (Ex): Claw—injury; save Fortitude DC 13; frequency 1/round for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive saves.

ECOLOGY
Environment any (Abyss)
Organization solitary or flock (2–12)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
9		5400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
10		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
11	9	6600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
12		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	

Vargouille CR 2

XP 600
NE Small outsider (evil, extraplanar)
Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE
AC 15, touch 12, flat-footed 14; (+1 Dex, +3 natural, +1 size)
hp 19 (3d10+3)
Fort +4, **Ref** +4, **Will** +2

OFFENSE
Speed fly 30 ft. (good)
Melee bite +5 (1d4 plus poison)
Special Attacks kiss, poison, shriek

STATISTICS
Str 10, **Dex** 13, **Con** 13, **Int** 5, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +2; **CMD** 13
Feats Skill Focus (Stealth), Weapon Finesse
Skills Fly +13, Intimidate +5, Perception +7, Stealth +8
Languages Infernal

SPECIAL ABILITIES
Kiss (Su): A vargouille can kiss a helpless target by making a successful melee touch attack (this provokes attacks of opportunity). A kissed opponent must succeed on a DC 16 Fortitude save or begin a terrible transformation that changes the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation). First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation's progress is paused by sunlight or any light spell of 3rd level or higher, but stopping the transformation requires remove disease or a similar effect. The transformation is a disease effect. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Su): Bite—injury; save **Fort** DC 12; frequency once; effect damage caused by bite can only be healed with magic if the spellcaster succeeds on a DC 20 caster level check; cure 1 save. The save DC is Constitution-based.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth to shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The save DC is Constitution-based.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any
Organization pair, cluster (3–6), or mob (7–12)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
9		5400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
10		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
11	9	6600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
12		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Arbiter CR 2

XP 600
LN Tiny outsider (extraplanar, inevitable, lawful)
Init +3; **Senses** darkvision 60 ft., detect chaos, low-light vision; Perception +5

DEFENSE
AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)
hp 15 (2d10+4); regeneration 2 (chaotic)
Fort +5, **Ref** +3, **Will** +3
Defensive Abilities constant vigilance, constructed; SR 13

OFFENSE
Speed 20 ft., fly 50 ft. (average)
Melee short sword +7 (1d3/19–20)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks electrical burst
Spell-Like Abilities (CL 2nd; concentration +4)

Constant—detect chaos
3/day—command (DC 13), make whole, protection from chaos
1/week—commune (CL 12th, 6 questions)

STATISTICS
Str 11, **Dex** 16, **Con** 14, **Int** 11, **Wis** 11, **Cha** 14
Base Atk +2; **CMB** +3; **CMD** 13
Feats Flyby Attack, Weapon FinesseB
Skills Diplomacy +7, Fly +12, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +16
Languages truespeech
SQ locate inevitable

SPECIAL ABILITIES
Constant Vigilance (Su): An arbiter gains a +4 bonus to recognize and disbelieve illusions created by creatures with the chaotic subtype or possessing the chaotic descriptor.

Electrical Burst (Ex): An arbiter can release electrical energy from its body in a 10-foot-radius burst that deals 3d6 electricity damage (DC 13 Reflex half). Immediately following such a burst, the arbiter becomes stunned for 24 hours. The save DC is Constitution-based.

Locate Inevitable (Su): An arbiter can always sense the direction of the nearest non-arbiter inevitable on the plane, the better to help it report back to its superiors. It cannot sense the range to this inevitable.

ECOLOGY
Environment any
Organization solitary, pair, or flock (3–14)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
9		5400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
10		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
11	9	6600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
12		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Cacodaemon CR 2

XP 600
NE Tiny outsider (daemon, evil, extraplanar)
Init +4; **Senses** darkvision 60 ft., detect good, detect magic; Perception +7

DEFENSE
AC 16, touch 12, flat-footed 16 (+4 natural, +2 size)
hp 19 (3d10+3); fast healing 2
Fort +2, **Ref** +5, **Will** +4
DR 5/good or silver; **Immune** acid, death effects, disease, poison; Resist cold 10, electricity 10, fire 10

OFFENSE
Speed 5 ft., fly 50 ft. (perfect)
Melee bite +6 (1d4+1 plus disease)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks soul lock
Spell-Like Abilities (CL 6th; concentration +7)
Constant—detect good, detect magic
At will—invisibility (self only)
3/day—lesser confusion (DC 12)
1/week—commune (CL 12th, six questions)

STATISTICS
Str 12, **Dex** 11, **Con** 13, **Int** 8, **Wis** 13, **Cha** 12
Base Atk +3; **CMB** +1; **CMD** 12
Feats Improved Initiative, Lightning Reflexes
Skills Bluff +7, Fly +18, Knowledge (planes) +5, Perception +7, Stealth +14
Languages Abyssal, Common, Infernal; telepathy 100 ft.
SQ change shape (2 of the following forms: lizard, octopus, small scorpion, venomous snake, polymorph)

SPECIAL ABILITIES
Disease (Su): Cacodaemonia: Bite—injury; save Fortitude DC 12; onset 1 day; frequency 1/day; effect 1d2 Wisdom damage, cure 2 consecutive saves. In addition to the normal effects of the disease, as long as a victim is infected, the cacodaemon can telepathically communicate with the creature over any distance (as long as they remain on the same plane).

Soul Lock (Su): Once per day as a full-round action, a cacodaemon can ingest the spirit of any sentient creature that has died within the last minute. This causes a soul gem to grow inside of the cacodaemon's gut, which it can regurgitate as a standard action. A soul gem is a fine-sized object with 1 hit point and hardness 2. Destroying a soul gem frees the soul within, though it does not return the deceased creature to life. This is a death effect. Any attempt to resurrect a body whose soul is trapped in a soul gem requires a DC 12 caster level check. Failure results in the spell having no effect, while success shatters the victim's soul gem and returns the creature to life as normal. If the soul gem rests in an unholy location, such as that created by the spell unhallow, the DC of this caster level check increases by +2. The caster level check DC is Charisma-based.

Any evil outsider can, as a standard action, ingest a soul gem. Doing so frees the soul within, but condemns it to one of the lower planes (though the soul can be returned to life as normal). The outsider gains fast healing 2 for a number of rounds equal to its Hit Dice.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature , but retains most of its own physical qualities. This ability functions as a polymorph spell, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

ECOLOGY
Environment any (Abaddon)
Organization solitary or swarm (2–10)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Cassisian CR 2

XP 600
NG Small outsider (angel, extraplanar, good)
Init +0; **Senses** darkvision 60 ft., detect evil, low-light vision; Perception +5
Aura lesser protective aura

DEFENSE
AC 14, touch 11, flat-footed 14 (+3 natural, +1 size) (+2 deflection vs. evil)
hp 13 (2d10+2)
Fort +4, **Ref** +3, **Will** +2; +4 vs. poison; +2 resistance vs. evil
DR 5/cold iron or evil; **Immune** acid, cold, petrification; Resist electricity 10, fire 10

OFFENSE
Speed fly 60 ft. (perfect)
Melee slam –1 (1d3–4)
Special Attacks breath weapon (15-ft. line, 1d6 cold or 1d6 fire, Reflex DC 12 half, usable every 1d4 rounds)
Spell-Like Abilities (CL 3rd; concentration +3)

Constant--detect evil, know direction
1/day--aid, daylight
1/week--commune (six questions, CL 12th)

STATISTICS
Str 3, **Dex** 11, **Con** 12, **Int** 6, **Wis** 11, **Cha** 10
Base Atk +2; **CMB** –3; **CMD** 7 (can't be tripped)
Feats Iron **Will**
Skills Diplomacy +2, Fly +10, Knowledge (planes) +2, Knowledge (religion) +2, Perception +5, Sense Motive +4, Stealth +8
Languages Celestial, Draconic, Infernal; truespeech
SQ change shape (2 of the following forms: Small human-like angel, dove, dog, or Tiny fish, polymorph), perfect memory

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

Lesser Protective Aura (Su): A cassisian has a lesser form of the protective aura possessed by more powerful angels. This protective aura grants the cassisian a +2 deflection bonus to its **AC** against evil foes, and a +2 resistance bonus on all saving throws made against evil effects or spells cast by evil creatures. This aura extends to a radius of 5 feet, but can only benefit one additional creature other than the cassisian at any one time. A cassisian's protective aura is fragile, and as soon as an evil creature successfully strikes the cassisian, or as soon as the cassisian fails a saving throw against an evil source, its protective aura fades away and is no longer applicable. The cassisian can reactivate its protective aura by spending 1 minute concentrating upon the task.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any good-aligned plane
Organization solitary, pair, or squad (3–6)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Cockroach Swarm CR 2

XP 600
N Diminutive vermin (swarm)
Init +2; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE
AC 16, touch 16, flat-footed 14 (+2 **Dex**, +4 size)
hp 26 (4d8+8)
Fort +6, **Ref** +3, **Will** +1
Defensive Abilities swarm traits, **Immune** weapon damage
Weaknesses light sensitivity, swarm traits

OFFENSE
Speed 20 ft., climb 20 ft., fly 30 ft. (poor)
Melee swarm (1d6)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 14)

STATISTICS
Str 1, **Dex** 15, **Con** 14, **Int** —, **Wis** 10, **Cha** 2
Base Atk +3; **CMB** —; **CMD** —
Skills Climb +10, Fly +4, Perception +4, Stealth +14; Racial Modifiers +4 Perception
SQ hold breath

SPECIAL ABILITIES
Hold Breath (Ex): A cockroach can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY

Environment Environment any temperate, warm, or urban
Organization solitary, pair, or intrusion (3–20 swarms)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	

Cythnigot CR 2

XP 600
CE Tiny outsider (chaotic, evil, extraplanar, qlippoth)
Init +1; **Senses** darkvision 60 ft., detect law, detect magic; Perception +5

DEFENSE
AC 14, touch 13, flat-footed 13 (+1 **Dex**, +1 natural, +2 size)
hp 16 (3d10)
Fort +1, **Ref** +6, **Will** +2
DR 5/cold iron or lawful; **Immune** cold, poison, mind-affecting effects; Resist acid 10, electricity 10, fire 10

OFFENSE
Speed 40 ft., fly 60 ft. (good)
Melee bite +6 (1d6+1 plus spores)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks horrific appearance (10 feet, DC 9)
Spell-Like Abilities (CL 6th, concentration +4)

Constant—detect law, detect magic, fly
1/day—soften earth and stone, warp wood
1/week—commune (six questions)

STATISTICS
Str 12, **Dex** 12, **Con** 11, **Int** 11, **Wis** 8, **Cha** 7
Base Atk +3; **CMB** +2; **CMD** 13 (21 vs. trip)
Feats Lightning Reflexes, Weapon Finesse
Skills Acrobatics +7 (+11 jump), Fly +15, Knowledge (nature) +6, Knowledge (planes) +6, Perception +5, Stealth +15
Languages Abyssal; telepathy (touch)

SPECIAL ABILITIES
Horrific Appearance (Su): Creatures that succumb to a cythnigot's horrific appearance become sickened for 1 round—a cythnigot's horrific appearance only functions to a range of 10 feet. Once a creature makes a saving throw against a particular cythnigot's horrific appearance, that creature is immune to the horrific appearance of all cythnigots for 24 hours. A spellcaster that has a cythnigot as a familiar is immune to the horrific appearance of all cythnigots, and also gains a +4 bonus on saving throws made against any qlippoth's horrific appearance.

Spores (Su): Any creature bitten by a cythnigot must make a DC 11 Fortitude save or become infested by the creature's otherworldly spores. These spores cause twitching spikes and hideous pallid growths of hair-like fibers to erupt from the bite wound and to writhe and wrap around the target's limbs. A creature suffering from these spores is entangled, and can attempt a new DC 11 Fortitude save in later rounds as a standard action to rip the tendrils free and escape the entangled condition. The effects of multiple cythnigot bites on a creature do not stack. Plant creatures take a –4 penalty on saves against this effect. This is a disease effect. The save DC is Constitution-based.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Abyss)
Organization solitary or bloom (2–12)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
9		5400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
10		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
11	9	6600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
12		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	

Hippogriff CR 2

XP 600
N Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE
AC 14, touch 12, flat-footed 11 (+2 **Dex**, +1 dodge, +2 natural, –1 size)
hp 22 (3d10+6)
Fort +5, **Ref** +5, **Will** +2

OFFENSE
Speed 40 ft., fly 100 ft. (average)
Melee bite +4 (1d6+2), 2 claws +4 (1d4+2)
Space 10 ft.; **Reach** 5 ft.

STATISTICS
Str 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 9
Base Atk +3; **CMB** +6; **CMD** 19
Feats Dodge, Wingover
Skills Fly +5, Perception +9; Racial Modifiers +4 Perception

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location. A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

FEATS
Wingover: Once each round, a creature with this feat can turn up to 180 degrees as a free action without making a Fly skill check. This free turn does not consume any additional movement from the creature.

Normal: A flying creature can turn up to 90 degrees by making a DC 15 Fly skill check and expending 5 feet of movement. A flying creature can turn up to 180 degrees by making a DC 20 Fly skill check and expending 10 feet of movement.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn [Wingover Feat] Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide [Wingover Feat] Minimum half speed or DC 10	Hover Fly DC 15	Glide [Wingover Feat] Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate hills or plains
Organization solitary, pair, or flight (7–12)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
9		5400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
10		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
11	9	6600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
12		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Lyrakien CR 2

XP 600
CG Tiny outsider (azata, chaotic, extraplanar, good)
Init +8; **Senses** darkvision 60 ft., detect evil, detect magic, low-light vision; Perception +9

DEFENSE
AC 16, touch 16, flat-footed 12 (+4 **Dex**, +2 size)
hp 19 (3d10+3)
Fort +2, **Ref** +7, **Will** +6
DR 5/evil; **Immune** electricity, petrification; Resist cold 10, fire 10

OFFENSE
Speed 30 ft., fly 80 ft. (perfect)
Melee slam +2 (1d2–3)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks starlight blast
Spell-Like Abilities (CL 3rd; concentration +8)

Constant—detect evil, detect magic, freedom of movement
At will—dancing lights, daze (DC 15), summon instrument, ventriloquism (DC 16)
1/day—cure light wounds, lesser confusion (DC 16), silent image (DC 16)
1/week—commune (6 questions, CL 12th)

STATISTICS
Str 5, **Dex** 19, **Con** 12, **Int** 14, **Wis** 17, **Cha** 20
Base Atk +3; **CMB** +5; **CMD** 12
Feats Agile Maneuvers, Improved Initiative
Skills Acrobatics +10, Bluff +11, Diplomacy +11, Fly +16, Knowledge (any one) +8, Perception +9, Perform (any one) +11, Spellcraft +5, Stealth +18
Languages Celestial, Draconic, Infernal; truespeech
SQ traveler's friend

SPECIAL ABILITIES
Starlight Blast (Su): As a standard action once every 1d4 rounds, a lyrakien can tap into the divine power of Elysium, unleashing a blast of holy starlight in a 5-foot burst. All creatures in this area take 1d4 points of holy damage, plus 1 point for each step their alignment deviates from chaotic good. For example, a chaotic neutral or neutral good creature would take 1d4+1 points of damage, a neutral creature would take 1d4+2 points of damage, and a lawful evil creature would take 1d4+4 points of damage. A DC 12 Reflex save negates this damage. Chaotic good creatures are unaffected by this ability. The save DC is Constitution-based.

Traveler's Friend (Su): The performances and company of a lyrakien ease the burden of travel. Once per day, a creature may spend a minute listening to a lyrakien's performance—doing so removes the effects of exhaustion and fatigue from the listener.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Elysium)
Organization solitary, band (2–5), or company (6–24)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
9		5400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
10		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
11	9	6600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
12		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Paracletus CR 2

XP 600
N Small outsider (aeon, extraplanar)
Init +2; **Senses** darkvision 60 ft.; Perception +7
Aura emotion aura (DC 12, 30 ft.)

DEFENSE
AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)
hp 13 (3d10–3)
Fort +4, **Ref** +3, **Will** +6
Immune cold, critical hits, poison; Resist electricity 10, fire 10; SR 7

OFFENSE
Speed fly 40 ft. (good)
Melee slam +3 (1d3–1 plus 1d6 electricity)
Spell-Like Abilities (CL 3rd; concentration +4)

At will--sanctuary (DC 12)
3/day--calm emotions (DC 13)
1/week--commune (6 questions, CL 12th)

STATISTICS
Str 8, **Dex** 14, **Con** 9, **Int** 11, **Wis** 13, **Cha** 12
Base Atk +3; **CMB** +1; **CMD** 13 (can't be tripped)
Feats Great Fortitude, Iron Will
Skills Fly +8, Intimidate +7, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Sense Motive +7, Stealth +12
Languages envisaging
SQ extension of all, void form

SPECIAL ABILITIES
Emotion Aura (Sp): Each paracletus exists as the embodiment of a specific emotive duality. Three times per day, a paracletus can create an aura representing one of its two programmed emotions. Creatures in the area must make a DC 12 Will save to resist the aura. A creature that makes its save against the aura is unaffected by that aeon's aura for the next 24 hours. The paracletus can choose one creature in the area to ignore its effects. The effect of the aura lasts for 10 minutes, and ends if a creature moves more than 30 feet from the aeon. The aura is a mind-affecting compulsion effect. The save DC is Charisma-based. Specific emotive dualities and their powers follow—any single paracletus can only use one of these three dualistic options and cannot change to a different one.

Courage/Fear: The aura acts as bless or bane.
Empathy/Apathy: The aura gives creatures a +2 bonus or a –2 penalty on Bluff, Diplomacy, and Intimidate checks.
Hope/Despair: The aura gives creatures a +2 morale bonus on Will saving throws or a –2 penalty on Will saving throws.

Extension of All (Ex): Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to half their racial Hit Dice on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Void Form (Su) Though aeons aren't incorporeal, their forms are only a semi-tangible manifestation of something greater. An aeon's void form grants it a deflection bonus equal to 1/4 its Hit Dice (rounded down).

Environment any (Outer Planes)
Organization solitary, pair, or commune (3–12)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑	

Poltergeist CR 2

XP 600
LE Medium undead (incorporeal)
Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE
AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)
hp 16 (3d8+3)
Fort +2, **Ref** +2, **Will** +4
Defensive Abilities incorporeal, natural invisibility, rejuvenation; **Immune** undead traits

OFFENSE
Speed fly 20 ft. (perfect)
Special Attacks frightener, telekinesis

STATISTICS
Str —, **Dex** 13, **Con** —, **Int** 5, **Wis** 12, **Cha** 12
Base Atk +2; **CMB** 3; **CMD** 14
Feats Ability Focus (fear)*, Alertness
Skills Fly +9, Perception +9, Sense Motive +3
Languages Common
SQ site bound

SPECIAL ABILITIES
Frightener (Su): Once per minute as a standard action, a poltergeist can temporarily drop its natural invisibility, revealing itself to be a skeletal, ghost-like humanoid. All Creatures within 30 feet when a poltergeist uses this ability must make a DC 14 Will save to avoid becoming frightened for 1d4 rounds. The poltergeist then resumes its invisibility at the end of its turn as a free action. A creature that successfully saves is immune to the fear effect of that poltergeist for 24 hours. If the poltergeist's natural invisibility is negated via other methods, it cannot use this ability. Likewise, those that can see invisible creatures are immune to this special attack. This is a mind-affecting fear effect. The save DC is Charisma-based.

Rejuvenation (Su): When a poltergeist is destroyed, it only remains destroyed for 2d4 days. After this time, the undead spirit reforms where it was destroyed, fully healed. The only way to permanently destroy a poltergeist is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different poltergeist or group of poltergeists by the GM.

Site Bound (Ex): A poltergeist cannot travel more than 120 feet from the point at which it was created or formed.

Telekinesis (Su): A poltergeist has no method of attacking apart from telekinesis. This ability functions as the spell telekinesis, with a CL equal to the poltergeist's Hit Dice (CL 3rd for most poltergeists). A typical poltergeist has a ranged attack roll of +3 when using telekinesis to hurl objects or creatures, and can use the ability on objects or creatures of up to 75 pounds. If a poltergeist attempts to hurl a creature with this ability, that creature can resist the effect with a successful DC 12 Will save. The save DC is Charisma-based.

Natural Invisibility (Ex): This ability is constant—the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any
Organization solitary or haunting (2–7)
Treasure incidental

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	Destroyed	-	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	Destroyed	-	

Silvanshee CR 2

XP 600
NG Tiny outsider (agathion, extraplanar, good)
Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE
AC 15, touch 14, flat-footed 13 (+2 **Dex**, +1 natural, +2 size)
hp 13 (2d10+2)
Fort +5, **Ref** +6, **Will** +2; +4 vs. poison
DR 5/evil or silver; **Immune** electricity, petrification; Resist cold 10, sonic 10; SR 13

OFFENSE
Speed 30 ft., fly 90 ft. (good)
Melee bite +6 (1d3–4), 2 claws +6 (1d2–4)
Space 5 ft.; **Reach** 0 ft.
Special Attacks heroic strength, pounce
Spell-Like Abilities (CL 2nd; concentration +3)

Constant--know direction, speak with animals
At will--dancing lights, prestidigitation, stabilize
1/day--dimension door (self plus 5 lbs. of objects only)
1/week--commune (6 questions, CL 12th)

STATISTICS
Str 3, **Dex** 15, **Con** 12, **Int** 10, **Wis** 12, **Cha** 13
Base Atk +2; **CMB** +2; **CMD** 8 (12 vs. trip)
Feats Improved Initiative, Weapon FinesseB
Skills Acrobatics +11, Climb +7, Fly +6, Knowledge (arcana) +5, Knowledge (planes) +5, Perception +10, Stealth +19; Racial Modifiers +4 Acrobatics, +4 Perception, +4 Stealth
Languages Celestial, Draconic, Infernal; speak with animals, truespeech
SQ cat's luck, flight, lay on hands (1d6, 1/day, always as a 2nd-level paladin), spectral mist

SPECIAL ABILITIES
Cat's Luck (Su): A silvanshee adds its Charisma modifier as a luck bonus on all its saving throws. Once per day as a standard action, it can also grant this bonus to one ally within 30 feet for 10 minutes.

Heroic Strength (Su): Once per day, a silvanshee can grant itself a +8 enhancement bonus to Strength for 1 minute.

Spectral Mist (Su): A silvanshee can assume an eerie, mistlike form roughly the size and shape of a cat. This ability has the same effect as a gaseous form spell, except the silvanshee retains its own DR and supernatural abilities and can move at its normal speed. It can remain in mist form up to 5 minutes per day. This duration does not have to be consecutive, but it must be used in 1-minute increments.

Pounce (Ex): When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any land (Nirvana)
Organization solitary, pair, or clowder (3–10)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
9		5400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
10		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Voidworm CR 2

XP 600
CN Tiny outsider (chaotic, extraplanar, protean, shapechanger)
Init +3; **Senses** blindsense 30 ft., darkvision 30 ft., detect law; Perception +8

DEFENSE
AC 15, touch 15, flat-footed 12 (+3 **Dex**, +2 size)
hp 16 (3d10); fast healing 2
Fort +1, **Ref** +6, **Will** +2
Defensive Abilities amorphous anatomy, freedom of movement; **Immune** acid; Resist electricity 10, sonic 10

OFFENSE
Speed 20 ft., fly 50 ft. (perfect)
Melee bite +8 (1d3–2), tail slap +3 (1d3–2 plus confusion)
Space 2-1/2 ft.; **Reach** 0 ft.
Spell-Like Abilities (CL 6th; concentration +7)

Constant—detect law
At will—dancing lights, ghost sound (DC 11), prestidigitation
3/day—blur (self only), obscuring mist
1/week—commune (CL 12th, 6 questions)

STATISTICS
Str 7, **Dex** 17, **Con** 10, **Int** 8, **Wis** 8, **Cha** 13
Base Atk +3; **CMB** +4; **CMD** 12 (can't be tripped)
Feats Skill Focus (Perception), Weapon Finesse
Skills Acrobatics +9 (+5 jump), Bluff +7, Escape Artist +7, Fly +19, Knowledge (arcana) +5, Perception +8, Stealth +15
Languages Common, Protean
SQ change shape (2 forms, both of which must be Tiny animals; beast shape II)

SPECIAL ABILITIES
Confusion (Su): A creature struck by a voidworm's tail slap must make a DC 12 Will save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature , but retains most of its own physical qualities. This ability functions as a polymorph spell, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

Amorphous Anatomy (Ex): A protean's vital organs shift and change shape and position constantly. This grants it a 50% chance to ignore additional damage caused by critical hits and sneak attacks, and grants it immunity to polymorph effects (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.

Blindsense (Ex): Blindsense lets a creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Perception checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent that cannot be seen has total concealment (50% miss chance) against a creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

ECOLOGY
Environment any (Limbo)
Organization solitary, pair, or school (3–18)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Freedom of Movement (Su): A protean has continuous freedom of movement, as per the spell. This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	

Augur CR 2

XP 600
LE Tiny outsider (evil, extraplanar, kyton, lawful)
Init +7; **Senses** darkvision 60 ft., deathwatch; Perception +7

DEFENSE
AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)
hp 19 (3d10+3); regeneration 2 (good weapons and spells, silver weapons)
Fort +2, **Ref** +8, **Will** +4
DR 5/good or silver; **Immune** cold

OFFENSE
Speed 20 ft., fly 50 ft. (perfect)
Melee gore +4 (1d4-1 plus bleed)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks bleed (1d2), unnerving gaze (30 ft., DC 9)
Spell-Like Abilities (CL 6th; concentration +4)

Constant—deathwatch
At will—bleed (DC 8), mage hand, open/close
3/day—inflict light wounds (DC 10)
1/week—commune (CL 12th, 6 questions)

STATISTICS
Str 8, **Dex** 17, **Con** 12, **Int** 13, **Wis** 12, **Cha** 7
Base Atk +3; **CMB** +4; **CMD** 13 (can't be tripped)
Feats Improved Initiative, Lightning Reflexes
Skills Bluff +4, Escape Artist +9, Fly +11, Intimidate +4, Perception +7, Sense Motive +7, Sleight of Hand +9, Stealth +17
Languages Common, Infernal (cannot speak)

SPECIAL ABILITIES
Unnerving Gaze (Ex): A creature that succumbs to an augur's unnerving gaze becomes shaken for 1 round.

Environment any (Plane of Shadow)
Organization solitary, pair, pack (3-5), or squad (6-8)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Bixie CR 2

XP 600
N Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

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. (average)
Melee 2 claw +4 (1d3+2 plus grab), bite +4 (1d4+2)
Special Attacks pounce
Spell-Like Abilities (CL 2nd; concentration +2)

Constant – See Invisibility

STATISTICS
Str 14, **Dex** 15, **Con** 14, **Int** 6, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 16 (20 vs. trip)
Feats Skill Focus (Perception)
Skills Acrobatics +2, Fly +6, Perception +8, Stealth +10; Racial Modifiers +4 Stealth +4 perception

SPECIAL ABILITIES
See Invisibility (Sp): You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

ECOLOGY
Environment cold forests, hills, mountains and plains
Organization solitary, pair or den (1–2 adults plus 1–6 cubs)
Treasure none
Languages common (cannot speak)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Hainu CR 2

XP 600
NG Medium magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)
hp 15 (2d10+4)
Fort +5, **Ref** +5, **Will** +1
Immune fear

OFFENSE
Speed 40 ft., fly 40 ft. (average)
Melee bite +4 (1d6+3)

STATISTICS
Str 14, **Dex** 15, **Con** 14, **Int** 4, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. trip)
Feats Skill Focus (Fly)
Skills Acrobatics +2, Fly +9, Perception +5, Survival +1
Languages All (cannot speak)

ECOLOGY
Environment any
Organization solitary, pair, or pack (3–12)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
9		5400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
10		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
11	9	6600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
12		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Doru CR 2

XP 600
NE Tiny outsider (div, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft., detect good, detect magic, see in darkness; Perception +7

DEFENSE
AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)
hp 16 (3d10)
Fort +3, **Ref** +4, **Will** +4
DR 10/cold iron or good; **Immune** fire, poison; Resist acid 10, electricity 10; SR 13

OFFENSE
Speed 20 ft., fly 40 ft. (perfect)
Melee bite +9 (1d4-1 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.
Spell-Like Abilities (CL 6th; concentration +8)

Constant—detect good, detect magic
At will—invisibility (self only)
3/day—charm person (DC 13), minor image (DC 13)
1/day—suggestion (DC 14)
1/week—commune (CL 12th, 6 questions)

STATISTICS
Str 8, **Dex** 17, **Con** 10, **Int** 10, **Wis** 12, **Cha** 14
Base Atk +3; **CMB** +4; **CMD** 13 (can't be tripped)
Feats Weapon Finesse, Weapon Focus (bite)
Skills Bluff +8, Fly +11, Knowledge (arcana) +6, Knowledge (planes) +6, Perception +7, Spellcraft +6, Stealth +17
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Poison (Ex): Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Wis; cure 2 consecutive saves.

ECOLOGY
Environment any (Abaddon)
Organization solitary
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Hit Points	Disabled	Negative	Conditions
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑	

Faerie Dragon CR 2

XP 600
CG Tiny dragon
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE
AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)
hp 22 (3d12+3)
Fort +4, **Ref** +6, **Will** +5
Immune paralysis, sleep; SR 13

OFFENSE
Speed 10 ft., fly 60 ft. (perfect), swim 30 ft.
Melee bite +4 (1d3-1)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks breath weapon (5-ft. cone, euphoria, Fort DC 12 negates, usable every 1d4 rounds)
Spell-Like Abilities (CL 3rd; concentration +6)

3/day greater invisibility (self only)

Spells Known (CL 3rd; concentration +6)

1st (6/day) grease (DC 14), silent image (DC 14), sleep (DC 14)
0 (at will) dancing lights, flare (DC 13), ghost sound (DC 13), mage hand, open/close

STATISTICS
Str 9, **Dex** 17, **Con** 13, **Int** 16, **Wis** 14, **Cha** 16
Base Atk +3; **CMB** +4; **CMD** 14 (18 vs. trip)
Feats Acrobatic, Dodge
Skills Acrobatics +8 (+0 when jumping), Bluff +9, Diplomacy +9, Fly +23, Perception +8, Sense Motive +8, Stealth +17, Swim +13, Use Magic Device +9
Languages Common, Draconic, Elven, Sylvan; telepathy 100 ft.

SPECIAL ABILITIES
Breath Weapon (Su): 5-foot cone, euphoria for 1d6 rounds, DC 12 Fort negates. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A faerie dragon can use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

Spells: A faerie dragon casts spells as a 3rd-level sorcerer.

ECOLOGY
Environment temperate or warm forests
Organization solitary or clan (2-8)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Harbinger Archon CR 2

XP 600
LG Tiny outsider (archon, extraplanar, good, lawful)
Init +6; **Senses** darkvision 60 ft., detect evil, low-light vision; Perception +7

DEFENSE
AC 16, touch 15, flat-footed 13 (+2 Dex, +1 dodge, +1 natural, +2 size)
hp 16 (3d10)
Fort +1, **Ref** +5, **Will** +4; +4 vs. poison
DR 5/evil; **Immune** electricity, petrification

OFFENSE
Speed fly 50 ft. (perfect)
Melee 3 blades +4 (1d4-1)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks wrath
Spell-Like Abilities (CL 6th; concentration +7)

Constant—detect evil
At will—dancing lights (duration lasts until dismissed)
3/day—cure light wounds, protection from evil
1/week—commune (CL 12th, 6 questions)

STATISTICS
Str 6, **Dex** 15, **Con** 11, **Int** 10, **Wis** 13, **Cha** 12
Base Atk +3; **CMB** +3; **CMD** 12
Feats Dodge, Improved Initiative
Skills Diplomacy +7, Fly +20, Knowledge (planes) +6, Knowledge (religion) +6, Perception +7, Sense Motive +7
Languages Celestial, Draconic, Infernal; truespeech
SQ disassemble, minor archon

SPECIAL ABILITIES
Blades (Ex): A harbinger can extend blades from its body to strike with as primary natural attacks. These blades possess a +1 enhancement bonus on attack and damage rolls, and are treated as both magic and good-aligned for the purposes of penetrating damage reduction.

Disassemble (Su): As a move-equivalent action, a harbinger can break apart into its components. This is treated as gaseous form, except the archon retains its full flight speed and DR, and cannot fit through gaps smaller than 1 inch in diameter. Reforming into an orrery is a standard action.

Minor Archon (Ex): Harbinger archons lack the aura of menace and teleport abilities of more powerful archons.

Wrath (Su): Once per minute, a harbinger archon can emit a blast of energy that deals 2d6 points of force damage to adjacent creatures. A DC 12 Reflex save halves this damage. The harbinger can choose to omit any target from this blast that it desires, damaging only those foes it chooses. The save DC is Charisma-based.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Heaven)
Organization solitary, pair, or constellation (3-12)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
9		5400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
10		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
11	9	6600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
12		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	

Spirit Oni CR 2

XP 600
NE Tiny outsider (native, oni)
Init +8; **Senses** darkvision 60 ft., detect magic; Perception +7

DEFENSE
AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)
hp 19 (3d10+3); fast healing 2
Fort +2, **Ref** +7, **Will** +4

OFFENSE
Speed 10 ft., fly 30 ft. (good)
Melee bite +9 (1d4-2), gore +9 (1d4-2 plus poison)
Special Attacks poison
Spell-Like Abilities (CL 6th; concentration +8)

Constant—detect magic
At will—invisibility (self only), mage hand
1/day—command (DC 13), sleep (DC 13)
1/week—commune (CL 12th, 6 questions)

STATISTICS
Str 6, **Dex** 19, **Con** 12, **Int** 13, **Wis** 12, **Cha** 15
Base Atk +3; **CMB** +5; **CMD** 13 (can't be tripped)
Feats Improved Initiative, Weapon Finesse
Skills Acrobatics +7, Bluff +8, Fly +16, Knowledge (arcana) +7, Perception +7, Sense Motive +7, Spellcraft +4, Stealth +17
Languages Common
SQ mask symbiosis

SPECIAL ABILITIES
Mask Symbiosis (Ex): A spirit oni can be worn as a mask by a willing Small or Medium creature. While worn in this way, the wearer can see through the oni's eyes and speak through its mouth, although the wearer retains its own senses and voice. The spirit oni remains a separate creature, and must detach from its host's face (as a move action) if it wishes to take any action of its own (including attacking or using a spell-like ability). While a spirit oni is worn as a mask, it grants a +2 insight bonus on its host's Perception checks.

Poison (Ex): Gore—injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Cha; cure 2 consecutive saves.

ECOLOGY
Environment any
Organization solitary, pair, or rack (3-12)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	2	600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3	5	1800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		3000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6	7	3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		4200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
9		5400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
10		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
11	9	6600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
12		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Cockatrice CR 3

XP 800
N Small magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE
AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)
hp 27 (5d10)
Fort +4, **Ref** +7, **Will** +2

OFFENSE
Speed 20 ft., fly 60 ft. (poor)
Melee bite +9 (1d4–2 plus petrification)

STATISTICS
Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 13, **Cha** 8
Base Atk +5; **CMB** +2; **CMD** 16
Feats Dodge, Skill Focus (Perception), Weapon Finesse
Skills Fly +6, Perception +10

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

ECOLOGY
Environment temperate plains
Organization solitary, pair, flight (3–5), or flock (6–12)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
7		5600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
8	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
9		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
10		8000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
11		8800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	
12	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑	

Giant Eagle CR 3

XP 800
NG Large magical beast
Init +3; **Senses** low-light vision; Perception +15

DEFENSE
AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)
hp 26 (4d10+4)
Fort +5, **Ref** +7, **Will** +3
Defensive Abilities evasion

OFFENSE
Speed 10 ft., fly 80 ft. (average)
Melee 2 claws +7 (1d8+4), bite +7 (1d6+4)
Space 10 ft.; **Reach** 5 ft.

STATISTICS
Str 18, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 11
Base Atk +4; **CMB** +9; **CMD** 22
Feats Alertness, Flyby Attack
Skills Fly +8, Perception +15, Sense Motive +4; Racial Modifiers +4 Perception
Languages Auran (cannot speak)

FEATS
Flyby Attack: Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Environment temperate mountains
Organization solitary, pair, or eyrie (3–12)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		5600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
9		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
10		8000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
11		8800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
12	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Giant Mantis CR 3

XP 800
N Large vermin
Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE
AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)
hp 30 (4d8+12)
Fort +7, **Ref** +2, **Will** +3
Immune mind-affecting effects

OFFENSE
Speed 30 ft., climb 30 ft. fly 40 ft. (poor)
Melee 2 claws +5 (1d6+3 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks lunge, mandibles, sudden strike

STATISTICS
Str 16, **Dex** 13, **Con** 16, **Int** —, **Wis** 14, **Cha** 11
Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)
Skills Climb +11, Fly –5, Perception +6, Stealth +1 (+13 in forests); Racial Modifiers +4 Perception, +4 Stealth (+12 in forests)

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

Mandibles (Ex): A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +0 attack that inflicts 1d6+1 points of damage on a hit.

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

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

ECOLOGY
Environment temperate forests
Organization solitary
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Hit Points	Disabled	Negative	Conditions
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Giant Wasp CR 3

XP 800
N Large vermin
Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE
AC 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, –1 size)
hp 34 (4d8+16)
Fort +8, **Ref** +2, **Will** +2
Immune mind-affecting effects

OFFENSE
Speed 20 ft., fly 60 ft. (good)
Melee sting +6 (1d8+6 plus poison)
Space 10 ft.; **Reach** 5 ft.

STATISTICS
Str 18, **Dex** 12, **Con** 18, **Int** —, **Wis** 13, **Cha** 11
Base Atk +3; **CMB** +8; **CMD** 19
Skills Fly +3, Perception +9; Racial Modifiers +8 Perception

SPECIAL ABILITIES
Poison (Ex): Sting—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

ECOLOGY
Environment temperate forests
Organization solitary, pair, group (3–6), or nest (7–19)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
7		5600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
8	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
9		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
10		8000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
11		8800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
12	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Medium Air Elemental CR 3

XP 800
N Medium outsider (air, elemental, extraplanar)
Init +9; **Senses** darkvision 60 ft.; Perception +7

DEFENSE
AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)
hp 30 (4d10+8)
Fort +6, **Ref** +9, **Will** +1
Defensive Abilities air mastery; **Immune** elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee slam +9 (1d6+3)
Special Attacks whirlwind (DC 14, 10-30 ft.)

STATISTICS
Str 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +4; **CMB** +6; **CMD** 22
Feats Dodge, Flyby Attack, Improved InitiativeB, Weapon FinesseB
Skills Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10
Languages Auran

SPECIAL ABILITIES
Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Flyby Attack: Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.

Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

ECOLOGY
Environment Plane of Air
Organization solitary, pair, or gang (3–8)
Treasure none

Whirlwind (Su): Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through the creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Air Mephit CR 3

XP 800
N Small outsider (air)
Init +6; **Senses** darkvision 60 ft.; Perception +6

DEFENSE
AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)
hp 19 (3d10+3); fast healing 2 (works only in gusty and windy areas)
Fort +2, **Ref** +5, **Will** +3
DR 5/magic

OFFENSE
Speed 30 ft., fly 60 ft. (perfect)
Melee 2 claws +5 (1d3+1)
Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half)
Spell-Like Abilities (CL 6th)

1/day—summon (level 2, 1 mephit of the same type 25%)
1/hour—blur
1/day—gust of wind

STATISTICS
Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14
Base Atk +3; **CMB** +3; **CMD** 15
Feats Dodge, Improved Initiative
Skills Bluff +8, Fly +10, Perception +6, Stealth +12
Languages Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

SPECIAL ABILITIES
Breath Weapon (Su): Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

The breath weapon of an air mephit is a cone of sand and grit that deals 1d8 slashing damage.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

ECOLOGY
Environment any (elemental planes)
Organization solitary, pair, gang (3–6), mob (7–12)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		5600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
9		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
10		8000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
11		8800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
12	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Pegasus CR 3

XP 800
CG Large magical beast
Init +2; **Senses** darkvision 60 ft., detect evil, detect good, low-light vision, scent; Perception +11

DEFENSE
AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)
hp 34 (4d10+12)
Fort +7, **Ref** +6, **Will** +4

OFFENSE
Speed 60 ft., fly 120 ft. (average)
Melee bite +7 (1d3+4), 2 hooves +2 (1d6+2)
Space 10 ft.; **Reach** 5 ft.
Spell-Like Abilities (CL 4th)

Constant—detect evil (60-ft. radius), detect good (60-ft. radius)

STATISTICS
Str 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 13, **Cha** 13
Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)
Feats Flyby Attack, Iron **Will**
Skills Fly +5, Perception +11, Sense Motive +7; Racial Modifiers +4 Perception
Languages Common (cannot speak)

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location. A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

ECOLOGY
Environment temperate and warm plains
Organization solitary, pair, or herd (6–10)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
7		5600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
8	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
9		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
10		8000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Pteranodon CR 3

XP 800
N Large animal
Init +8; **Senses** low-light vision, scent; Perception +11

DEFENSE
AC 16, touch 14, flat-footed 11 (+4 Dex, +1 dodge, +2 natural, –1 size)
hp 32 (5d8+10)
Fort +6, **Ref** +8, **Will** +3

OFFENSE
Speed 10 ft., fly 50 ft. (clumsy)
Melee bite +5 (2d6+4)
Space 10 ft.; **Reach** 10 ft.

STATISTICS
Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 15, **Cha** 12
Base Atk +3; **CMB** +7; **CMD** 21
Feats Dodge, Improved Initiative, Skill Focus (Perception)
Skills Fly –1, Perception +11

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location. A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

ECOLOGY
Environment warm coastline
Organization solitary, pair, or flock (3–12)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
2	5	1600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
3	6	2400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
4	7	3200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
5		4000	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
6	8	4800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
7		5600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
8	9	6400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
9		7200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
10		8000	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
11		8800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
12	10	9600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Shadow CR 3

XP 800
CE Medium undead (incorporeal)
Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE
AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)
hp 19 (3d8+6)
Fort +3, **Ref** +3, **Will** +4
Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE
Speed fly 40 ft. (good)
Melee incorporeal touch +4 (1d6 Strength damage)
Special Attacks create spawn

STATISTICS
Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15
Base Atk +2; **CMB** +4; **CMD** 17
Feats Dodge, Skill Focus (Perception)
Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); Racial Modifiers +4 Stealth in dim light (–4 in bright light)
Languages Common (unofficial errata)

SPECIAL ABILITIES
Create Spawn (Su): A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su): A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any
Organization solitary, pair, gang (3–6), or swarm (7–12)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	Destroyed	-	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	Destroyed	-	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	Destroyed	-	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	Destroyed	-	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	Destroyed	-	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	Destroyed	-	

Wasp Swarm CR 3

XP 800
N Diminutive vermin (swarm)
Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE
AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size)
hp 31 (7d8)
Fort +5, **Ref** +3, **Will** +3
Defensive Abilities swarm traits; **Immune** weapon damage
Weakness swarm traits

OFFENSE
Speed 5 ft., fly 40 ft. (good)
Melee swarm (2d6 plus poison)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 13), poison

STATISTICS
Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9
Base Atk +5; **CMB** —; **CMD** —
Skills Fly +11, Perception +9; Racial Modifiers +8 Perception
SQ swarm traits, vermin traits

SPECIAL ABILITIES
Distraction (Ex): A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save negates the effect.

Poison (Ex): Swarm—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save. The save DC is Constitution-based.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate forests
Organization solitary, pair, fury (3–6 swarms), maelstrom (7–12 swarms)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
7		5600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
8	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
9		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
10		8000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
11		8800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
12	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	

Yeth Hound CR 3

XP 800
NE Medium outsider (evil, extraplanar)
Init +6; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE
AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)\
hp 30 (4d10+8)
Fort +3, **Ref** +6, **Will** +6
DR 5/silver

OFFENSE
Speed 40 ft., fly 60 ft. (good)
Melee bite +7 (2d6+4 plus sinister bite and trip)
Special Attacks bay

STATISTICS
Str 17, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)
Feats Improved Initiative, Skill Focus (Fly)
Skills Fly +16, Perception +9, Stealth +9, Survival +9
Languages Abyssal or Infernal (cannot speak)

SPECIAL ABILITIES
Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 12 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Flight (Su): A yeth hound can cease or resume its flight as a free action.

Sinister Bite (Su): A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must make a DC 14 Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location. A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any
Organization solitary, pair, or pack (6–11)
Treasure incidental

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
7		5600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
8	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
9		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
10		8000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
11		8800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Accuser Devil CR 3

XP 800
LE Small outsider (devil, evil, extraplanar, lawful)
Init +8; **Senses** darkvision 60 ft.; Perception +9

DEFENSE
AC 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size)
hp 30 (4d10+8)
Fort +6, **Ref** +10, **Will** +3
DR 5/good or silver; **Immune** fire, poison; Resist acid 10, cold 10

OFFENSE
Speed 20 ft., fly 60 ft. (perfect)
Melee bite +5 (1d6 plus 1d6 acid and disease)
Spell-Like Abilities (CL 8th; concentration +9)

At will--greater teleport (self plus 50 lbs. of objects only), invisibility (self only)
3/day--grease, summon swarm, whispering wind
1/day--summon (level 3, 1 zebub or 1d4 lemures, 40%)

STATISTICS
Str 11, **Dex** 18, **Con** 14, **Int** 9, **Wis** 15, **Cha** 12
Base Atk +4; **CMB** +3; **CMD** 17
Feats Improved Initiative, Lightning Reflexes
Skills Bluff +8, Fly +21, Knowledge (planes) +6, Perception +9, Stealth +15
Languages Celestial, Draconic, Infernal; telepathy 100 ft.
SQ infernal eye

SPECIAL ABILITIES
Disease (Ex): Devil Chills: Bite—injury; save Fort DC 14; onset 1d4 days; frequency 1 day; effect 1d4 Str damage; cure 3 consecutive saves.

Infernal Eye (Su): A zebub records all that it sees and may pass its visions on to another creature. By remaining in contact with a willing creature, it can replay up to 24 hours of witnessed events, or shorter incidents if it so chooses. It takes a zebub 1 round to replay 1 hour of recorded images, which the target receives in a flash of information, without sound or other sensory information. After relaying its findings, the zebub cannot replay its visions of those events again. A zebub cannot replay its visions for an unwilling creature or as an attack, no matter how horrific the events it might have witnessed.

ECOLOGY
Environment any (Hell)
Organization solitary, pair, or swarm (3–28)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
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9		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
10		8000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
11		8800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
12	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Medium Lightning Elemental CR 3

XP 800
N Medium outsider (air, elemental, extraplanar)
Init +8; **Senses** darkvision 60 ft.; Perception +7

DEFENSE
AC 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)
hp 26 (4d10+4)
Fort +5, **Ref** +8, **Will** +1
Immune electricity, elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee slam +8 (1d6+3 plus 1d4 electricity)
Special Attacks metal mastery, spark leap

STATISTICS
Str 14, **Dex** 19, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +4; **CMB** +6; **CMD** 21
Feats Dodge, Improved Initiative, Weapon FinesseB
Skills Acrobatics +11, Escape Artist +9, Fly +12, Knowledge (planes) +2, Perception +7
Languages Auran

SPECIAL ABILITIES
Metal Mastery (Ex): A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

Spark Leap (Ex): A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

ECOLOGY
Environment any (Plane of Air)
Organization solitary, pair, or gang (3–8)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		5600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
9		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
10		8000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
11		8800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
12	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Mobat CR 3

XP 800
N Large magical beast
Init +2; **Senses** blindsense 120 ft., low-light vision; Perception +6

DEFENSE
AC 15, touch 11, flat-footed 13 (+2 **Dex**, +4 natural, –1 size)
hp 34 (4d10+12)
Fort +7, **Ref** +6, **Will** +2

OFFENSE
Speed 20 ft., fly 40 ft. (good)
Melee bite +6 (2d6+4)
Space 10 ft.; **Reach** 5 ft.
Special Attacks screech

STATISTICS
Str 17, **Dex** 15, **Con** 16, **Int** 6, **Wis** 13, **Cha** 6
Base Atk +4; **CMB** +8; **CMD** 20
Feats Flyby Attack, Skill Focus (Stealth)
Skills Fly +8, Perception +6 (+10 when using blindsense), Stealth +5; Racial Modifiers +4 Perception when using blindsense
Languages Undercommon (cannot speak)

SPECIAL ABILITIES
Screech (Su): Once per day as a standard action, a mobat can produce an ear-splitting screech that stuns non-mobats in a 20-foot-radius burst. All creatures within the area must make a DC 15 Fortitude save or be staggered for 1d3 rounds. Other mobats and urdefhans are immune to this effect. This is a sonic mind-affecting effect. The save DC is Constitution-based.

Blindsense (Ex): Blindsense lets a creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Perception checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent that cannot be seen has total concealment (50% miss chance) against a creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

ECOLOGY
Environment temperate or warm forests, hills, or underground
Organization solitary or colony (2–8)
Treasure incidental

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
7		5600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
8	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Mosquito Swarm CR 3

XP 800
N Diminutive vermin (swarm)
Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE
AC 15, touch 15, flat-footed 14 (+1 **Dex**, +4 size)
hp 31 (7d8)
Fort +5, **Ref** +3, **Will** +3
Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE
Speed 5 ft., fly 40 ft. (good)
Melee swarm (2d6 plus disease and bleed)
Space 10 ft.; **Reach** 5 ft.
Special Attacks bleed (1d6), disease (malaria, DC 13), distraction (DC 13)

STATISTICS
Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9
Base Atk +5; **CMB** —; **CMD** —
Skills Fly +11, Perception +9; Racial Modifiers Perception +8

SPECIAL ABILITIES
Disease (Ex): Malaria: Bite—injury; save Fortitude DC 13; onset 1d3 days; frequency 1 day; effect 1d3 Constitution damage and 1d3 Wisdom damage; cure 2 consecutive saves. The save DC is Constitution-based.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

ECOLOGY
Environment tropical swamps
Organization solitary, pair, fury (3–6 swarms), or scourge (7–12 swarms)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
7		5600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
8	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
9		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
10		8000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
11		8800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	
12	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	dispersed	-	

Vampiric Mist CR 3

XP 800
NE Medium aberration (air, water)
Init +8; **Senses** darkvision 60 ft., sense blood; Perception +8

DEFENSE
AC 14, touch 14, flat-footed 10 (+4 Dex)
hp 30 (4d8+12)
Fort +4, **Ref** +5, **Will** +5
Defensive Abilities amorphous; **DR** 5/magic
Weaknesses vulnerable to fire

OFFENSE
Speed fly 50 ft. (perfect)
Melee touch +7 (bleed and blood siphon)
Special Attacks bleed (1d6)

STATISTICS
Str --, **Dex** 19, **Con** 16, **Int** 7, **Wis** 13, **Cha** 10
Base Atk +3; **CMB** --; **CMD** --
Feats Improved Initiative, Weapon Finesse
Skills Fly +12, Perception +8, Stealth +11
Languages Aklo
SQ blood overdose, misty form

SPECIAL ABILITIES
Amorphous (Ex): The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Blood Siphon (Ex): A vampiric mist drains blood with each melee touch attack dealing 1d3 points of Constitution damage. Every time a vampiric mist damages a creature in this way, it heals 1d8 hit points. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum amount equal to its Constitution score. These temporary hit points last for 1 hour.

Blood Overdose (Su): When a vampiric mist gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +2 bonus to its Armor Class and on Reflex saves, and can take one additional move action each round.

Misty Form (Ex): A vampiric mist's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric mist cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (Tiny for most vampiric mists) for the purposes of how wind affects it.

Sense Blood (Ex): A vampiric mist can immediately sense the presence of warm-blooded creatures in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate or warm swamps or underground
Organization solitary, pair, or gang (3–6)
Treasure incidental

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Allip CR 3

XP 800
CE Medium undead (incorporeal)
Init +5; **Senses** darkvision 60 ft.; Perception +7
Aura babble (60 ft., DC 15)

DEFENSE
AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)
hp 30 (4d8+12)
Fort +4, **Ref** +4, **Will** +4
Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE
Speed fly 30 ft. (perfect)
Melee incorporeal touch +4 (1d4 Wisdom damage)
Special Attacks babble, touch of insanity

STATISTICS
Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 16
Base Atk +3; **CMB** +4; **CMD** 17
Feats Improved Initiative, Lightning Reflexes
Skills Fly +16, Intimidate +10, Perception +7, Stealth +8
Languages Aklo, Common
SQ madness

SPECIAL ABILITIES
Babble (Su): An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su): The touch of an allip deals 1d4 points of Wisdom damage (DC 15 Will negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

ECOLOGY
Environment any
Organization solitary, pair, or haunt (3-6)
Treasure incidental

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	Destroyed	-	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	Destroyed	-	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	Destroyed	-	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	Destroyed	-	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	Destroyed	-	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	Destroyed	-	

Fey Giant Toad CR 3

XP 800
CN Large fey
Init +3; **Senses** low-light vision, scent; Perception +7

DEFENSE
AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)
hp 22 (3d8+9)
Fort +6, **Ref** +8, **Will** +0; +4 vs. mind-affecting effects
Defensive Abilities poison skin; **DR** 5/cold iron; Resist cold 10, electricity 10

OFFENSE
Speed 30 ft., fly 45 ft. (good), swim 15 ft.
Melee bite +4 (1d6+4 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks swallow whole (1d4 bludgeoning damage, **AC** 11, 2 hp)
Spell-Like Abilities (CL 3rd; concentration +2)

3/day—dancing lights
1/day—entangle (DC 10) , faerie fire, glitterdust (DC 11)

STATISTICS
Str 17, **Dex** 17, **Con** 16, **Int** 3, **Wis** 8, **Cha** 8
Base Atk +2; **CMB** +6 (+10 grapple); **CMD** 19 (23 vs. trip)
Feats Lightning Reflexes, Skill Focus (Perception)
Skills Acrobatics +11 (+15 when jumping), Fly +9, Perception +7, Stealth +8, Swim +11; Racial Modifiers +4 Acrobatics (+8 when jumping), +4 Stealth
Languages Sylvan
SQ vanish (3 rounds/day)

SPECIAL ABILITIES
Poison Skin (Ex): A creature that strikes a fey giant toad with an unarmed strike or natural weapon exposes itself to the toad's poisonous skin. Skin—contact; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Wisdom damage; cure 1 save.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location. A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate forests, plains, or swamps
Organization solitary, pair, or knot (3-12)
Treasure none

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
7		5600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
8	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

River Drake CR 3

XP 800
NE Medium dragon (aquatic, water)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE
AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 34 (4d12+8)
Fort +6, **Ref** +7, **Will** +4
Immune paralysis, sleep; Resist acid 20

OFFENSE
Speed 20 ft., fly 60 ft. (average), swim 30 ft.
Melee bite +7 (2d4+3), tail slap +2 (1d4+1)
Special Attacks caustic mucus, pounce

STATISTICS
Str 17, **Dex** 16, **Con** 15, **Int** 8, **Wis** 10, **Cha** 9
Base Atk +4; **CMB** +7; **CMD** 20
Feats Improved Initiative, Power Attack
Skills Fly +10, Intimidate +6, Perception +7, Stealth +10, Survival +7, Swim +11
Languages Draconic
SQ amphibious, speed surge

SPECIAL ABILITIES
Caustic Mucus (Su): As a standard action, a river drake can spit a ball of caustic mucus that explodes in a 5-foot-radius spread. This attack has a range of 50 feet, deals 2d8 points of acid damage, and entangles creatures in the area. A DC 14 Reflex save halves the damage and negates the entangle effect. An entangled creature takes 1d4 points of acid damage each round on its turn, and may attempt a new saving throw at the end of its turn every round to escape the entanglement and end the acid damage. Once a river drake spits mucus, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Pounce (Ex): When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Speed Surge (Ex): Three times per day as a swift action, a river drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location. A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate rivers or lakes
Organization solitary, pair, or rampage (3-12)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	3	800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
5		4000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
6	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
7		5600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
8	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Gargoyle CR 4

XP 1,200
CE Medium monstrous humanoid (earth)
Init +6; **Senses** darkvision 60 ft.; Perception +5

DEFENSE
AC 16, touch 12, flat-footed 14 (+2 **Dex**, +4 natural)
hp 42 (5d10+15)
Fort +4, **Ref** +6, **Will** +4
DR 10/magic

OFFENSE
Speed 40 ft., fly 60 ft. (average)
Melee 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2)

STATISTICS
Str 15, **Dex** 14, **Con** 16, **Int** 6, **Wis** 11, **Cha** 7
Base Atk +5; **CMB** +7; **CMD** 19
Feats Hover, Improved Initiative, Skill Focus (Fly)
Skills Fly +12, Perception +5, Stealth +11 (+17 in stony areas); Racial Modifiers +2 Stealth (+6 in stony environs)
Languages Common, Terran
SQ freeze

SPECIAL ABILITIES
Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. A gargoyle that uses freeze can take 20 on its Stealth check to hide in plain sight as a stone statue.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

ECOLOGY
Environment any
Organization solitary, pair, or wing (3–12)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
6		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
7		8400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
8	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Giant Stag Beetle CR 4

XP 1,200
N Large vermin
Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE
AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)
hp 45 (7d8+14)
Fort +7, **Ref** +2, **Will** +2
Immune mind-affecting effects

OFFENSE
Speed 20 ft., fly 20 ft. (poor)
Melee bite +8 (2d8+6)
Space 10 ft.; **Reach** 5 ft.
Special Attacks trample (1d6+6, DC 17)

STATISTICS
Str 19, **Dex** 10, **Con** 15, **Int** —, **Wis** 10, **Cha** 9
Base Atk +5; **CMB** +10; **CMD** 20 (28 vs. trip)
Skills Fly –6

SPECIAL ABILITIES
Trample (Ex): As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category Smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 the creature's HD + the creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

ECOLOGY
Environment temperate forests
Organization solitary, pair, or cluster (3–6)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
6		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Griffon CR 4

XP 1,200
N Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE
AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)
hp 42 (5d10+15)
Fort +7, **Ref** +6, **Will** +4

OFFENSE
Speed 30 ft., fly 80 ft. (average)
Melee bite +8 (1d6+3), 2 talons +7 (1d6+3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rake (2 claws +7, 1d4+3)

STATISTICS
Str 16, **Dex** 15, **Con** 16, **Int** 5, **Wis** 13, **Cha** 8
Base Atk +5; **CMB** +9; **CMD** 21 (25 vs. trip)
Feats Iron **Will**, Skill Focus (Perception), Weapon Focus (bite)
Skills Acrobatics +10, Fly +6, Perception +12; Racial Modifiers +4 Acrobatics, +4 Perception
Languages Common (cannot speak)

SPECIAL ABILITIES
Pounce (Ex): When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Rake (Ex): A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location. A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate hills
Organization solitary, pair, or pride (6–10)
Treasure incidental

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
6		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
7		8400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
8	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Half-Celestial Unicorn CR 4

XP 1,200
CG Large outsider (native)
Init +4; **Senses** darkvison 60 ft., low-light vision, scent; Perception +14
Aura magic circle against evil

DEFENSE
AC 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, –1 size; +2 deflection vs. evil)
hp 42 (4d10+20)
Fort +9, **Ref** +8, **Will** +8; +4 vs. poison
DR 5/magic; **Immune** charm, compulsion, disease, poison; Resist acid 10, cold 10, electricity 10; SR 15

OFFENSE
Speed 60 ft., fly 120 ft. (good)
Melee gore +10 (1d8+6), 2 hooves +7 (1d3+3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks smite evil 1/day (+7 attack, +4 damage), powerful charge (gore, 2d8+12)
Spell-Like Abilities (CL 9th)

At will—detect evil, light
3/day—cure light wounds, protection from evil
1/day—aid, bless, cure moderate wounds, greater teleport (within its territory*), neutralize poison

STATISTICS
Str 22, **Dex** 19, **Con** 20, **Int** 13, **Wis** 25, **Cha** 26
Base Atk +4; **CMB** +11; **CMD** 25 (29 vs. trip)
Feats Multiattack, Weapon Focus (horn)
Skills Acrobatics +11, Fly +13, Knowledge (planes) +5, Perception +14, Sense Motive +14, Stealth +11, Survival +14 (+17 forests); Racial Modifiers +3 Survival in forests, +4 Stealth
Languages Common, Sylvan
SQ magical strike, wild empathy +18

SPECIAL ABILITIES
Magic Circle against Evil (Su): This ability continually duplicates the effect of the spell. The unicorn cannot suppress this ability.All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's Spell Resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' Spell Resistance.

Magical Strike (Ex): A unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Wild Empathy (Su): This works like the druid's wild empathy class feature, except the unicorn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate forests
Organization solitary, mated pair, or blessing (3–6)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
6		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Harpy CR 4

XP 1,200
CE Medium monstrous humanoid
Init +2; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)
hp 38 (7d10)
Fort +4, **Ref** +7, **Will** +6

OFFENSE

Speed 20 ft., fly 80 ft. (average)
Melee morningstar +8/+3 (1d8+1), 2 talons +3 (1d6)
Special Attacks captivating song

STATISTICS

Str 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17
Base Atk +7; **CMB** +8; **CMD** 21
Feats Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)
Skills Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (song) +5
Languages Common

SPECIAL ABILITIES
Captivating Song (Su): A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.

ECOLOGY
Environment temperate marshes
Organization solitary, pair, or flight (3–12)
Treasure standard (leather armor, morningstar, and other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
4	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
6		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
7		8400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
8	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
9		10800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
10		12000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	

Janni CR 4

XP 1,200
N Medium outsider (native)
Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE
AC 20, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 dodge, +1 natural)
hp 39 (6d10+6)
Fort +6, **Ref** +7, **Will** +4
Resist fire 10

OFFENSE
Speed 30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. (perfect) in chainmail
Melee scimitar +9/+4 (1d6+4/18–20)
Ranged composite longbow +8/+3 (1d8+3/×3)
Special Attacks change size
Spell-Like Abilities (CL 8th)

3/day—invisibility (self only), plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only), speak with animals
1/day—create food and water, ethereal jaunt (for 1 hour)

STATISTICS
Str 16, **Dex** 15, **Con** 12, **Int** 14, **Wis** 15, **Cha** 13
Base Atk +6; **CMB** +9; **CMD** 22
Feats Combat Reflexes, Dodge, Improved InitiativeB, Mobility
Skills Appraise +11, Craft (any one—usually weaponsmith) +11, Fly +14, Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6
Languages Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal); telepathy 100 ft.
SQ elemental endurance

SPECIAL ABILITIES
Change Size (Sp): Twice per day, a janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Elemental Endurance (Ex): Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

ECOLOGY
Environment warm deserts
Organization solitary, pair, company (3–6), or band (7–12)
Treasure standard (chainmail, composite longbow [+3 Str], scimitar, other gear)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		8400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Pixie CR 4

XP 1,200
NG Small fey
Init +5; **Senses** low-light vision; Perception +9

DEFENSE
AC 18, touch 17, flat-footed 12 (+5 Dex, +1 dodge, +1 natural, +1 size)
hp 18 (4d6+4)
Fort +2, **Ref** +9, **Will** +6
Defensive Abilities invisibility; **DR** 10/cold iron; SR 15

OFFENSE
Speed 20 ft., fly 60 ft. (good)
Melee short sword +8 (1d4–2/19–20)
Ranged longbow +8 (1d6–2/×3)
Special Attacks special arrows
Spell-Like Abilities (CL 8th)

Constant—detect chaos, detect evil, detect good, detect law
1/day—dancing lights , detect thoughts (DC 15), dispel magic, entangle (DC 14), lesser confusion (DC 14), permanent image (DC 19; visual and auditory elements only), shield

STATISTICS
Str 7, **Dex** 21, **Con** 12, **Int** 16, **Wis** 15, **Cha** 16
Base Atk +2; **CMB** –1; **CMD** 15
Feats Dodge, Weapon Finesse
Skills Acrobatics +12, Bluff +10, Escape Artist +12, Fly +18, Knowledge (nature) +10, Perception +9, Sense Motive +9, Stealth +16, Use Magic Device +10
Languages Common, Sylvan

SPECIAL ABILITIES
Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Su): When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most pixies)—the dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits—it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based.

Charm: The target must succeed on a DC 15 Will save or be affected as though by a charm monster spell for 10 minutes.

Memory Loss: The target must succeed on a DC 15 Will save or be affected by a modify memory spell (this effect can only eliminate the previous 5 minutes of memory—a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees).

Sleep: The target must succeed on a DC 15 Will save or fall asleep for 5 minutes.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate forests
Organization solitary, gang (2–4), band (6–11), or tribe (20–80)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		8400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Forest Drake CR 4

XP 1,200
LE Large dragon (earth)
Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE
AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)
hp 42 (5d12+10)
Fort +6, **Ref** +6, **Will** +4
Immune acid, paralysis, sleep

OFFENSE
Speed 30 ft., fly 60 ft. (average), swim 30 ft.
Melee bite +8 (1d8+4), tail slap +3 (1d8+2)
Space 10 ft.; **Reach** 10 ft.
Special Attacks acidic cloud

STATISTICS
Str 19, **Dex** 14, **Con** 14, **Int** 9, **Wis** 11, **Cha** 12
Base Atk +5; **CMB** +10; **CMD** 22
Feats Improved Initiative, Power Attack, Skill Focus (Perception)
Skills Fly +8, Intimidate +9, Perception +11, Stealth +6, Swim +20
Languages Draconic
SQ aquatic adaptation, speed surge

SPECIAL ABILITIES
Acidic Cloud (Su): A forest drake can, as a standard action, spit a ball of acid that bursts into a cloud on impact. This attack has a range of 60 feet and deals 4d6 points of acid damage (Reflex DC 14 half) to all creatures within the resulting 10-foot-radius spread. The cloud remains for 1d4 rounds once created, acting as a 10-foot-radius obscuring mist (it no longer causes damage), but a strong wind disperses it in a single round. Once a forest drake has used its acidic cloud breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Aquatic Adaptation (Ex): A forest drake can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater. The acidic cloud created by that attack dissipates after 1 round if used underwater.

Speed Surge (Ex): Three times per day as a swift action, a forest drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location. A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any forests
Organization solitary, pair, or rampage (3–12)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
6		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
7		8400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
8	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Giant Dragonfly CR 4

XP 1,200
N Medium vermin
Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE
AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)
hp 45 (7d8+14)
Fort +7, **Ref** +4, **Will** +3
Immune mind-affecting effects

OFFENSE
Speed 20 ft., fly 80 ft. (perfect)
Melee bite +9 (2d8+6 plus grab)
Special Attacks darting charge

STATISTICS
Str 19, **Dex** 15, **Con** 14, **Int** –, **Wis** 12, **Cha** 9
Base Atk +5; **CMB** +9 (+13 grappling, or +17 grappling on a charge); **CMD** 21 (29 vs. trip)
Feats Flyby Attack
Skills Fly +10

SPECIAL ABILITIES
Darting Charge (Ex): A giant dragonfly is adept at swooping in to attack prey with a powerful bite and then, just as quickly, swooping back up out of reach. As a result, a giant dragonfly gains Flyby Attack as a bonus feat. In addition, if a giant dragonfly charges while flying, it receives a +4 bonus on CMB checks made to grapple foes.

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment temperate or warm land
Organization solitary or flight (2–5)
Treasure incidental

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Gloomwing CR 4

XP 1,200
N Large outsider (extraplanar)
Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE
AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)
hp 37 (5d10+10)
Fort +3, **Ref** +7, **Will** +5

OFFENSE
Speed 10 ft., fly 40 ft. (good)
Melee bite +6 (1d8+2), 2 claws +6 (1d6+2)
Space 10 ft.; **Reach** 5 ft.
Special Attacks confusion, implant, pheromones

STATISTICS
Str 15, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +8; **CMD** 21
Feats Ability Focus (confusion), Flyby Attack, Hover
Skills Fly +5, Perception +9, Stealth +7 (+11 in dim light); Racial Modifiers +4 Stealth in dim light

SPECIAL ABILITIES
Confusion (Su): The eerie shifting of patterns on a gloomwing's wings is hypnotic—any creature within 30 feet that does not avert its gaze from the gloomwing must make a DC 14 Will save at the start of each turn or become confused for 1 round. This is a mind-affecting effect—gloomwings and tenebrous worms are immune to this effect. The save DC is Charisma-based.

Implant (Ex): A gloomwing can lay eggs inside a Small or larger helpless or dead creature as a full-round action that provokes attacks of opportunity. A creature implanted with gloomwing eggs must make a DC 14 Fortitude save each morning to avoid suffering 1d4 points of Constitution damage. Within 24 hours of a creature's death from this damage, 1d4 young tenebrous worms emerge from the corpse, devouring it completely in the process. The eggs can be destroyed via any effect that cures disease, but the eggs themselves are not treated as a disease for purposes of what creatures are immune to this effect. The save DC is Constitution-based.

Pheromones (Su): After the first round of combat, a gloomwing can emit a strange, musky scent in a 30-foot radius as a free action. All creatures within this area (save for other gloomwings or tenebrous worms) must make a DC 14 Fortitude save each round to avoid becoming weakened by the pheromones. Once a creature fails a save against this effect, it takes a –4 penalty to its Strength score—this penalty lasts for as long as the battle continues and for 1 hour thereafter. Lesser restoration or any other effect capable of healing ability damage immediately removes this Strength penalty. The save DC is Constitution-based.

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Hover: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover No Fly Check	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover No Fly Check	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Plane of Shadow)
Organization solitary
Treasure none

Hit Points	Disabled	Negative	Conditions
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Peryton CR 4

XP 1,200
CE Medium magical beast
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE
AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 42 (5d10+15)
Fort +7, **Ref** +7, **Will** +3
DR 5/magic

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee gore +9 (1d6+3/18–20), 2 hooves +3 (1d4+1)
Special Attacks horrific critical, shadow mark

STATISTICS
Str 17, **Dex** 16, **Con** 17, **Int** 11, **Wis** 14, **Cha** 12
Base Atk +5; **CMB** +8; **CMD** 21 (25 vs. trip)
Feats Flyby Attack, Improved Initiative, Weapon Focus (gore)
Skills Fly +12, Perception +10, Stealth +9
Languages Common

SPECIAL ABILITIES
Horrific Critical (Ex): A peryton's gore attack threatens a critical hit on an 18–20. If a peryton kills a humanoid foe with a critical hit, it can tear out the victim's heart with its wolf-like teeth as a free action. Any creature that witnesses this savage event must make a DC 13 Fortitude save or be shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Shadow Mark (Su): As a free action, a peryton can make a ranged touch attack by flying over a humanoid target—the maximum range of this attack is 300 feet. If the peryton hits, its shadow transforms to match the shadow of the creature struck. Once a peryton has established this link, it gains a +2 morale bonus on attack rolls and damage rolls made against that target, and every time the peryton hits that target with an attack, the creature must make a DC 13 Will save or become frightened for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment any
Organization solitary, pair, or flock (3–9)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
7		8400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
8	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
9		10800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Slicer Beetle CR 4

XP 1,200
N Large vermin
Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE
AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)
hp 39 (6d8+12)
Fort +7, **Ref** +2, **Will** +2
Immune mind-affecting effects

OFFENSE
Speed 40 ft., fly 20 ft. (poor)
Melee bite +8 (2d6+7/19–20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks crippling bite

STATISTICS
Str 21, **Dex** 11, **Con** 15, **Int** —, **Wis** 10, **Cha** 6
Base Atk +4; **CMB** +10; **CMD** 20 (28 vs. trip)
Skills Fly –6

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

ECOLOGY
Environment temperate forests
Organization solitary or cluster (2–5)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Giant Vulture CR 4

XP 1,200
N Large animal
Init +2; **Senses** low-light vision, scent; Perception +13

DEFENSE
AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)
hp 42 (5d8+20)
Fort +10, **Ref** +6, **Will** +3; +4 vs. disease

OFFENSE
Speed 10 ft., fly 50 ft. (average)
Melee bite +9 (2d6+9 plus disease)
Space 10 ft.; **Reach** 5 ft.

STATISTICS
Str 22, **Dex** 15, **Con** 18, **Int** 2, **Wis** 15, **Cha** 7
Base Atk +3; **CMB** +10; **CMD** 22
Feats Great Fortitude, Skill Focus (Perception), Toughness, Weapon Focus (bite)
Skills Fly +7, Perception +13; Racial Modifiers +4 Perception
SQ diseased

SPECIAL ABILITIES
Diseased (Ex): Due to their filthy eating habits and constant exposure to decaying flesh, giant vultures are harbingers of disease much more so than the standard vulture. Any creature bitten by a giant vulture has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, a victim can no longer be infected by this particular giant vulture, though attacks by different giant vultures are resolved normally and may result in multiple illnesses. While vultures aren't immune to all diseases, they do gain a +4 racial bonus on all saving throws against such ailments.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location. A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment warm plains or hills
Organization solitary, pair, or flock (3-8)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
7		8400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
8	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Thriae Soldier CR 4

XP 1,200
LN Medium monstrous humanoid
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE
AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 42 (5d10+15)
Fort +4, **Ref** +7, **Will** +5
Immune poison, sonic

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee sting +10 (1d8+7 plus poison)
Ranged composite longbow +8 (1d8+5/x3 plus poison) or Rapid Shot +6/+6 (1d8+5/x3 plus poison)
Special Attacks merope consumption

STATISTICS
Str 20, **Dex** 17, **Con** 16, **Int** 12, **Wis** 13, **Cha** 15
Base Atk +5; **CMB** +10; **CMD** 23
Feats Point-Blank Shot, Precise Shot, Rapid Shot
Skills Fly +13, Intimidate +10, Perception +9, Stealth +9, Survival +9
Languages Common, Sylvan

SPECIAL ABILITIES
Merope Consumption (Su): Once per day as a standard action, a thriae soldier can consume a dose of merope in order to enhance her combat abilities for 1d6+3 rounds. Starting on the round after the merope is consumed, the thriae soldier gains a +2 insight bonus on attack rolls and saving throws, and gains fast healing 3.

Poison (Ex): Sting or arrow—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str*; cure 1 save. As a free action, a thriae soldier can apply her venom to an arrow as she fires the shot. The save DC is Constitution-based.

ECOLOGY
Environment any
Organization pair, troop (3-8), or company (9-20 soldiers, 2-4 rangers of 3-5th level, 1-2 rogues of 4-6th level, and 1 fighter commander of 5-8th level)
Treasure standard (chain shirt, composite longbow [+5 Str] with 20 arrows, 1 dose of merope, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	4	1200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3		3600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
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5		6000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
6		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
7		8400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
8	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Cloaker CR 5

XP 1,600
CN Large aberration
Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE
AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)
hp 51 (6d8+24)
Fort +6, **Ref** +5, **Will** +7
Defensive Abilities shadow shift

OFFENSE
Speed 10 ft., fly 40 ft. (average)
Melee bite +8 (1d6+5), tail slap +3 (1d8+2)
Space 10 ft.; **Reach** 10 ft. (5 ft. with bite)
Special Attacks engulf, moan

STATISTICS
Str 21, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14
Base Atk +4; **CMB** +10; **CMD** 23 (can't be tripped)
Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception)
Skills Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8; Racial Modifiers +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature
Languages Undercommon

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

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

> *Fear:* All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.
>
> *Nausea:* All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.
>
> *Stupor:* A single creature within 30 feet is affected by hold monster for 5 rounds (Will negates).
>
> *Unnerve:* Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

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

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

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

ECOLOGY
Environment underground
Organization solitary, pair, mob (3–6), or flock (7–12)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2		3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		8000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
6	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Djinni CR 5

XP 1,600
CG Large outsider (air, extraplanar)
Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE
AC 19, touch 14, flat-footed 14 (+4 Dex, +1 dodge, +5 natural, –1 size)
hp 52 (7d10+14)
Fort +4, **Ref** +9, **Will** +7
Immune acid

OFFENSE
Speed 20 ft., fly 60 ft. (perfect)
Melee 2 slams +10 (1d8+4) or mwk scimitar +11/+6 (1d8+4/18–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks air mastery, whirlwind (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 17)
Spell-Like Abilities (CL 9th)

At will—invisibility (self only), plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only)
1/day—create food and water, create wine (as create water, but wine instead), gaseous form (for up to 1 hour), major creation (created vegetable matter is permanent), persistent image (DC 17), wind walk

STATISTICS
Str 18, **Dex** 19, **Con** 14, **Int** 14, **Wis** 15, **Cha** 15
Base Atk +7; **CMB** +12; **CMD** 27
Feats Combat Casting, Combat Reflexes, Dodge, Improved InitiativeB, Wind Stance
Skills Appraise +12, Craft (any one) +12, Fly +20, Knowledge (planes) +12, Perception +12, Sense Motive +12, Spellcraft +12, Stealth +10
Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SPECIAL ABILITIES
Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Whirlwind (Su): Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through the creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

ECOLOGY
Environment any (Plane of Air)
Organization solitary, pair, company (1 + 3–6 ordinary djinni), or band (1-3 + 6–8 ordinary djinni)
Treasure standard (masterwork falchion, other gear)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2		3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Large Air Elemental CR 5

XP 1,600
N Large outsider (air, elemental, extraplanar)
Init +11; **Senses** darkvision 60 ft.; Perception +11

DEFENSE
AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, –1 size)
hp 68 (8d10+24)
Fort +9, **Ref** +13, **Will** +2
Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee 2 slams +14 (1d8+4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks whirlwind (DC 18, 10–40 ft.)

STATISTICS
Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8, **CMB** +13; **CMD** 31
Feats Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Mobility, Weapon FinesseB
Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +11, Stealth +11
Languages Auran

SPECIAL ABILITIES
Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Whirlwind (Su): Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through the creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

ECOLOGY
Environment Plane of Air
Organization solitary, pair, or gang (3–8)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2		3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Manticore CR 5

XP 1,600
LE Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE
AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)
hp 57 (6d10+24)
Fort +9, **Ref** +7, **Will** +3

OFFENSE
Speed 30 ft., fly 50 ft. (clumsy)
Melee bite +10 (1d8+5), 2 claws +10 (2d4+5)
Ranged 4 spikes +8 (1d6+5)
Space 10 ft.; **Reach** 5 ft.

STATISTICS
Str 20, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9
Base Atk +6; **CMB** +12; **CMD** 24 (28 vs. trip)
Feats Flyby Attack,Hover, Weapon Focus (spikes)
Skills Fly –3, Perception +9, Survival +4 (+8 tracking); Racial Modifiers +4 Perception, +4 Survival when tracking
Languages Common

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

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location. A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Hover: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover No Fly Check	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover No Fly Check	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment warm hills and marshes
Organization solitary, pair, or pride (3–6)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	5	1600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
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6	10	9600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	

Nightmare CR 5

XP 1,600
NE Large outsider (evil, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +12

DEFENSE
AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)
hp 51 (6d10+18)
Fort +8, **Ref** +7, **Will** +3

OFFENSE
Speed 40 ft., fly 90 ft. (good)
Melee bite +9 (1d4+4), 2 hooves +4 (1d6+2 plus 1d4 fire)
Space 10 ft.; **Reach** 5 ft.
Special Attacks smoke
Spell-Like Abilities (CL 6th)

1/day (self plus 1 rider only)—plane shift

STATISTICS
Str 18, **Dex** 15, **Con** 16, **Int** 13, **Wis** 13, **Cha** 12
Base Atk +6; **CMB** +11; **CMD** 23 (27 vs. trip)
Feats Alertness, Improved Initiative, Run
Skills Fly +13, Intimidate +10, Knowledge (planes) +10, Perception +12, Sense Motive +12, Stealth +7, Survival +10
Languages Abyssal, Infernal

SPECIAL ABILITIES
Smoke (Su): In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 16 Fortitude save or become sickened (The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) until 1d6 minutes after leaving the area. This smoke acts as obscuring mist [A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target)] for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.

Plane Shift (Sp): You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

ECOLOGY
Environment any (Abaddon)
Organization solitary
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Hit Points	Disabled	Negative	Conditions
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Wraith CR 5

XP 1,600
LE Medium undead (incorporeal)
Init +7; **Senses** darkvision 60 ft., lifesense; Perception +10
Aura unnatural aura (30 ft.)

DEFENSE
AC 18, touch 18, flat-footed 15 (+5 deflection, +3 Dex)
hp 47 (5d8+25)
Fort +6, **Ref** +4, **Will** +6
Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits
Weaknesses sunlight powerlessness

OFFENSE
Speed fly 60 ft. (good)
Melee incorporeal touch +6 (1d6 negative energy plus 1d6 **Con** drain)
Special Attack create spawn

STATISTICS
Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21
Base Atk +3; **CMB** +6; **CMD** 21
Feats Blind-Fight, Combat Reflexes, Improved Initiative
Skills Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11
Languages Common, Infernal

SPECIAL ABILITIES
Create Spawn (Su): A humanoid slain by a wraith becomes a wraith in 1d4 rounds. These spawn are less powerful than typical wraiths, and suffer a –2 penalty on all d20 rolls and checks, receive –2 **hp** per HD, and only drain 1d2 points of Constitution on a touch. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become free-willed wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su): Creatures hit by a wraith's touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

Lifesense (Su): A wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex): A wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su): Animals do not willingly approach within 30 feet of a wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

ECOLOGY
Environment any
Organization solitary, pair, gang (3–6), or pack (7–12)
Treasure none

#	CR	XP	Hit Points	Disabled	Conditions
1	5	1600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	Destroyed	
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3	8	4800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	Destroyed	
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Flame Drake CR 5

XP 1,600
CE Large dragon (fire)
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE
AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, –1 size)
hp 57 (6d12+18)
Fort +8, **Ref** +6, **Will** +6
Immune fire, paralysis, sleep
Weakness vulnerability to cold

OFFENSE
Speed 20 ft., fly 60 ft. (average)
Melee bite +10 (2d6+5 plus 1d6 fire), tail slap +5 (1d6+2)
Space 10 ft.; **Reach** 10 ft.
Special Attacks fireball breath

STATISTICS
Str 21, **Dex** 13, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +12; **CMD** 23
Feats Flyby Attack, Improved Initiative, Power Attack
Skills Fly +8, Intimidate +9, Perception +10, Stealth +6, Survival +10
Languages Draconic
SQ speed surge

SPECIAL ABILITIES
Fireball Breath (Su): A flame drake can, as a standard action, breathe a ball of flame that explodes like a fireball. This attack has a range of 180 feet and deals 5d6 points of fire damage (DC 16 Reflex half) to all creatures within a 20-foot-radius spread. Once a flame drake has used its fireball breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex): Three times per day as a swift action, a flame drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location. A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate mountains or hills
Organization solitary, pair, or rampage (3–12)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	5	1600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
2		3200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
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6	10	9600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	

Giant Queen Bee CR 5

XP 1,600
N Large vermin
Init +0; **Senses** darkvision 60 ft.; Perception +1

DEFENSE
AC 17, touch 9, flat-footed 17 (+8 natural, –1 size)
hp 59 (7d8+28)
Fort +9, **Ref** +2, **Will** +3
Immune mind-affecting effects
Weaknesses vulnerable to smoke

OFFENSE
Speed 20 ft., fly 60 ft. (good)
Melee sting +8 (1d8+6 plus poison)
Space 10 ft.; **Reach** 5 ft.

STATISTICS
Str 19, **Dex** 11, **Con** 18, **Int** –, **Wis** 12, **Cha** 13
Base Atk +5; **CMB** +10; **CMD** 20 (28 vs. trip)
Skills Fly +2

SPECIAL ABILITIES
Poison (Ex): Sting—injury; save Fort DC 17; frequency 1/round for 4 rounds; effect 1d2 **Con**; cure 2 consecutive saves.

Vulnerable to Smoke (Ex): Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a DC 14 Fortitude save. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.

ECOLOGY
Environment temperate or warm plains
Organization solitary or colony (1 queen and 3–18 giant bees)
Treasure incidental (royal jelly)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Hit Points	Disabled	Negative	Conditions
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Large Lightning Elemental CR 5

XP 1,600
N Large outsider (air, elemental, extraplanar)
Init +10; **Senses** darkvision 60 ft.; Perception +11

DEFENSE
AC 18, touch 16, flat-footed 11 (+6 Dex, +1 dodge, +2 natural, –1 size)
hp 60 (8d10+16)
Fort +8, **Ref** +12, **Will** +2
DR 5/—; **Immune** electricity, elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee 2 slams +13 (1d8+3 plus 1d6 electricity)
Space 10 ft.; **Reach** 10 ft.
Special Attacks metal mastery, spark leap

STATISTICS
Str 16, **Dex** 23, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +12; **CMD** 29
Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon FinesseB
Skills Acrobatics +17, Escape Artist +17, Fly +12, Knowledge (planes) +9, Perception +11
Languages Auran

SPECIAL ABILITIES
Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Metal Mastery (Ex): A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

Spark Leap (Ex): A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment any (Plane of Air)
Organization solitary, pair, or gang (3–8)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
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Lurker in Light CR 5

XP 1,600
NE Small fey (extraplanar)
Init +8; **Senses** low-light vision; Perception +16

DEFENSE
AC 18, touch 15, flat-footed 14 (+4 Dex, +3 natural, +1 size)
hp 44 (8d6+16)
Fort +4, **Ref** +10, **Will** +9
Defensive Abilities blend with light; **Immune** blindness **DR** 5/cold iron

OFFENSE
Speed 30 ft., fly 30 ft. (average)
Melee 2 claws +9 (1d3+1) or dagger +9 (1d3+1/19–20 plus poison)
Special Attacks sneak attack +3d6
Spell-Like Abilities (CL 8th; concentration +11)

At will—dancing lights, flare (DC 13), ghost sound (DC 13), light, mage hand
3/day—daylight, blindness/deafness (DC 16)

STATISTICS
Str 13, **Dex** 18, **Con** 15, **Int** 14, **Wis** 16, **Cha** 17
Base Atk +4; **CMB** +4; **CMD** 18
Feats Alertness, Flyby Attack, Improved Initiative, Weapon Finesse
Skills Acrobatics +15, Escape Artist +15, Fly +17, Knowledge (arcana) +10, Knowledge (planes) +10, Perception +16, Stealth +19, Survival +11
Languages Aklo, Common, Sylvan
SQ daylight door, poison use, ritual gate

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

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

Poison (Ex): Lurkers typically coat their daggers with shadow essence poison. Shadow essence poison: Injury; save Fortitude DC 17; frequency 1/round for 6 rounds; initial effect 1 Str drain; secondary effect 1d3 Str damage; cure 1 save.

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

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any land (extraplanar)
Organization solitary, pair, or gang (3–8)
Treasure standard (dagger, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
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Rast CR 5

XP 1,600
N Medium outsider (extraplanar, fire)
Init +5; **Senses** darkvision 60 ft.; Perception +10

DEFENSE
AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)
hp 51 (6d10+18)
Fort +8, **Ref** +6, **Will** +3
Immune fire
Weaknesses vulnerability to cold

OFFENSE
Speed 5 ft., fly 60 ft. (good)
Melee bite +8 (1d6+2 plus grab), 4 claws +9 (1d4+2)
Special Attacks blood drain (1d2 **Con**), paralyzing gaze

STATISTICS
Str 14, **Dex** 12, **Con** 17, **Int** 3, **Wis** 13, **Cha** 12
Base Atk +6; **CMB** +8 (+12 grapple); **CMD** 19 (can't be tripped)
Feats Flyby Attack, Improved Initiative, Weapon Focus (claw)
Skills Fly +5, Perception +10, Stealth +10
Languages Ignan (cannot speak)

SPECIAL ABILITIES
Blood Drain (Ex): The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Paralyzing Gaze (Su): Paralyzed for 1d6 rounds, 30 feet, Fortitude (DC 14) negates. The save DC is Charisma-based.

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment any (Plane of Fire)
Organization solitary, pair, cluster (3–6), or pack (7–15)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
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11		17600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
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Siren CR 5

XP 1,600
CN Medium magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE
AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural)
hp 52 (8d10+8)
Fort +7, **Ref** +11, **Will** +6
Immune mind-affecting effects

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee 2 talons +11 (1d6)
Special Attacks bardic performance, siren's song, sneak attack +2d6
Spell-Like Abilities (CL 7th; concentration +12)

3/day—cause fear (DC 16), charm person (DC 16), deep slumber (DC 18), shout (DC 19)

STATISTICS
Str 10, **Dex** 17, **Con** 12, **Int** 14, **Wis** 19, **Cha** 21
Base Atk +8; **CMB** +8; **CMD** 22
Feats Dodge, Flyby Attack, Lightning Reflexes, Weapon Finesse
Skills Fly +7, Knowledge (history) +10, Perception +15, Perform (sing) +13, Stealth +14
Languages Auran, Common

SPECIAL ABILITIES
Bardic Performance (Su): A siren may use bardic performance as a 4th-level bard (9 rounds/day), and can use countersong, distraction, fascinate, inspire competence, and inspire courage. Levels in the bard class stack with this ability.

Siren Song (Su): When a siren sings, all non-sirens within a 300-foot spread must succeed on a DC 19 Will save or become enthralled (see below). The effect depends on the type of song the siren chooses, and continues for as long as the siren sings and for 1 round thereafter. A creature that successfully saves cannot be affected again by any of that siren's songs for 1 hour. These are sonic, mind-affecting effects. The save DC is Charisma-based. Enthralled creatures behave in one of the following four ways, which the siren chooses when she begins singing.

- Captivation: A siren's song has the power to infect the minds of those that hear it, calling them to the siren's side. When a siren sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the 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. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the siren sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.
- Fascination: Affected creatures are fascinated.
- Obsession: An obsessed victim becomes defensive of the siren and does all he can to prevent harm from coming to her, going so far as attacking his allies in her defense. The victim is not controlled by the siren, but views her as a cherished ally. This is a charm effect.
- Slumber: The victim immediately falls asleep, rendering the creature helpless. While the siren is singing, no noise will wake the sleeping creature, though slapping or wounding him does. The creature continues sleeping for 1d4 minutes after the siren stops singing, but can be awakened by loud noises or any other normal method.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment temperate or warm hills
Organization solitary or flight (2–7)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	5	1600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
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4	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
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Skaveling CR 5

XP 1,600
CE Large undead
Init +7; **Senses** blindsense 120 ft.; Perception +14

DEFENSE
AC 19, touch 13, flat-footed 15 (+3 Dex, +6 natural, –1 size)
hp 58 (9d8+18)
Fort +5, **Ref** +6, **Will** +8
Immune undead traits

OFFENSE
Speed 20 ft., fly 40 ft. (good)
Melee bite +10 (2d8+7 plus disease and paralysis)
Space 10 ft.; **Reach** 5 ft.
Special Attacks screech, paralysis (1d4+1 rounds, DC 16)

STATISTICS
Str 21, **Dex** 17, **Con** –, **Int** 8, **Wis** 15, **Cha** 14
Base Atk +6; **CMB** +12; **CMD** 26
Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Skill Focus (Stealth)
Skills Fly +13, Perception +14 (+18 when using blindsense), Stealth +14; Racial Modifiers +4 Perception when using blindsense
Languages Undercommon

SPECIAL ABILITIES
Disease (Su): Ghoul Fever Bite—injury; save Fort DC 16; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight.

Screech (Su): Once per day as a standard action, a skaveling can screech as a mobat, affecting a 20-foot-radius burst; those who are affected are stunned for 1d3 rounds unless they make a DC 16 Fortitude save. The save DC is Charisma-based.

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment any underground
Organization solitary or colony (2–8)
Treasure incidental

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Conditions
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Derhii CR 5

XP 1,600
N Large monstrous humanoid
Init +3; **Senses** darkvision 60 ft., scent; Perception +14

DEFENSE
AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)
hp 59 (7d10+21)
Fort +5, **Ref** +8, **Will** +8

OFFENSE
Speed 30 ft., climb 30 ft., fly 60 ft. (poor)
Melee mwk falchion +12/+7 (2d6+7/18-20) or 2 slams +11 (1d6+5)
Ranged javelin +9 (1d8+5)
Space 10 ft.; **Reach** 10 ft.
Special Attacks aerial charge, knockdown

STATISTICS
Str 21, **Dex** 16, **Con** 17, **Int** 9, **Wis** 12, **Cha** 10
Base Atk +7; **CMB** +13; **CMD** 26
Feats Acrobatic, Combat Reflexes, Iron Will, Skill Focus (Perception)
Skills Acrobatics +12, Climb +13, Fly +9, Perception +14
Languages Auran, Common
SQ booming voice

SPECIAL ABILITIES
Aerial Charge (Ex): When airborne, a derhii can dive at twice its normal flying speed. This is the equivalent of a charge, granting a +2 bonus on the attack roll and a -2 penalty to AC.

Booming Voice (Ex): A derhii can use its own booming voice as a signal. The sound can be heard up to 12 miles away as a thrumming in the air that conveys 20 words of information in 5 minutes.

Knockdown (Ex): When a derhii confirms a critical hit with a two-handed weapon, it has a chance to knock an opponent prone in addition to the damage dealt by the critical hit. If the derhii's confirmation roll exceeds its opponent's CMD, the opponent is knocked prone as if from the trip combat maneuver. This does not provoke an attack of opportunity, nor can the derhii be tripped if the confirmation roll fails to exceed the CMD.

ECOLOGY
Environment warm forests and mountains
Organization solitary, pair, troop (3-5), or tribe (8-48)
Treasure standard (masterwork falchion, 4 javelins, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Combat Reflexes: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	5	1600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
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3	8	4800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
4	9	6400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
5		8000	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
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8	11	12800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	

Giant Owl CR 5

XP 1,600
LN Huge magical beast
Init +5; **Senses** low-light vision; Perception +17

DEFENSE
AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 size)
hp 57 (6d10+24)
Fort +9, **Ref** +7, **Will** +5

OFFENSE
Speed 10 ft., fly 60 ft. (average)
Melee 2 claws +9 (2d6+5)
Space 15 ft.; **Reach** 10 ft.

STATISTICS
Str 20, **Dex** 15, **Con** 18, **Int** 14, **Wis** 17, **Cha** 9
Base Atk +6; **CMB** +13 (+15 w/disarm); **CMD** 25 (27 vs. disarm)
Feats Alertness, Combat Expertise, Improved Disarm
Skills Fly +11, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (nature) +10, Perception +17, Sense Motive +14, Stealth +9; Racial Modifiers +4 Fly, +4 on all Knowledge skills, +4 Perception, +8 Stealth
Languages Sylvan (cannot speak); animal telepathy (30 ft.)
SQ insightful senses, piercing stare

SPECIAL ABILITIES
Animal Telepathy (Su): A giant owl can telepathically communicate with other animals as if under the effects of speak with animals.

Insightful Senses (Su): A giant owl's senses are particularly well honed to sensing danger or locating prey. It adds its Wisdom modifier as an insight bonus (+3 for most giant owls) on its initiative checks.

Piercing Stare (Su): Up to three times per day as a swift action, a giant owl can gain the effects of true seeing (as the spell) for 1 round.

Combat Expertise: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Improved Disarm: You do not provoke an attack of opportunity when performing a disarm combat maneuver. In addition, you receive a +2 bonus on checks made to disarm a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to disarm you.

ECOLOGY
Environment temperate forests
Organization solitary or pair
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
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Hieracosphinx CR 5

XP 1,600
CE Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE
AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)
hp 60 (8d10+16)
Fort +8, **Ref** +8, **Will** +4

OFFENSE
Speed 30 ft., fly 60 ft. (poor)
Melee bite +11 (1d10+4), 2 claws +11 (1d6+4)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, shriek

STATISTICS
Str 19, **Dex** 14, **Con** 15, **Int** 6, **Wis** 15, **Cha** 10
Base Atk +8; **CMB** +13; **CMD** 25 (29 vs. trip)
Feats Cleave, Flyby Attack, Power Attack, Skill Focus (Perception)
Skills Fly +3, Perception +16; Racial Modifiers +4 Perception
Languages Sphinx

SPECIAL ABILITIES
Shriek (Su): The shrill shriek of a hieracosphinx deafens non-sphinxes within a 60-foot-radius spread for 2d4 rounds (DC 16 Fort negates). Once a creature successfully saves against this effect, it is immune to the hieracosphinx's shriek for 24 hours. Using this ability is a standard action. The save DC is Constitution-based.

Flyby Attack: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Cleave: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Pounce (Ex): When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

ECOLOGY
Environment warm hills
Organization solitary, pair, or flock (3-8)
Treasure incidental

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
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Penanggalen Witch CR 5

XP 1,600
Human penanggalen witch 5
NE Medium undead (augmented humanoid)
Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE
AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)
hp 35 (5d6+15); fast healing 5
Fort +4, **Ref** +5, **Will** +7
Defensive Abilities channel resistance +4; **DR** 5/silver and slashing; **Immune** undead traits; Resist cold 10, fire 10
Weaknesses light sensitivity, penanggalen weaknesses

OFFENSE
Speed fly 60 ft. (good)
Melee bite +6 (1d6+4 plus disease), slam +6 (1d4+4 plus grab and wither)
Special Attacks blood drain (1d4 Constitution), create spawn, disease (filth fever, DC 15), hexes (cackle, evil eye, misfortune)
Witch Spells Prepared (CL 5th; concentration +8)

3rd—stinking cloud (DC 16)
2nd—glitterdust (DC 15), hold person (DC 16), see invisibility
1st—charm person (DC 15), command (DC 15), mage armor, obscuring mist
0 (at will)—bleed (DC 13), dancing lights, detect magic, read magic, touch of fatigue (DC 13)
Patron Plague

STATISTICS
Str 18, **Dex** 18, **Con** —, **Int** 17, **Wis** 16, **Cha** 16
Base Atk +2; **CMB** +6 (+10 grapple); **CMD** 21
Feats Dodge, Eschew Materials, Spell Focus (enchantment)
Skills Bluff +11, Fly +16, Knowledge (arcana) +19, Knowledge (nature) +7, Perception +16, Sense Motive +14, Spellcraft +11, Stealth +17, Use Magic Device +11; Racial Modifiers +8 Bluff, +8 Fly, +8 Knowledge (arcana), +8 Perception, +8 Sense Motive, +8 Stealth
Languages Common, Draconic, Gnoll, Infernal
SQ separate, witch's familiar (centipede)

SPECIAL ABILITIES
Blood Drain (Su): A penanggalen's blood drain special attack causes 1d4 Constitution damage.

Create Spawn (Su): When a penanggalen slays a female humanoid via blood drain, and if that slain humanoid had at least 10 Hit Dice in life, that slain humanoid rises as a manananggal at the next sunset. This manananggal is under the command of the penanggalen who created it, and remains enslaved until that penanggalen's destruction. A penanggalen may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead.

Disease (Su): Any creature a penanggalen bites is exposed to filth fever—the save DC against this disease is set by the penanggalen, not the disease itself.

Wither (Su): A penanggalen's entrails drip with a foul bile that blisters and weakens living flesh. Any creature that is damaged by a penanggalen's slam attack must succeed at a Fortitude save or take 1d4 Dexterity and 1d4 Charisma damage.

Separate (Su): During the day, a penanggalen has the same appearance as she did in life, and does not detect as undead (though she is still an undead creature). At night, she can detach her head and entrails as a full-round action. Her physical but now hollow body exists as dead flesh, but can be destroyed if it suffers damage equal to the penanggalen's normal hit point total. Before a penanggalen can return to her body, she must soak her entrails in vinegar for 1 hour—she can then reattach to her body, at which point any damage done to the body immediately heals (although damage the penanggalen herself suffered remains). A penanggalen whose body is destroyed can never again walk the day in living form, but is otherwise unharmed (save for no longer having a safe way to travel in direct sunlight). When a penanggalen wears her body, she cannot use her natural attacks, her fly speed, or any of her special penanggalen attacks.

Hexes: A penanggalen witch can use one of her hexes at will on any creature within 30 feet. Using a hex is a standard action (unless otherwise noted) that does not provoke an attack of opportunity. Save DCs are Intelligence-based.

Cackle Hex (Su): As a move action, the penanggalen may cackle. Any creature within 30 feet that is under the effects of the penanggalen's evil eye or misfortune hex has the duration of that hex extended by 1 round.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Evil Eye Hex (Su): This hex causes the target creature to take a -2 penalty on one of the following (penanggalen's choice): **AC**, ability checks, attack rolls, saving throws, or skill checks. This effect lasts for 6 rounds, or only 1 round if the target succeeds at a DC 15 **Will** save. This is a mind-affecting effect.

Misfortune Hex (Su): This hex causes a creature to suffer grave misfortune for 1 round. Whenever the target makes an ability check, attack roll, saving throw, or skill check during this time, it must roll twice and take the worse result. A DC 15 **Will** save negates this effect. A creature may only be targeted by this hex once per day.

ECOLOGY
Environment any
Organization solitary
Treasure NPC gear

Hit Points	Disabled	Conditions
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Spider Eater CR 5

XP 1,600
N Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

DEFENSE
AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, -1 size)
hp 52 (5d10+25)
Fort +9, **Ref** +6, **Will** +2
Defensive Abilities freedom of movement

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee bite +9 (1d8+5), 2 pincers +4 (1d6+2), sting +9 (1d6+5 plus poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks implant
Spell-Like Abilities (CL 10th; concentration +10)

Constant—freedom of movement

STATISTICS
Str 21, **Dex** 14, **Con** 21, **Int** 3, **Wis** 12, **Cha** 10
Base Atk +5; **CMB** +11; **CMD** 24
Feats Dodge, Hover, Skill Focus (Perception)
Skills Fly +8, Perception +15
Languages Aklo (cannot speak)

SPECIAL ABILITIES
Implant (Ex): A spider eaters grows its eggs inside of a living host. Implanting an egg in a host is a full-round action that provokes attacks of opportunity, and the target must be helpless but alive. Once an egg is implanted, it exudes paralytic enzymes that not only keep the victim in state of perpetual paralysis, but also keep it nourished and alive in its comatose but fully aware state. This condition lasts until the egg hatches in 1d6 weeks, at which point the young spider eater consumes most of its host, killing it. An egg can be surgically removed with a DC 25 Heal check (this check deals 2d6 points of damage to the host regardless of success), at which point the host recovers from the paralysis in 1d6 rounds. Any magical effect that removes paralysis or disease (such as remove paralysis, remove disease, or heal) also destroys the egg, but mere immunity to paralysis or disease does not offer protection.

Poison (Ex): Sting—injury; save **Fort** DC 17; frequency 1/minute for 6 minutes; effect paralysis for 1 minute; cure 1 save. The save DC is Constitution-based.

Hover: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Freedom of Movement: This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover No Fly Check	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover No Fly Check	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate forests
Organization solitary or brood (2-12)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
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Companions of the Firmament Monster Sheets

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Desert Drake	8	3	38
Dracolisk	7	1	17
Dragonne	7	3	18
Efreeti	8	1	39
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Sceaduinar	7	2	30
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Sources

Book	Reference
Pathfinder Roleplaying Game Bestiary	1
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Pathfinder Roleplaying Game Bestiary 3	3

Belker CR 6

XP 2,400
NE Large outsider (air, elemental, evil)
Init +5; **Senses** darkvision 60 ft.; Perception +11

DEFENSE
AC 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, –1 size)
hp 68 (8d10+24)
Fort +9, **Ref** +11, **Will** +2
DR 5/—

OFFENSE
Speed 30 ft., fly 50 ft. (perfect)
Melee bite +12 (1d6+2), 2 claws +12 (1d6+2), 2 wings +10 (1d6+1)
Space 10 ft.; **Reach** 10 ft.
Special Attacks smoke claws

STATISTICS
Str 14, **Dex** 21, **Con** 17, **Int** 6, **Wis** 11, **Cha** 10
Base Atk +8; **CMB** +11; **CMD** 26 (can't be tripped)
Feats Combat Reflexes, Flyby Attack, Multiattack, Weapon Finesse
Skills Acrobatics +16, Fly +22, Perception +11, Stealth +16; Racial Modifiers +4 Stealth
Languages Auran
SQ smoke form

SPECIAL ABILITIES
Smoke Claws (Ex): A belker using its smoke form ability can enter a target's square as a standard action that does not provoke attacks of opportunity. The target must make a DC 17 Fortitude save or inhale part of the creature. Smoke inside the victim solidifies into a claw and attacks the target from within, dealing 3d4 points of damage per round as a swift action. If the target moves, the belker may automatically move with the target (this movement does not count toward the belker's movement and does not provoke attacks of opportunity against the belker). Each round, the target can attempt another DC 17 Fortitude to cough out the belker's smoke, which ends the smoke claws attack and forces the belker into an adjacent square. Creatures that do not need to breathe are immune to this attack. The save DC is Constitution-based.

Smoke Form (Su): A belker can switch from its normal form to one of pure smoke or back again a swift action. It can spend up to 20 rounds per day in smoke form. In smoke form, the belker acts as if under the effects of a gaseous form spell, except that it retains its natural fly speed of 50 feet (perfect).

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

ECOLOGY
Environment any (Plane of Air)
Organization solitary, pair, or clutch (3–4)
Treasure incidental

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
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Berbalang CR 6

XP 2,400
CE Medium undead
Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE
AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)
hp 68 (8d8+32)
Fort +6, **Ref** +6, **Will** +9
Defensive Abilities projection **DR** 10/good or silver; **Immune** undead traits

OFFENSE
Speed 40 ft., fly 60 ft. (good)
Melee bite +9 (1d6+3 plus paralysis), 2 claws +9 (1d6+3 plus paralysis) or incorporeal touch +10 (1d4 **Con** damage)
Special Attacks paralysis (1d4+1 rounds, DC 18)
Spell-Like Abilities (CL 9th; concentration +13)

At will—bleed, ghost sound (DC 14)
3/day—alter self, charm person (DC 15)

STATISTICS
Str 17, **Dex** 19, **Con** —, **Int** 13, **Wis** 16, **Cha** 18
Base Atk +6; **CMB** +9; **CMD** 26
Feats Defensive Combat Training, Dodge, Flyby Attack, Mobility
Skills Bluff +10, Escape Artist +10, Fly +17, Knowledge (local) +5, Knowledge (religion) +6, Perception +14, Stealth +15
Languages Common

SPECIAL ABILITIES
Projection (Su): Once per day as a full-round action, a berbalang can enter a trance that separates the creature's spirit from its body. This splits the berbalang's current hit points in half between its body and its spirit. The berbalang's spirit body gains the incorporeal subtype and special ability; otherwise, it retains the same statistics as its physical self with the following changes: AC 19, touch 19, flat-footed 10 (+4 Dex, +4 deflection, +1 dodge), single incorporeal touch attack that deals 1d4 Constitution damage on a hit as its sole attack. This spirit projection can travel no more than 1 mile away from the berbalang's body. Because the creature is only partially in existence when in this state, its body gains displacement as the spell. When separated in this way, the berbalang's body is unconscious and helpless. If the berbalang's body is injured while in this state, the separated projection immediately returns to its body, and the body loses displacement. If the physical body is slain, the spirit body immediately dies as well. If the spirit is reduced to 0 or fewer hit points, it returns to the body immediately. A berbalang in spirit form can end the effect at any time as a standard action, at which point the spirit immediately returns to the body. When a berbalang's spirit form returns to the body, add both the spirit body's hit points and the physical body's hit points back together to determine the creature's current hit point total.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any land
Organization solitary or pack (2-8)
Treasure standard

#	CR	XP	Hit Points	Disabled	Conditions
1	6	2400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	Destroyed	
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5		12000	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	Destroyed	
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Giant Adult Ant Lion CR 6

XP 2,400
N Huge vermin
Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE
AC 19, touch 11, flat-footed 16 (+8 natural armor, +3 Dex, -2 size)
hp 85 (10d8+40)
Fort +11, **Ref** +6, **Will** +3
Immune mind-affecting effects

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee bite +12 (2d8+10)
Space 15 ft.; **Reach** 10 ft.

STATISTICS
Str 24, **Dex** 16, **Con** 19, **Int** —, **Wis** 11, **Cha** 10
Base Atk +7; **CMB** +16; **CMD** 29 (37 vs. trip)
Skills Fly +7

ECOLOGY
Environment warm deserts
Organization solitary or cloud (2-12)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
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7		16800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
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Giant Mosquito CR 6

XP 2,400
N Medium vermin
Init +7; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE
AC 19, touch 17, flat-footed 12 (+7 Dex, +2 natural)
hp 60 (8d8+24)
Fort +9, **Ref** +9, **Will** +3
Immune mind-affecting effects

OFFENSE
Speed 20 ft., fly 60 ft. (good)
Melee bite +10 (1d8+6 plus bleed, disease, and grab)
Special Attacks bleed (2d4), blood drain (1d2 Constitution)

STATISTICS
Str 18, **Dex** 25, **Con** 17, **Int** —, **Wis** 13, **Cha** 6
Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 27 (35 vs. trip)
Skills Fly +11, Perception +9; Racial Modifiers Perception+8

SPECIAL ABILITIES
Disease (Ex): Malaria: Bite—injury; save Fortitude DC 17; onset 1d3 days; frequency 1 day; effect 1d3 Constitution damage and 1d3 Wisdom Damage; cure 2 consecutive saves. The save DC is Constitution-based.

Bleed: A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn. Roll the damage each round. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

Blood Drain (Ex): The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

ECOLOGY
Environment temperate or tropical swamps
Organization solitary, pair, or swarm (3–12)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
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Half-Fiend Minotaur CR 6

XP 2,400
CE Large outsider (native)
Init +2; **Senses** darkvision 60 ft.; Perception +14

DEFENSE
AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)
hp 57 (6d10+24)
Fort +8, **Ref** +7, **Will** +6
Defensive Abilities natural cunning; **DR** 5/magic; **Immune** poison; Resist acid 10, cold 10, electricity 10, fire 10; **SR** 17

OFFENSE
Speed 30 ft., fly 60 ft. (average)
Melee greataxe +11/+6 (3d6+9/×3), bite +6 (1d8+3), gore +6 (1d6+3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks smite good 1/day, powerful charge (gore +13, 2d6+9)
Spell-Like Abilities (CL 6th)

3/day—darkness
1/day—desecrate, unholy blight (DC 14)

STATISTICS
Str 23, **Dex** 14, **Con** 19, **Int** 9, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +13; **CMD** 25
Feats Great Fortitude, Improved Bull Rush, Power Attack
Skills Fly +0, Intimidate +9, Knowledge (religion) +5, Perception +14, Stealth +7, Survival +14; Racial Modifiers +4 Perception, +4 Survival
Languages Giant

SPECIAL ABILITIES
Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Powerful Charge (Ex): When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge.

Smite Good (Su): Once per day, as a swift action, the half-fiend chooses one target within sight to smite. If this target is good, the half-fiend adds his Charisma bonus (if any) on his attack rolls and adds the half-fiend's Hit Dice on all damage rolls made against the target of his smite. If the target of smite good is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to 2 points of damage per Hit Dice the half-fiend possesses. Regardless of the target, smite good attacks automatically bypass any **DR** the creature might possess. If the half-fiend targets a creature that is not good, the smite is wasted with no effect. The smite good effect remains until the target of the smite is dead or the next time the half-fiend rests and regains his uses of this ability.

ECOLOGY
Environment temperate ruins or underground
Organization solitary, pair, or gang (3–4)
Treasure standard (greataxe, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
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Hungry Fog CR 6

XP 2,400
N Huge ooze
Init -3; **Senses** Perception -5
Aura bewitching brume (10 ft., DC 8)

DEFENSE
AC 5, touch 5, flat-footed 5 (-3 Dex, -2 size)
hp 59 (7d8+28)
Fort +6, **Ref** -1, **Will** -3
Defensive Abilities gaseous, negative energy affinity; **DR** 10/magic; **Immune** acid, electricity, ooze traits, sonic; Resist cold 10
Weaknesses vulnerable to wind

OFFENSE
Speed fly 15 ft. (perfect)
Melee +5 touch (6d6 negative energy)
Space 15 ft.; **Reach** 15 ft.
Special Attacks enveloping mists (DC 17, 3d6 negative energy and staggered)

STATISTICS
Str —, **Dex** 4, **Con** 18, **Int** —, **Wis** 1, **Cha** 1
Base Atk +5; **CMB** +5; **CMD** 12 (can't be tripped)
Skills Fly +1

SPECIAL ABILITIES
Bewitching Brume (Su): Any creature within 10 feet of a hungry fog or currently being affected by its enveloping mists must succeed on a DC 8 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect. The save DC is Charisma-based.

Enveloping Mists (Ex): A hungry fog can engulf foes. A creature engulfed by a hungry fog does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes. The save DC to avoid the enveloping mists is Constitution-based. A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Gaseous (Ex): A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

Vulnerable to Wind (Ex): A hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it.

Ooze Traits: Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). An ooze with an Intelligence score loses this trait. Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Immunity to poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Blindsight (Ex): Blindsight never allows a creature to distinguish color or visual contrast. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures that use blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any temperate
Organization solitary, pair, or bank (3-10)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
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Incubus CR 6

XP 2,400
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; Perception +21

DEFENSE
AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 76 (8d10+32)
Fort +10, **Ref** +6, **Will** +8
DR 10/cold iron or good; **Immune** electricity, poison; Resist acid 10, cold 10, fire 10; **SR** 17

OFFENSE
Speed 30 ft., fly 50 ft. (average)
Melee mwk scimitar +14/+9 (1d6+5/18-20) or 2 slams +13 (1d4+5)
Special Attacks pain redoubled
Spell-Like Abilities (CL 8th; concentration +13)

Constant—tongues
At will—charm person (DC 16), detect thoughts (DC 17), greater teleport (self plus 50 lbs. of objects only), suggestion (DC 18)
1/day—crushing despair (DC 19), summon (level 3, 2 schirs 40%)

STATISTICS
Str 20, **Dex** 15, **Con** 18, **Int** 16, **Wis** 15, **Cha** 21
Base Atk +8; **CMB** +13; **CMD** 25
Feats Flyby Attack, Lightning Reflexes, Power Attack, Vital Strike
Skills Acrobatics +6, Bluff +16, Diplomacy +16, Escape Artist +6, Fly +13, Intimidate +24, Knowledge (planes) +14, Perception +21, Sense Motive +13, Spellcraft +14, Stealth +11; Racial Modifiers +8 Intimidate, +8 Perception
Languages Abyssal, Celestial, Common; telepathy 100 ft., tongues
SQ change shape (Small or Medium humanoid; alter self)

SPECIAL ABILITIES
Pain Redoubled (Su): When an incubus confirms a critical hit with a melee weapon or a natural weapon, that attack deals an additional 2d6 points of nonlethal damage and the target must succeed at a DC 19 Fortitude save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. The save DC is Charisma-based.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Vital Strike Feat: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Tongues (Sp): The creature has the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This does not predispose any creature addressed toward the subject in any way.

ECOLOGY
Environment any (Abyss)
Organization solitary, pair, or wing (2-8)
Treasure standard (masterwork scimitar, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	6	2400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
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Maftet CR 6

XP 2,400
N Medium monstrous humanoid
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE
AC 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural)
hp 68 (8d10+24)
Fort +5, **Ref** +9, **Will** +8

OFFENSE
Speed 40 ft., fly 60 ft. (poor)
Melee mwk scimitar +11/+11/+6/+6 (1d6+3/18-20)
Special Attacks paired weapons, raptor dive
Spell-Like Abilities (CL 8th; concentration +8)

Constant—mage armor
3/day—magic weapon
1/day—cat's grace, protection from evil

STATISTICS
Str 16, **Dex** 17, **Con** 16, **Int** 10, **Wis** 15, **Cha** 11
Base Atk +8; **CMB** +11; **CMD** 24
Feats Combat Reflexes, Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (scimitar)
Skills Fly +10, Knowledge (history) +8, Perception +13, Stealth +18; Racial Modifiers +4 Stealth
Languages Common, Sphinx
SQ runic tattoos

SPECIAL ABILITIES
Paired Weapons (Ex): Because of its intense training wielding a scimitar in each hand, a maftet's off-hand scimitar is treated as a light weapon.

Raptor Dive (Ex): When airborne, a maftet can swoop down and strike at lightning speed. This is equivalent to an aerial charge, but it must move downward at least 10 feet and may dive at twice its normal flying speed. Doing so grants the maftet a +2 bonus on its attack rolls and allows it to make a full attack at the end of the raptor dive.

Runic Tattoos (Su): The tattoos scribed on a maftet's body power its spell-like abilities and glow when those abilities are used. A maftet can activate up to two of its spell-like abilities as a standard action. It may make a Fortitude save to resist the effects of an erase spell cast on its tattoos, but if it fails, it loses access to its spell-like abilities for 24 hours.

ECOLOGY
Environment temperate and warm deserts and mountains
Organization solitary, pair, or pride (6-10)
Treasure standard (2 masterwork scimitars, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

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Mothman CR 6

XP 2,400
CN Medium monstrous humanoid
Init +8; **Senses** darkvision 60 ft.; Perception +16

DEFENSE
AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)
hp 76 (9d10+27)
Fort +6, **Ref** +10, **Will** +10
SR 17

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee 2 claw +13 (1d6+1)
Special Attacks mind-warping gaze
Spell-Like Abilities (CL 12th; concentration +16)

Constant—blur
At will—detect thoughts (DC 16), ghost sound (DC 14), misdirection (DC 16)
3/day—greater invisibility ❑❑❑, major image (DC 17) ❑❑❑, modify memory (DC 18) ❑❑❑, nightmare (DC 19) ❑❑❑, phantasmal killer (DC 18) ❑❑❑, shadow walk (DC 20) ❑❑❑, suggestion (DC 17) ❑❑❑
1/day—agent of fate ❑, false vision ❑, mind fog (DC 19) ❑, mislead (DC 20) ❑, project image (DC 21) ❑

STATISTICS
Str 12, **Dex** 19, **Con** 16, **Int** 17, **Wis** 19, **Cha** 18
Base Atk +9; **CMB** +13; **CMD** 24
Feats Agile Maneuvers, Blind-Fight, Flyby Attack, Improved Initiative, Weapon Finesse
Skills Fly +20, Knowledge (any two) +12, Perception +16, Sense Motive +13, Spellcraft +12, Stealth +16
Languages Common, Sylvan, Undercommon (can't speak); telepathy 100 ft.

SPECIAL ABILITIES
Agent of Fate (Sp): A mothman may recreate the effects of any spell of 5th level or lower once per day as a spell-like ability, but only if doing so steers the flow of fate in its proper course. What the proper flow of fate entails is determined by the GM. Typical uses of this ability include casting major image to coax someone to a portentous location, casting raise dead to return someone with an important fate to life, or using rusting grasp to weaken a structure and cause some necessary calamity.

Mind-Warping Gaze (Su): Fear, 30 feet, Will DC 18 negates. A creature that fails a save against this attack becomes shaken for 1d6 rounds. A creature currently suffering from a fear effect that fails this save instead takes 1d4 points of Wisdom damage. This is a mind-affecting fear effect. The save DC is Charisma-based.

Blur (Sp): The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance). A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own). Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. Make the attack normally—if the attacker hits, the defender must make a miss chance d% roll to avoid being struck. Multiple concealment conditions do not stack. You can use concealment to make a Stealth check.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any land
Organization solitary
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
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Sea Drake CR 6

XP 2,400
NE Large dragon (aquatic)
Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE
AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)
hp 73 (7d12+28)
Fort +9, **Ref** +9, **Will** +5
Immune electricity, paralysis, sleep

OFFENSE
Speed 20 ft., fly 60 ft. (average), swim 60 ft.
Melee bite +12 (1d8+6 plus 1d6 electricity), tail slap +7 (1d8+3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks ball lightning breath, capsize

STATISTICS
Str 23, **Dex** 15, **Con** 18, **Int** 8, **Wis** 10, **Cha** 9
Base Atk +7; **CMB** +14; **CMD** 26
Feats Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Stealth)
Skills Fly +10, Intimidate +9, Perception +10, Stealth +11, Swim +24
Languages Draconic
SQ amphibious, speed surge

SPECIAL ABILITIES
Ball Lightning Breath (Su): A sea drake can, as a standard action, breathe a ball of electricity that strikes one target first, then arcs to other targets like chain lightning. This attack has a range of 100 feet, and deals 6d6 points of electricity damage (DC 17 Reflex half) to the primary target. After it strikes, the ball lightning can arc to a number of secondary targets equal to the sea drake's Hit Dice (usually 7) within 20 feet of the primary target. The secondary bolts each strike one target and deal as much damage as the primary bolt. Once a sea drake has used its ball lightning breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Capsize (Ex): A sea drake can attempt to capsize a boat or ship of its size or smaller by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

ECOLOGY
Environment any coastlines
Organization solitary, pair, or rampage (3–12)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Speed Surge (Ex): Three times per day as a swift action, a sea drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Amphibious (Ex): Creatures with this special quality can breath water and air. They have a swim speed and do not have to make Swim checks when moving in water.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
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Will-o'-Wisp CR 6

XP 2,400
CE Small aberration (air)
Init +13; **Senses** darkvision 60 ft.; Perception +17

DEFENSE
AC 26, touch 26, flat-footed 16; (+5 deflection, +9 Dex, +1 dodge, +1 size)
hp 40 (9d8)
Fort +3, **Ref** +12, **Will** +9
Defensive Abilities natural invisibility; **Immune** magic

OFFENSE
Speed fly 50 ft. (perfect)
Melee shock +16 touch (2d8 electricity)

STATISTICS
Str 1, **Dex** 29, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14
Base Atk +6; **CMB** +0; **CMD** 24
Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse
Skills Acrobatics +21, Bluff +11, Escape Artist +21, Fly +31, Perception +17, Stealth +25
Languages Aklo, Common
SQ feed on fear

SPECIAL ABILITIES
Feed on Fear (Su): Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex): **Will**-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.

Natural Invisibility (Ex): **Will**-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

ECOLOGY
Environment any swamp
Organization solitary, pair, or string (3–4)
Treasure incidental

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
2	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
3		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	
4	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑	

Wyvern CR 6

XP 2,400
N Large dragon
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE
AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)
hp 73 (7d12+28)
Fort +9, **Ref** +6, **Will** +8
Immune sleep, paralysis

OFFENSE
Speed 20 ft., fly 60 ft. (poor)
Melee sting +10 melee (1d6+4 plus poison), bite +10 melee (2d6+4 plus grab), 2 wings +5 (1d6+2)
Space 10 ft.; **Reach** 5 ft.
Special Attack rake (2 talons +10, 1d6+4)

STATISTICS
Str 19, **Dex** 12, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9
Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 23
Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception)
Skills Fly +5, Perception +18, Sense Motive +11, Stealth +7; Racial Modifier +4 Perception
Languages Draconic

SPECIAL ABILITIES
Poison (Ex): Sting—injury; save DC 17; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Rake (Ex): A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

ECOLOGY
Environment temperate or warm hills
Organization solitary, pair, or flight (3–6)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		12000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
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Brain Ooze CR 7

XP 3,200
NE Tiny ooze
Init +6; **Senses** blindsight 60 ft.; Perception +11
Aura psychic noise (10 ft., DC 19)

DEFENSE
AC 23, touch 19, flat-footed 18 (+4 armor, +4 Dex, +1 dodge, +2 insight, +2 size)
hp 75 (10d8+30)
Fort +6, **Ref** +9, **Will** +6
Defensive Abilities evasion, prescience; **Immune** ooze traits

OFFENSE
Speed 5 ft., fly 60 ft. (good)
Melee 2 tentacles +13 touch (1d6 electricity plus neural pulse)
Space 2-1/2 feet; **Reach** 0 ft.
Spell-Like Abilities (CL 10th; concentration +14)

Constant—detect thoughts, mage armor
At will—charm monster (DC 18), dominate animal (DC 17), dominate person (DC 19)
3/day—dispel magic, modify memory (DC 18)

STATISTICS
Str 4, **Dex** 19, **Con** 16, **Int** 15, **Wis** 12, **Cha** 19
Base Atk +7; **CMB** +9; **CMD** 22 (can't be tripped)
Feats Defensive Training, Dodge, Iron Will, Mobility, Weapon Finesse
Skills Bluff +10, Diplomacy +5, Fly +23, Perception +11, Sense Motive +11, Stealth +15
Languages Aklo (cannot speak); telepathy 100 ft.

SPECIAL ABILITIES
Neural Pulse (Su): Creatures hit by a brain ooze's tentacle must succeed at a DC 18 Fortitude save or take 1d6 points of Intelligence damage and be staggered for 1d4 rounds. Each time a brain ooze causes Intelligence damage, it gains 5 temporary hit points. The save DC is Constitution-based.

Prescience (Su): Limited precognitive abilities grant a brain ooze a +2 insight bonus on initiative checks, on Reflex saves, and to its Armor Class. Brain oozes are never surprised or flat-footed.

Psychic Noise (Su): The discordant psychic noise emitted by a brain ooze dazes nearby creatures for 1d4 rounds. When a creature begins its turn within the aura, it must succeed at a DC 19 Will save to negate this effect. Whether or not the save is successful, that creature cannot be affected again by the same brain ooze's psychic noise for 24 hours. An affected creature may attempt a new save to shake off the effect at the end of each of its turns. This is a mind-affecting effect. The save DC is Charisma-based.

Ooze Traits: Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). An ooze with an Intelligence score loses this trait. Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Immunity to poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Evasion (Ex): If the creature makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. A helpless creature does not gain the benefit of evasion.

Detect Thoughts (Sp): You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher). 2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting. 3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts. Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

ECOLOGY
Environment any ruins or underground
Organization solitary, pair, flight (3-6), or colony (7-12)
Treasure incidental

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Blindsight (Ex): Blindsight never allows a creature to distinguish color or visual contrast. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures that use blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3		7200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Chimera CR 7

XP 3,200
CE Large magical beast
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE
AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)
hp 85 (9d10+36)
Fort +9, **Ref** +7, **Will** +6

OFFENSE
Speed 30 ft., fly 50 ft. (poor)
Melee bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (usable every 1d4 rounds)

STATISTICS
Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10
Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)
Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness
Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush
Languages Draconic

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

To determine a chimera's head color and breath weapon randomly, roll 1d10 and consult the table below:

d10	Head Color	Breath Weapon
1-2	Black	40-foot line of acid
3-4	Blue	40-foot line of lightning
5-6	Green	20-foot cone of acid
7-8	Red	20-foot cone of fire
9-10	White	20-foot cone of cold

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15 [Hover Feat]	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15 [Hover Feat]	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate hills
Organization solitary, pair, pride (3–6), or flight (7–12)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Head/Conditions
1	6	2400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
2	8	4800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
3		7200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
4	10	9600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
5		12000	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	

Criosphinx CR 7

XP 3,200
N Large magical beast
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE
AC 20, touch 9, flat-footed 20 (+11 natural, -1 size)
hp 85 (10d10+30)
Fort +10, **Ref** +7, **Will** +4

OFFENSE
Speed 30 ft., fly 60 ft. (poor)
Melee 2 claws +15 (1d6+6), gore +16 (2d4+6/19-20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks swooping charge (gore, 4d6+12)
Spell-Like Abilities (CL 10th; concentration +10)

Constant—speak with animals

STATISTICS
Str 23, **Dex** 10, **Con** 17, **Int** 12, **Wis** 12, **Cha** 11
Base Atk +10; **CMB** +17; **CMD** 27 (31 vs. trip)
Feats Improved Bull Rush, Improved Critical (gore), Power Attack, Skill Focus (Intimidate), Weapon Focus (gore)
Skills Bluff +10, Fly +1, Intimidate +16, Perception +10
Languages Common, Sphinx; speak with animals

SPECIAL ABILITIES
Swooping Charge (Ex): A charging criosphinx deals 4d4+12 points of damage with its gore attack. A flying criosphinx who drops at least 20 feet in altitude as part of a charge deals 6d4+18 points instead.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Speak with Animals (Sp): You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

ECOLOGY
Environment warm deserts or hills
Organization solitary
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	

Dracolisk CR 7

XP 3,200
Half-black dragon basilisk
N Medium dragon
Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE
AC 21, touch 9, flat-footed 21 (–1 Dex, +12 natural)
hp 73 (7d10+35)
Fort +12, **Ref** +4, **Will** +5
Immune acid, sleep, paralysis

OFFENSE
Speed 20 ft., fly 40 ft. (average)
Melee bite +14 (1d8+7), 2 claws +14 (1d4+7)
Special Attacks breath weapon (60-foot line of acid, 7d6 acid damage, Reflex DC 18 half), gaze (DC 18, see Basilisk)

STATISTICS
Str 24, **Dex** 8, **Con** 21, **Int** 4, **Wis** 13, **Cha** 13
Base Atk +7; **CMB** +14; **CMD** 23 (31 vs. trip)
Feats Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)
Skills Fly +9, Perception +14, Stealth +13; Racial Modifiers +4 Stealth

SPECIAL ABILITIES
Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Gaze (Ex): Turn to stone permanently (as flesh to stone), range 30 feet, Fortitude DC 18 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh dracolisk blood (taken from a dracolisk no more than 1 hour dead) is instantly restored to flesh. A single dracolisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

ECOLOGY
Environment temperate swamp or underground
Organization solitary or pair
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
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Dragonne CR 7

XP 3,200
N Large magical beast
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE
AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)
hp 76 (9d10+27)
Fort +9, **Ref** +9, **Will** +4

OFFENSE
Speed 40 ft., fly 30 ft. (poor)
Melee bite +13 (1d8+5), 2 claws +13 (1d6+5)
Space 10 ft.; **Reach** 10 ft.
Special Attacks roar, pounce

STATISTICS
Str 21, **Dex** 17, **Con** 17, **Int** 6, **Wis** 12, **Cha** 12
Base Atk +9; **CMB** +15; **CMD** 28 (32 vs. trip)
Feats Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Power Attack
Skills Fly +5, Perception +12; Racial Modifiers +4 Perception
Languages Draconic

SPECIAL ABILITIES
Roar (Su): A dragonne can unleash a devastating roar every 1d4 rounds as a standard action. All creatures except dragonnes within 120 feet must succeed at a DC 17 Fortitude save or become fatigued. Those within 30 feet who fail their saves are also deafened for 2d4 rounds. This is a sonic effect. The save DC is Constitution-based.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Pounce (Ex): When a creature with this special attack makes a charge, it can make a full attack.

ECOLOGY
Environment temperate deserts
Organization solitary, pair, or pride (5-10)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
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8	13	25600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
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Frost Drake CR 7

XP 3,200
CE Large dragon (cold)
Init +5; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +10

DEFENSE
AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)
hp 84 (8d12+32)
Fort +10, **Ref** +7, **Will** +5
Immune cold, paralysis, sleep
Weaknesses vulnerability to fire

OFFENSE
Speed 20 ft., burrow 20 ft. (snow only), fly 60 ft. (average)
Melee bite +13 (2d6+6 plus 1d6 cold), tail slap +8 (1d8+3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks freezing mist breath

STATISTICS
Str 22, **Dex** 13, **Con** 18, **Int** 8, **Wis** 9, **Cha** 13
Base Atk +8; **CMB** +15; **CMD** 26
Feats Flyby Attack, Improved Initiative, Power Attack, Vital Strike
Skills Climb +17, Fly +10, Intimidate +12, Perception +10, Stealth +8
Languages Draconic
SQ speed surge, icewalking

SPECIAL ABILITIES
Freezing Mist Breath (Su): A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals 7d6 points of cold damage (DC 18 Reflex half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Icewalking (Ex): This ability works like spider climb, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Speed Surge (Ex): Three times per day as a swift action, a frost drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Snow Vision (Ex): A frost drake can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow.

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

Vital Strike Feat: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment cold mountains
Organization solitary, pair, or rampage (3–12)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
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Ghost CR 7

XP 3,200
Human ghost aristocrat 7
CE Medium undead (augmented humanoid, incorporeal)
Init +5; **Senses** darkvision 60 ft.; Perception +18

DEFENSE
AC 17, touch 17, flat-footed 15 (+5 deflection, +1 Dex, +1 dodge)
hp 73 (7d8+42)
Fort +7, **Ref** +5, **Will** +7
Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE
Speed fly 30 ft. (perfect)
Melee corrupting touch +6 (7d6, **Fort**. DC 18 half)
Special Attacks frightful moan (DC 18)

STATISTICS
Str —, **Dex** 12, **Con** —, **Int** 10, **Wis** 11, **Cha** 20
Base Atk +5; **CMB** +5; **CMD** 22
Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness
Skills Fly +9, Knowledge (history) +10, Knowledge (nobility) +10, Perception +18, Sense Motive +10, Stealth +9; Racial Modifiers +8 Perception, +8 Stealth
Languages Common

SPECIAL ABILITIES
Corrupting Touch (Su): By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts 7d6 damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted.

Frightful Moan (Su): The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 18 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

ECOLOGY
Environment any
Organization solitary
Treasure NPC gear

#	CR	XP	Hit Points	Disabled	Conditions
1	7	3200	▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢▢▢ ▢▢▢	Destroyed	

Huge Air Elemental CR 7

XP 3,200
N Huge outsider (air, elemental, extraplanar)
Init +13; **Senses** darkvision 60 ft.; Perception +13

DEFENSE
AC 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, –2 size)
hp 95 (10d10+40)
Fort +11, **Ref** +16, **Will** +5
Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee 2 slams +17 (2d6+6)
Space 15 ft.; **Reach** 15 ft.
Special Attacks whirlwind (DC 21, 10-50 ft.)

STATISTICS
Str 22, **Dex** 29, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +18; **CMD** 38
Feats Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Iron Will, Mobility, Weapon Finesse
Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9
Languages Auran

SPECIAL ABILITIES
Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Whirlwind (Su): Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through the creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

ECOLOGY
Environment Plane of Air
Organization solitary, pair, or gang (3–8)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	6	2400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
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Huge Lightning Elemental CR 7

XP 3,200
N Huge outsider (air, elemental, extraplanar)
Init +12; **Senses** darkvision 60 ft.; Perception +13

DEFENSE
AC 19, touch 17, flat-footed 10 (+8 Dex, +1 dodge, +2 natural, –2 size)
hp 85 (10d10+30)
Fort +10, **Ref** +15, **Will** +5
DR 5/—; **Immune** electricity, elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee 2 slams +16 (2d6+5 plus 1d8 electricity)
Space 15 ft.; **Reach** 15 ft.
Special Attacks metal mastery, spark leap

STATISTICS
Str 20, **Dex** 27, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +17; **CMD** 36
Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Weapon Finesse
Skills Acrobatics +21, Escape Artist +21, Fly +12, Knowledge (planes) +11, Perception +13
Language Auran

SPECIAL ABILITIES
Metal Mastery (Ex): A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

Spark Leap (Ex): A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment any (Plane of Air)
Organization solitary, pair, or gang (3–8)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
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8	13	25600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	

Invisible Stalker CR 7

XP 3,200
N Medium outsider (air, elemental, extraplanar)
Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE
AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)
hp 80 (7d10+42)
Fort +13, **Ref** +11, **Will** +4
Defensive Abilities natural invisibility; **Immune** elemental traits

OFFENSE
Speed 30 ft., fly 30 (perfect)
Melee 2 slams +12 (2d6+4)

STATISTICS
Str 18, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 11
Base Atk +7; **CMB** +11; **CMD** 25
Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)
Skills Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12
Languages Auran, Common
SQ improved tracking

SPECIAL ABILITIES
Improved Tracking (Ex): An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

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

Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

ECOLOGY
Environment any (Plane of Air)
Organization solitary
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	

Kirin CR 7

XP 3,200
LG Large magical beast (air)
Init +6; **Senses** darkvision 60 ft., detect evil, low-light vision, scent; Perception +17

DEFENSE
AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, -1 size)
hp 85 (9d10+36)
Fort +10, **Ref** +12, **Will** +10
Resist cold 10, electricity 30, fire 10; **SR** 18

OFFENSE
Speed 60 ft., fly 120 ft. (good)
Melee gore +14 (1d8+5), 2 hooves +8 (1d6+2)
Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (15-ft. cone, 5d6 fire damage, Reflex DC 18 for half, usable every 1d4 rounds), powerful charge (gore, 2d8+14)
Spell-Like Abilities (CL 9th; concentration +15)

Constant—detect evil, water walk
At will—gaseous form, gust of wind
1/day—break enchantment ❑, create food and water, ❑ major creation ❑, wind walk (self only) ❑

Spells Known (CL 6th; concentration +12)
❑❑❑❑ 3rd (4/day)—lightning bolt (DC 19)
❑❑❑❑❑❑❑ 2nd (7/day)—lesser restoration, scorching ray
❑❑❑❑❑❑❑❑1st (8/day)—color spray (DC 17), cure light wounds, disguise self, remove fear, sanctuary (DC 17)
0 (at will)—arcane mark, create water, detect magic, guidance, mage hand, mending, stabilize

STATISTICS
Str 20, **Dex** 23, **Con** 18, **Int** 18, **Wis** 21, **Cha** 23
Base Atk +9; **CMB** +15; **CMD** 31 (35 vs. trip)
Feats Combat Casting, Eschew Materials, Flyby Attack, Hover, Iron Will, Weapon Focus (gore)
Skills Diplomacy +15, Fly +20, Knowledge (history) +13, Perception +17, Perform (sing) +15, Sense Motive +14
Languages Abyssal, Auran, Celestial, Common, Draconic; telepathy 100 ft.

SPECIAL ABILITIES
Spells: A kirin casts spells as a 6th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a kirin, meaning that the creature does not need a divine focus to cast them.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Detect Evil (Sp): You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15 [Hover Feat]	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15 [Hover Feat]	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Water Walk (Sp): The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Powerful Charge (Ex): When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge.

ECOLOGY
Environment any
Organization solitary or pair
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Legion Archon CR 7

XP 3,200
LG Medium outsider (archon, extraplanar, good, lawful)
Init +1; **Senses** darkvision 60 ft. detect evil, low-light vision; Perception +13
Aura aura of menace (DC 17)

DEFENSE
AC 23, touch 11, flat-footed 22 (+9 armor, +1 Dex, +3 natural; +2 deflection vs. evil)
hp 76 (8d10+32)
Fort +10, **Ref** +3, **Will** +8; +4 vs. poison, +2 vs. evil
DR 10/evil; **Immune** electricity, petrification; **SR** 18

OFFENSE
Speed 40 ft., fly 90 ft. (average)
Melee +1 flaming burst greatsword +13/+8 (2d6+5/17-20 plus 1d6 fire)
Ranged +1 flaming javelin +10 (1d6+4 plus 1d6 fire)
Special Attacks flames of faith
Spell-Like Abilities (CL 8th; concentration +11)

Constant—detect evil, magic circle against evil
At will—aid, continual flame, greater teleport (self plus 50 lbs. of objects only), message
3/day—align weapon, mirror image, versatile weapon

STATISTICS
Str 16, **Dex** 12, **Con** 19, **Int** 10, **Wis** 15, **Cha** 17
Base Atk +8; **CMB** +11; **CMD** 22
Feats Improved Bull Rush, Improved Critical (greatsword), Power Attack, Vital Strike, Weapon Focus (greatsword), Whirlwind Attack
Skills Diplomacy +14, Fly +12, Intimidate +14, Knowledge (religion) +11, Perception +13, Sense Motive +9, Survival +9
Languages Celestial, Draconic, Infernal; truespeech
SQ second skin

SPECIAL ABILITIES
Flames of Faith (Ex): A legion archon can manifest a +1 flaming burst greatsword or +1 flaming javelin as a move-equivalent action. The legion archon's sword vanishes if it leaves its hand, and its javelin vanishes after striking or missing its target.

Second Skin (Ex): A legion archon is proficient in all forms of armor. It takes no reduction to its speed or any armor check penalties from wearing any sort of armor. Most legion archons wear full plate armor. Where shield archons are the bulwarks of the armies of Heaven, legion archons are the swords, sent in file after file to match evil's boundless hordes.

Whirlwind Attack: When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Detect Evil (Sp): You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Magic Circle against Evil (Sp): All creatures within the area gain the effects of a protection from evil spell (+2 deflection to **AC** and +2 resistance to saves, immediately make another saving throw against possession and mental control with +2 morale bonus, evil natural weapons require a spell resistance roll to be used versus subject unless subject attacks creature), and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's Spell Resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' Spell Resistance.

ECOLOGY
Environment any (Heaven)
Organization solitary, pair, or squad (3-12)
Treasure standard (masterwork full plate, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Vital Strike Feat: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Truespeech (Su): Can speak with any creature that has a language, as though using a tongues spell (caster level equal to Hit Dice). This ability is always active.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	
2	9	6400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	
3	10	9600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	
4	11	12800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	

Lillend Azata CR 7

XP 3,200
CG Large outsider (azata, chaotic, extraplanar, good)
Init +3; **Senses** low-light vision, darkvision 60 ft.; Perception +13

DEFENSE
AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)
hp 73 (7d10+35)
Fort +7, **Ref** +10, **Will** +10
Immune electricity, petrification, poison; Resist cold 10, fire 10

OFFENSE
Speed 30 ft., fly 70 ft. (average)
Melee +1 longsword +12/+7 (2d6+8/19–20), tail slap +6 (2d6+2 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bardic performance (20 rounds/day), constrict (2d6+5)

Spell-Like Abilities (CL 7th)
3/day—darkness, hallucinatory terrain (DC 18), knock, light
1/day—charm person (DC 15), speak with animals, speak with plants

Spells Known (CL 7th)
3rd (2/day)—charm monster (DC 17), cure serious wounds
2nd (4/day)—hold person (DC 16), invisibility, sound burst (DC 16), suggestion
1st (5/day)—charm person (DC 15), cure light wounds, identify, sleep (DC 15)
0 (at will)—dancing lights, daze (DC 14), detect magic, lullaby (DC 14), mage hand, read magic (DC 16)

STATISTICS
Str 20, **Dex** 17, **Con** 21, **Int** 14, **Wis** 16, **Cha** 19
Base Atk +7; **CMB** +13; **CMD** 26 (can't be tripped)
Feats Combat Casting, Hover, Iron Will, Lightning Reflexes
Skills Bluff +14, Diplomacy +14, Fly +11, Knowledge (nature) +9, Perception +13, Perform (stringed instruments) +16, Sense Motive +13, Survival +14; Racial Modifiers +4 Survival
Languages Celestial, Draconic, Infernal; truespeech

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

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

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Truespeech (Su): Can speak with any creature that has a language, as though using a tongues spell (caster level equal to Hit Dice). This ability is always active.

ECOLOGY
Environment any (Elysium)
Organization solitary, pair, or choir (3–6)
Treasure standard (+1 longsword, masterwork harp)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15 [Hover Feat]	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15 [Hover Feat]	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
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Manananggal CR 7

XP 3,200
CE Medium undead
Init +3; **Senses** darkvision 60 ft.; Perception +16

DEFENSE
AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)
hp 85 (10d8+40)
Fort +7, **Ref** +8, **Will** +10
DR 10/good or silver; **Immune** undead traits
Weaknesses light sensitivity, vulnerable to light blades

OFFENSE
Speed 30 ft., fly 100 ft. (good)
Melee bite +11 (1d8+4), 2 claws +12 (1d8+4 plus grab)
Special Attacks blood drain (1d2 Constitution)
Spell-Like Abilities (CL 9th; concentration +13)

At will—bleed (DC 14), dancing lights, touch of fatigue (DC 14)
3/day—darkness, deep slumber (DC 17), fear (DC 18)

STATISTICS
Str 19, **Dex** 17, **Con** —, **Int** 12, **Wis** 16, **Cha** 19
Base Atk +7; **CMB** +11 (+15 grapple); **CMD** 25
Feats Deceitful, Dodge, Flyby Attack, Lightning Reflexes, Weapon Focus (claws)
Skills Bluff +18, Disguise +21, Fly +16, Knowledge (religion) +11, Perception +16, Sense Motive +11, Spellcraft +6
Languages Abyssal, Common
SQ separate

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

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

Light Sensitivity (Ex): Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a daylight spell. A dazzled creature takes a –1 penalty on attack rolls and sight-based Perception checks.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Blood Drain (Ex): The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

ECOLOGY
Environment any land
Organization solitary or pack (2-6)
Treasure standard

#	CR	XP	Hit Points	Disabled	Conditions
1	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	Destroyed	
2	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	
3	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	
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6	12	19200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	

Naunet CR 7

XP 3,200
CN Large outsider (chaotic, extraplanar, protean, shapechanger)
Init +7; **Senses** blindsense 30 ft., darkvision 60 ft., detect law; Perception +15

DEFENSE
AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)
hp 94 (9d10+45)
Fort +11, **Ref** +11, **Will** +6
Defensive Abilities amorphous anatomy, freedom of movement; **DR** 5/lawful; **Immune** acid, polymorph; Resist electricity 10, sonic 10; **SR** 18

OFFENSE
Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.
Melee bite +14 (1d8+5) , tail slap +11 (1d6+2 plus grab), 2 tentacles +11 (1d6+2 plus confusion)
Space 10 ft.; **Reach** 10 ft.
Special Attacks adaptive strike, coalesce chaos, constrict (1d6+5)
Spell-Like Abilities (CL 7th; concentration +9)

Constant–detect law
At will–acid arrow, fog cloud, dimension door (self plus 50 lbs. of objects only), shatter (DC 14)
1/day–chaos hammer (DC 16)

STATISTICS
Str 20, **Dex** 17, **Con** 20, **Int** 11, **Wis** 16, **Cha** 15
Base Atk +9; **CMB** +15; **CMD** 28
Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (bite)
Skills Acrobatics +15, Fly +9, Intimidate +14, Perception +15, Stealth +11, Survival +15, Swim +25
Languages Abyssal, Protean
SQ change shape (polymorph)

SPECIAL ABILITIES
Adaptive Strike (Su): A naunet's natural weapons count as magical and chaotic for the purposes of overcoming damage reduction. As a free action once per round, a naunet may infuse all of its natural attacks with adamantine, silver, or cold iron, thereby allowing it to overcome damage reduction of those types as well.

Coalesce Chaos (Su): Once per day as a standard action, three or more naunets working together can create a roiling cloud of multicolored chaos matter. This effect is identical to solid fog (CL 12th) and lasts for 2d6 rounds. If six or more naunets are present, the coalesced chaos instead functions as acid fog (CL 12th).

Confusion (Su): A creature struck by a naunet's tentacle attack is infused with raw chaos, and must make a DC 19 Will save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains a +4 bonus on saves against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect. The save DC is Constitution-based.

Freedom of Movement (Su): A protean can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subjeccan move and attack normally while underwater.

Amorphous Anatomy (Ex): A protean's vital organs shift and change shape and position constantly. This grants it a 50% chance to ignore additional damage caused by critical hits and sneak attacks, and grants it immunity to polymorph effects (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.

Grab and Constrict(Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text). Constriction causes bludgeoning damage.

ECOLOGY
Environment any (Limbo)
Organization solitary, pair, or cacophony (3–12)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Change Shape (Su): A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental , giant , humanoid, magical beast, monstrous humanoid, ooze, plant , or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a heal spell (CL equal to the protean's HD).

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Pairaka CR 7

XP 3,200
NE Medium outsider (div, evil, extraplanar, shapechanger)
Init +9; **Senses** darkvision 60 ft., detect good, detect magic, see in darkness; Perception +16

DEFENSE
AC 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)
hp 76 (9d10+27)
Fort +6, **Ref** +11, **Will** +10
DR 10/cold iron or good; **Immune** fire, poison, disease; Resist acid 10, electricity 10; **SR** 22

OFFENSE
Speed 30 ft., fly 50 ft. (good)
Melee 2 claws +14 (1d6+3 plus disease)
Spell-Like Abilities (CL 12th; concentration +19)

Constant—detect good, detect magic
At will—charm monster (DC 20), dimension door (self plus 50 lbs. of objects only), misdirection (DC 19)
1/day—insect plague ❑, summon (level 3, 1d4 dorus 50%) ❑

STATISTICS
Str 17, **Dex** 20, **Con** 16, **Int** 14, **Wis** 18, **Cha** 24
Base Atk +9; **CMB** +12; **CMD** 27
Feats Deceitful, Flyby Attack, Hover, Improved Initiative, Weapon Finesse
Skills Bluff +20, Diplomacy +18, Disguise +18, Fly +16, Intimidate +16, Knowledge (local) +13, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +17
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.
SQ change shape (any Small or Medium animal or humanoid; polymorph)

SPECIAL ABILITIES
Disease (Su): A pairaka carries two diseases. Its claws infect targets with bubonic plague, and any willing contact with its skin (such as through caressing, grappling, or more) exposes victims to the shakes.

Bubonic Plague: Claw—injury; save Fort DC 17; onset 1 day; frequency 1/day; effect 1d4 Str damage, 1 Cha damage, and target is fatigued; cure 2 consecutive saves.

Shakes: Contact; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d8 Dex damage; cure 2 consecutive saves.

Lustful Dreams (Su): Pairakas can torment sleeping creatures. While an intelligent creature sleeps, a pairaka can slip into the target's mind and twist its dreams to lusty nocturnal visions. The victim must be asleep for the pairaka to use this ability and the pairaka must be within 100 feet. If the victim fails a DC 21 Will save, it experiences vivid hallucinations of a lurid nature that leave it breathless and fatigued upon waking. The victim, even a depraved soul, rarely considers the sexual nature of these dreams enjoyable, as the images exploit any number of taboos the pairaka suspects its victim might harbor. The save DC is Charisma-based. Creatures that do not sleep or dream are immune to this effect.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15 [Hover Feat]	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15 [Hover Feat]	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

See in Darkness (Su): The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment any (Abaddon)
Organization solitary
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Sceaduinar CR 7

XP 3,200
NE Medium outsider (extraplanar)
Init +5; **Senses** darkvision 120 ft., lifesense, low-light vision; Perception +17

DEFENSE
AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)
hp 85 (9d10+36)
Fort +10, **Ref** +11, **Will** +5
Defensive Abilities entropic flesh, negative energy affinity, void child; **DR** 10/adamantine or good; **Immune** cold, death effects, disease, energy drain, poison; Resist acid 10, electricity 10, sonic 10; **SR** 18

OFFENSE
Speed 40 ft., fly 90 ft. (good)
Melee bite +14 (1d6+3 plus 1d6 negative energy and energy drain), 2 wings +9 (1d6+1 plus 1d6 negative energy)
Special Attacks energy drain (1 level, DC 17), entropic touch
Spell-Like Abilities (CL 9th; concentration +12)

Constant—entropic shield, hide from undead (DC 14)
At will—bleed (DC 13), dimension door (self only), dispel magic
3/day—death knell (DC 15), deeper darkness, enervation, inflict serious wounds (DC 16), silence
1/day—antilife shell, greater teleport (self plus 50 lbs. of objects only), harm (DC 19), slay living (DC 18)

STATISTICS
Str 17, **Dex** 20, **Con** 18, **Int** 13, **Wis** 14, **Cha** 17
Base Atk +9; **CMB** +12; **CMD** 28
Feats Dodge, Mobility, Skill Focus (Perception), Step Up, Weapon Finesse
Skills Escape Artist +17, Fly +9, Intimidate +15, Knowledge (nature) +13, Knowledge (planes) +17, Perception +17, Sense Motive +14, Stealth +25; Racial Modifiers +4 Knowledge (planes), +8 Stealth
Languages Aklo, Common

SPECIAL ABILITIES
Entropic Flesh (Ex): Any creature that hits a sceaduinar with a melee attack takes 1d6 points of negative energy damage. Attacking with a weapon that provides reach allows a creature to avoid taking this damage.

Entropic Touch (Ex): A sceaduinar's natural attacks can strike incorporeal creatures as if they were ghost touch weapons. All of a sceaduinar's natural attacks deal +1d6 points of negative energy damage to the target. This energy does not heal creatures healed by inflict spells.

Void Child (Ex): Sceaduinars are immune to effects that target souls (such as trap the soul) or require knowledge of a creature's identity (such as scrying). When one is slain, it cannot be restored to life by magic save by a miracle or wish, or by divine intervention.

Energy Drain (Su): This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the draining creature's racial HD + the draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

ECOLOGY
Environment any (Negative Energy Plane)
Organization solitary or death squad (2–11)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Step Up Feat: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
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Shadow Demon CR 7

XP 3,200
CE Medium outsider; (chaotic, demon, evil, extraplanar, incorporeal)
Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE
AC 18, touch 18, flat-footed 14 (+4 deflection, +4 Dex)
hp 59 (7d10+21)
Fort +5, **Ref** +11, **Will** +7
Defensive Abilities incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; Resist acid 10, fire 10; **SR** 17
Weaknesses sunlight powerlessness

OFFENSE
Speed fly 40 ft. (perfect)
Melee 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)
Special Attacks pounce, sprint, shadow blend
Spell-Like Abilities (CL 10th)
At will—deeper darkness, fear (DC 18), greater teleport (self only) telekinesis (DC 19)
3/day—shadow conjuration (DC 18), shadow evocation (DC 19)
1/day—magic jar (DC 19), summon (level 3, 1 shadow demon 50%)

STATISTICS
Str —, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19
Base Atk +7; **CMB** +11; **CMD** 25
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes
Skills Acrobatics +14, Bluff +14, Fly +22, Knowledge (local) +12, Knowledge (planes) +12, Perception +20, Sense Motive +12, Stealth +14; Racial Modifiers +8 Perception
Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES
Shadow Blend (Su): During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sunlight Powerlessness (Ex): A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using magic jar is not harmed by sunlight, but if it is struck by a sunbeam or sunburst spell while possessing a creature, the shadow demon is driven out of its host automatically.

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Pounce (Ex): When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Sprint (Ex): Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

ECOLOGY
Environment any (Abyss)
Organization solitary, pair, or haunt (3–8)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Soul Eater CR 7

XP 3,200
NE Medium outsider (evil, extraplanar)
Init +10; **Senses** darkvision 60 ft., all-around vision; Perception +14

DEFENSE
AC 21, touch 17, flat-footed 14 (+6 Dex, +1 dodge, +4 natural)
hp 82 (11d10+22)
Fort +5, **Ref** +13, **Will** +7
DR 10/magic; **Immune** critical hits, paralysis, poison, sleep, stunning

OFFENSE
Speed 30 ft., fly 100 ft. (perfect)
Melee 2 claws +18 (1d6+1/19–20 plus 1d6 Wisdom damage)
Special Attacks find target, soul drain

STATISTICS
Str 13, **Dex** 22, **Con** 14, **Int** 12, **Wis** 11, **Cha** 11
Base Atk +11; **CMB** +12; **CMD** 29 (can't be tripped)
Feats Dodge, Flyby Attack, Improved Critical (claw), Improved Initiative, Weapon Finesse, Weapon Focus (claw)
Skills* Acrobatics +20 (+8 jump), Escape Artist +20, Fly +28, Intimidate +14, Knowledge (planes) +15, Perception +14, Stealth +20 (+28 darkness or smoke)
Languages Abyssal, Infernal
SQ caster link

SPECIAL ABILITIES
Caster Link (Ex): When a soul eater is summoned, it creates a mental link between itself and its conjurer. If the soul eater's assigned target (see find target ability, below) dies before the soul eater can drain its soul, or if the soul eater is defeated by its target (but not slain), it returns to its conjurer at full speed and attacks her. While the soul eater and the conjurer are on the same plane (regardless of plane-traveling interruptions), it can use its find target ability to locate its conjurer.

Find Target (Su): When a soul eater's conjurer orders it to find a creature, it can do so unerringly, as though guided by a locate creature spell that has no maximum range and is not blocked by running water. The conjurer must have seen the desired target and must speak the target's name.

Soul Drain (Su): If the Wisdom damage from a soul eater's claw attacks equals or exceeds an opponent's actual Wisdom score, rendering the victim helpless, the soul eater can devour that creature's soul as a standard action that provokes an attack of opportunity. This attack kills the victim. The dead victim can resist having her soul eaten by making a (DC 17) Fortitude save; success means she is still dead, but can be restored to life normally. If she fails this save, her soul is consumed by the soul eater. A victim slain in this manner cannot be returned to life with clone, raise dead, or reincarnation. She can be restored to life via resurrection, true resurrection, miracle, or wish, but only if the caster can succeed on a DC 30 caster level check. If the soul eater is killed within 120 feet of its victim's corpse, and the victim has been dead for no longer than 1 minute, the victim's soul returns to her body and restores her to life, leaving her unconscious and at –1 hit point. This is a death effect. The save DC is Constitution-based.

Wisdom Damage (Su): A creature hit by a soul eater's claw must succeed on a DC 17 Fortitude save or take 1d6 points of Wisdom damage. The save DC is Constitution-based.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

All-Around Vision (Ex): The creature sees in all directions at once. It cannot be flanked.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any Outer Plane (Abaddon)
Organization solitary
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Succubus CR 7

XP 3,200
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft., detect good; Perception +21

DEFENSE
AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)
hp 84 (8d10+40)
Fort +7, **Ref** +9, **Will** +10
DR 10/cold iron or good; **Immune** electricity, fire, poison; Resist acid 10, cold 10; **SR** 18

OFFENSE
Speed 30 ft., fly 50 ft. (average)
Melee 2 claws +11 (1d6+1)
Special Attacks energy drain, profane gift
Spell-Like Abilities (CL 12th)
Constant—detect good, tongues
At will—charm monster (DC 22), detect thoughts (DC 20), ethereal jaunt (self plus 50 lbs. of objects only), suggestion (DC 21), greater teleport (self plus 50 lbs. of objects only), vampiric touch
1/day—dominate person (DC 23), summon (level 3, 1 babau 50%)

STATISTICS
Str 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27
Base Atk +8; **CMB** +11; **CMD** 22
Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse
Skills Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +11, Fly +14, Intimidate +16, Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14; Racial Modifiers +8 Bluff, +8 Perception
Languages Abyssal, Celestial, Common, Draconic; tongues, telepathy 100 ft.
SQ Change Shape (alter self, Small or Medium humanoid)

SPECIAL ABILITIES
Energy Drain (Su): A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the suggestion. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su): Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel evil or dispel chaos. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

Tongues (Sp): This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

ECOLOGY
Environment any (Abyss)
Organization solitary, pair, or harem (3–12)
Treasure double

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Detect Good (Sp): You can sense the presence of good. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of good. 2nd Round: Number of good auras (creatures, objects, or spells) in the area and the power of the most potent good aura present. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
2	9	6400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
3	10	9600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
4	11	12800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Theletos CR 7

XP 3,200
N Medium outsider (aeon, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +16

DEFENSE
AC 20, touch 15, flat-footed 17 (+2 deflection, +2 Dex, +1 dodge, +5 natural)
hp 76 (9d10+27); fast healing 5
Fort +9, **Ref** +5, **Will** +12
Immune cold, critical hits, poison; Resist electricity 10, fire 10; **SR** 23

OFFENSE
Speed 30 ft., fly 30 ft. (poor)
Melee 2 slams +13 (1d6+4), 2 tentacles +8 (1d4+2 plus fate drain)
Special Attacks wreath of fate
Spell-Like Abilities (CL 9th; concentration +10)

At will--augury, command (DC 12), doom (DC 12), sanctuary (DC 12)
3/day--bestow curse (DC 14), enthrall (DC 13), touch of idiocy (DC 13), dispel magic, remove curse, suggestion (DC 14)
1/day--charm monster (DC 15), lesser geas (DC 15)

STATISTICS
Str 18, **Dex** 14, **Con** 17, **Int** 11, **Wis** 19, **Cha** 12
Base Atk +9; **CMB** +13; **CMD** 28 (can't be tripped)
Feats Dodge, Hover, Improved Initiative, Improved Iron Will, Iron Will
Skills Fly –2, Intimidate +13, Knowledge (planes) +16, Perception +16, Sense Motive +16, Spellcraft +12, Stealth +14
Languages envisaging
SQ extension of all, void form

SPECIAL ABILITIES
Fate Drain (Su): A theletos possesses a pair of flexible crystalline tentacles with which it can drain a creature's sense of fate and destiny. Whenever it strikes a foe with these tentacles, the creature struck must make a DC 17 Will save or take 1d4 points of Charisma damage. Until a creature's Charisma damage from this ability is healed, the victim takes a –2 penalty on all saving throws (regardless of the actual total amount of Charisma damage it takes). The save DC is Constitution-based.

Wreath of Fate (Su): As a full-round action every 1d4 rounds, a theletos can release a 60-foot cone of energy from its chest. Any intelligent creature struck by this cone must make a DC 15 Will save or become nearly overwhelmed with the knowledge of various fates that destiny has in store for him—there is no way to make sense of these myriad dooms and boons, and as a result, the victim is staggered. As long as this condition persists, the victim may choose to make two rolls when attempting an attack roll, a saving throw, or a skill check—he must accept the worse of the two rolls, but in so doing the wreath of fate passes from his soul and he is no longer staggered by this ability. Wreath of fate is a curse effect, and as such can be affected by remove curse or break enchantment—the effective caster level of this curse is equal to the theletos's HD (CL 9th in most cases). The save DC is Charisma-based.

Extension of All (Ex): Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to half their racial Hit Dice on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

Void Form (Su): Though aeons aren't incorporeal, their forms are only a semi-tangible manifestation of something greater. An aeon's void form grants it a deflection bonus equal to 1/4 its Hit Dice (rounded down).

ECOLOGY
Environment any (Outer Planes)
Organization solitary, pair, or collective (3–12)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15 [Hover Feat]	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15 [Hover Feat]	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Improved Iron Will Feat: Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
2	9	6400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
3	10	9600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
4	11	12800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
5		16000	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	
6	12	19200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	

Animate Dream CR 8

XP 4,800
NE Medium outsider (extraplanar, incorporeal)
Init +4; **Senses** darkvision 60 ft.; Perception +17

DEFENSE
AC 20, touch 20, flat-footed 15 (+5 deflection, +4 Dex, +1 dodge)
hp 90 (12d10+24)
Fort +10, **Ref** +8, **Will** +12
Defensive Abilities incorporeal; **SR** 19

OFFENSE
Speed fly 40 ft. (perfect)
Melee incorporeal touch +16 (6d8 negative energy plus nightmare curse)
Spell-Like Abilities (CL 12th; concentration +17)

3/day—deep slumber (DC 18) ❑❑❑, dimension door ❑❑❑, nightmare (DC 20) ❑❑❑
1/day—confusion (DC 19) ❑, fear (DC 19) ❑, phantasmal killer (DC 19) ❑

STATISTICS
Str —, **Dex** 18, **Con** 15, **Int** 10, **Wis** 15, **Cha** 21
Base Atk +12; **CMB** +16; **CMD** 32
Feats Blind-Fight, Combat Casting, Dodge, Flyby Attack, Iron Will, Mobility
Skills Bluff +20, Fly +12, Intimidate +20, Knowledge (planes) +15, Perception +17, Sense Motive +17, Stealth +19
Languages telepathy 100 ft.

SPECIAL ABILITIES
Nightmare Curse (Ex): An animate dream's touch puts horrifying visions in the target's mind. Curse—incorporeal touch; save Will DC 21; frequency 1/day; effect 1d4 Wisdom drain and target is fatigued; cure 3 consecutive saves or dispel evil, dream, or remove curse.

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment any (Ethereal Plane)
Organization solitary
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	7	3200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Axiomite CR 8

XP 4,800
LN Medium outsider (extraplanar, lawful)
Init +8; **Senses** darkvision 60 ft.; Perception +18

DEFENSE
AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)
hp 85 (10d10+30); regeneration 5 (chaotic or magic)
Fort +6, **Ref** +11, **Will** +14
DR 10/chaotic; **Immune** disease, electricity, mind-affecting effects; Resist cold 10, fire 10; **SR** 19

OFFENSE
Speed 30 ft., fly 30 ft. (good)
Melee +1 longsword +16/+11 (1d8+8/19-20)
Spell-Like Abilities (CL 9th; concentration +14)

3/day--dispel chaos, haste, hold monster (DC 20), lightning bolt (DC 18), empowered order's wrath (DC 19), telekinesis (DC 20), true strike
1/day--summon inevitable (level 6, 1 zelekhut, see below), true seeing

STATISTICS
Str 21, **Dex** 19, **Con** 16, **Int** 21, **Wis** 20, **Cha** 20
Base Atk +10; **CMB** +15; **CMD** 30
Feats Dodge, Empower Spell-Like Ability (order's wrath), Improved Initiative, Iron Will, Mobility
Skills Craft (any one) +18, Diplomacy +18, Fly +8, Knowledge (any three) +15, Knowledge (planes) +18, Perception +18, Sense Motive +18, Spellcraft +18, Stealth +17, Survival +18
Languages Abyssal, Celestial, Common, Draconic, Infernal
SQ crystalline dust form

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

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

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

Empower Spell-Like Ability (order's wrath): When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by half (+50%). Saving throws and opposed rolls are not affected.

ECOLOGY
Environment any (lawful plane)
Organization solitary, pair, or team (3–12)
Treasure standard (+1 longsword, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3		14400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	12	19200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Baku CR 8

XP 4,800
N Medium magical beast
Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE
AC 15, touch 15, flat-footed 10 (+5 Dex)
hp 95 (10d10+40)
Fort +11, **Ref** +12, **Will** +8
DR 10/cold iron; **Immune** mind-affecting effects, sleep; **SR** 19

OFFENSE
Speed 30 ft., fly 60 ft. (perfect)
Melee 2 claws +15 (1d4+2), gore +15 (1d6+2)
Special Attacks mental drain
Spell-Like Abilities (CL 10th; concentration +17)

At will—invisibility, lullaby, sleep (DC 18)
3/day—deep slumber (DC 20) ❑❑❑, dream ❑❑❑
1/day—ethereal jaunt ❑, modify memory (DC 21) ❑

STATISTICS
Str 14, **Dex** 21, **Con** 18, **Int** 15, **Wis** 16, **Cha** 25
Base Atk +10; **CMB** +12; **CMD** 27 (31 vs. trip)
Feats Alertness, Flyby Attack, Improved Initiative, Iron Will, Weapon Finesse
Skills Diplomacy +15, Fly +18, Perception +16, Sense Motive +13, Spellcraft +8, Stealth +16
Languages Aklo, Celestial, Common
SQ dream claws

SPECIAL ABILITIES
Dream Claws (Ex): A baku's claws are treated as cold iron and magic for purposes of overcoming damage reduction.

Dream Eating (Su): A baku can feed upon the dreams of any single sleeping creature within 100 feet. Alternatively, the baku can feed upon the dreams of a creature that it manages to contact with its dream spell-like ability. A creature can resist this effect with a DC 22 Will save. When a baku feeds in this way, it can elect to consume only nightmares or all dreams. If it only consumes nightmares, the target creature is immune to the effects of the nightmare spell, the dream haunting ability of the night hag, and other similar attacks for that period of sleep. If the baku instead feeds on all of the creature's dreams, that creature is fatigued upon waking and does not gain any benefits it would have received from sleep, such as natural healing or the ability to regain spells after resting. This is a mind-affecting sleep effect. The save DC is Charisma-based.

Mental Drain (Su): When a baku attacks with a claw, it can choose, as a swift action, to deal 1d4 points of Intelligence damage on that attack. A DC 22 Will save negates this ability damage. The save DC is Charisma-based.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment any
Organization solitary
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Desert Drake CR 8

XP 4,800
NE Large dragon (earth)
Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 30 ft.; Perception +12

DEFENSE
AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)
hp 103 (9d12+45)
Fort +11, **Ref** +8, **Will** +8
Immune paralysis, sleep; Resist electricity 20

OFFENSE
Speed 30 ft., burrow 20 ft., fly 60 ft. (average)
Melee bite +15 (2d6+9/19-20 plus 1d10 electricity), tail slap +9 (1d8+3 plus push)
Space 10 ft.; **Reach** 10 ft.
Special Attacks dazzling emergence, push (tail slap, 10 ft.), sandstorm breath, savage bite

STATISTICS
Str 22, **Dex** 15, **Con** 21, **Int** 8, **Wis** 11, **Cha** 12
Base Atk +9; **CMB** +16; **CMD** 28
Feats Dazzling Display, Improved Initiative, Iron Will, Power Attack, Weapon Focus (bite)
Skills Fly +12, Intimidate +13, Perception +12, Stealth +10, Survival +12
Languages Draconic
SQ speed surge

SPECIAL ABILITIES
Dazzling Emergence (Ex): During a surprise round, a desert drake can use Dazzling Display as a standard action.

Sandstorm Breath (Su): As a standard action, a desert drake can spit a ball of electrically charged sand that bursts into a cloud. This attack has a range of 60 feet and deals 3d6 points of damage plus 4d8 points of electricity damage in a 15-foot-radius spread (Reflex DC 19 for half). The cloud remains for 1d4 rounds, dealing no damage but otherwise acting as obscuring mist. Once a desert drake uses its breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Savage Bite (Ex): A desert drake applies 1-1/2 times its Strength modifier to damage dealt with its bite attack, and it threatens a critical hit on a 19-20.

Speed Surge (Ex): Three times per day as a swift action, a desert drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.

Push (Ex): A creature with the push ability can choose to make a free combat maneuver check with a certain successful attack (often a slam attack). If successful, this check pushes a creature directly away as with a bull rush, but the distance moved is set by this ability. The type of attack that causes the push and the distance pushed are included in the creature's description. This ability only works on creatures of a size equal to or Smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature.

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Tremorsense (Ex): A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground.

Burrow (Ex): A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing)

ECOLOGY
Environment warm deserts
Organization solitary, pair, or rampage (3-12)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
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Efreeti CR 8

XP 4,800
LE Large outsider (extraplanar, fire)
Init +7; **Senses** darkvision 60 ft., detect magic; Perception +15

DEFENSE
AC 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, –1 size)
hp 95 (10d10+40)
Fort +7, **Ref** +10, **Will** +9
Immune fire; **Vulnerability** cold

OFFENSE
Speed 20 ft., fly 40 ft. (perfect)
Melee 2 slams +15 (1d8+6 plus 1d6 fire) or mwk falchion +16/+11 (2d6+9/18–20)
Space 10 ft.; **Reach** 10 ft.
Special Attacks change size, heat (1d6 fire)
Spell-Like Abilities (CL 11th)

Constant—detect magic
At **Will**—plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only), produce flame, pyrotechnics (DC 14), scorching ray
3/day—invisibility, quickened scorching ray, wall of fire (DC 16)
1/day—grant up to 3 wishes (to non-genies only), gaseous form, permanent image (DC 18)

STATISTICS
Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15
Base Atk +10; **CMB** +17; **CMD** 31
Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (scorching ray)
Skills Bluff +19, Craft (any one) +14, Disguise +10, Fly +13, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8
Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.
SQ change shape (humanoid or giant, alter self or giant form I)

SPECIAL ABILITIES
Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

Detect Magic (Sp): You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Quicken Spell-Like Ability (scorching ray): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

ECOLOGY
Environment any (Plane of Fire)
Organization solitary, pair, company (3–6), or band (7–12)
Treasure standard (mwk falchion, other gear)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Heat (Ex): An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
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Erinyes Devil CR 8

XP 4,800
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +6; **Senses** darkvision 60 ft., see in darkness, true seeing; Perception +16

DEFENSE
AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)
hp 94 (9d10+45)
Fort +11, **Ref** +12, **Will** +7
DR 5/good; **Immune** fire, poison; Resist acid 10, cold 10; **SR** 19

OFFENSE
Speed 30 ft., fly 50 ft. (good)
Melee +1 longsword +15/+10 (1d8+8/19–20)
Ranged +1 flaming composite longbow +14/+14/+9 (1d8+6/×3 plus 1d6 fire) or rope +15 touch (entangle)
Spell-Like Abilities (CL 12th)

Constant—true seeing
At will—fear (single target, DC 19), greater teleport (self plus 50 lbs. of objects only), minor image (DC 17), unholy blight (DC 19)
1/day—summon (level 3, 2 bearded devils, 50%)

STATISTICS
Str 20, **Dex** 23, **Con** 21, **Int** 14, **Wis** 18, **Cha** 21
Base Atk +9; **CMB** +14; **CMD** 31
Feats Combat Reflexes, DodgeB, MobilityB, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run
Skills Acrobatics +18, Bluff +17, Diplomacy +14, Escape Artist +12, Fly +19, Intimidate +17, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +15
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Entangle (Su): Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an animate rope spell (CL 16th, DC 20). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

ECOLOGY
Environment any (Hell)
Organization solitary or trio
Treasure triple (+1 longsword, +1 flaming composite longbow [+5 **Str** bonus], rope)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Shot on the Run Feat: As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Precise Shot Feat: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
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Goliath Stag Beetle CR 8

XP 4,800
N Huge vermin
Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE
AC 21, touch 8, flat-footed 21 (+13 natural, –2 size)
hp 104 (11d8+55)
Fort +12, **Ref** +3, **Will** +3
Immune mind-affecting effects

OFFENSE
Speed 30 ft., fly 30 ft. (poor)
Melee bite +17 (3d8+16)
Space 15 ft.; **Reach** 10 ft.
Special Attacks trample (3d8+16, DC 26)

STATISTICS
Str 32, **Dex** 10, **Con** 21, **Int** –, **Wis** 10, **Cha** 4
Base Atk +8; **CMB** +21; **CMD** 31 (39 vs. trip)
Skills Fly –8

ECOLOGY
Environment warm forests or plains
Organization solitary, pair, or herd (3–8)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
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Greater Shadow CR 8

XP 4,800
CE Medium undead (incorporeal)
Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE
AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)
hp 58 (9d8+18)
Fort +5, **Ref** +8, **Will** +7
Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE
Speed fly 40 ft. (good)
Melee incorporeal touch +11 (1d8 Strength)
Special Attacks create spawn (as per shadow), strength damage

STATISTICS
Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15
Base Atk +6; **CMB** +11; **CMD** 24
Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)
Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); Racial Modifiers +4 Stealth in dim light (–4 in bright light)
Languages Common (unofficial errata)

SPECIAL ABILITIES
Strength Damage (Su): A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Create Spawn (Su): A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

ECOLOGY
Environment any
Organization solitary
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

#	CR	XP	Hit Points	Disabled	Conditions
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Gynosphinx CR 8

XP 4,800
N Large magical beast
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +21

DEFENSE
AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)
hp 102 (12d10+36)
Fort +11, **Ref** +9, **Will** +10

OFFENSE
Speed 40 ft., fly 60 ft. (poor)
Melee 2 claws +17 (2d6+6/19–20)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rake (2 claws +17, 2d6+6)
Spell-Like Abilities (CL 12th)

Constant—comprehend languages, detect magic, read magic, see invisibility
3/day—clairaudience/clairvoyance
1/day—dispel magic, locate object, remove curse, legend lore
1/week—any one of the following: symbol of fear (DC 20), symbol of pain (DC 19), symbol of persuasion (DC 20), symbol of sleep (DC 19), symbol of stunning (DC 21); all symbols last for 1 week maximum

STATISTICS
Str 22, **Dex** 13, **Con** 16, **Int** 18, **Wis** 19, **Cha** 19
Base Atk +12; **CMB** +19; **CMD** 30 (34 vs. trip)
Feats Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Iron Will
Skills Bluff +14, Diplomacy +14, Fly +7, Intimidate +14, Knowledge (any two) +6, Perception +21, Sense Motive +19, Spellcraft +12
Languages Common, Draconic, Sphinx

SPECIAL ABILITIES
Pounce (Ex): When a creature with this special attack makes a charge, it can make a full attack.

Rake (Ex): A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

See Invisibility (Sp): You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.
The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Comprehend Languages (Sp): You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

ECOLOGY
Environment warm deserts and hills
Organization solitary, pair, or cult (3–6)
Treasure double

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15 [Hover Feat]	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15 [Hover Feat]	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Detect Magic (Sp): You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

#	CR	XP	Hit Points	Disabled	Negative	Conditions
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Hellwasp Swarm CR 8

XP 4,800 each
LE Diminutive vermin (extraplanar, swarm)
Init +10; **Senses** darkvision 60 ft.; Perception +4

DEFENSE
AC 21, touch 21, flat-footed 14 (+6 Dex, +1 dodge, +4 size)
hp 90 (12d8+36)
Fort +10, **Ref** +10, **Will** +7
DR 10/good; **Immune** swarm traits, weapon damage; Resist fire 10

OFFENSE
Speed 5 ft., fly 40 ft. (good)
Melee swarm (3d6 plus distraction and poison)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 18), inhabit

STATISTICS
Str 1, **Dex** 22, **Con** 14, **Int** 6, **Wis** 13, **Cha** 9
Base Atk +9; **CMB** +11; **CMD** 16 (can't be tripped)
Feats Ability Focus (poison), Dodge, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness
Skills Fly +25, Perception +4, Stealth +24
Languages Infernal

SPECIAL ABILITIES
Inhabit (Ex): A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting a body requires 1 minute, and the victim must be Small, Medium, or Large. The swarm can abandon the body at any time as a full-round action. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's DR, resistances, and immunities may negate some or all of this damage. When a hellwasp swarm inhabits a dead body, it effectively transforms the corpse into a zombie of the appropriate size under the swarm's control. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using dominate monster. Hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour. A hellwasp-inhabited creature is easy to spot, since its skin crawls with the forms of the insects inside. A swarm can attempt a Disguise check to conceal its inhabitation of a host, with a -4 penalty if currently inhabiting a Small host. A remove disease or heal spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison (Ex): Swarm—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d6 Dex damage; cure 2 consecutive saves.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

ECOLOGY
Environment any (Hell)
Organization solitary, pair, or infestation (3-6)
Treasure incidental

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Distraction (Ex): A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 18) negates the effect. Creatures with the nauseated condition experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
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Hydrodaemon CR 8

XP 4,800
NE Large outsider (aquatic, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft., detect magic; Perception +15

DEFENSE
AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, –1 size)
hp 95 (10d10+40)
Fort +11, **Ref** +9, **Will** +3
DR 10/cold iron or silver; **Immune** acid, death effects, disease, poison, waters of the River Styx; Resist cold 10, electricity 10, fire 10; **SR** 19

OFFENSE
Speed 30 ft., fly 40 ft. (average; see glide, below), swim 60 ft.
Melee bite +13 (1d8+4 plus grab), 2 claws +13 (1d6+4)
Ranged sleep spittle +11 (sleep)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rake (2 claws +13, 1d6+4)
Spell-Like Abilities (CL 9th; concentration +11)

Constant—detect magic, water walk
At will—acid arrow, deeper darkness
3/day—control water, greater teleport (self plus 50 lbs. of objects only), summon monster V (Large water elemental only)
1/day—desecrate, summon (level 3, 1 hydrodaemon 50%)

STATISTICS
Str 18, **Dex** 15, **Con** 18, **Int** 9, **Wis** 11, **Cha** 14
Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 27
Feats Cleave, Point-Blank Shot, Power Attack, Precise Shot, Skill Focus (Perception)
Skills Fly +0, Intimidate +14, Knowledge (planes) +10, Perception +15, Sense Motive +12, Stealth +10, Swim +21
Languages Abyssal, Infernal; telepathy 100 ft.
SQ amphibious, glide

SPECIAL ABILITIES
Glide (Ex): A hydrodaemon can launch itself into the air and glide along for 1 minute, gaining a fly speed of 40 feet with average maneuverability. While gliding, the hydrodaemon gains the pounce ability.

Sleep Spittle (Su): A hydrodaemon can spit at a single target within 20 feet, making a ranged touch attack as a standard action. A target hit by this spittle must succeed on a DC 19 Will save or fall asleep for 6 rounds. The save DC is Constitution-based.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Precise Shot Feat: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Detect Magic (Sp): You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

ECOLOGY
Environment any (Abaddon)
Organization solitary, gang (2–5), or mob (6–12)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Water Walk (Sp): The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Amphibious (Ex): Creatures with this special quality can breath water and air. They have a swim speed and do not have to make Swim checks when moving in water.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
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Lammasu CR 8

XP 4,800
LG Large magical beast
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +15
Aura magic circle against evil (20 ft.)

DEFENSE
AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)
hp 94 (9d10+45)
Fort +11, **Ref** +9, **Will** +8

OFFENSE
Speed 30 ft., fly 60 ft. (average)
Melee 2 claws +14 (1d8+6), 2 wings +9 (1d6+3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rake (2 claws +14; 1d8+6)
Spell-Like Abilities (CL 9th; concentration +11)

3/day—greater invisibility ❑❑❑
1/day—dimension door ❑

Spells Known (CL 7th; concentration +9)

❑❑❑❑ 3rd (4/day)—cure serious wounds, searing light
❑❑❑❑❑❑❑ 2nd (7/day)—cure moderate wounds, lesser restoration, resist energy
❑❑❑❑❑❑❑ 1st (7/day)—bless, command (DC 13), cure light wounds, detect evil, divine favor
0 (at will)—detect magic, detect poison, guidance, mending, purify food and drink, resistance, stabilize

STATISTICS
Str 23, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 14
Base Atk +9; **CMB** +16; **CMD** 27 (31 vs. trip)
Feats Blind-Fight, Eschew MaterialsB, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack
Skills Diplomacy +11, Fly +11, Knowledge (arcana) +12, Perception +15, Sense Motive +12
Languages Celestial, Common

SPECIAL ABILITIES
Spells: A lammasu casts spells as a 7th-level oracle, but does not gain any other class abilities possessed by an oracle. It ignores all divine focus material components for spells it casts. Lammasus are protectors of the weak and ever-vigilant champions against evil. These noble creatures dwell in crumbling desert ruins or other remote areas, where they tirelessly fight against the forces of darkness, hoping to defend those they consider lesser races from the evils that often lurk in such places.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Magic Circle against Evil Aura: All creatures within the area gain the effects of a protection from evil spell (+2 deflection to AC and +2 resistance to saves, immediately make another saving throw against possession and mental control with +2 morale bonus, evil natural weapons require a spell resistance roll to be used versus subject unless subject attacks creature), and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's Spell Resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' Spell Resistance.

ECOLOGY
Environment temperate deserts
Organization solitary
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Pounce (Ex): When a creature with this special attack makes a charge, it can make a full attack.

Rake (Ex): A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Mihstu CR 8

XP 4,800
NE Medium outsider (air, elemental, extraplanar)
Init +10; **Senses** darkvision 60 ft.; Perception +13

DEFENSE
AC 22, touch 17, flat-footed 15 (+6 Dex, +1 dodge, +5 natural)
hp 92 (8d10+48)
Fort +12, **Ref** +12, **Will** +4
Defensive Abilities wind defense; **DR** 10/magic; **Immune** electricity, elemental traits; **SR** 19
Weaknesses susceptible to cold

OFFENSE
Speed 20 ft., fly 20 ft. (good)
Melee 4 tentacles +14 (1d4+1 plus grab)
Special Attacks deadly embrace

STATISTICS
Str 12, **Dex** 23, **Con** 23, **Int** 14, **Wis** 14, **Cha** 13
Base Atk +8; **CMB** +9 (+13 grapple); **CMD** 26 (can't be tripped)
Feats Dodge, Improved Initiative, Mobility, Weapon Finesse
Skills Acrobatics +17, Bluff +12, Escape Artist +17, Fly +21, Knowledge (planes) +13, Perception +13, Sense Motive +13, Stealth +17
Languages Auran
SQ gaseous

SPECIAL ABILITIES
Gaseous (Ex): A mihstu can pass through small holes, even cracks, without reducing its speed.

Deadly Embrace (Ex): A mihstu that pins an opponent completely surrounds that creature and deals 1d2 Constitution damage every round as it siphons away blood, tears, and other vital fluids. Maintaining a pin is a free action for a mihstu and it does not gain the grappled condition (allowing it to attack other creatures with its tentacles).

Susceptible to Cold (Ex): Magical cold stuns a mihstu rather than damaging it. If the creature fails its save against a magical cold effect, it is stunned for 1 round and then staggered for an additional 1d4 rounds.

Wind Defense (Ex): The churning winds of a mihstu's body automatically deflect nonmagical projectiles (such as arrows, bolts, and sling stones). All other ranged weapons (including magical projectiles and thrown weapons) have a 20% miss chance. Weapons of significant size, such as giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected by this ability.

Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

ECOLOGY
Environment any (Plane of Air)
Organization solitary
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	

Nabasu CR 8

XP 4,800
CE Medium outsider (chaotic, demon, evil, native)
Init +7; **Senses** darkvision 60 ft.; Perception +23

DEFENSE
AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)
hp 103 (9d10+54)
Fort +9, **Ref** +9, **Will** +9
DR 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; Resist acid 10, cold 10, fire 10; **SR** 19

OFFENSE
Speed 30 ft., fly 60 ft. (average)
Melee 2 claws +15 (1d6+6), bite +15 (1d8+6)
Special Attacks consume life, death-stealing gaze, sneak attack +2d6
Spell-Like Abilities (CL 8th)

At will—deeper darkness, greater teleport (self plus 50 lbs. of objects only), telekinesis (DC 19, 200 lbs.)
3/day—enervation ❑❑❑, silence (DC 16) ❑❑❑, vampiric touch ❑❑❑
1/day—mass hold person (DC 21) ❑, regenerate ❑, summon (level 4, 1 nabasu 30% or 1d4 babaus 30%) ❑

STATISTICS
Str 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19
Base Atk +9; **CMB** +15; **CMD** 29
Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Attack
Skills Acrobatics +15, Fly +15, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy areas), Survival +15; Racial Modifiers +8 Perception, +8 Stealth in shadowy areas
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES
Consume Life (Su): When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and plane shifts to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

Death-Stealing Gaze (Su): As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

ECOLOGY
Environment any (Abyss)
Organization solitary
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Neh-Thalggu CR 8

XP 4,800
CE Large aberration
Init +7; **Senses** darkvision 60 ft.; Perception +17

DEFENSE
AC 21, touch 19, flat-footed 18 (+3 Dex, +2 natural, +7 insight, –1 size)
hp 105 (10d8+60)
Fort +9, **Ref** +6, **Will** +11
DR 10/magic; **Immune** confusion effects; **SR** 19

OFFENSE
Speed 10 ft., fly 40 ft. (perfect)
Melee bite +13 (1d8+7 plus poison), 2 claws +13 (1d6+7)
Space 10 ft.; **Reach** 5 ft.
Special Attacks rend (2 claws, 2d6+7)
Sorcerer Spells Known (CL 7th; concentration +17)

❑❑❑❑❑3rd (5/day)—lightning bolt (DC 16), hold person (DC 16)
❑❑❑❑❑❑2nd (7/day)—acid arrow, alter self, invisibility
❑❑❑❑❑❑❑1st (7/day)—grease (DC 14), magic missile, ray of enfeeblement (DC 14), shield, unseen servant
0 (at will)—acid splash, dancing lights, detect magic, mage hand, open/close, prestidigitation, read magic

STATISTICS
Str 24, **Dex** 16, **Con** 23, **Int** 19, **Wis** 18, **Cha** 17
Base Atk +7; **CMB** +15; **CMD** 35 (cannot be tripped)
Feats Arcane Strike, Extend Spell, Combat Reflexes, Eschew MaterialsB, Improved Initiative, Power Attack
Skills Fly +15, Knowledge (arcana) +23, Knowledge (dungeoneering) +23, Knowledge (planes) +23, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +12, Use Magic Device +16
Languages Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy (100 feet)
SQ brain collection, strange knowledge

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

Poison (Ex): Bite—injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d2 Strength damage and staggered; cure 2 consecutive saves. The save DC is Constitution-based.

Spells: A neh-thalggu casts spells as a 7th-level sorcerer. For each negative level it takes from missing brains, its caster level is reduced by 1. A neh-thalggu with no collected brains cannot cast any of its spells.

Strange Knowledge (Ex): All Knowledge skills are class skills for neh-thalggus.

Rend (Ex): If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

ECOLOGY
Environment any
Organization solitary
Treasure double

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Arcane Strike Feat: As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +2 damage and are treated as magic for the purpose of overcoming damage reduction.

Extend Spell Feat: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. Level Increase: +1 (an extended spell uses up a spell slot one level higher than the spell's actual level.)

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Ogre Mage CR 8

XP 4,800
LE Large outsider (giant, native, oni, shapechanger)
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE
AC 21, touch 12, flat-footed 18 (+4 armor, +3 Dex, +5 natural, –1 size)
hp 92 (8d10+48); regeneration 5 (fire or acid)
Fort +12, **Ref** +5, **Will** +10
SR 19

OFFENSE
Speed 40 ft., fly 60 ft. (good)
Melee greatsword +14/+9 (3d6+10)
Ranged composite longbow +10 (2d6+7)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 9th)

Constant—fly
At will—darkness, invisibility
1/day—charm monster (DC 17), cone of cold (DC 18), gaseous form, deep slumber (DC 16)

STATISTICS
Str 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17
Base Atk +8; **CMB** +16; **CMD** 29
Feats Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will
Skills Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14
Languages Common, Giant
SQ change shape (Small, Medium, or Large humanoid; alter self or giant form I), flight

SPECIAL ABILITIES
Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment cold hills
Organization solitary, pair, or patrol (1–2 plus 2–4 ogres)
Treasure double (chain shirt, greatsword, composite longbow [+7 **Str**] with 20 arrows, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Shantak CR 8

XP 4,800
CE Huge magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE
AC 21, touch 11, flat-footed 18 (+3 Dex, +10 natural, –2 size)
hp 104 (11d10+44)
Fort +11, **Ref** +10, **Will** +6
Defensive Abilities slippery; **Immune** cold, disease

OFFENSE
Speed 20 ft., fly 80 ft. (average)
Melee bite +17 (2d6+8) 2 talons +17 (1d8+8 plus grab)
Space 15 ft.; **Reach** 15 ft.

STATISTICS
Str 26, **Dex** 17, **Con** 19, **Int** 8, **Wis** 17, **Cha** 10
Base Atk +11; **CMB** +21 (+25 grapple); **CMD** 34 (42 vs. grapple)
Feats Awesome Blow, Flyby Attack, Hover, Improved Bull Rush, Power Attack, Wingover
Skills Escape Artist +11, Fly +13; Racial Modifiers +8 Escape Artist
Languages Aklo; **SQ** no breath, share defenses, starflight

SPECIAL ABILITIES
No Breath (Ex): The monster does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing

Share Defenses (Su): As a free action, a shantak can extend its no breath ability and cold immunity to a single creature touching it. It can withdraw this protection as a free action.

Slippery (Ex): A shantak's scales seep slippery slime. This grants the creature a +8 bonus on all Escape Artist checks and to its CMD against grapples, and imparts a –5 penalty on all Ride checks made by creatures attempting to ride a shantak.

Starflight (Su): A shantak can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the shantak knows the way to its destination. Shantaks speak in a shrill voice that sounds like glass grinding against stone. They are intelligent creatures and cannot be trained as mounts—a would-be shantak rider must use diplomacy or magic to secure a shantak's cooperation as a mount, and even then, shantaks have a tendency to deliberately strand riders in dangerous areas.

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment cold mountains
Organization solitary, pair, or flock (3–12)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15 [Hover Feat]	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10' [Wingover]	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10 [Wingover]	Hover Fly DC 15 [Hover Feat]	Glide Minimum half speed or DC 10 [Wingover]
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	10	9600	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3		14400	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	12	19200	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Stymphalidies CR 8

XP 4,800
N Large magical beast
Init +6; **Senses** low-light vision; Perception +12

DEFENSE
AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)
hp 94 (9d10+45)
Fort +11, **Ref** +10, **Will** +5
DR 10/magic and adamantine; **Immune** fire
Weaknesses vulnerable to sonic

OFFENSE
Speed 20 ft., fly 120 ft. (poor)
Melee bite +14 (1d8+6 plus bleed), 2 talons +14 (1d6+6), 2 wings +9 (1d6+3 plus bleed)
Ranged 2 wing razors +10 (1d6+6 plus bleed)
Space 10 ft.; **Reach** 5 ft.
Special Attacks bleed (1d6), glare, wing razors

STATISTICS
Str 22, **Dex** 15, **Con** 20, **Int** 2, **Wis** 15, **Cha** 17
Base Atk +9; **CMB** +16; **CMD** 28
Feats Critical Focus, Flyby Attack, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)
Skills Fly +4, Perception +12

SPECIAL ABILITIES
Glare (Su): As a standard action, in any area of normal or brighter light, a stymphalidies can ruffle its metallic feathers in such a way as to blind all creatures nearby. Any creature within 30 feet must succeed at a DC 19 Fortitude save or be blinded for 1d6 minutes. A creature can defend against this effect in the same way it would a gaze attack. This is a sight-based effect. The save DC is Constitution-based.

Wing Razors (Ex): A stymphalidies's metallic feathers are razor-sharp. In addition to being able to slash creatures with its wings as a melee attack, it may beat its wings, flinging two large, feathered shards at a single target. These wing razors deal 2d6 points of damage and cause bleed, with a range increment of 50 feet. A stymphalidies can use this attack a number of times per day equal to its Constitution modifier (5 times per day for most stymphalidies).

Bleed: A creature that is taking bleed damage takes the listed amount of damage at the beginning of each of its turns. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment warm plains or coastlines
Organization solitary, pair, or flight (3-9)
Treasure incidental

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	10	9600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3		14400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	12	19200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
5		24000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
6	[13]	28800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Unfettered Eidolon CR 8

XP 4,800
CN Medium outsider (extraplanar)
Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE
AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)
hp 85 (10d10+30)
Fort +7, **Ref** +11, **Will** +9
Defensive Abilities evasion

OFFENSE
Speed 20 ft., climb 20 ft., fly 40 ft. (good)
Melee bite +14 (1d6+3 plus 1d6 electricity), gore +14 (1d6+3 plus 1d6 electricity), slam +14 (1d8+3 plus 1d6 electricity), tail slap +12 (1d6+1 plus 1d6 electricity)
Space 5 ft.; **Reach** 5 ft. (10 ft. with bite)

STATISTICS
Str 16, **Dex** 19, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +10; **CMB** +13; **CMD** 27 (can't be tripped)
Feats Combat Reflexes, Great Fortitude, Iron Will, Multiattack, Toughness, Weapon Finesse
Skills Bluff +13, Climb +11, Fly +16, Knowledge (planes) +6, Perception +13, Sense Motive +8, Stealth +12
Languages Common
SQ evolution points (bite, climb, energy attacks, flight [2], gore, improved natural armor [2], reach [bite], slam, tail, tail slap)

SPECIAL ABILITIES
Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Evasion (Ex): If the creature makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. A helpless creature does not gain the benefit of evasion.

ECOLOGY
Environment any
Organization solitary
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Yuki-onna CR 8

XP 4,800
LE Medium undead (cold, incorporeal)
Init +8; **Senses** darkvision 60 ft.; Perception +17
Aura snowstorm (200 ft.)

DEFENSE
AC 21, touch 21, flat-footed 16 (+6 deflection, +4 Dex, +1 dodge)
hp 94 (9d8+54)
Fort +9, **Ref** +7, **Will** +11
Defensive Abilities incorporeal; **Immune** cold, undead traits
Weaknesses vulnerable to fire, snow dependency

OFFENSE
Speed fly 30 ft. (perfect)
Melee 2 touches +10 (4d6 cold plus chilling touch)
Special Attacks chilling touch, fascinating gaze
Spell-Like Abilities (CL 10th; concentration +16)

Constant—blur
3/day—cone of cold (DC 21) ❑❑❑, eyebite (comatose and panicked only, DC 22) ❑❑❑, ice storm ❑❑❑

STATISTICS
Str —, **Dex** 18, **Con** —, **Int** 17, **Wis** 21, **Cha** 22
Base Atk +6; **CMB** +10; **CMD** 27
Feats Combat Casting, Dodge, Improved Initiative, Mobility, Spring Attack
Skills Bluff +15, Fly +12, Intimidate +18, Perception +17, Sense Motive +17, Spellcraft +15, Stealth +16, Survival +14
Languages Common

SPECIAL ABILITIES
Chilling Touch (Su): A yuki-onna's touch causes 4d6 cold damage. Whenever a creature takes cold damage in this manner, it must make a DC 20 Fortitude save to avoid being staggered by the supernatural cold for 1 round. This duration stacks. The save DC is Charisma-based.

Fascinating Gaze (Su): Fascinated for 1d4 rounds, 30 feet, Will DC 20 negates. The save DC is Charisma-based.

Snow Dependency (Ex): A yuki-onna is staggered if she is ever in an area without snow while her snowstorm aura is suppressed or otherwise not functioning.

Snowstorm (Su): A yuki-onna is surrounded by whirling blasts of snow, even in areas that wouldn't allow for such weather, that comprise a 200-foot-radius spread. Within this area, the snowfall and wind gusts cause a -4 penalty on Perception checks and ranged attacks. The wind itself blows in a clockwise rotation around the yuki-onna, and functions as severe wind. A yuki-onna is unaffected by snowstorms or blizzards of any kind. Any effect that causes these winds to drop below severe (such as control weather or control winds) cancels the snowstorm effect entirely.

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight. An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Spring Attack Feat: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Blur (Sp): The subject's outline appears blurred, shifting, and wavering. This distortion grants the subject concealment (20% miss chance). A see invisibility spell does not counteract the blur effect, but a true seeing spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Vulnerability to Fire (Ex):The creature takes half again as much damage (+50%) from the fire energy type, regardless of whether a saving throw is allowed or if the save is a success or failure.

ECOLOGY
Environment any cold
Organization solitary
Treasure standard

#	CR	XP	Hit Points	Disabled	Conditions
1	8	4800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	Destroyed	

Companions of the Firmament Monster Sheets

Challenge Rating 9-12 Flying Monsters (Fly Skill Template)

Creature	CR	Source	Page
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Bhuta	11	3	36
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Creature	CR	Source	Page
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Sources

Book	Reference
Pathfinder Roleplaying Game Bestiary	1
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Pathfinder Roleplaying Game Bestiary 3	3

Air Elemental, Greater CR 9

XP 6,400
N Huge outsider (air, elemental, extraplanar)
Init +14; **Senses** darkvision 60 ft.; Perception +16

DEFENSE
AC 25, touch 19, flat-footed 14 (+10 Dex, +1 dodge, +6 natural, –2 size)
hp 123 (13d10+52)
Fort +12, **Ref** +18, **Will** +6
Defensive Abilities air mastery; **DR** 10/—; **Immune** elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee 2 slams +21 (2d8+7)
Space 15 ft.; **Reach** 15 ft.
Special Attacks whirlwind (DC 23, 10-60 ft.)

STATISTICS
Str 24, **Dex** 31, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11
Base Atk+13; **CMB** +22; **CMD** 43
Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Iron Will, Mobility, Power Attack, Weapon Finesse
Skills Acrobatics +25, Escape Artist +23, Fly +27, Knowledge (planes) +12, Perception +16, Stealth +15
Languages Auran

SPECIAL ABILITIES
Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

ECOLOGY
Environment Plane of Air
Organization solitary, pair, or gang (3–8)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	11	12800	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	12	19200	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	13	25600	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		32000	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	14	38400	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Air Elemental, Greater Continued...

Whirlwind (Su): Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through the creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Androsphinx CR 9

XP 6,400
CG Large magical beast
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE
AC 23, touch 9, flat-footed 23 (+14 natural, -1 size)
hp 123 (13d10+52)
Fort +12, **Ref** +8, **Will** +7

OFFENSE
Speed 40 ft., fly 60 ft. (poor)
Melee 2 claws +20 (2d6+8/19-20 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rake (2 claws +20, 2d6+8), roar
Spells Prepared (CL 6th; concentration +9)

3rd—bestow curse (DC 16), searing light, speak with dead
2nd—bull's strength, calm emotions (DC 15), cure moderate wounds, resist energy
1st—comprehend languages, divine favor, remove fear, shield of faith
0—detect magic, guidance, purify food and drink, stabilize

STATISTICS
Str 27, **Dex** 10, **Con** 18, **Int** 16, **Wis** 17, **Cha** 17
Base Atk +13; **CMB** +22; **CMD** 32 (36 vs. trip)
Feats Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (claw), Power Attack
Skills Fly +5, Intimidate +13, Knowledge (any one) +16, Perception +23, Sense Motive +13, Survival +16
Languages Common, Draconic, Sphinx

SPECIAL ABILITIES
Roar (Su): An androsphinx can roar up to three times per day as a standard action. Each progressive roar has a different effect, depending upon whether it is the first, second, or third of the androsphinx's roars for that day. All of these roars are sonic effects that fill a 60-foot-radius burst, centered on the androsphinx; the save DCs are Charisma-based. Sphinxes are immune to all of the effects of an androsphinx's roars.

First Roar: Affected creatures become frightened for 2d6 rounds (DC 19 Will negates). This is a mind-affecting fear effect in addition to being a sonic effect.
Second Roar: Affected creatures are paralyzed with fear and deafened for 1d4 rounds (DC 19 Will negates). This is a mind-affecting fear effect in addition to being a sonic effect.
Third Roar: Affected creatures take a 2d4 penalty to Strength for 2d4 rounds and take 2d8 points of sonic damage. Creatures smaller than the androsphinx are knocked prone. A DC 19 Fortitude save negates the Strength penalty and being knocked prone.

Spells: An androsphinx casts divine spells as a 6th-level cleric. They do not gain access to domains or other cleric abilities.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15 [Hover Feat]	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15 [Hover Feat]	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Pounce (Ex): When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Rake (Ex): A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

ECOLOGY
Environment warm deserts or hills
Organization solitary
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Avoral CR 9

XP 6,400
NG Medium outsider (agathion, extraplanar, good)
Init +6; **Senses** darkvision 60 ft., detect magic, low-light vision, see invisibility, true seeing; Perception +23
Aura fear aura (20 ft., DC 17)

DEFENSE
AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)
hp 94 (9d10+45)
Fort +11, **Ref** +12, **Will** +6; +4 vs. poison
DR 10/evil or silver; **Immune** electricity, petrification; Resist cold 10, sonic 10; **SR** 20

OFFENSE
Speed 40 ft., fly 90 ft. (good)
Melee 2 claws +16 (2d6+3), 2 wings +10 (2d6+1)
Spell-Like Abilities (CL 9th; concentration +12)

Constant—detect magic, see invisibility, speak with animals

At will—aid, blur (self only), command (DC 14), detect magic, dimension door, dispel magic, gust of wind (DC 15), hold person (DC 16), light, magic circle against evil (self only)

3/day—lightning bolt (DC 16), empowered magic missile

STATISTICS
Str 17, **Dex** 20, **Con** 23, **Int** 15, **Wis** 16, **Cha** 16
Base Atk +9; **CMB** +12; **CMD** 29
Feats Dodge, Empower Spell-Like Ability (magic missile), Flyby Attack, Weapon Finesse, Weapon Focus (claw)
Skills Bluff +10, Diplomacy +7, Fly +22, Handle Animal +9, Intimidate +15, Knowledge (any one) +14, Perception +23, Ride +7, Sense Motive +15, Spellcraft +11, Stealth +18; Racial Modifiers Perception +8
Languages Celestial, Draconic, Infernal; speak with animals, truespeech
SQ lay on hands (4d6, 7/day, as a 9th-level paladin), true seeing

SPECIAL ABILITIES
True Seeing (Su): This ability works like the true seeing spell (caster level 14th), except it only affects the avoral, the avoral must concentrate for 1 full round before it takes effect, and it remains as long as the avoral concentrates.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Empower Spell-Like Ability (magic missile): When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by half (+50%). Saving throws and opposed rolls are not affected.

Truespeech (Su): Can speak with any creature that has a language, as though using a tongues spell (caster level equal to Hit Dice). This ability is always active.

Fear Aura (Su): As a free action each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round. This is a mind-affecting fear effect.

ECOLOGY
Environment any air (Nirvana)
Organization solitary, pair, or squad (3–6)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Lay on Hands (Su): As a standard action the creature can heal 1d6 hit points of damage for every two hit dice. If the creature targets itself it is a swift action. Only one free hand is needed to use this ability.

Alternatively, can deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	11	12800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	12	19200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
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Baykok CR 9

XP 6,400
NE Medium undead
Init +10; **Senses** darkvision 60 ft.; Perception +18

DEFENSE
AC 24, touch 17, flat-footed 17 (+6 Dex, +1 dodge, +7 natural)
hp 97 (15d8+30)
Fort +7, **Ref** +11, **Will** +9
Immune undead traits

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee 2 claws +14 (1d6+3)
Ranged +1 composite longbow +20/+15/+10 (1d8+4/19-20/x3 plus 1d6 negative energy and paralysis)
Special Attacks devour soul, dread howl, infused arrows

STATISTICS
Str 17, **Dex** 22, **Con** —, **Int** 11, **Wis** 10, **Cha** 15
Base Atk +11; **CMB** +14; **CMD** 31
Feats Dodge, Improved Critical (composite longbow), Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow)
Skills Fly +28, Intimidate +20, Perception +18, Stealth +24
Languages Common

SPECIAL ABILITIES
Devour Soul (Su): A baykok can take a standard action to devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a DC 19 Fortitude save. If it fails, the target is instantly slain. If the creature is already dead, it does not make a saving throw, although the body cannot be more than 1 hour dead. A creature subjected to this attack cannot be brought back to life via raise dead (resurrection and more powerful effects work normally). When a baykok devours a soul in this way, it heals 5d6+10 points of damage and becomes hasted for 4 rounds (as if affected by haste). This is a death effect. The save DC is Charisma-based.

Dread Howl (Su): Once per day, a baykok can unleash a blood-curdling howl. Any living creature within a 30-foot-radius burst becomes paralyzed with fear for 1 round unless it resists with a DC 19 Will save. Any creature that makes this saving throw is instead shaken for 1 round. This is a fear effect. The DC is Charisma-based.

Infused Arrows (Su): A baykok creates arrows of bone as it fires its bow—it need not carry arrows as ammunition. These bone arrows do normal damage for arrows fired from the bow, but gain a +1 enhancement bonus on attack and damage rolls. In addition, each arrow deals an additional 1d6 points of negative energy on a hit. Further, the first creature struck in a round by a baykok's arrow must make a DC 19 Fortitude save to avoid being paralyzed for 1d3 rounds. A baykok can fire normal arrows from its bow if it wishes—such arrows, however, do not gain the special negative energy damage or paralysis effects. The DC is Charisma-based.

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Precise Shot Feat: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Shot on the Run Feat: As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

ECOLOGY
Environment any
Organization solitary, gang (2-5), or flight (6-12)
Treasure standard (+1 composite longbow [+3 Str], other treasure)

#	CR	XP	Hit Points	Disabled	Conditions
1	9	6400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	Destroyed	
2	11	12800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	Destroyed	
3	12	19200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	Destroyed	
4	13	25600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	Destroyed	
5		32000	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	Destroyed	
6	14	38400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	Destroyed	

Bone Devil CR 9

XP 6,400
LE Large outsider (devil, evil, extraplanar, lawful)
Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +19
Aura fear aura (5 ft., DC 19, 1d6 rounds)

DEFENSE
AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, –1 size)
hp 105 (10d10+50)
Fort +12, **Ref** +12, **Will** +7
DR 10/good; **Immune** fire, poison; Resist acid 10, cold 10; **SR** 20

OFFENSE
Speed 40 ft., fly 60 ft. (good)
Melee bite +14 melee (1d8+5), 2 claws +14 melee (1d6+5), sting +14 melee (3d4+5 plus poison)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 12th)

Constant—fly
At will—dimensional anchor, greater teleport (self plus 50 lbs. of objects only), invisibility (self only), major image (DC 17), wall of ice
3/day—quickened invisibility (self only)
1/day—summon (level 4, 1 bone devil, 35%)

STATISTICS
Str 21, **Dex** 21, **Con** 20, **Int** 16, **Wis** 15, **Cha** 18
Base Atk +10; **CMB** +16; **CMD** 31
Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (invisibility)
Skills Bluff +17, Diplomacy +17, Fly +21, Intimidate +17, Knowledge (planes) +16, Perception +19, Sense Motive +19, Spellcraft +16, Stealth +14
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Poison (Ex): Sting—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d3 Str damage; cure 2 consecutive saves. The save DC is Constitution-based.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Quicken Spell-Like Ability (invisibility): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

ECOLOGY
Environment any (Hell)
Organization solitary, pair, or inquisition (3–10)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Major Image (Sp): This spell creates the visual illusion of an object, creature, or force, as visualized by you. Sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range. (800 ft range, image can be up to eleven 10-ft cubes)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	11	12800	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3	12	19200	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	13	25600	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
5		32000	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Dragon Horse CR 9

XP 6,400
NG Large magical beast (air)
Init +7; **Senses** darkvision 120 ft., know alignment, low-light vision; Perception +17

DEFENSE
AC 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, –1 size)
hp 105 (10d10+50)
Fort +12, **Ref** +10, **Will** +9

OFFENSE
Speed 60 ft., fly 120 ft. (good)
Melee 2 hooves +16 (2d6+7 plus 1d6 electricity)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapons, flying charge

STATISTICS
Str 24, **Dex** 17, **Con** 21, **Int** 16, **Wis** 18, **Cha** 21
Base Atk +10; **CMB** +18; **CMD** 32 (36 vs. trip)
Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility
Skills Fly +18, Knowledge (planes) +13, Perception +17, Sense Motive +14, Survival +14
Languages Auran, Common, Draconic; telepathy 100 ft.
SQ shift planes

SPECIAL ABILITIES
Breath Weapons (Su): As a standard action, a dragon horse can breathe out a 30-foot cone of mist. This mist either deals 10d6 points of cold damage (DC 20 Reflex half), creates a region of fog in the area that lasts for 1 minute (similar to that created by a fog cloud spell), or creates a blast of severe wind in the area. The dragon horse may use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

Flying Charge (Ex): A dragon horse gains a +4 bonus on damage rolls if it charges while flying.

Know Alignment (Su): Dragon horses automatically know the alignment of any creature they can see.

Shift Planes (Su): A dragon horse can enter the Ethereal Plane, Astral Plane, Plane of Air, or Material Plane once per day as a standard action. This functions as plane shift, but the dragon horse can only bring up to two other willing creatures with it, and only if they are on its back.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

ECOLOGY
Environment any
Organization solitary
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Garuda CR 9

XP 6,400
CG Medium outsider (native)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE
AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural)
hp 115 (11d10+55)
Fort +8, **Ref** +12, **Will** +9
DR 10/evil or magic; **SR** 21

OFFENSE
Speed 30 ft., fly 80 ft. (good)
Melee bite +16 (1d6+3), 2 claws +16 (1d4+3), 2 talons +16 (1d4+3), 2 wings +11 (1d4+1)
Ranged +1 shock longbow +17/+12/+7 (1d8+4/x3 plus 1d6 electricity)
Special Attacks hatred, swooping pounce, talon or wing
Spells Known (CL 7th; concentration +10)

3rd (5/day)—displacement, haste
2nd (7/day)—alter self, protection from arrows, see invisibility
1st (7/day)—grease (DC 14), mage armor, shield, shocking grasp, true strike
0 (at will)—detect magic, detect poison, light, mage hand, mending, message, prestidigitation

STATISTICS
Str 16, **Dex** 21, **Con** 20, **Int** 15, **Wis** 14, **Cha** 17
Base Atk +11; **CMB** +14; **CMD** 29
Feats Deadly Aim, Manyshot, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Weapon Finesse
Skills Acrobatics +19, Fly +23, Intimidate +21, Perception +20, Sense Motive +20, Spellcraft +13, Stealth +19, Survival +13; Racial Modifiers +4 Intimidate, +4 Perception, +4 Sense Motive
Languages Common, Garuda

SPECIAL ABILITIES
Hatred (Ex): Garudas receive a +1 racial bonus on attack and damage rolls against nagas and other serpentine monsters of the aberration type.

Spells: Garudas cast spells as 7th-level sorcerers.

Swooping Pounce (Ex): When a garuda makes a diving aerial charge, it can make a full attack with its natural weapons.

Talon or Wing (Ex): A garuda cannot use its wing attacks while flying, and cannot use its talon attacks while not flying.

Precise Shot Feat: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment tropical hills and mountains
Organization solitary, pair, or aerie (3-6)
Treasure double (+1 shock composite longbow [+3 Str], other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	11	12800	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3	12	19200	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	13	25600	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
5		32000	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
6	14	38400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Jyoti CR 9

XP 6,400
N Medium outsider (extraplanar)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE
AC 24, touch 16, flat-footed 18 (+4 armor, +5 Dex, +1 dodge, +4 natural)
hp 104 (11d10+44); fast healing 10
Fort +11, **Ref** +8, **Will** +11; +2 vs. divine
Defensive Abilities divine aversion, positive energy affinity; **Immune** death attacks, disease, energy drain, poison; Resist acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 20

OFFENSE
Speed 30 ft., fly 90 ft. (good)
Melee +1 ghost touch spear +14/+9/+4 (1d8+4/×3 plus 1d6 fire), bite +8 (1d6+1 plus 1d6 fire)
Ranged ray +16 ranged touch (by spell)
Special Attacks breath weapon (60-ft. cone, 11d6 fire, Reflex DC 19 half, usable once every 1d4 rounds), positive energy
Spell-Like Abilities (CL 11th; concentration +13)

Constant—mage armor
3/day—aid, cure serious wounds, daylight, dimension door, lesser restoration, searing light
1/day—breath of life, disrupting weapon

STATISTICS
Str 14, **Dex** 20, **Con** 19, **Int** 12, **Wis** 15, **Cha** 15
Base Atk +11; **CMB** +13; **CMD** 29
Feats Combat Casting, Dodge, Flyby Attack, Iron Will, Mobility, Wind Stance
Skills Fly +9, Heal +16, Intimidate +16, Knowledge (planes) +19, Knowledge (religion) +19, Perception +20, Sense Motive +16, Stealth +19; Racial Modifiers +4 Knowledge (planes), +4 Knowledge (religion), +4 Perception
Languages Aquan, Auran, Common, Ignan, Terran

SPECIAL ABILITIES
Breath Weapon (Su): A jyoti's breath weapon is a focused burst of searing fire infused with positive energy. Undead in the area take 11d8 damage rather than 11d6.

Divine Aversion (Su): Jyoti dislike deities and are never divine spellcasters. Jyoti gain a +2 racial bonus on saves against divine magical effects.

Positive Energy (Su): A jyoti's natural weapons and any weapons it wields strike as if they were ghost touch weapons. In addition, any weapon (natural or manufactured) a jyoti uses deals +1d6 fire damage on a hit.

Positive Energy Affinity (Ex): A jyoti can exist comfortably on the Positive Energy Plane, and does not benefit (or suffer) from that plane's overwhelming infusions of life-giving energies. Whenever a jyoti is subjected to a magical healing effect, that effect functions at its full potential, as if enhanced by Maximize Spell.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

ECOLOGY
Environment any (Positive Energy Plane)
Organization solitary, pair, or flight (3–8)
Treasure double (+1 ghost touch spear, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Mage Armor (Sp): Mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Wind Stance Feat: If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	
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3	12	19200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	
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Leukodaemon CR 9

XP 6,400
NE Large outsider (daemon, evil, extraplanar)
Init +11; **Senses** darkvision 60 ft., deathwatch, detect good; Perception +22
Aura infectious aura (50 ft.)

DEFENSE
AC 23, touch 16, flat-footed 16 (+7 Dex, +7 natural, –1 size)
hp 115 (10d10+60)
Fort +9, **Ref** +14, **Will** +12
DR 10/good or silver; **Immune** acid, death effects, disease, poison; Resist cold 10, electricity 10, fire 10; **SR** 20

OFFENSE
Speed 30 ft., fly 60 ft. (average)
Melee bite +16 (1d8+7), 2 claws +16 (1d6+7)
Ranged +1 composite longbow +18/+13 (2d6+8/×3 plus contagion)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath of flies
Spell-Like Abilities (CL 10th; concentration +13)

Constant—deathwatch, detect good
At will—contagion (DC 17), dispel magic, greater teleport (self plus 50 lbs. of objects only)
1/day—harm (DC 19), summon (level 3, 1 leukodaemon only, 35%)

STATISTICS
Str 25, **Dex** 24, **Con** 23, **Int** 16, **Wis** 21, **Cha** 16
Base Atk +10; **CMB** +18; **CMD** 35
Feats Alertness, Hover, Improved Initiative, Point-Blank Shot, Weapon Focus (longbow)
Skills Fly +18, Heal +18, Intimidate +16, Knowledge (planes) +16, Perception +22, Sense Motive +22, Stealth +16, Survival +18, Use Magic Device +16
Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Breath of Flies (Su): Once per minute as a standard action, a leukodaemon can unleash a cloud of corpse-bloated, biting black flies in a 20-foot cone. Those caught in the cone take 8d6 points of slashing damage. A DC 21 Reflex save halves this damage. Those who take any damage are also sickened for 1 minute. In addition, the flies linger for 1d4+1 rounds, congealing into a buzzing 20-foot-square cloud centered on the cone's original point of origin. Any creature that ends its turn in this cloud must make a DC 21 Reflex save to avoid taking 4d6 points of damage and becoming sickened for 1 minute. This cloud of flies may be dispersed by any area effect that does damage or creates wind of at least strong wind force. All daemons are immune to this effect. The save DCs are Constitution-based.

Contagion (Su): Any arrow a leukodaemon fires from a bow is tainted with disease. If a creature is damaged by a leukodaemon's arrow, it must make a DC 19 Fortitude save or be affected as if by the spell contagion. A leukodaemon can manifest arrows at will and never runs out of ammunition.

Infectious Aura (Su): All creatures within 50 feet of a leukodaemon take a –4 penalty on Fortitude saves against disease effects.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Detect Good (Sp): You can sense the presence of good. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of good. 2nd Round: Number of good auras (creatures, objects, or spells) in the area and the power of the most potent good aura present. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

ECOLOGY
Environment any (Abaddon)
Organization solitary or wake (2–10)
Treasure standard (+1 composite longbow, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Deathwatch (Sp): You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
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Lightning Elemental, Greater CR 9

XP 6,400
N Huge outsider (air, elemental, extraplanar)
Init +13; **Senses** darkvision 60 ft.; Perception +16

DEFENSE
AC 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, –2 size)
hp 110 (13d10+39)
Fort +11, **Ref** +17, **Will** +6
DR 10/—; **Immune** electricity, elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee 2 slams +20 (2d8+6 plus 2d6 electricity)
Space 15 ft.; **Reach** 15 ft.
Special Attacks metal mastery, spark leap

STATISTICS
Str 22, **Dex** 29, **Con** 16, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +13; **CMB** +21; **CMD** 41
Feats Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse
Skills Acrobatics +25, Escape Artist +25, Fly +13, Intimidate +16, Knowledge (planes) +15, Perception +16
Language Auran

SPECIAL ABILITIES
Metal Mastery (Ex): A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

Spark Leap (Ex): A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

ECOLOGY
Environment any (Plane of Air)
Organization solitary, pair, or gang (3–8)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'

Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
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5		32000	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	14	38400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Rift Drake CR 9

XP 6,400
CE Large dragon (earth)
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

DEFENSE
AC 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, -1 size)
hp 126 (11d12+55)
Fort +12, **Ref** +10, **Will** +8
Immune paralysis, sleep; Resist acid 30

OFFENSE
Speed 30 ft., climb 20 ft., fly 60 ft. (average)
Melee bite +18 (2d8+10/19-20 plus bleed), tail slap +12 (1d10+3 plus trip)
Space 10 ft.; **Reach** 10 ft.
Special Attacks bleed (1d6), clinging corrosion, pounce, savage bite

STATISTICS
Str 25, **Dex** 17, **Con** 20, **Int** 8, **Wis** 12, **Cha** 11
Base Atk +11; **CMB** +19; **CMD** 32
Feats Bleeding Critical, Critical Focus, Flyby Attack, Improved Initiative, Power Attack, Weapon Focus (bite)
Skills Climb +15, Fly +14, Intimidate +12, Perception +14, Sense Motive +11, Stealth +12, Survival +13
Languages Draconic
SQ speed surge

SPECIAL ABILITIES
Clinging Corrosion (Su): As a standard action, a rift drake can spit a ball of caustic gas that bursts into a cloud upon impact. This attack has a range of 60 feet and deals 5d10 points of acid damage to all creatures within the resulting 15-foot-radius spread. Additionally, any creature damaged by this attack is affected as though by the spell slow for 1d4 rounds. A successful DC 20 Reflex save halves the damage and negates the slowing effect. Once a rift drake uses its breath weapon, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Savage Bite (Ex): A rift drake applies 1-1/2 times its Strength bonus to damage dealt with its bite attack, and it threatens a critical hit on a 19-20.

Speed Surge (Ex): Three times per day as a swift action, a rift drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment warm hills or mountains
Organization solitary, pair, or rampage (3-12)
Treasure standard

Fly Skill Top Down		
<u>45° turn</u> No Fly Check Cost +5'	<u>Glide</u> Minimum half speed or DC 10	<u>45° turn</u> No Fly Check Cost +5'
<u>90° turn</u> Fly DC 15 Cost +5'	<u>Hover</u> Fly DC 15	<u>90° turn</u> Fly DC 15 Cost +5'
<u>135° turn</u> Fly DC 15 Cost +5'	<u>180° turn</u> Fly DC 20 Cost +10'	<u>135° turn</u> Fly DC 15 Cost +5'

Fly Skill Sidescroll		
<u>Ascend</u> Cost +5'	<u>Vertical</u> Fly DC 20 Cost +5'	<u>Ascend</u> Cost +5'
<u>Glide</u> Minimum half speed or DC 10	<u>Hover</u> Fly DC 15	<u>Glide</u> Minimum half speed or DC 10
<u>Descend</u> Normal Speed	<u>Dive</u> Normal Speed or DC 10	<u>Descend</u> Normal Speed
Turn Around Fly DC 20 or Move Action		

Bleeding Critical Feat: Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

Pounce (Ex): When a creature with this special attack makes a charge, it can make a full attack.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
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3	12	19200	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	13	25600	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Roc CR 9

XP 6,400
N Gargantuan animal
Init +6; **Senses** low-light vision; Perception +15

DEFENSE
AC 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, –4 size)
hp 120 (16d8+48)
Fort +13, **Ref** +14, **Will** +8

OFFENSE
Speed 20 ft., fly 80 ft. (average)
Melee 2 talons +18 (2d6+9/19–20 plus grab), bite +17 (2d8+9)
Space 20 ft.; **Reach** 15 ft.

STATISTICS
Str 28, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11
Base Atk +12; **CMB** +25 (+29 grapple); **CMD** 37
Feats Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons)
Skills Fly +7, Perception +15

SPECIAL ABILITIES
Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

ECOLOGY
Environment warm mountains
Organization solitary or mated pair
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
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Shedu CR 9

XP 6,400
LG Large magical beast
Init +7; **Senses** darkvision 60 ft., detect chaos, detect evil, low-light vision, true seeing; Perception +20

DEFENSE
AC 24, touch 16, flat-footed 23 (+1 Dex, +6 insight, +8 natural, -1 size)
hp 115 (11d10+55); fast healing 5
Fort +12, **Ref** +14, **Will** +11
Defensive Abilities prescience; **DR** 10/evil; Resist electricity 10, fire 10; **SR** 20

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee gore +17 (2d8+7/19-20), 2 hooves +12 (1d6+3), 2 wings +12 (1d6+3)
Space 10 ft.; **Reach** 5 ft.
Special Attacks trample (2d6+10, DC 22)
Spell-Like Abilities (CL 12th; concentration +18)

Constant—detect chaos, detect evil, true seeing
3/day—empowered cure moderate wounds, dispel magic, magic circle against evil, remove disease, shield other
1/day—dismissal (DC 18), flame strike (DC 18), restoration

STATISTICS
Str 24, **Dex** 13, **Con** 20, **Int** 19, **Wis** 22, **Cha** 19
Base Atk +11; **CMB** +19 (+23 bull rush); **CMD** 30 (32 vs. bull rush, 34 vs. trip)
Feats Empower Spell-Like Ability (cure moderate wounds), Greater Bull Rush, Improved Bull Rush, Improved Critical (gore), Iron Will, Power Attack
Skills Diplomacy +15, Fly +13, Knowledge (planes) +15, Knowledge (religion) +15, Perception +20, Sense Motive +17
Languages Auran, Celestial, Common; telepathy 100 ft.

SPECIAL ABILITIES
Prescience (Su): A shedu can see all the possible outcomes of any of its own futures. This grants the creature an insight bonus to its AC and on initiative checks and Reflex saves equal to its Wisdom bonus (+6 for most shedus).

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Trample (Ex): As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category Smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Greater Bull Rush Feat: Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Detect Chaos and Evil (Sp): You can sense the presence of chaos and evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of chaos or evil. 2nd Round: Number of chaos or evil auras (creatures, objects, or spells) in the area and the power of the most potent chaos or evil aura present. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Empower Spell-Like Ability (cure moderate wounds): When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by half (+50%). Saving throws and opposed rolls are not affected.

ECOLOGY
Environment warm deserts
Organization solitary
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Vrock CR 9

XP 6,400
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +23

DEFENSE
AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)
hp 112 (9d10+63)
Fort +13, **Ref** +10, **Will** +6
DR 10/good; **Immune** electricity, poison; Resist acid 10, cold 10, fire 10; **SR** 20

OFFENSE
Speed 30 ft., fly 50 ft. (average)
Melee 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)
Space 10 ft.; **Reach** 10 ft.
Special Attacks dance of ruin, spores, stunning screech
Spell-Like Abilities (CL 12th)

At will—greater teleport (self plus 50 lbs. of objects only), telekinesis (DC 18)
1/day—heroism, mirror image, summon (level 3, 1 vrock 35%)

STATISTICS
Str 21, **Dex** 15, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16
Base Atk +9; **CMB** +15; **CMD** 27
Feats Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack
Skills Fly +12, Intimidate +15, Knowledge (planes) +14, Perception +23, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15; Racial Modifiers +8 Perception
Languages Abyssal, Celestial, Common; telepathy 100 ft.

SPECIAL ABILITIES
Dance of Ruin (Su): A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vrocks are dancing (the DC continues to increase with additional vrocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vrocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex): A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting bless on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su): Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Abyss)
Organization solitary, pair, or gang (3–10)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
2	11	12800	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
3	12	19200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
4	13	25600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
5		32000	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
6	14	38400	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Vrock Continued...

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Telekinesis (Sp): You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance. This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your Combat Maneuver Bonus, and you add your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target.

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Range 880 ft., Will negates, concentration (up to 1 round/level) or instantaneous; see text

Witchfire CR 9

XP 6,400
CE Medium undead (incorporeal)
Init +10; **Senses** darkvision 60 ft.; Perception +16

DEFENSE
AC 24, touch 24, flat-footed 17 (+7 deflection, +6 Dex, +1 dodge)
hp 115 (10d8+70)
Fort +10, **Ref** +11, **Will** +10
Defensive Abilities incorporeal, witchflame; **Immune** fire, undead traits

OFFENSE
Speed fly 50 ft. (perfect)
Melee incorporeal touch +13 (8d6 fire plus witchflame)
Ranged witchflame bolt* +13 (8d6 fire plus witchflame)
Spell-Like Abilities (CL 9th); concentration +16

At will—dancing lights, disguise self, ghost sound (DC 17), invisibility, pyrotechnics (DC 19), ray of enfeeblement (DC 18)
1/day—summon (level 4, 2 will-o'-wisps 50%)

STATISTICS
Str —, **Dex** 22, **Con** —, **Int** 17, **Wis** 16, **Cha** 25
Base Atk +7; **CMB** +13; **CMD** 31
Feats Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility
Skills Bluff +17, Fly +14, Intimidate +20, Knowledge (any two) +13, Perception +16, Sense Motive +16, Stealth +19
Languages Auran, Common, Giant
SQ sound mimicry (animal noises)

SPECIAL ABILITIES
Witchflame (Su): Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire must succeed on a DC 22 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per faerie fire and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a break enchantment, miracle, remove curse, or wish spell—the effective caster level of the witchflame is equal to the witchfire's HD (CL 10th for most witchfires). Any creature entering the same square as a witchfire or striking it with a melee attack must succeed on a DC 22 Will save or begin burning with witchflame, even if the attack would not otherwise harm the witchfire because of its incorporeal nature. A bolt of witchflame has a range of 60 feet with no range increment. The save DCs are Charisma-based.

Sound Mimicry (Ex): The creature perfectly imitates certain sounds or even specific voices. The creature makes a Bluff check opposed by the listener's Sense Motive check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it takes a –8 penalty on its Sense Motive check. The creature has a +8 racial bonus on its Bluff check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes.

Ray of Enfeeblement (Sp): A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead. Range 45 ft., Fort save for half, 9 rounds of effect.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any swamps or woodlands
Organization solitary or coven (3 witchfires and hags—see "Witchfire Covens")
Treasure standard

#	CR	XP	Hit Points	Disabled	Conditions
1	9	6400	☐☐☐☐☐ ☐☐☐☐☐	Destroyed	
2	11	12800	☐☐☐☐☐ ☐☐☐☐☐	Destroyed	
3	12	19200	☐☐☐☐☐ ☐☐☐☐☐	Destroyed	

Witchfire Continued...

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Yrthak CR 9

XP 6,400
N Huge magical beast
Init +6; **Senses** blindsight 120 ft.; Perception +18

DEFENSE
AC 23, touch 11, flat-footed 20 (+2 Dex, +1 dodge, +12 natural, –2 size)
hp 114 (12d10+48)
Fort +12, **Ref** +12, **Will** +8
Immune gaze attacks, visual effects and illusions, sight-based attacks, sonic
Weaknesses blind

OFFENSE
Speed 20 ft., fly 60 ft. (average)
Melee bite +17 (2d6+7), 2 claws +17 (1d8+7)
Ranged sonic lance +12 ranged touch (8d6 sonic)
Space 15 ft.; **Reach** 10 ft.
Special Attacks explosion

STATISTICS
Str 24, **Dex** 14, **Con** 18, **Int** 7, **Wis** 15, **Cha** 11
Base Atk +12; **CMB** +21; **CMD** 34 (38 vs. trip)
Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)
Skills Fly +7, Perception +18; Racial Modifiers +4 Perception
Languages Draconic

SPECIAL ABILITIES
Blind (Ex): A yrthak sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 120 feet, it is considered blind. A deaf yrthak is effectively blinded as well except against adjacent foes—its weak eyesight functions enough for it to attack targets this close, although in such cases these creatures still gain the benefit of concealment (20% miss chance) because of the creature's poor vision. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

Explosion (Ex): As a standard action, a yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or a similar nonmagical object within 60 feet to create an explosion. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center.

Sonic Lance (Ex): Once per round, a yrthak can focus sonic energy in a 60-foot ray that deals 8d6 sonic damage to one target.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Blindsight (Ex): Blindsight never allows a creature to distinguish color or visual contrast. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures that use blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate deserts, hills, or mountains
Organization solitary, pair, or clutch (3–6)
Treasure incidental

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	11	12800	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	12	19200	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	13	25600	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		32000	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	14	38400	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Zelekhut CR 9

XP 6,400
LN Large outsider (extraplanar, inevitable, lawful)
Init +9; **Senses** darkvision 60 ft., low-light vision, true seeing; Perception +20

DEFENSE
AC 24, touch 15, flat-footed 18 (+5 Dex, +1 dodge, +9 natural, –1 size)
hp 115 (10d10+60); regeneration 5 (chaotic)
Fort +10, **Ref** +8, **Will** +10
Defensive Abilities constructed; **DR** 10/chaotic; **SR** 20

OFFENSE
Speed 50 ft., fly 60 ft. (average)
Melee 2 chains +17 (2d6+7 plus 1d6 electricity and trip), or chain +17 (4d6+7 plus 1d6 electricity and trip)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 10th; concentration +13)

Constant—true seeing
At will—clairaudience/clairvoyance, dimensional anchor, dispel magic, fear (DC 17), hold person (DC 16), locate creature
3/day—hold monster (DC 18), mark of justice
1/week—lesser geas (DC 16)

STATISTICS
Str 25, **Dex** 20, **Con** 16, **Int** 10, **Wis** 17, **Cha** 17
Base Atk +10; **CMB** +18; **CMD** 34 (38 vs. trip)
Feats Dodge, Improved Initiative, Mobility, Weapon Focus (chain), Vital Strike
Skills Acrobatics +18 (+26 jump), Diplomacy +16, Fly +16, Perception +20, Sense Motive +20, Survival +16; Racial Modifiers +4 Perception, +4 Sense Motive
Languages truespeech
SQ chains

SPECIAL ABILITIES
Chains (Ex): A zelekhut's arms end in long lengths of barbed metal. These chains deal slashing damage and 1d6 points of electricity damage with each hit.

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

Regeneration (Ex): Inevitables have regeneration /chaotic. The regeneration amount varies by the type of inevitable.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

ECOLOGY
Environment any land (lawful plane)
Organization solitary
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Truespeech (Su): An inevitable can speak with any creature that has a language, as if using a tongues spell (caster level 14th). This ability is always active.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	9	6400	☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	

Couatl CR 10

XP 9,600
LG Large outsider (native)
Init +7; **Senses** darkvision 60 ft., detect chaos/evil/good/law; Perception +23

DEFENSE
AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, –1 size)
hp 126 (12d10+60)
Fort +9, **Ref** +13, **Will** +14

OFFENSE
Speed 20 ft., fly 60 ft. (good)
Melee bite +16 (1d8+7 plus grab and poison)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (1d8+7)
Spell-Like Abilities (CL 9th)

Constant—detect chaos, detect evil, detect good, detect law
At will—detect thoughts (DC 15), ethereal jaunt (CL 16th), invisibility, plane shift (DC 20)

Spells Known (CL 9th)
4th (4/day)—charm monster (DC 17), freedom of movement
3rd (7/day)—gaseous form, magic circle against evil, summon monster III
2nd (7/day)—cure moderate wounds, eagle's splendor, scorching ray, silence (DC 15)
1st (7/day)—endure elements, mage armor, obscuring mist, protection from chaos, true strike
0 (at will)—daze, disrupt undead, light, ray of frost, read magic, resistance, stabilize

STATISTICS
Str 20, **Dex** 16, **Con** 20, **Int** 17, **Wis** 19, **Cha** 17
Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)
Feats Alertness, Dodge, Empower Spell, Eschew Materials, Improved Initiative, Iron Will, Lightning Reflexes
Skills Acrobatics +18, Bluff +9, Diplomacy +18, Fly +20, Knowledge (arcana) +9, Knowledge (religion) +12, Perception +23, Sense Motive +15, Spellcraft +15, Survival +16, Use Magic Device +18
Languages Celestial, Common, Draconic; telepathy 100 ft.

SPECIAL ABILITIES
Spells: A couatl casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Poison (Ex): Injury—bite; save Fortitude DC 16; frequency 1/minute for 10 minutes; effect 1d4 Str; cure 2 consecutive saves. The DC is Constitution-based.

Empower Spell Feat: All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables. Level Increase: +2 (an empowered spell uses up a spell slot two levels higher than the spell's actual level.)

Eschew Materials Feat: You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Detect Alignment (Sp): You can sense the presence of chaos, evil, good and law. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of chaos, evil, good and law. 2nd Round: Number of auras (creatures, objects, or spells) in the area and the power of the most potent aura present. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

ECOLOGY
Environment warm forests
Organization solitary, pair, or flight (3–6)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	10	9600	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	12	19200	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Imentesh CR 10

XP 9,600
CN Large outsider (chaotic, extraplanar, protean, shapechanger)
Init +7; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +20

DEFENSE
AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, –1 size)
hp 123 (13d10+52); fast healing 5
Fort +12, **Ref** +7, **Will** +14
Defensive Abilities amorphous anatomy, freedom of movement; **DR** 10/lawful; **Immune** acid, polymorph; Resist electricity 10, sonic 10; **SR** 21

OFFENSE
Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.
Melee bite +19 (2d6+7), 2 claws +19 (1d8+7), tail +17 (1d8+3 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (1d8+7), inflict warpwave, sneak attack +4d6
Spell-Like Abilities (CL 10th; concentration +15)

Constant—detect law, tongues
At will—dimension door (self plus 50 lbs. of objects only), make whole, major creation, shatter (DC 17), shrink item
3/day—chaos hammer (DC 19), dispel magic, slow (DC 18)
1/day—break enchantment, dispel law (DC 20), haste, polymorph any object (DC 23)

STATISTICS
Str 24, **Dex** 17, **Con** 18, **Int** 23, **Wis** 18, **Cha** 21
Base Atk +13; **CMB** +21 (+25 grapple); **CMD** 34 (can't be tripped)
Feats Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Iron Will, Multiattack, Persuasive
Skills Acrobatics +19, Bluff +21, Diplomacy +25, Disable Device +16, Fly +9, Intimidate +25, Knowledge (arcana) +22, Knowledge (planes) +22, Knowledge (any two) +19, Perception +20, Sense Motive +20, Stealth +15, Swim +15; Racial Modifiers +8 Swim
Languages Abyssal, Protean; tongues
SQ change shape (greater polymorph)

SPECIAL ABILITIES
Inflict Warpwave (Su) : As a standard action, an imentesh can inflict a warpwave upon any corporeal creature within 100 feet. The target can resist the warpwave's effects with a DC 20 Fortitude save. If the imentesh wishes, it can use this ability as a swift action, but if it does so, it is affected by the warpwave as well unless it resists the effects with its own Fortitude save. See page 213 for a list of possible effects caused by a warpwave. The save DC is Constitution-based.

ECOLOGY
Environment any (Limbo)
Organization solitary, pair, or envoy (3–10)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	10	9600	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	12	19200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3		28800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	14	38400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		48000	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	[15]	57600	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Imentesh Continued...

Table: Warpawave Effects

d20	Warpwave effect
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a heal spell (CL = protean's CR).
18	Target is turned to stone.
19	Target is affected by baleful polymorph (CL = protean's CR).
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

Amorphous Anatomy (Ex): A protean's vital organs shift and change shape and position constantly. This grants it a 50% chance to ignore additional damage caused by critical hits and sneak attacks, and grants it immunity to polymorph effects (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.

Freedom of Movement (Su): A protean can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subjeccan move and attack normally while underwater.

Change Shape (Su): A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental , giant , humanoid, magical beast, monstrous humanoid, ooze, plant , or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a heal spell (CL equal to the protean's HD).

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Tongues (Sp): This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Detect Law (Sp): You can sense the presence of law. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of law. 2nd Round: Number of law auras (creatures, objects, or spells) in the area and the power of the most potent law aura present. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Mobogo CR 10

XP 9,600
CE Huge magical beast (aquatic)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE
AC 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, -2 size)
hp 136 (13d10+65); regeneration 5 (acid, cold, or fire)
Fort +13, **Ref** +10, **Will** +8

OFFENSE
Speed 30 ft., fly 30 ft. (clumsy), swim 40 ft.
Melee bite +20 (2d6+9), 2 slams +20 (1d8+9) or tongue +20 (1d6+9 plus grab and pull)
Space 15 ft.; **Reach** 15 ft. (45 ft. with tongue)
Special Attacks crush (DC 21, 2d8+13), pull (tongue, 5 ft.), swallow whole (2d6+13 bludgeoning damage, **AC** 17, 13 hp), vile croak
Spell-Like Abilities (CL 8th; concentration +11)

Constant—pass without trace, speak with animals
At will—charm animal (DC 14), create water, sound burst (DC 15)
3/day—control water, fog cloud, gust of wind (DC 15), plant growth, quench (DC 16), soften earth and stone (DC 15)

STATISTICS
Str 28, **Dex** 15, **Con** 21, **Int** 6, **Wis** 15, **Cha** 16
Base Atk +13; **CMB** +24 (+28 grapple); **CMD** 36 (40 vs. trip, 38 vs. overrun)
Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack
Skills Acrobatics +9 (+17 when jumping), Fly -6, Perception +19, Stealth +0 (+8 in swamps), Swim +17; Racial Modifiers +8 Perception, +8 Stealth in swamps
Languages Boggard; speak with animals
SQ amphibious, swamp stride

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

Tongue (Ex): A mobogo's tongue is a primary attack with reach equal to three times the mobogo's normal reach (45 feet for a typical mobogo). A mobogo does not gain the grappled condition when using its tongue to grapple a foe.

Vile Croak (Su): As a standard action once every 1d4 rounds, a mobogo can unleash a thunderous croak. Any non-boggard or non-mobogo within 50 feet of the mobogo must make a DC 19 Will save or become staggered for 1d4 rounds. Once a creature makes its saving throw against a particular mobogo's vile croak, it is immune to that mobogo's croak for 24 hours. Any boggards or mobogos within the area of a mobogo's vile croak gains a +2 morale bonus on attack rolls and saving throws against fear effects for 1 round. The save DC is Charisma-based.

ECOLOGY
Environment temperate swamps
Organization solitary or gang (2-4)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	10	9600	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	12	19200	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3		28800	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	14	38400	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Mobogo Continued...

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Pull (Ex): A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Overrun Feat: You do not provoke an attack of opportunity when performing an overrun combat maneuver. Targets of your overrun attempt may not chose to avoid you.

Pass Without Trace (Sp): The subject or subjects of this spell do not leave footprints or a scent trail while moving. Tracking the subjects is impossible by non-magical means.

Speak With Animals (Sp): You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Movanic Deva CR 10

XP 9,600
NG Medium outsider (angel, extraplanar, good)
Init +7; **Senses** darkvision 60 ft., detect evil, low-light vision; Perception +26
Aura protective aura

DEFENSE
AC 24, touch 13, flat-footed 21 (+3 Dex, +11 natural) (+4 deflection vs. evil)
hp 126 (12d10+60)
Fort +12, **Ref** +11, **Will** +9; +4 vs. poison, +4 resistance vs. evil
Defensive Abilities nature's pacifism, protected life force; **DR** 10/evil; **Immune** acid, cold, electricity, fire, death effects, energy drain, petrification; **SR** 21

OFFENSE
Speed 40 ft., fly 60 ft. (good)
Melee +1 flaming greatsword +17/+12/+7 (2d6+7/19-20 plus 1d6 fire), or +17 (4d6+7/19-20 plus 1d6 fire)
Spell-Like Abilities (CL 8th; concentration +12)

Constant—detect evil
At will—aid, discern lies (DC 18), dispel evil (DC 19), dispel magic, holy smite (DC 18), invisibility (self only), plane shift (DC 19), remove curse, remove disease, remove fear
7/day—cure serious wounds
1/day—antimagic field, awaken, holy aura (DC 22)

STATISTICS
Str 19, **Dex** 17, **Con** 18, **Int** 17, **Wis** 17, **Cha** 19
Base Atk +12; **CMB** +16; **CMD** 29
Feats Cleave, Improved Initiative, Iron Will, Power Attack, Toughness, Vital Strike
Skills Diplomacy +19, Fly +22, Intimidate +19, Knowledge (planes) +18, Knowledge (religion) +18, Perception +26, Sense Motive +22, Stealth +18, Survival +18; Racial Modifiers +4 Perception
Languages Celestial, Draconic, Infernal; truespeech

SPECIAL ABILITIES
Nature's Pacifism (Ex): Animals and plant creatures do not willingly attack a movanic deva, though they can be forced to do so by magic. If the deva attacks a plant or animal, its protection against that creature ends.

Protected Life Force (Ex): Movanic devas are never harmed by positive-dominant or negative-dominant planar traits.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals angel's HD). The defensive benefits from the circle are not included in an angel's statistics block.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any good-aligned plane
Organization solitary, pair, or squad (3–6)
Treasure double (+1 flaming greatsword, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	10	9600	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	12	19200	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3		28800	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	14	38400	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		48000	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
6	[15]	57600	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Movanic Deva Continued...

Magic Circle against Evil (Su): All creatures within the area gain the effects of a protection from evil spell (+2 deflection to AC and +2 resistance to saves, immediately make another saving throw against possession and mental control with +2 morale bonus, evil natural weapons require a spell resistance roll to be used versus subject unless subject attacks creature), and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's Spell Resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' Spell Resistance.

Globe of Invulnerability, Lesser (Su): An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. Any type of spell, however, can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a dispel magic spell. You can leave and return to the globe without penalty. Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled. If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether lesser globe of invulnerability stops it.

Truespeech (Su): All angels can speak with any creature that has a language, as though using a tongues spell (caster level equal to angel's Hit Dice). This ability is always active.

Detect Evil (Sp): You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Nyogoth CR 10

XP 9,600
CE Medium outsider (chaotic, evil, extraplanar, qlippoth)
Init +5; **Senses** darkvision 60 ft.; Perception +17

DEFENSE
AC 24, touch 15, flat-footed 19 (+5 Dex, +9 natural)
hp 125 (10d10+70)
Fort +14, **Ref** +12, **Will** +7
Defensive Abilities acid spray; **DR** 10/lawful; **Immune** acid, cold, poison, mind-affecting effects; Resist electricity 10, fire 10

OFFENSE
Speed 5 ft., fly 30 ft. (good)
Melee 4 bites +15 (1d6+3/19–20 plus 1d4 acid), bite +15 (2d6+3/19–20 plus 1d4 acid)
Special Attacks horrific appearance (DC 18)
Spell-Like Abilities (CL 10th; concentration +13)

At will—acid arrow
7/day—fear (DC 17), protection from law
1/day—acid fog, dimension door

STATISTICS
Str 16, **Dex** 21, **Con** 24, **Int** 9, **Wis** 19, **Cha** 16
Base Atk +10; **CMB** +13; **CMD** 28 (can't be tripped)
Feats Combat Reflexes, Improved Critical (bite), Power Attack, Vital Strike, Weapon Finesse
Skills Fly +22, Intimidate +16, Knowledge (planes) +12, Perception +17, Stealth +18
Languages Abyssal; telepathy 100 ft.
SQ flight

SPECIAL ABILITIES
Acid Spray (Su): A nyogoth's body is full of highly corrosive digestive fluid. Every time a nyogoth is damaged by a piercing or slashing weapon, all dreatures adjacent to the nyogoth take 1d6 points of acid damage (2d6 acid damage if the attack is a critical hit).

Horrific Appearance (Su): Creatures that succumb to a nyogoth's horrific appearance become nauseated for 1d8 rounds. Creatures with the nauseated condition experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Acid Arrow (Sp): An arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels you possess, the acid, unless neutralized, lasts for another round (to a maximum of 6 additional rounds at 18th level), dealing another 2d4 points of damage in each round. Range 800 ft. +3 additional rounds of acid damage.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'

Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (the Abyss)
Organization solitary or brood (2–8)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	10	9600	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	12	19200	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3		28800	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	14	38400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
5		48000	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
6	[15]	57600	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Shield Archon CR 10

XP 9,600
LG Large outsider (archon, extraplanar, good, lawful)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +15
Aura aura of menace (DC 18), magic circle against evil

DEFENSE
AC 29, touch 10, flat-footed 28 (+9 armor, +1 Dex, +4 natural, +6 shield, –1 size) (+2 deflection vs. evil)
hp 112 (9d10+63)
Fort +13, **Ref** +7, **Will** +8; +4 vs. poison
DR 10/evil; **Immune** electricity, petrification; **SR** 21

OFFENSE
Speed 40 ft., fly 90 ft. (good); 30 ft., fly 60 ft. in armor
Melee +3 shortspear +16/+11 (1d8+10)
Space 10 ft.; **Reach** 10 ft.
Special Attacks transpose ally
Spell-Like Abilities (CL 9th; concentration +11)

Constant--magic circle against evil
At will--aid, greater teleport (self plus 50 lbs. of objects only), message
1/day--disrupting weapon, divine power, shield other

STATISTICS
Str 20, **Dex** 13, **Con** 25, **Int** 14, **Wis** 16, **Cha** 15
Base Atk +9; **CMB** +15; **CMD** 26 (30 vs. bull rush and trip)
Feats Combat Reflexes, Improved Initiative, Iron Will, Shield Focus, Stand Still, Weapon Specialization (shortspear)
Skills Diplomacy +14, Fly +0, Intimidate +14, Knowledge (religion) +14, Perception +15, Sense Motive +15, Stealth -6, Survival +15
Languages Celestial, Draconic, Infernal; truespeech
SQ spear and shield, stability

SPECIAL ABILITIES
Spear and Shield (Su): At will as a free action, a shield archon can transform his hands into a +1 tower shield and a +3 shortspear, or either individually, or back to hands again. He cannot transform both hands into shields or both into shortspears. A shield archon never takes the typical –2 penalty on attack rolls while wielding a tower shield. A shield archon's weapons cannot be disarmed, but they can be sundered. If a shield archon loses his spear or shield, he can manifest a new one as a full-round action. When a shield archon is slain, these two items fade away—they cannot be looted or wielded by any other creature.

Stability (Ex): Shield archons receive a +4 racial bonus to CMD when resisting a bull rush or trip attempt.

Transpose Ally (Su): Once per day as a standard action, a shield archon can teleport to the location of a willing (or unconscious) ally and immediately teleport that ally to the archon's previous position, in effect switching places with the ally. The archon must have line of effect to the target.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Heaven)
Organization solitary, pair, or squad (3–5)
Treasure standard (full plate, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	10	9600	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
2	12	19200	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
3		28800	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
4	14	38400	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
5		48000	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Shield Archon Continued...

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Truespeech (Su): All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Magic Circle against Evil (Su): All creatures within the area gain the effects of a protection from evil spell (+2 deflection to AC and +2 resistance to saves, immediately make another saving throw against possession and mental control with +2 morale bonus, evil natural weapons require a spell resistance roll to be used versus subject unless subject attacks creature), and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's Spell Resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' Spell Resistance.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Stand Still Feat: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Zuishin CR 10

XP 9,600
LG Medium outsider (kami, native)
Init +9; **Senses** darkvision 60 ft., detect evil, see invisibility; Perception +20

DEFENSE
AC 23, touch 13, flat-footed 20 (+6 armor, +3 Dex, +4 natural)
hp 123 (13d10+52); fast healing 5
Fort +8, **Ref** +13, **Will** +14
DR 10/cold iron; **Immune** bleed, mind-affecting effects, petrification, polymorph; Resist acid 10, electricity 10, fire 10; **SR** 21

OFFENSE
Speed fly 30 ft. (perfect, 40 ft. without armor)
Melee +1 holy halberd +18/+13/+8 (1d10+7/x3)
Ranged +1 holy composite longbow +20/+15/+10 (1d8+5/x3)
Special Attacks healing arrow, holy weapons
Spell-Like Abilities (CL 13th; concentration +18)

Constant—detect evil, see invisibility
At will—cure light wounds, dimension door
3/day—alarm, breath of life, dispel magic, neutralize poison, remove curse, remove disease, restoration
1/day—dispel evil (DC 20), heal, true seeing

STATISTICS
Str 18, **Dex** 21, **Con** 18, **Int** 11, **Wis** 18, **Cha** 21
Base Atk +13; **CMB** +17; **CMD** 34 (can't be tripped)
Feats Improved Initiative, Improved Precise Shot, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)
Skills Fly +10, Heal +20, Intimidate +18, Knowledge (nature) +16, Perception +20, Sense Motive +20, Stealth +18
Languages Common; telepathy 100 ft.
SQ merge with ward, ward (gate, doorway, or shrine)

SPECIAL ABILITIES
Healing Arrow (Su): As a swift action, a zuishin can infuse an arrow it fires to carry any of the following effects: breath of life, cure light wounds, heal, neutralize poison, remove curse, remove disease, or restoration. Using one of these effects consumes a use of the same spell-like ability. The zuishin must make a touch attack to deliver the effect to the target—the target takes no damage from the arrow.

Holy Weapons (Su): Any weapon wielded by a zuishin is treated as if it had the holy special ability. A zuishin creates arrows out of nothing as part of its attacks with any bow it wields.

ECOLOGY
Environment any
Organization solitary, pair, or warband (3-8)
Treasure double (+1 composite longbow [+4 Str], +1 halberd, masterwork breastplate, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	10	9600	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	12	19200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
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4	14	38400	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
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Zuishin Continued...

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

See Invisibility (Sp): You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Precise Shot Feat: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Improved Precise Shot Feat: Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Detect Evil (Sp): You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

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

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

Air Elemental, Elder CR 11

XP 12,800
N Huge outsider (air, elemental, extraplanar)
Init +15; **Senses** darkvision 60 ft.;Perception +19

DEFENSE
AC 28, touch 20, flat-footed 16 (+11 Dex, +1 dodge, +8 natural, –2 size)
hp 152 (16d10+64)
Fort +14, **Ref** +21, **Will** +7
Defensive Abilities air mastery; **DR** 10/—; **Immune** elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee 2 slams +25 (2d8+9)
Space 15 ft.; **Reach** 15 ft.
Special Attacks whirlwind (DC 27, 10-60 ft.)

STATISTICS
Str 28, **Dex** 33, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +27; **CMD** 49
Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved InitiativeB, Iron Will, Mobility, Power Attack, Weapon FinesseB
Skills Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +19, Perception +19, Stealth +22
Languages Auran

SPECIAL ABILITIES
Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment Plane of Air
Organization solitary, pair, or gang (3–8)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	11	12800	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
2	13	25600	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
3	14	38400	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
4	15	51200	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
5		64000	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
6	16	76800	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	

Air Elemental, Elder Continued...

Whirlwind (Su): Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through the creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Bhuta CR 11

XP 12,800
NE Medium undead (incorporeal)
Init +7; **Senses** darkvision 60 ft., scent; Perception +13

DEFENSE
AC 24, touch 24, flat-footed 16 (+6 deflection, +7 Dex, +1 dodge)
hp 147 (14d8+84)
Fort +10, **Ref** +11, **Will** +10
Defensive Abilities incorporeal, channel resistance +4; **Immune** undead traits
Weaknesses cold iron

OFFENSE
Speed fly 30 ft. (perfect)
Melee 2 incorporeal claws +17 (5d8 plus bleed)
Special Attacks bleed (1d8), blood drain (1d6 Constitution)
Spell-Like Abilities (CL 11th; concentration +17)

At will—animal trance (DC 18), speak with animals, veil (self only, as animal with backward feet; DC 22)
3/day—charm animal (DC 17)
1/day—magic jar (animals only, DC 21)

STATISTICS
Str —, **Dex** 25, **Con** —, **Int** 11, **Wis** 8, **Cha** 22
Base Atk +10; **CMB** +17; **CMD** 34
Feats Animal Affinity, Dodge, Flyby Attack, Iron Will, Lunge, Mobility, Stealthy
Skills Bluff +16, Escape Artist +9, Fly +15, Handle Animal +14, Knowledge (nature) +8, Perception +13, Ride +9, Sense Motive +13, Stealth +24
Languages Common

SPECIAL ABILITIES
Blood Drain (Su): As a standard action, a bhuta can suck blood from an adjacent opponent that is taking bleed damage. The target takes 1d6 points of Constitution damage (Fort DC 23 for half). The bhuta heals 5 hit points when it drains blood.

Cold Iron Weakness (Su): A cold iron weapon is considered to be magical when used against a bhuta. A magic cold iron weapon always functions as a ghost touch weapon when used against a bhuta.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Lunge Feat: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Bleed: A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn and successive turns until the bleeding stops or the creature dies. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

ECOLOGY
Environment any above-ground natural area
Organization solitary or with a group of animals
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

#	CR	XP	Hit Points	Disabled	Conditions
1	11	12800	☐☐☐☐☐ ☐☐	Destroyed	

Bhuta Continued...

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

Cauchemar CR 11

XP 12,800
NE Huge outsider (evil, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +22

DEFENSE
AC 26, touch 10, flat-footed 24 (+2 Dex, +16 natural, –2 size)
hp 147 (14d10+70)
Fort +14, **Ref** +11, **Will** +7

OFFENSE
Speed 40 ft., fly 90 ft. (good)
Melee bite +22 (2d6+10), 2 hooves +17 (2d6+5 plus 1d6 fire)
Space 15 ft.; **Reach** 10 ft.
Special Attacks smoke (DC 22)
Spell-Like Abilities (CL 15th)
1/hour (self plus 1 rider only)—ethereal jaunt, plane shift

STATISTICS
Str 31, **Dex** 15, **Con** 21, **Int** 16, **Wis** 12, **Cha** 12
Base Atk +14; **CMB** +26; **CMD** 38 (42 vs. trip)
Feats Alertness, Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Run
Skills Acrobatics +19, Bluff +18, Fly +19, Intimidate +18, Knowledge (arcana, planes) +20, Perception +22, Sense Motive +22, Stealth +11
Languages Abyssal, Infernal

SPECIAL ABILITIES
Smoke (Su) : In battle, a cauchemar exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 22 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as obscuring mist for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.

Obscuring Mist (Su): A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Ethereal Jaunt (Sp): You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence. An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet. Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material. If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Run Feat: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Plane Shift (Sp): You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

Improved Overrun Feat: You do not provoke an attack of opportunity when performing an overrun combat maneuver. Targets of your overrun attempt may not chose to avoid you.

ECOLOGY
Environment any (Abaddon)
Organization solitary
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	11	12800	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Devourer CR 11

XP 12,800
NE Large undead (extraplanar)
Init +7; **Senses** darkvision 60 ft.; Perception +20

DEFENSE
AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, –1 size)
hp 133 (14d8+70)
Fort +9, **Ref** +7, **Will** +12
Defensive Abilities spell deflection, undead traits; **SR** 22

OFFENSE
Speed 30 ft., fly 20 ft. (perfect)
Melee 2 claws +18 (1d8+9 plus energy drain)
Space 10 ft.; **Reach** 10 ft.
Special Attacks devour soul, energy drain (1 level, DC 20)
Spell-Like Abilities (CL 18th)

At will—animate dead 4th, bestow curse 4th (DC 19), confusion 4th (DC 19), control undead 7th (DC 22), death knell 2nd (DC 17), ghoul touch 2nd (DC 17), inflict serious wounds 3rd (DC 18), lesser planar ally 4th, ray of enfeeblement 1st, spectral hand 2nd, suggestion 3rd (DC 18), true seeing 6th, vampiric touch 3rd (DC 18)

STATISTICS
Str 28, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 21
Base Atk +10; **CMB** +20; **CMD** 33
Feats Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack
Skills Bluff +19, Diplomacy +14, Fly +19, Intimidate +19, Knowledge (arcana) +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6
Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Devour Soul (Su): By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a slay living spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats in superscript).

At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a miracle or wish. The save DC is Charisma-based.

Spell Deflection (Su): If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: banishment, chaos hammer, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, geas/quest, holy word, hypnotism, imprisonment, magic jar, maze, suggestion, trap the soul, or any form of charm or compulsion.

While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

ECOLOGY
Environment any
Organization solitary
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Energy Drain (Su): This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the draining creature's racial HD + the draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

#	CR	XP	Hit Points	Disabled	Conditions
1	11	12800	☐☐☐☐☐ ☐☐	Destroyed	

Devourer Continued...

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Improved Sunder Feat: You do not provoke an attack of opportunity when performing a sunder combat maneuver.

Combat Casting Feat: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Lightning Elemental, Elder CR 11

XP 12,800
N Huge outsider (air, elemental, extraplanar)
Init +14; **Senses** darkvision 60 ft.; Perception +19

DEFENSE
AC 25, touch 19, flat-footed 14 (+10 Dex, +1 dodge, +6 natural, –2 size)
hp 136 (16d10+48)
Fort +13, **Ref** +20, **Will** +7
DR 10/—; **Immune** electricity, elemental traits

OFFENSE
Speed fly 100 ft. (perfect)
Melee 2 slams +24 (2d8+8 plus 2d8 electricity)
Space 15 ft.; **Reach** 15 ft.
Special Attacks metal mastery, spark leap

STATISTICS
Str 26, **Dex** 31, **Con** 16, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +26; **CMD** 47
Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse
Skills Acrobatics +29, Escape Artist +29, Fly +14, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +21
Language Auran

SPECIAL ABILITIES
Metal Mastery (Ex): A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

Spark Leap (Ex): A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

Elemental Traits: Immunity to bleed, paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment any (Plane of Air)
Organization solitary, pair, or gang (3–8)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	11	12800	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	13	25600	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	14	38400	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
4	15	51200	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
5		64000	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
6	16	76800	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Meladaemon CR 11

XP 12,800
NE Large outsider (daemon, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft., detect good, detect magic; Perception +20
Aura consumptive aura (20 ft.)

DEFENSE
AC 25, touch 15, flat-footed 19 (+6 Dex, +10 natural, –1 size)
hp 147 (14d10+70)
Fort +11, **Ref** +15, **Will** +14
DR 10/good; **Immune** acid, critical hits, death effects, disease, poison, sneak attack; Resist cold 10, electricity 10, fire 10; **SR** 22

OFFENSE
Speed 30 ft., fly 60 ft. (average)
Melee bite +20 (2d8+6/19–20 plus disease), 2 claws +19 (2d6+6 plus hunger)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 11th; concentration +15)

Constant—detect good, detect magic, see invisibility
At will—cause fear (DC 15), deeper darkness, greater teleport (self plus 50 lbs. of objects only)
3/day—blight (DC 19), diminish plants, quickened magic missile
1/day—horrid wilting (DC 22), waves of fatigue

STATISTICS
Str 22, **Dex** 22, **Con** 21, **Int** 21, **Wis** 17, **Cha** 18
Base Atk +14; **CMB** +21; **CMD** 37
Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Critical (bite), Iron Will, Quicken Spell-Like Ability (magic missile), Weapon Focus (bite)
Skills Bluff +21, Fly +17, Heal +11, Intimidate +21, Knowledge (planes) +22, Knowledge (religion) +22, Perception +20, Sense Motive +20, Spellcraft +22, Stealth +19, Survival +20, Use Magic Device +14
Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Consumptive Aura (Su): A meladaemon radiates an aura of hunger to a radius of 20 feet. Every round a creature begins its turn within this aura, it must succeed on a DC 22 Fortitude save or take 1d6 nonlethal damage and become fatigued from extreme hunger. Creatures that do not need to eat are immune to this effect. The save DC is Constitution-based.

Disease (Ex): Daemonic wasting: Bite—injury; save Fort DC 22; onset 1 day; frequency 1/day; effect 1d4 Con and 1d4 Cha damage; cure 2 consecutive saves. The save DC is Constitution-based.

Hunger (Su): A meladaemon's claw attack deals an additional 1d6 points of nonlethal damage as it causes sudden pangs of horrific hunger in its foe. Creatures that do not need to eat are immune to this effect.

ECOLOGY
Environment any (Abaddon)
Organization solitary, pack (2–5), or cabal (6–12)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	11	12800	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
2	13	25600	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
3	14	38400	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
4	15	51200	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
5		64000	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	

Meladaemon Continued...

Detect Good (Sp): You can sense the presence of good. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of good. 2nd Round: Number of good auras (creatures, objects, or spells) in the area and the power of the most potent good aura present. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Quicken Spell-Like Ability (magic missile): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Detect Magic (Sp): You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Thriae Seer CR 11

XP 12,800
LN Medium monstrous humanoid
Init +5; **Senses** darkvision 60 ft., detect secret doors, low-light vision; Perception +27

DEFENSE
AC 25, touch 15, flat-footed 20 (+5 Dex, +10 natural)
hp 133 (14d10+56)
Fort +8, **Ref** +16, **Will** +15
Immune poison, sonic; Resist acid 10; **SR** 22

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee +2 quarterstaff +16/+11/+6 (1d6+4), +2 quarterstaff +16/+11 (1d6+3), sting +11 (1d8+3 plus mind sting)
Special Attacks merope consumption
Spell-Like Abilities (CL 14th; concentration +22)

Constant—detect secret doors
At will—calm emotions (DC 20), detect thoughts (DC 20), sound burst (DC 20)
3/day—divination, invisibility purge, locate object, misdirection (DC 20), symbol of sleep (DC 23)
1/day—summon bees (level 5, 1d3 giant queen bees or 1d4 wasp swarms), true seeing

STATISTICS
Str 14, **Dex** 20, **Con** 19, **Int** 19, **Wis** 22, **Cha** 27
Base Atk +14; **CMB** +19; **CMD** 31
Feats Agile Maneuvers, Alertness, Combat Casting, Combat Reflexes, Improved Two-Weapon Fighting, Lightning Reflexes, Two-Weapon Fighting
Skills Bluff +22, Diplomacy +22, Fly +26, Knowledge (arcana) +18, Perception +27, Sense Motive +24, Spellcraft +18, Use Magic Device +22
Languages Common, Sylvan, Thriae

SPECIAL ABILITIES
Merope Consumption (Su): Three times per day as a standard action, a thriae seer can consume a dose of merope in order to further tap into her spiritual powers for 1d6+3 rounds. Starting on the round after she consumes the merope, the thriae seer gains an insight bonus to her AC and on damage done with melee attacks equal to her Wisdom modifier (+6 for most thriae seers).

Mind Sting (Su): A target stung by a thriae seer becomes confused for 1d4 rounds unless it makes a successful DC 21 Will save. This is a mind-affecting effect. The save DC is Constitution-based.

Detect Secret Doors (Sp): You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of secret doors. 2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

ECOLOGY
Environment any
Organization solitary, pair, or triad
Treasure double (+2 quarterstaff, 3 doses of merope, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Combat Casting Feat: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	11	12800	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	13	25600	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	14	38400	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Thunderbird CR 11

XP 12,800
N Gargantuan magical beast
Init +7; **Senses** darkvision 60 ft., low-light vision, stormsight; Perception +20
Aura storm aura (100 ft.)

DEFENSE
AC 25, touch 10, flat-footed 21 (+3 Dex, +1 dodge, +15 natural, –4 size)
hp 147 (14d10+70)
Fort +14, **Ref** +12, **Will** +9
Immune electricity, sonic

OFFENSE
Speed 30 ft., fly 120 ft. (good)
Melee 2 claws +18 (2d6+8/19–20 plus grab), bite +18 (2d8+8/19–20)
Ranged thunderbolt +13 ranged touch (6d6 electricity and 6d6 sonic)
Space 20 ft.; **Reach** 20 ft.
Spell-Like Abilities (CL 11th; concentration +12)

At will—control weather

STATISTICS
Str 26, **Dex** 17, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13
Base Atk +14; **CMB** +26 (+30 grapple); **CMD** 40
Feats Critical Focus, Dodge, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Iron Will, Power Attack
Skills Acrobatics +13, Fly +11, Perception +20, Perform (sing) +8, Sense Motive +10
Languages Auran

SPECIAL ABILITIES
Thunderbolt (Su): A thunderbird can fire a ray of thunder and lightning from its outspread wings as a standard action. This attack has a range of 200 feet with no range increment, and requires a ranged touch attack to hit. A creature critically hit by a thunderbolt is stunned and deafened for 1 round if it fails a DC 22 Fortitude save. The save DC is Constitution-based.

Storm Aura (Su): A thunderbird is surrounded by a 100-foot-radius spread of severe winds that blow out from the center, dissipating swiftly at the limit of the aura's range. In this area, ranged weapons (but not siege weapons) take a –4 penalty on attack rolls, Fly checks are made at a –4 penalty, and exposed flames are extinguished. Small creatures must make a DC 10 Strength check (if on the ground) or a DC 20 Fly check to move toward the thunderbird, while Tiny or Smaller creatures can be knocked backward (1d4 × 10 feet if they are on the ground and fail a DC 15 Strength check, or 2d6 × 10 feet if they are flying and fail a DC 25 Fly check). Creatures on the ground that are pushed back take 1d4 points of nonlethal damage per 10 feet, and flying creatures that are pushed back take 2d6 points of nonlethal damage regardless of the distance they are pushed.

In addition, once every 1d4 rounds, a bolt of lightning strikes a random creature (other than the thunderbird) within the area of its storm aura. This bolt of lightning deals 12d6 points of electricity damage (DC 22 Reflex halves). The save DC for the lightning bolt is Constitution-based, while those for resisting the wind effects are fixed.

Stormsight (Ex): A thunderbird ignores all vision penalties and concealment from weather effects, including those created by fog cloud, obscuring mist, and similar spells.

Control Weather (Sp): You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season. You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather--where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them. A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Table: Control Weather

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring

ECOLOGY
Environment any hills or mountains
Organization solitary
Treasure none
Table: Control Weather

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	11	12800	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Akhana CR 12

XP 19,200
N Medium outsider (aeon, extraplanar)
Init +10; **Senses** darkvision 60 ft., deathwatch; Perception +19

DEFENSE
AC 27, touch 18, flat-footed 21 (+2 deflection, +6 Dex, +9 natural)
hp 148 (11d10+88); fast healing 5
Fort +17, **Ref** +11, **Will** +14
Immune cold, critical hits, poison; Resist electricity 10, fire 10; **SR** 23

OFFENSE
Speed 30 ft., fly 40 ft. (poor)
Melee 4 claws +16 (1d4+5 plus grab)
Special Attacks soul siphoning
Spell-Like Abilities (CL 11th; concentration +15)

Constant--deathwatch
At will--cure serious wounds, gentle repose, inflict serious wounds (DC 17), sanctuary (DC 15)
3/day--restoration, slay living (DC 19)
1/day--raise dead

STATISTICS
Str 21, **Dex** 23, **Con** 26, **Int** 16, **Wis** 21, **Cha** 18
Base Atk +11; **CMB** +16 (+20 grapple); **CMD** 34 (38 vs. trip)
Feats Combat Reflexes, Great Fortitude, Hover, Improved Initiative, Iron Will, Lightning Reflexes
Skills Bluff +18, Fly +2, Heal +19, Intimidate +18, Knowledge (planes) +22, Knowledge (religion) +22, Perception +19, Sense Motive +19, Spellcraft +17, Stealth +20
Languages envisaging
SQ extension of all, void form

SPECIAL ABILITIES
Soul Siphoning (Su): As a swift action, an akhana can use its tail to siphon life essence from a grappled foe. At the start of the aeon's turn, the victim gains 1d4 negative levels (a DC 23 Fortitude save negates and grants immunity to this akhana's soul siphoning ability for 24 hours). When the number of negative levels equals the target's Hit Dice, the target's soul tears free from its mortal body and gets stored within the body of the akhana as a trap the soul spell. The victim's body remains preserved as if via a gentle repose spell for as long as the soul is held by the akhana. The akhana can keep the soul indefinitely, or can release it as a full-round action. Upon doing so, the released soul immediately returns to its body if the body is within 300 feet, at which point the body returns to life and any negative levels imparted to it by the akhana are removed. If the body is not within 300 feet (or if it has been destroyed), then the creature dies when its soul is released. A miracle, limited wish, or wish can force a displaced soul to return to its proper body. If an akhana is slain, any soul it contains is released automatically. An akhana can only hold one soul at a time. The save DC is Constitution-based.

ECOLOGY
Environment any (Outer Planes)
Organization solitary, pair, or collective (3–6)
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	12	19200	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
2	14	38400	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
3	[15]	57600	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
4	16	76800	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
5		96000	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
6	16	76800	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	

Akhana Continued...

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Extension of All (Ex): Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to half their racial Hit Dice on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

Void Form (Su): Though aeons aren't incorporeal, their forms are only a semi-tangible manifestation of something greater. An aeon's void form grants it a deflection bonus equal to 1/4 its Hit Dice (rounded down).

Deathwatch (Sp): Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. (30 ft, cone-shaped emanation) You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

Envisaging (Su): Aeons communicate wordlessly, almost incomprehensibly. Caring little for the wants and desires of other creatures, they have no need to engage in exchanges of dialogue. Instead, aeons mentally scan beings for their thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking. The flash is usually a combination of a visual and aural stimulation, which displays how the aeon perceives future events might work out. For instance, an aeon seeking to raze a city communicates this concept to non-aeons by sending them a vivid image of the city crumbling to ash. An aeon's envisaging functions as a non-verbal form of telepathy. Aeons cannot read the thoughts of any creature immune to mind-affecting effects.

Coloxus CR 12

XP 19,200
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +13; **Senses** darkvision 60 ft., scent; Perception +31

DEFENSE
AC 26, touch 19, flat-footed 17 (+9 Dex, +7 natural)
hp 168 (16d10+80)
Fort +15, **Ref** +19, **Will** +9
DR 10/good; **Immune** electricity, disease, poison; Resist acid 10, cold 10, fire 10; **SR** 23

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee bite +25 (1d6+4 plus siphon), 2 slams +25 (1d4+4)
Special Attacks droning wings, siphon, sneak attack +4d6
Spell-Like Abilities (CL 12th; concentration +18)

Constant—tongues
At will—contagion (DC 20), invisibility, suggestion (DC 19)
3/day—confusion (DC 20), haste, quickened invisibility, mind fog (DC 21)
1/day—giant vermin, shadow evocation (DC 21)

STATISTICS
Str 19, **Dex** 28, **Con** 20, **Int** 17, **Wis** 18, **Cha** 23
Base Atk +16; **CMB** +25; **CMD** 39
Feats Agile Maneuvers, Combat Reflexes, Deceitful, Flyby Attack, Hover, Improved Initiative, Quicken Spell-Like Ability (invisibility), Weapon Finesse
Skills Acrobatics +28, Appraise +14, Bluff +29, Diplomacy +14, Disguise +19, Fly +32, Knowledge (arcana, history, planes, and religion) +14, Perception +31, Sleight of Hand +17, Stealth +28; Racial Modifiers +8 Perception
Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft., tongues

SPECIAL ABILITIES
Droning Wings (Ex): Once per day, when it flutters its wings as a standard action, a coloxus can create a mesmerizing display of color and a sound-dampening buzzing drone. All creatures within 30 feet that can see the coloxus must make a DC 24 Will save or be slowed for up to 6 rounds. Each subsequent round, the coloxus must take a swift action to maintain the effect or the effect ceases at the end of its turn. Additionally, the sound creates a buffer against sonic energy, granting the fly demon immunity to sonic attacks or effects while it continues to drone. The save DC is Charisma-based.

Siphon (Su): Any creature bitten by a coloxus must make a DC 23 Fortitude save or take 1d4 points of Charisma damage. A coloxus heals itself of 5 points of damage for every point of Charisma damage it deals. The save DC is Constitution-based.

ECOLOGY
Environment urban (Abyss)
Organization solitary, pair, or swarm (3-8)
Treasure double

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	12	19200	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	14	38400	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3	[15]	57600	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
4	16	76800	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Coloxus Continued...

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

Quicken Spell-Like Ability (invisibility): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Tongues (Sp): The creature has the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This does not predispose any creature addressed toward the subject in any way.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Monadic Deva CR 12

XP 19,200
NG Medium outsider (angel, aquatic, extraplanar, good)
Init +8; **Senses** darkvision 60 ft., detect evil, low-light vision; Perception +29
Aura protective aura

DEFENSE
AC 27, touch 14, flat-footed 23 (+4 Dex, +13 natural) (+4 deflection vs. evil)
hp 147 (14d10+70)
Fort +15, **Ref** +13, **Will** +10; +4 vs. poison; +4 resistance vs. evil
DR 10/evil; **Immune** acid, cold, electricity, fire, death effects, energy drain, petrification; **SR** 23

OFFENSE
Speed 40 ft., fly 90 ft. (good)
Melee +3 morningstar +22/+17/+12 (1d8+10 plus solid blow)
Spell-Like Abilities (CL 10th; concentration +14)

Constant--detect evil
At will--aid, charm monster (DC 18, elementals only), discern lies (DC 18), dispel evil (DC 19), dispel magic, holy smite (DC 18), invisibility (self only), plane shift (DC 19), remove curse, remove disease, remove fear
3/day--cure serious wounds, holy word (DC 21), mirror image
1/day--heal, hold monster (DC 19), holy aura (DC 22)

STATISTICS
Str 21, **Dex** 19, **Con** 18, **Int** 19, **Wis** 18, **Cha** 19
Base Atk +14; **CMB** +19; **CMD** 33
Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness
Skills Diplomacy +21, Fly +25, Intimidate +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +29, Sense Motive +25, Stealth +21, Survival +21, Swim +27; Racial Modifiers +4 Perception
Languages Celestial, Draconic, Infernal; truespeech
SQ amphibious

SPECIAL ABILITIES
Solid Blow (Su): If a monadic deva strikes an opponent twice in 1 round with its mace, that creature takes an extra 1d8+10 points of damage.

ECOLOGY
Environment any good-aligned plane
Organization solitary, pair, or squad (3–6)
Treasure double (+3 morningstar, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	12	19200				
2	14	38400				
3	[15]	57600				
4	16	76800				
5		96000				
6	[17]	115200				

Monadic Deva Continued...

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals angel's HD). The defensive benefits from the circle are not included in an angel's statistics block.

Magic Circle against Evil (Su): All creatures within the area gain the effects of a protection from evil spell (+2 deflection to AC and +2 resistance to saves, immediately make another saving throw against possession and mental control with +2 morale bonus, evil natural weapons require a spell resistance roll to be used versus subject unless subject attacks creature), and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's Spell Resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' Spell Resistance.

Globe of Invulnerability, Lesser (Su): An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. Any type of spell, however, can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a dispel magic spell. You can leave and return to the globe without penalty. Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled. If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether lesser globe of invulnerability stops it.

Detect Evil (Sp): You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Truespeech (Su): Can speak with any creature that has a language, as though using a tongues spell (caster level equal to Hit Dice). This ability is always active.

Amphibious (Ex): Creatures with this special quality can breath water and air. They have a swim speed and do not have to make Swim checks when moving in water.

Shining Child CR 12

XP 19,200
CE Medium outsider (evil, extraplanar)
Init +7; **Senses** darkvision 120 ft.; Perception +25
Aura blinding light (60 feet)

DEFENSE
AC 28, touch 21, flat-footed 24 (+7 deflection, +3 Dex, +1 dodge, +7 natural)
hp 152 (16d10+64)
Fort +14, **Ref** +10, **Will** +10
Immune blindness, fire, poison; Resist cold 10, sonic 10

OFFENSE
Speed 30 ft., fly 50 ft. (perfect)
Melee 2 touches +19 (4d10 fire plus burning touch)
Ranged searing ray +19 touch (10d6 fire)
Spell-Like Abilities (CL 12th; concentration +19)

At will—greater teleport (self plus 50 lbs. of objects only), light, major image (DC 20)
3/day—greater dispel magic, mirage arcana (DC 20), rainbow pattern (DC 22), spell turning, sunbeam, wall of force
1/day—scintillating pattern (DC 25), screen (DC 25), symbol of insanity (DC 25)

STATISTICS
Str 10, **Dex** 17, **Con** 18, **Int** 15, **Wis** 11, **Cha** 24
Base Atk +16; **CMB** +16; **CMD** 37
Feats Ability Focus (blinding light), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack, Weapon Finesse
Skills Bluff +26, Diplomacy +26, Fly +11, Intimidate +29, Knowledge (arcana) +24, Knowledge (planes) +21, Perception +25, Spellcraft +24, Use Magic Device +26
Languages telepathy 120 ft.
SQ radiant armor

SPECIAL ABILITIES
Blinding Light (Ex): A shining child can radiate a 60-foot-radius aura of blinding light as a free action. Creatures within the affected area must succeed on a DC 25 Fortitude save or be permanently blinded. A creature that successfully saves cannot be affected again by the same shining child's aura for 24 hours. The save is Constitution-based.

Burning Touch (Su): A shining child corrupts the positive energy within a living creature into an unnatural burning light. For the next 5 rounds after a successful touch attack by a shining child, the target takes 2d6 points of fire damage. The burning light can be "extinguished" by casting darkness or deeper darkness on the target, or by entering an area of natural darkness (not counting the light from the burning target).

Radiant Armor (Su): The light that surrounds a shining child grants a deflection bonus to its AC equal to its Charisma bonus. The bonus is negated as long as the shining child is in the area of effect of a spell with the darkness descriptor that is at least 3rd level.

Searing Ray (Su): A shining child's primary attack is a ray of searing light. This attack has a range of 120 feet. The ray deals double damage to undead creatures.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'

Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any land (extraplanar)
Organization solitary, visitation (2–9), or incursion (11–20)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	12	19200	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	14	38400	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
3	[15]	57600	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
4	16	76800	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
5		96000	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Shining Child Continued...

Spring Attack Feat: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Major Image (Sp): This spell creates the visual illusion of an object, creature, or force, as visualized by you. Sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range. (880 ft range, image can be up to thirteen 10-ft cubes)

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Valkyrie CR 12

XP 19,200
CN Medium outsider (extraplanar)
Init +3; **Senses** darkvision 60 ft., deathwatch; Perception +24

DEFENSE
AC 27, touch 19, flat-footed 24 (+8 armor, +6 deflection, +3 Dex)
hp 168 (16d10+80)
Fort +10, **Ref** +13, **Will** +15
DR 10/cold iron and lawful; **Immune** cold, electricity, poison; Resist acid 10, fire 10; **SR** 23

OFFENSE
Speed 30 ft., fly 100 ft. (perfect)
Melee +2 returning spear +23/+18/+13/+8 (1d8+8/x3)
Ranged +2 returning spear +22 (1d8+6/x3)
Spell-Like Abilities (CL 12th; concentration +18)

Constant—deathwatch, tongues
At will—aid, death ward, gentle repose, plane shift (self and mount only)
3/day—call lightning storm (DC 21), divine power, geas/quest
1/day—breath of life, heal, summon (level 8, 1 sleipnir 100%)

STATISTICS
Str 18, **Dex** 17, **Con** 20, **Int** 13, **Wis** 20, **Cha** 23
Base Atk +16; **CMB** +20; **CMD** 39
Feats Mounted Combat, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, Vital Strike, Weapon Focus (spear)
Skills Fly +27, Handle Animal +25, Heal +24, Knowledge (planes) +20, Perception +24, Ride +28, Sense Motive +24
Languages Celestial, Common; tongues
SQ battle trained, choose the slain, holy zeal

SPECIAL ABILITIES
Battle Trained (Ex): A valkyrie is proficient with all armor. Armor never impacts a valkyrie's speed, nor does a valkyrie take armor check penalties on Ride checks.

Choose the Slain (Su): A valkyrie can draw the soul from a newly dead body and store it in her spear for transport to the Outer Planes. This functions as soul bind, but the dead creature must be willing to have its soul taken. If the creature is unwilling, this ability has no effect.

Holy Zeal (Su): A valkyrie adds her Charisma modifier as a deflection bonus to her Armor Class.

ECOLOGY
Environment any
Organization solitary or ride (2-8 valkyries)
Treasure triple (+2 breastplate, +2 returning spear, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	12	19200	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
2	14	38400	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
3	[15]	57600	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
4	16	76800	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
5		96000	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Valkyrie Continued...

Deathwatch (Sp): Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. (30 ft, cone-shaped emanation) You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

Tongues (Sp): The creature has the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This does not predispose any creature addressed toward the subject in any way.

Mounted Combat Feat: Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Ride-by Attack Feat: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Spirited Charge Feat: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Trample Feat: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Returning Spear: A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Companions of the Firmament Monster Sheets

Challenge Rating 13-17 Flying Monsters (Fly Skill Template)

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Brijidine	17	2	62
Bythos	16	2	49
Crag Linnorm	14	1	14
Demilich	14	3	16
Dybbuk	15	3	28
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Sources

Book	Reference
Pathfinder Roleplaying Game Bestiary	1
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Banshee CR 13

XP 25,600
CE Medium undead (incorporeal)
Init +15; **Senses** darkvision 60 ft., hear heartbeat; Perception +31

DEFENSE
AC 26, touch 26, flat-footed 14 (+4 deflection, +11 Dex, +1 dodge)
hp 161 (19d8+76)
Fort +10, **Ref** +19, **Will** +18
Defensive Abilities incorporeal; **Immune** undead traits
Weaknesses sunlight powerlessness

OFFENSE
Speed fly 60 ft. (perfect)
Melee incorporeal touch +26 (14d6 negative energy plus terror)
Special Attacks wail

STATISTICS
Str —, **Dex** 32, **Con** —, **Int** 5, **Wis** 20, **Cha** 19
Base Atk +14; **CMB** +25; **CMD** 40
Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Step Up, Weapon Focus (touch), Wind Stance
Skills Fly +19, Perception +31, Sense Motive +7
Languages Common, Elven

SPECIAL ABILITIES
Hear Heartbeat (Ex): A banshee can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.

Terror (Su): A creature damaged by the banshee's touch attack must make a DC 23 Will save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as heroes' feast or mind blank), the banshee's touch attempts to dispel one such effect with greater dispel magic (CL 14th). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.

Wail (Su): Once per minute, a banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a DC 23 Fortitude save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a –4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. A sickened character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. Those that fail take 140 points of damage (as if affected by a CL 14 wail of the banshee). If a wailing banshee is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Sunlight Powerlessness (Ex): If the creature is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered. A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any
Organization solitary
Treasure standard

#	CR	XP	Hit Points	Disabled	Conditions
1	13	25600	☐☐☐☐☐ ☐	Destroyed	

Banshee Continued...

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Step Up Feat: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Wind Stance Feat: If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

Blindsight (Ex): [See Hear Heartbeat] Blindsight never allows a creature to distinguish color or visual contrast. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures that use blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Ghaele Azata CR 13

XP 25,600
CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)
Init +5; **Senses** darkvision 60 ft., detect evil, low-light vision, see invisibility; Perception +20
Aura holy aura

DEFENSE
AC 28, touch 16, flat-footed 26 (+4 deflection, +1 Dex, +1 dodge, +12 natural)
hp 136 (13d10+65)
Fort +17, **Ref** +11, **Will** +16
DR 10/cold iron and evil; **Immune** electricity, petrification; Resist cold 10, fire 10; **SR** 25

OFFENSE
Speed 50 ft., fly 150 ft. (perfect)
Melee +2 holy greatsword +22/+17/+12 (2d6+12)
Ranged 2 light rays +14 ranged touch (2d12)
Special Attacks gaze
Spell-Like Abilities (CL 13th)

Constant—detect evil, holy aura (DC 21), see invisibility
At will—aid, charm monster (DC 17), continual flame, cure light wounds, dancing lights, detect thoughts (DC 15), disguise self, dispel magic, hold monster (DC 18), greater invisibility (self only), major image (DC 16), greater teleport (self plus 50 lbs. of objects only)
3/day—globe of invulnerability
1/day—chain lightning (DC 19), prismatic spray (DC 20), wall of force

Spells Prepared (CL 13th)
7th—holy word (DC 21)
6th—banishment (DC 20), heal (DC 20)
5th—flame strike (DC 19), raise dead, true seeing
4th—death ward, dismissal (2) (DC 18), divine power, restoration
3rd—cure serious wounds (3), searing light (2)
2nd—aid, align weapon, bear's endurance, lesser restoration (2)
1st—bless, command (DC 15), divine favor, obscuring mist, shield of faith
0 (at will)—detect magic, purify food and drink, stabilize, virtue

STATISTICS
Str 25, **Dex** 12, **Con** 20, **Int** 16, **Wis** 19, **Cha** 17
Base Atk +13; **CMB** +20; **CMD** 31
Feats Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes
Skills Diplomacy +19, Escape Artist +17, Fly +25, Handle Animal +19, Knowledge (nature) +16, Knowledge (planes) +19, Perception +20, Sense Motive +20, Stealth +17
Languages Celestial, Draconic, Infernal; truespeech
SQ light form

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Elysium)
Organization solitary, pair, or squad (3–6)
Treasure triple (+2 holy greatsword)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	13	25600	☐☐☐☐☐ ☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
2	15	51200	☐☐☐☐☐ ☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
3	16	76800	☐☐☐☐☐ ☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
4	17	102400	☐☐☐☐☐ ☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
5		128000	☐☐☐☐☐ ☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
6	18	153600	☐☐☐☐☐ ☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Ghaele Azata Continued...

SPECIAL ABILITIES

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

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

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

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

Holy Aura: (Range 20 ft.) A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

- First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from evil, this benefit applies against all attacks, not just against attacks by evil creatures.
- Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.
- Third, the abjuration protects the recipient from possession and mental influence, just as protection from evil does.
- Finally, if an evil creature succeeds on a melee attack against a creature warded by a holy aura, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura's save DC). A blinded creature cannot see. It takes a –2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a –4 penalty on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Detect Evil (Sp): You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

See Invisibility (Sp): You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Casting Feat: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Improved Disarm Feat: You do not provoke an attack of opportunity when performing a disarm combat maneuver.

Improved Trip Feat: You do not provoke an attack of opportunity when performing a trip combat maneuver.

Truespeech (Su): Can speak with any creature that has a language, as though using a tongues spell (caster level equal to Hit Dice). This ability is always active.

Ghorazagh CR 13

XP 25,600
NE Large aberration
Init +3; **Senses** bloodsense, darkvision 30 ft.; Perception +21

DEFENSE
AC 26, touch 12, flat-footed 23 (+3 Dex, +14 natural, -1 size)
hp 187 (15d8+120)
Fort +15, **Ref** +10, **Will** +12
Weaknesses vulnerable to sonic

OFFENSE
Speed 40 ft., climb 40 ft., fly 40 ft. (perfect)
Melee bite +16 (2d6+6), 2 claws +16 (1d8+6), 4 tentacles +14 (1d6+3 and grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks blood drain (1d4 **Con**), bloodspray

STATISTICS
Str 22, **Dex** 17, **Con** 26, **Int** 15, **Wis** 17, **Cha** 16
Base Atk +11; **CMB** +18; **CMD** 31
Feats Bleeding Critical, Critical Focus, Flyby Attack, Great Fortitude, Improved Bull Rush, Lightning Reflexes, Multiattack, Power Attack
Skills Bluff +18, Climb +14, Fly +27, Knowledge (dungeoneering) +17, Perception +21, Stealth +17, Survival +21
Languages Aklo; chemical communication

SPECIAL ABILITIES
Bloodsense (Su): A ghorazagh notices living creatures within 60 feet just as if it possessed the blindsight ability.

Bloodspray (Su): Once every 1d4 rounds, a ghorazagh can unleash a 20-foot cone of blood and eldritch enzymes. Any living creature struck by a ghorazagh's bloodspray must make a DC 25 Fortitude save or be affected as by the spell slow. A slowed creature struck by a ghorazagh's bloodspray a second time must make an additional save or be paralyzed. These effects last for 2d6 rounds. A ghorazagh can also consciously alter its enzymes, producing a spray that removes all effects of this ability. The save DC is Constitution-based.

Chemical Communication (Ex): Ghorazaghs can communicate with other ghorazaghs within 60 feet via pheromone transmission. In a ghorazagh hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication that only ghorazaghs can understand.

ECOLOGY
Environment any underground
Organization solitary, pair, colony (3-9), or hive (10-40, including 6 brood guards of 17 HD and 1 hive lord of 21 HD)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	13	25600				
2	15	51200				
3	16	76800				
4	17	102400				
5		128000				
6	18	153600				

Ghorazagh Continued...

Blood Drain (Ex): The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Bleeding Critical Feat: Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Blindsight (Su): [See Bloodsense] Blindsight never allows a creature to distinguish color or visual contrast. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures that use blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Paralyzed: [See Bloodspray] A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares to move through.

Ice Devil CR 13

XP 25,600
LE Large outsider (devil, evil, extraplanar, lawful)
Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +27
Aura fear (10 ft., DC 22)

DEFENSE
AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, –1 size)
hp 161 (14d10+84); regeneration 5 (good weapons, good spells)
Fort +15, **Ref** +14, **Will** +12
DR 10/good; **Immune** fire, cold, poison; Resist acid 10; **SR** 24

OFFENSE
Speed 40 ft., fly 60 ft. (good)
Melee +1 frost spear +21/+16/+11 (2d6+10/×3 plus 1d6 cold plus slow), bite +14 (2d6+6), tail +14 (3d6+3 plus slow)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 13th)

Constant—fly
At will—cone of cold (DC 20), ice storm, greater teleport (self plus 50 lbs. of objects only), persistent image (DC 20), wall of ice (DC 19)
1/day—Summon (level 4, 2 bone devils, 50%)

STATISTICS
Str 23, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 20
Base Atk +14; **CMB** +21; **CMD** 36
Feats Alertness, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (spear)
Skills Acrobatics +22, Bluff +22, Diplomacy +22, Fly +13, Intimidate +19, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a slow spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

ECOLOGY
Environment any (Hell)
Organization solitary, team (2–3), council (4–10), or contingent (1–3 ice devils, 2–6 horned devils, and 1–4 bone devils)
Treasure standard (+1 frost spear, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	13	25600	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	15	51200	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
3	16	76800	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
4	17	102400	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
5		128000	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
6	18	153600	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Ice Devil Continued...

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Slow Spell [frost spear and tail]: An affected creature moves and attacks at a drastically slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple slow effects don't stack. Slow counters and dispels haste.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Tarry Demodand CR 13

XP 25,600
CE Medium outsider (chaotic, demodand, evil, extraplanar)
Init +9; **Senses** darkvision 120 ft., detect good, detect magic; Perception +22

DEFENSE
AC 26, touch 13, flat-footed 23 (+6 armor, +3 Dex, +7 natural)
hp 171 (18d10+72)
Fort +15, **Ref** +11, **Will** +12; +4 vs. divine spells
DR 10/good and magic; **Immune** acid, poison; Resist cold 10, fire 10; **SR** 24

OFFENSE
Speed 40 ft., fly 40 ft. (average)
Melee mwk short sword +26/+21/+16/+11 (1d6+9/19-20), mwk short sword +26/+21/+16 (1d6+4/19-20), bite +22 (1d8+4)
Special Attacks adhesion, faith-stealing strike
Spell-Like Abilities (CL 13th; concentration +24)

Constant—detect good, detect magic
3/day—dispel magic
1/day—chaos hammer (DC 17), summon (level 4, 1d2 tarry demodands 40%)

STATISTICS
Str 28, **Dex** 21, **Con** 18, **Int** 12, **Wis** 13, **Cha** 17
Base Atk +18; **CMB** +27; **CMD** 42 (46 vs. disarm)
Feats Combat Reflexes, Greater Two-Weapon Fighting, Improved Bull Rush, Improved Initiative, Improved Two-Weapon Fighting, Lunge, Power Attack, Two-Weapon Fighting, Weapon Focus (short sword)
Skills Bluff +16, Climb +19, Fly +23, Intimidate +24, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +22, Sense Motive +14, Stealth +17, Survival +14
Languages Abyssal, Celestial, Common
SQ heretical soul

SPECIAL ABILITIES
Adhesion (Ex): A creature striking a tarry demodand with a manufactured weapon must make a DC 23 Reflex save; failure means the weapon sticks to the demodand and cannot be used to make attacks until freed. Freeing a stuck weapon requires a successful grapple check. This adhesion grants a +4 racial bonus to CMD against disarm attempts.

ECOLOGY
Environment any (Abyss)
Organization solitary, pair, or patrol (3-8)
Treasure standard (masterwork breastplate, 2 masterwork short swords, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	13	25600				
2	15	51200				
3	16	76800				
4	17	102400				
5		128000				
6	18	153600				

Tarry Demodand Continued...

Faith-Stealing Strike (Su): When a demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a Will saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours. The save DC is Charisma-based.

Heretical Soul (Ex): All demodands gain a +4 bonus on saving throws against divine spells. In addition, any attempts to scry on a demodand using divine magic automatically fail. The caster can see the scryed area normally, but the demodand simply does not appear.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Lunge Feat: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Augnagar CR 14

XP 38,400
CE Huge outsider (chaotic, evil, extraplanar, qlippoth)
Init +3; **Senses** blindsight 30 ft., darkvision 60 ft., scent, true seeing; Perception +22

DEFENSE
AC 29, touch 7, flat-footed 29 (–1 Dex, +22 natural, –2 size)
hp 203 (14d10+126)
Fort +18, **Ref** +10, **Will** +9
DR 10/lawful; **Immune** cold, poison, mind-affecting effects; Resist acid 10, electricity 10, fire 10

OFFENSE
Speed 50 ft., climb 50 ft., fly 50 ft. (average)
Melee bite +23 (2d6+11 plus 1d8 bleed and rotting curse), 3 claws +23 (1d8+11 plus 1d8 bleed), or improved vital strike bite +23 (6d6 plus 1d8 bleed and rotting curse)
Space 15 ft.; **Reach** 15 ft. (30 ft. with claws)
Special Attacks horrific appearance (DC 21)
Spell-Like Abilities (CL 14th; concentration +18)

Constant—true seeing
3/day—dimension door, protection from law
1/day—waves of exhaustion

STATISTICS
Str 32, **Dex** 9, **Con** 28, **Int** 5, **Wis** 20, **Cha** 19
Base Atk +14; **CMB** +27; **CMD** 36 (44 vs. trip)
Feats Flyby Attack, Hover, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike
Skills Climb +19, Fly +12, Perception +22, Stealth +24; Racial Modifiers +8 Climb, +16 Stealth
Languages Abyssal; telepathy 100 ft.

SPECIAL ABILITIES
Horrific Appearance (Su): Creatures that succumb to an augnagar's horrific appearance are driven momentarily insane. This results in 2 points of Charisma damage and leaves the victim confused for 1d3 rounds. A confused creature is mentally befuddled and cannot act normally. A confused creature cannot tell the difference between ally and foe, treating all creatures as enemies. Allies wishing to cast a beneficial spell that requires a touch on a confused creature must succeed on a melee touch attack. If a confused creature is attacked, it attacks the creature that last attacked it until that creature is dead or out of sight. Roll on the following table at the beginning of each confused subject's turn each round to see what the subject does in that round.

d%	Behavior
01–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + **Str** modifier to self with item in hand.
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused creature who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused creature. Any confused creature who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused creature will not make attacks of opportunity against anything that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Bleed: A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn and successive turns until the bleeding stops or the creature dies. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

ECOLOGY
Environment any (Abyss)
Organization solitary
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15 [Hover Feat]	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15 [Hover Feat]	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Rotting Curse (Su): Bite—injury; Save Fort DC 26; Frequency 1/day; Effect 1d6 Con drain plus constant stench. A creature that suffers the rotting curse imparted by an augnagar's bite displays hideous, festering wounds that exude a horrific stench. This functions as stench, save that it affects all creatures except those that are immune to poison. The victim of this curse receives no saving throw to avoid becoming sickened by the stench, but other creatures can attempt a DC 26 Fortitude save to negate this condition—those who fail remain sickened as long as they remain within 30 feet of the cursed victim. The horrific stench also imparts a –8 penalty on all Stealth checks made by the cursed victim. The save DC is Constitution-based. A sickened character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	14	38400	❑❑❑❑❑ ❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Augnagar Continued...

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Crag Linnorm CR 14

XP 38,400
CE Gargantuan dragon
Init +8; **Senses** darkvision 120 ft., low-light vision, scent, true seeing; Perception +22

DEFENSE
AC 29, touch 10, flat-footed 25 (+4 Dex, +19 natural, –4 size)
hp 202 (15d12+105); regeneration 10 (cold iron)
Fort +16, **Ref** +15, **Will** +13
Defensive Abilities freedom of movement; **DR** 15/cold iron; **Immune** curse effects, fire, mind-affecting effects, paralysis, poison, sleep; **SR** 25

OFFENSE
Speed 40 ft., fly 100 ft. (average), swim 60 ft.
Melee bite +23 (2d8+12/19–20 plus poison), 2 claws +23 (1d8+12), tail +18 (2d6+6 plus grab)
Space 20 ft.; **Reach** 20 ft.
Special Attacks breath weapon, constrict (tail, 2d6+18), death curse

STATISTICS
Str 34, **Dex** 18, **Con** 25, **Int** 5, **Wis** 18, **Cha** 21
Base Atk +15; **CMB** +31 (+35 grapple); **CMD** 45 (can't be tripped)
Feats Blind-Fight, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack
Skills Fly +16, Perception +22, Swim +38
Languages Aklo, Draconic, Sylvan

SPECIAL ABILITIES
Breath Weapon (Su): Once every 1d4 rounds as a standard action, a crag linnorm can expel a 120-foot line of magma, dealing 15d8 points of fire damage to all creatures struck (Reflex DC 24 halves). This line of magma remains red-hot for 1 round after the linnorm creates it. Creatures that took damage on the first round take 6d6 fire damage the second round (Reflex DC 24 negates), as does any creature that walks across the line of magma. If the magma was expelled while the linnorm was airborne, it instead rains downward during the second round as a sheet of fire no more than 60 feet high that does 6d6 damage (Reflex DC 24 negates) to any creature that passes through it. On the third round, the line of magma cools to a thin layer of brittle stone that quickly degrades to powder and sand over the course of several hours; magma that's turned to a sheet of fire is consumed entirely during the second round, leaving behind only a stain of smoke in the air that swiftly disperses. The save DC is Constitution-based.

Death Curse (Su): When a creature slays a crag linnorm, the slayer is affected by the curse of fire.Curse of Fire: save Will DC 22; effect creature gains vulnerability to fire. The save DC is Charisma-based.

Freedom of Movement (Ex): A crag linnorm is under the constant effect of freedom of movement, as per the spell of the same name. This effect cannot be dispelled.

Poison (Su): Bite—injury; save Fort DC 24; frequency 1/round for 10 rounds; effect 2d6 fire damage and 1d4 **Con** drain; cure 2 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex): A crag linnorm has constant true seeing, as per the spell of the same name. You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Freedom of Movement (Su): A protean can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subjeccan move and attack normally while underwater.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

ECOLOGY
Environment cold hills
Organization solitary
Treasure triple

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	14	38400	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Crag Linnorm Continued...

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Demilich CR 14

XP 38,400
NE Tiny undead
Init +7; **Senses** darkvision 60 ft., true seeing; Perception +27

DEFENSE
AC 25, touch 21, flat-footed 21 (+3 Dex, +1 dodge, +4 natural, +5 profane, +2 size)
hp 142 (15d8+75)
Fort +14, **Ref** +15, **Will** +21
Defensive Abilities channel resistance +5, rejuvenation, unholy grace; **DR** 20/—; **Immune** acid, cold, electricity, magic, polymorph, undead traits
Weaknesses torpor, vorpal susceptibility

OFFENSE
Speed fly 30 ft. (perfect)
Space 2-1/2 ft.; **Reach** 0 ft.
Special Attacks devour soul
Spell-Like Abilities (CL 20th; concentration +25)

Constant—true seeing
At will—greater bestow curse (DC 21), telekinesis (DC 19), wail of the banshee (20-ft.-radius spread centered on the demilich; DC 24)

STATISTICS
Str 6, **Dex** 17, **Con** —, **Int** 21, **Wis** 20, **Cha** 21
Base Atk +11; **CMB** +12; **CMD** 30
Feats Ability Focus (devour soul), Alertness, Defensive Combat Training, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Mobility
Skills Bluff +20, Fly +23, Knowledge (arcana) +23, Knowledge (dungeoneering) +20, Knowledge (history) +15, Knowledge (planes) +15, Knowledge (religion) +18, Perception +27, Sense Motive +27, Spellcraft +23, Stealth +24
Languages Abyssal, Aklo, Common, Draconic, Giant, Infernal

SPECIAL ABILITIES
Devour Soul (Su): As a standard action with a range of 300 feet, a demilich can imprison the soul of a living creature within one of 10 special gems embedded in its skull. If the target succeeds at a DC 24 Fortitude save, it gains two permanent negative levels. If it fails, its soul is immediately drawn into one of the gems in the demilich's skull. The soul remains trapped within the gem, visible as but a gleam except under true seeing. The soulless body corrupts and decays rapidly, reducing to dust in a single round. As long as the dead creature's soul remains trapped in the gemstone, it cannot be restored to life via any means save direct divine intervention. Gems with souls trapped in them can be retrieved from a destroyed demilich, at which point they can either be crushed to release any souls within to their afterlife or used in the place of the usual material components to restore the soul and body with resurrection or true resurrection. After 24 hours, the demilich can choose to consume any soul trapped in a gem, healing it 1d6 hit points per Hit Die of the soul, at which point only miracle or wish can restore the dead creature to life. The save DC is Charisma-based, and includes a +2 bonus for the Ability Focus feat.

Greater Bestow Curse (Sp): This spell-like ability functions like bestow curse, but can have one of the following effects: -12 to one ability score; -6 to two ability scores; -8 penalty on attack rolls, saves, and checks; or a 25% chance to act normally. This ability is treated as a 6th-level spell.

Immunity to Magic (Su): A demilich is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells function differently against the creature, as noted below.

- A dispel evil spell deals 2d6 points of damage, with no saving throw.
- Holy smite affects a demilich normally.
- A power word kill spoken by an ethereal caster deals 50 points of damage to the demilich if it fails a Fortitude save (with a DC determined as though the spell allowed a saving throw).
- A shatter spell deals 1d6 points of damage per two caster levels (maximum 10d6), with no saving throw.

Unholy Grace (Su): A demilich gains a bonus on saves and a profane bonus to AC equal to its Charisma modifier.

Vorpal Susceptibility (Ex): Vorpal weapons of any kind ignore a demilich's damage reduction.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Rejuvenation (Su): A destroyed demilich reforms in 2d6 days. To permanently destroy a demilich, holy water must be poured over its remains within the area of a hallow spell. To complete the destruction, holy word or dispel evil must be cast. If the caster succeeds at a caster level check with a DC equal to 10 + the demilich's Hit Dice, the demilich is permanently destroyed.

Telekinetic Storm (Su): As a special use of its telekinesis spell-like ability, a demilich can churn up its treasure, dust, bones, and other loose debris in the area into a whirling storm about its skull. The storm obscures vision as a fog cloud within a 20-foot spread centered on the demilich's skull. Creatures within the storm take 12d6 points of damage per round on the demilich's turn (Reflex DC 20 for half damage). The demilich can maintain the storm indefinitely by concentrating.

Torpor (Ex): A demilich takes no actions against intruders unless its remains or treasure are disturbed.

ECOLOGY
Environment any
Organization solitary
Treasure double

#	CR	XP	Hit Points	Disabled	Conditions
1	14	38400	☐☐☐☐☐ ☐☐	Destroyed	

Demilich Continued...

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Channel Resistance: Creatures with channel resistance gain a bonus on Will saves made against channeled energy. They add their bonus to any Will saves made to halve the damage and resist the effect.

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Energy Drain and Negative Levels: Some spells and a number of undead creatures have the ability to drain away life and energy; this dreadful attack results in "negative levels." These cause a character to take a number of penalties.

For each negative level a creature has, it takes a cumulative –1 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each negative level it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting) for each negative level possessed. Spellcasters do not lose any prepared spells or slots as a result of negative levels. If a creature's negative levels equal or exceed its total Hit Dice, it dies.

A creature with temporary negative levels receives a new saving throw to remove the negative level each day. The DC of this save is the same as the effect that caused the negative levels.

Some abilities and spells (such as raise dead) bestow permanent level drain on a creature. These are treated just like temporary negative levels, but they do not allow a new save each day to remove them. Level drain can be removed through spells like restoration. Permanent negative levels remain after a dead creature is restored to life. A creature whose permanent negative levels equal its Hit Dice cannot be brought back to life through spells like raise dead and resurrection without also receiving a restoration spell, cast the round after it is restored to life.

Wail of the Banshee (Sp): When you cast this spell, you emit a terrible, soul-chilling scream that possibly kills creatures that hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of damage per caster level. Creatures closest to the point of origin are affected first.

Telekinesis (Sp): You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance. This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your Combat Maneuver Bonus, and you add your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target.

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Range 880 ft., Will negates, concentration (up to 1 round/level) or instantaneous; see text

Handmaiden Devil (Gylou) CR 14

XP 38,400
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +11; **Senses** darkvision 60 ft., true seeing; Perception +23

DEFENSE
AC 31, touch 17, flat-footed 24 (+7 Dex, +14 natural)
hp 187 (15d10+105)
Fort +16, **Ref** +16, **Will** +10
DR 10/good; **Immune** fire, poison; Resist acid 10, cold 10; **SR** 25

OFFENSE
Speed 40 ft., fly 60 ft. (average)
Melee 2 claws +22 (2d8+7/19-20/x3), 2 tentacles +20 (1d6+3 plus grab)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacle)
Special Attacks tentacle cage (4d8+10 bludgeoning, AC 17, 18 hp)
Spell-Like Abilities (CL 14th; concentration +19)

Constant--spider climb, true seeing
At will--alter self, dispel good (DC 20), enthrall (DC 17), greater teleport (self plus 1 entrapped Creature and 50 lbs. of goods only), persistent image (DC 20)
3/day--black tentacles, charm monster (DC 19)
1/day--summon (level 5, 3 erinyes 65%)

STATISTICS
Str 24, **Dex** 25, **Con** 25, **Int** 22, **Wis** 21, **Cha** 20
Base Atk +15; **CMB** +22 (+26 grapple); **CMD** 39 (can't be tripped)
Feats Acrobatic Steps, Combat Expertise, Combat Reflexes, Improved Initiative, Improved Trip, Multiattack, Nimble Moves, Strike Back
Skills Acrobatics +25 (+29 jump), Bluff +23, Diplomacy +23, Disguise +23, Escape Artist +22, Fly +14, Knowledge (arcana) +21, Knowledge (planes) +24, Perception +23, Perform (sing) +23, Sense Motive +23, Spellcraft +21, Stealth +25
Languages Celestial, Common, Draconic, Infernal, telepathy 100 ft.
SQ agile grappler

SPECIAL ABILITIES
Agile Grappler (Ex): A gylou does not gain the grappled condition if she grapples a foe.

Tentacle Cage (Su): If a gylou successfully grapples a creature, she transfers that creature into her lower body's nest of cage-like tentacles. This works like swallow whole. The gylou's tentacles are AC 17 and have 18 hp for the purpose of an entrapped creature cutting itself out. A gylou's tendrils heal quickly, allowing her to use this ability 1 round after a creature cuts itself free.

ECOLOGY
Environment any (Hell)
Organization solitary, retinue (1 gylou and 2d4 erinyes), or cortege (1–4 gylous and 2d10 erinyes)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	14	38400				
2	16	76800				
3		115200				
4	18	153600				

Handmaiden Devil (Gylou) Continued...

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Spider Climb (Sp): The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Trip Feat: You do not provoke an attack of opportunity when performing a trip combat maneuver.

Strike Back Feat: You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Acrobatic Steps Feat: Whenever you move, you may move through up to 15 feet of difficult terrain each round as if it were normal terrain. The effects of this feat stack with those provided by Nimble Moves (allowing you to move normally through a total of 20 feet of difficult terrain each round).

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Ice Yai CR 14

XP 38,400
CE Large outsider (cold, oni, giant, native, shapechanger)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE
AC 27, touch 12, flat-footed 24 (+4 armor, +2 Dex, +1 dodge, +11 natural, -1 size)
hp 200 (16d10+112); regeneration 5 (fire or acid)
Fort +17, **Ref** +7, **Will** +12
Immune cold; **SR** 25
Weaknesses vulnerability to fire

OFFENSE
Speed 50 ft., fly 50 ft. (perfect)
Melee 4 slams +24 (2d8+9), or slam +24 (4d8+9)
Ranged icy missile +17 (4d6 cold)
Space 10 ft.; **Reach** 10 ft.
Special Attacks staggering strikes
Spell-Like Abilities (CL 18th; concentration +22)

Constant—fly, mage armor
At will—darkness, invisibility (self only)
3/day—charm monster (DC 18), cone of cold (DC 19), deep slumber (DC 17), gaseous form (self only)
1/day—polar ray, solid fog

STATISTICS
Str 29, **Dex** 14, **Con** 25, **Int** 12, **Wis** 15, **Cha** 18
Base Atk +16; **CMB** +26; **CMD** 39
Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack, Spring Attack, Vital Strike
Skills Bluff +23, Disguise +13, Fly +20, Intimidate +23, Knowledge (arcana) +11, Perception +22, Sense Motive +13, Spellcraft +8, Stealth +17 (+21 in snow), Use Magic Device +14; Racial Modifiers +4 Stealth in snow
Languages Common, Giant
SQ change shape (Medium or Large humanoid; alter self or giant form I)

SPECIAL ABILITIES
Icy Missile (Su): As a swift action, the ice yai can fire a dart of ice from its third eye. This dart is a ranged touch attack (+20 attack bonus), dealing 4d6 points of cold damage on a hit. This attack has a range of 180 feet with no range increment.

Staggering Strikes (Ex): An ice yai can strike twice per round with its two slam attacks. A creature struck by more than two of these slam attacks in a round must make a DC 28 Fortitude save or be staggered for 1 round. The save DC is Strength-based. A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Vulnerability to Fire: A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure.

Great Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Spring Attack Feat: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment cold mountains
Organization solitary or gang (1 plus 4-16 frost giants)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	14	38400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Ice Yai Continued...

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Mage Armor (Sp): Mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Nalfeshnee CR 14

XP 38,400
CE Huge outsider (chaotic, demon, evil, extraplanar)
Init +5;
Senses darkvision 60 ft., true seeing; Perception +31
Aura unholy aura (DC 23)

DEFENSE
AC 29, touch 13, flat-footed 28 (+4 deflection, +1 Dex, +16 natural, –2 size)
hp 203 (14d10+126)
Fort +22, **Ref** +9, **Will** +21
DR 10/good; **Immune** electricity, poison; Resist acid 10, cold 10, fire 10; **SR** 25

OFFENSE
Speed 30 ft., fly 40 ft. (poor)
Melee bite +23 (3d8+11/19–20), 2 claws +23 (2d6+11)
Space 15 ft.; **Reach** 15 ft.
Special Attacks unholy nimbus
Spell-Like Abilities (CL 12th)

Constant—true seeing, unholy aura (DC 23)
At will—call lightning (DC 18), feeblemind (DC 20), greater dispel magic, slow (DC 18), greater teleport (self plus 50 lbs. of objects only)
1/day—summon (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)

STATISTICS
Str 32, **Dex** 13, **Con** 29, **Int** 23, **Wis** 22, **Cha** 20
Base Atk +14; **CMB** +27; **CMD** 42
Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack
Skills Bluff +22, Diplomacy +22, Fly +10, Intimidate +19, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (any one other) +20, Perception +31, Sense Motive +23, Spellcraft +23, Stealth +10, Use Magic Device +22; Racial Modifier +8 on Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES
Unholy Nimbus (Su): Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based. A dazed creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

Unholy Aura (Sp): A malevolent darkness surrounds the subjects (Range 20 ft.), protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects:

- Each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of protection from good, this benefit applies against all attacks, not just against attacks by good creatures.
- A warded creature gains spell resistance 25 against good spells and spells cast by good creatures.
- The abjuration protects the subjects from possession and mental influence, just as protection from good does.
- If a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of Strength damage (Fortitude negates).

ECOLOGY
Environment any (Abyss)
Organization solitary or warband (1 nalfeshnee, 1 hezrou, and 2–5 vrocks)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	14	38400				

Nalfeshnee Continued...

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Nightwing CR 14

XP 38,400
CE Huge undead (extraplanar, nightshade)
Init +8; **Senses** darksense, darkvision 60 ft., low-light vision, detect magic; Perception +25
Aura desecrating aura (30 ft.)

DEFENSE
AC 29, touch 12, flat-footed 25 (+4 Dex, +17 natural, –2 size)
hp 195 (17d8+119)
Fort +12, **Ref** +11, **Will** +17
DR 15/good and silver; **Immune** cold, undead traits; **SR** 25
Weaknesses light aversion

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee* bite +23 (4d10+18/19–20 plus 4d6 cold and magic drain)
Space 15 ft.; **Reach** 15 ft.
Special Attacks channel energy (7d6, DC 28, 8/day)
Spell-Like Abilities (CL 14th; concentration +19)

Constant—detect magic, magic fang
At will—contagion (DC 19), deeper darkness, unholy blight (DC 19)
3/day—confusion (DC 19), greater dispel magic, haste, hold monster (DC 20), invisibility
1/day—cone of cold (DC 20), finger of death (DC 22), plane shift (DC 22), summon (level 6, 2 greater shadows)

STATISTICS
Str 31, **Dex** 18, **Con** —, **Int** 18, **Wis** 21, **Cha** 21
Base Atk +12; **CMB*** +24; **CMD** 38
Feats Cleave, Combat Reflexes, Command Undead, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Sunder, Power Attack, Snatch
Skills Fly +24, Knowledge (arcana) +24, Knowledge (religion) +24, Perception +25, Sense Motive +25, Spellcraft +24, Stealth +16 (+24 in darkness), Swim +27; Racial Modifiers +8 Stealth in dim light and darkness
Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Magic Drain (Su): The bite of a nightwing drains magical power and energy. When a nightwing bites a foe, the victim must make a DC 23 Will save or one spell effect currently affecting him immediately ends—determine which spell is drained randomly if the target is under the effects of more than one spell. The nightwing heals damage equal to twice the level of the spell drained—hit points in excess of its maximum are instead gained as temporary hit points that last for 1 hour. If a nightwing attempts to sunder a magic item with its bite, its magic-draining bite renders the item nonmagical for 1d4 rounds (if the item is a permanent magic item), drains 1d8 charges (if the item has charges), or renders it permanently nonmagical (if the item is a one-use item). The item (or its wielder, if the item is attended) can resist this effect with a DC 23 Will save. Damage dealt to an item is applied after the effects of magic drain are applied. The save DC is Charisma-based.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Negative Energy Plane)
Organization solitary, pair, or flight (3–6)
Treasure standard

#	CR	XP	Hit Points	Disabled	Conditions
1	14	38400	☐☐☐☐☐ ☐☐☐☐☐	Destroyed	
2	16	76800	☐☐☐☐☐ ☐☐☐☐☐	Destroyed	
3		115200	☐☐☐☐☐ ☐☐☐☐☐	Destroyed	
4	18	153600	☐☐☐☐☐ ☐☐☐☐☐	Destroyed	
5		192000	☐☐☐☐☐ ☐☐☐☐☐	Destroyed	
6	[19]	230400	☐☐☐☐☐ ☐☐☐☐☐	Destroyed	

Nightwing Continued...

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Desecrating Aura (Su): All nightshades have a 30-foot- radius emanation equivalent to a desecrate spell centered on a shrine of evil power. Undead within this radius (including the nightshade): gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the nightshades in their entries). This aura can be negated by dispel evil, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by consecrate or hallow; both effects are negated within any overlapping area of effect.

Channel Energy (Su): The creature can release a wave of energy. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted. channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the channeling creature. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. This is a standard action that does not provoke an attack of opportunity. The channeling creature can choose whether or not to include herself in this effect.

Darksense (Ex): Nightshades gain true seeing in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with deathwatch continuously active. Mind blank and nondetection prevent the latter effect but not the nightshade's true seeing.

Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Deathwatch (Sp): Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. (30 ft, cone-shaped emanation) You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

Light Aversion (Ex): A nightshade in bright light becomes sickened (The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.) the penalties from this condition are doubled when the nightshade is in natural sunlight.

Summon (Sp): Nightshades can summon undead creatures. They can be summoned only within areas of darkness, and summoned undead cannot create spawn.

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Detect Magic (Sp): You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magic Fang (Sp): Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon.

Peri CR 14

XP 38,400
NG Medium outsider (good, native)
Init +7; **Senses** darkvision 60 ft., low-light vision, smoke sight; Perception +26

DEFENSE
AC 30, touch 18, flat-footed 22 (+7 Dex, +1 dodge, +12 natural)
hp 180 (19d10+76)
Fort +12, **Ref** +18, **Will** +17
DR 10/cold iron and evil; **Immune** electricity, fire; Resist acid 10, cold 10; **SR** 25

OFFENSE
Speed 30 ft., fly 90 ft. (good)
Melee +2 flaming burst scimitar +27/+22/+17/+12 (1d6+8/18-20 plus 1d6 fire), 2 wings +20 (1d6+3 plus burn)
Special Attacks burn (2d6, DC 23), whirlwind dance
Spell-Like Abilities (CL 15th; concentration +23)

Constant—fire shield (warm shield)
At will—aid, flame jump (see below), pyrotechnics (DC 20), scorching ray
3/day—fireball (DC 21), flame strike (DC 23), wall of fire

STATISTICS
Str 22, **Dex** 24, **Con** 19, **Int** 21, **Wis** 19, **Cha** 26
Base Atk +19; **CMB** +25; **CMD** 43
Feats Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Disarm, Iron Will, Mobility, Power Attack, Spring Attack, Whirlwind Attack
Skills Acrobatics +29, Diplomacy +30, Fly +33, Heal +23, Knowledge (planes) +27, Knowledge (religion) +24, Perception +26, Perform (any one) +30, Sense Motive +26, Spellcraft +27, Stealth +29
Languages Celestial, Common, Draconic, Elven, Ignan; telepathy 100 ft.

SPECIAL ABILITIES
Flame Jump (Sp): A peri can enter any fire equal to the peri's size or larger and travel any distance to another fire in a single round, regardless of the distance between the two. This ability otherwise functions as greater teleport (caster level 14th), but the peri can transport only itself and up to 50 pounds of objects.

Smoke Sight (Su): A peri can see through fire, fog, and smoke without penalty.

Whirlwind Dance (Su): Once per day as a full-round action, a peri can spin in an ever-faster, whirling dance, transforming itself into a spinning vortex of flame 10 to 40 feet high for up to 9 rounds. This ability functions as the whirlwind ability (DC 26 Reflex save), but any creature that comes in contact with the whirlwind or is caught inside it takes 2d6+6 points of fire damage and is subject to the peri's burn special attack. The save DC is Dexterity-based.

Flaming Burst Scimitar: A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit.

Fire Shield (Sp): This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your fire shield.

Any creature striking you with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). This damage is either cold damage (if you choose a chill shield) or fire damage (if you choose a warm shield). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you. When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is violet or red. The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Burn (Ex): A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

ECOLOGY
Environment any good-aligned plane
Organization solitary or pair
Treasure triple (+2 flaming burst scimitar, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	14	38400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	16	76800	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Peri Continued...

Whirlwind (Su): [see Whirlwind Dance] Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through the creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Strength modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

Greater Teleport (Sp): [See Flame Jump] This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Spring Attack Feat: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Whirlwind Attack Feat: When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

Dybbuk CR 15

XP 51,200
NE Medium undead (incorporeal)
Init +15; **Senses** darkvision 60 ft.; Perception +29

DEFENSE
AC 28, touch 28, flat-footed 17 (+7 deflection, +11 Dex)
hp 207 (18d8+126)
Fort +13, **Ref** +17, **Will** +17
Defensive Abilities incorporeal, channel resistance +4; **DR** 10/good; **Immune** undead traits; **SR** 26

OFFENSE
Speed fly 60 ft. (perfect)
Melee pain touch +19 touch (7d6)
Special Attacks malevolence
Spell-Like Abilities (CL 18th; concentration +25)

At will—detect thoughts (DC 19), telekinesis (DC 22)
3/day—dominate monster (DC 22), feeblemind (DC 22), inflict serious wounds (DC 20)
1/day—greater heroism, modify memory (DC 21), tongues

STATISTICS
Str —, **Dex** 32, **Con** —, **Int** 15, **Wis** 18, **Cha** 25
Base Atk +13; **CMB** +24; **CMD** 41
Feats Alertness, Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Lunge, Step Up, Weapon Finesse
Skills Bluff +25, Diplomacy +25, Fly +19, Intimidate +28, Perception +29, Sense Motive +29, Stealth +32
Languages Abyssal, Celestial, Common

SPECIAL ABILITIES
Malevolence (Su): Once per round, a dybbuk can merge itself with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 18th), except that it does not require a receptacle. To use this ability, the dybbuk must be adjacent to the target. The target can resist the attack with a successful DC 26 Will save. A creature that successfully saves is immune to that same dybbuk's malevolence for 24 hours. The save DC is Charisma-based.

Pain Touch (Su): With a successful touch attack, a dybbuk causes painful spasms throughout the target's body, dealing 7d6 points of damage. Creatures that are immune to pain take no damage from this touch.

Possess Object (Su): A dybbuk can use its malevolence ability to possess a Large or smaller unattended object, animating it as if using animate objects, except the dybbuk merges with and controls the object as if it were a living creature. The dybbuk cannot speak or use its other special abilities while possessing the object.

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Lunge Feat: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Step Up Feat: Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Channel Resistance: Creatures with channel resistance gain a bonus on Will saves made against channeled energy. They add their bonus to any Will saves made to halve the damage and resist the effect.

ECOLOGY
Environment any
Organization solitary
Treasure none

#	CR	XP	Hit Points	Disabled	Conditions
1	15	51200	□□□□□ □□	Destroyed	

Dybbuk Continued...

Magic Jar (Su): [See Malevolence] By casting magic jar, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the magic jar, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host's location.

Incorporeal (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Fire Yai CR 15

XP 51,200
NE Large outsider (fire, giant, native, oni, shapechanger)
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE
AC 29, touch 10, flat-footed 28 (+8 armor, +1 Dex, +11 natural, -1 size)
hp 229 (17d10+136); regeneration 5 (acid or cold)
Fort +18, **Ref** +10, **Will** +15
Immune fire; **SR** 26
Weaknesses vulnerability to cold

OFFENSE
Speed 40 ft., fly 60 ft. (good); 30 ft., fly 40 ft. (good) in armor
Melee +1 katana +27/+22/+17/+12 (2d6+16/18-20), or 2 slams +26 (1d10+15), or +1 katana +27 (4d6+16/18-20), or slam (+26 (2d10+15)
Ranged fiery missile +19 touch (4d6 fire plus burn)
Space 10 ft.; **Reach** 10 ft.
Special Attacks burn (2d6, DC 26), smoke form
Spell-Like Abilities (CL 15th; concentration +17)

Constant—fly
At will—darkness, invisibility (self only), scorching ray
3/day—charm monster (DC 16), deep slumber (DC 15), fireball (DC 15), fire shield (warm shield only), wall of fire
1/day—incendiary cloud (DC 20)

STATISTICS
Str 31, **Dex** 16, **Con** 26, **Int** 14, **Wis** 17, **Cha** 15
Base Atk +17; **CMB** +28; **CMD** 41
Feats Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Vital Strike
Skills Bluff +22, Craft (weapons) +12, Craft (armor) +12, Diplomacy +11, Disguise +11, Fly +14, Intimidate +22, Knowledge (arcana) +14, Perception +23, Sense Motive +23, Spellcraft +11, Use Magic Device +14
Languages Common, Giant
SQ change shape (Medium or Large humanoid; alter self or giant form I)

SPECIAL ABILITIES
Fiery Missile (Su): As a swift action, a fire yai can launch a bolt of fire from its third eye. This attack has a range of 180 feet with no range increment.

Smoke Form (Sp): As a standard action, a fire yai can turn into a cloud of smoke. This functions like gaseous form, except the cloud has the properties of the smoke cloud from a pyrotechnics spell (Fort DC 26 negates the effects of the smoke cloud). The fire yai can end this ability as a standard action.

Vulnerability to Cold: A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure.

Burn (Ex): A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

ECOLOGY
Environment temperate or warm hills or mountains
Organization solitary, band (1 plus 4-8 fire giants), tribe (1 plus 20-30 fire giants), or dynasty (1 plus 2-20 other oni)
Treasure standard (+1 banded mail, +1 katana, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	15	51200	☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	

Fire Yai Continued...

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Improved Overrun Feat: You do not provoke an attack of opportunity when performing an overrun combat maneuver. Targets of your overrun attempt may not chose to avoid you.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature , but retains most of its own physical qualities. This ability functions as a polymorph spell, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

Gaseous Form (Sp): [see smoke form] The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Pyrotechnics (Sp): [see smoke form] A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity (Fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply.

Gorynych CR 15

XP 51,200
CE Huge dragon
Init +2; **Senses** darkvision 60 ft., low-light vision, true seeing; Perception +23

DEFENSE
AC 28, touch 10, flat-footed 26 (+2 Dex, +18 natural, -2 size)
hp 212 (17d12+102); regeneration 5 (acid)
Fort +16, **Ref** +14, **Will** +15
DR 10/lawful; **Immune** fire, paralysis, poison, sleep; **SR** 26

OFFENSE
Speed 30 ft., fly 100 ft. (poor), swim 50 ft.
Melee 3 bites +24 (2d8+8), 2 claws +23 (1d8+8)
Space 15 ft.; **Reach** 10 ft. (20 ft. with bite)
Special Attacks breath weapon (40-ft. cone, 5d6 fire, Reflex DC 24 for half, usable every 1d4 rounds)
Spell-Like Abilities (CL 15th; concentration +19)

Constant—true seeing
At will—charm person (DC 15), dancing lights, message
3/day—alter self, bestow curse (DC 18), greater dispel magic
1/day—lesser geas (DC 18), limited wish, mislead (DC 20)

STATISTICS
Str 27, **Dex** 15, **Con** 22, **Int** 12, **Wis** 17, **Cha** 18
Base Atk +17; **CMB** +27; **CMD** 39
Feats Awesome Blow, Combat Reflexes, Flyby Attack, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Stand Still, Weapon Focus (bite)
Skills Bluff +17, Diplomacy +17, Fly +7, Intimidate +17, Knowledge (arcana) +14, Knowledge (nature) +14, Perception +23, Sense Motive +16, Spellcraft +14, Stealth +14, Swim +24
Languages Common, Draconic, Sylvan
SQ multi-headed

SPECIAL ABILITIES
Breath Weapon (Su): Each of a gorynych's heads has its own separate breath weapon. When a gorynych uses its breath weapon, it can breathe with one, two, or all three heads. If the areas of two or more breath weapons overlap, a creature caught in that overlapping area takes a -2 penalty on its Reflex save (or -4 if three breath weapons overlap). Damage done by overlapping breath weapons stacks and is considered to be a single source of fire damage for the purpose of tracking fire resistance. Regardless of how many heads breathe fire, the gorynych can only use its breath weapon once every 1d4 rounds.

Multi-Headed (Ex): All three of a gorynych's heads can act independently of each other. When it makes a full attack, each head can either bite or use its breath weapon, in any combination (two bites and one breath, three breaths and no bites, and so on).

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

ECOLOGY
Environment temperate forests
Organization solitary
Treasure double

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	15	51200	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	

Gorynych Continued...

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Stand Still Feat: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Jubjub Bird CR 15

XP 51,200
N Huge magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +24

DEFENSE
AC 31, touch 11, flat-footed 28 (+2 Dex, +1 dodge, +20 natural, -2 size)
hp 230 (20d10+120); fast healing 10
Fort +18, **Ref** +14, **Will** +11;
Defensive Abilities adaptive defense; **Immune** acid; **SR** 26

OFFENSE
Speed 50 ft., fly 20 ft. (poor)
Melee bite +31 (3d6+19/19-20/x3 plus grab), 2 talons +31 (1d8+13)
Space 15 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks deadly bite, shriek, swallow whole (3d6+19 bludgeoning plus 2d6 acid damage, **AC** 20, 23 **hp**)

STATISTICS
Str 37, **Dex** 15, **Con** 22, **Int** 2, **Wis** 16, **Cha** 13
Base Atk +20; **CMB** +35 (+39 grapple); **CMD** 48
Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Critical (bite), Iron Will, Mobility, Power Attack, Run, Spring Attack
Skills Acrobatics +14 (+22 when jumping), Fly +7, Perception +24; Racial Modifiers +12 Acrobatics, +8 Perception
SQ planar acclimation

SPECIAL ABILITIES
Adaptive Defense (Su): When first encountered, a jubjub bird has no energy resistance. When damaged by an attack that causes cold, electricity, fire, or sonic damage, it gains resistance 30 to that energy type until the end of its next turn. If an attack causes more than one type of energy damage, the jubjub bird gains resistance 30 to all the types of energy damage dealt.

Deadly Bite (Ex): A jubjub bird applies 1-1/2 times its Strength modifier to damage dealt by its bite attack. A successful critical hit decapitates and instantly slays a Large or smaller victim (DC 33 Fort negates decapitation; creatures without a head are immune to this effect) and deals triple normal damage regardless of the decapitation result. The save DC is Strength-based.

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

Shriek (Ex): Once every 1d6 rounds as a standard action, a jubjub bird can voice a piercing screech. All creatures (other than jubjub birds) within a 60-foot-radius spread must succeed at a DC 26 Fortitude save or be stunned for 1d4 rounds. This is a sonic effect. The save DC is Constitution-based. A stunned creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses its Dexterity bonus to AC (if any). Attackers receive a +4 bonus on attack rolls to perform combat maneuvers against a stunned opponent.

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment temperate or warm forests
Organization solitary or pair
Treasure incidental

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	15	51200	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	
2	17	102400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Jubjub Bird Continued...

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Spring Attack Feat: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Run Feat: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Kongamato CR 15

XP 51,200
N Huge dragon
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE
AC 29, touch 11, flat-footed 26 (+3 Dex, +18 natural, -2 size)
hp 261 (18d12+144)
Fort +19, **Ref** +16, **Will** +13
DR 10/magic; **Immune** magic paralysis and sleep; Resist acid 10, cold 10, electricity 10, fire 10; **SR** 26

OFFENSE
Speed 40 ft., fly 160 ft. (average)
Melee bite +28 (2d6+2), 2 claws +28 (1d8+12), tail slap +26 (2d6+6), 2 wings +26 (1d8+6)
Space 15 ft.; **Reach** 15 ft.
Special Attacks wailing dive, breath weapon (50-ft. cone, 14d6 sonic damage, Reflex DC 20 for half, usable every 1d4 rounds)

STATISTICS
Str 34, **Dex** 17, **Con** 26, **Int** 9, **Wis** 14, **Cha** 17
Base Atk +18; **CMB** +32; **CMD** 45 (49 vs. trip)
Feats Flyby Attack, Hover, Improved Initiative, Improved Sunder, Lightning Reflexes, Multiattack, Power Attack, Snatch, Wingover
Skills Climb +19, Fly +20, Intimidate +16, Perception +23, Sense Motive +15, Stealth +13, Survival +20
Languages Draconic
SQ compression, piercing beak

SPECIAL ABILITIES
Piercing Beak (Ex): A kongamato's beak is extremely hard and adept at breaking objects. When attempting to damage an item, a kongamato's beak attack does double damage and is treated as if it were adamantine for the purposes of overcoming the object's hardness.

Wailing Dive (Su): When a kongamato makes a charge while flying or uses its Flyby Attack feat, the creature's body becomes infused with energy, causing its bite to deal an extra +1d6 points of sonic damage on that attack.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Wingover Feat: Once each round, a creature with this feat can turn up to 180 degrees as a free action without making a Fly skill check. This free turn does not consume any additional movement from the creature.

Improved Sunder Feat: You do not provoke an attack of opportunity when performing a sunder combat maneuver.

ECOLOGY
Environment tropical forests
Organization solitary or pair
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15 [Hover Feat]	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10' [Wingover]	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10 [Wingover]	Hover Fly DC 15 [Hover Feat]	Glide Minimum half speed or DC 10 [Wingover]
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Snatch Feat: The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	15	51200	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	17	102400	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Neothelid CR 15

XP 51,200
CE Gargantuan aberration
Init +2; **Senses** blindsight 100 ft., trace teleport 60 ft.; Perception +25

DEFENSE
AC 30, touch 4, flat-footed 30 (–2 Dex, +26 natural, –4 size)
hp 230 (20d8+140)
Fort +15, **Ref** +4, **Will** +16
DR 10/cold iron; **SR** 26

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee 4 tongues +21 (3d6+10/19–20 plus grab)
Space 20 ft.; **Reach** 20 ft.
Special Attacks breath weapon (50-ft. cone, 14d10 acid, Reflex DC 27 half, once every 1d4 rounds), mind thrust, psychic crush, swallow whole (2d6+10 plus 2d6 acid, AC 23, hp 23)
Spell-Like Abilities (CL 20th)

Constant—fly
At will—detect thoughts (DC 17), charm monster (DC 19), clairvoyance/clairaudience, suggestion (DC 18), telekinesis (DC 20), teleport, poison (DC 19)
3/day—quickened suggestion (DC 18)

STATISTICS
Str 30, **Dex** 7, **Con** 24, **Int** 16, **Wis** 15, **Cha** 21
Base Atk +15; **CMB** +29 (+33 grapple); **CMD** 37 (can't be tripped)
Feats Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (tongue), Improved Initiative, Improved Overrun, Iron Will, Power Attack, Quicken Spell-Like Ability (suggestion)
Skills Bluff +25, Climb +33, Diplomacy +25, Fly –4, Intimidate +28, Knowledge (arcana) +26, Perception +25, Spellcraft +26
Languages Aklo, Terran, Undercommon; telepathy 100 ft.

SPECIAL ABILITIES
Mind Thrust (Su): As a standard action up to three times a day, a neothelid can deliver a massive blast of mental energy at any one target within 60 feet, inflicting 15d10 points of damage. A successful DC 25 Will save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect. The save DC is Charisma-based.

Psychic Crush (Su): As a standard action up to three times a day, a neothelid can attempt to crush the mind of a single creature within 60 feet. The target must make a DC 25 Will save or collapse, becoming unconscious and dying at –1 hit points. If the target succeeds on the save, it takes 6d6 points of damage and is sickened for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Trace Teleport (Ex): A neothelid telepathically and reflexively learns the mental coordinates of the destination, of all creatures that teleport within 60 feet of it, gaining an awareness of the location equivalent to "seen casually." This knowledge fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any underground
Organization solitary, pair, or cult (3–5 plus 4–12 charmed slaves of various races)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	15	51200				
2	17	102400				
3	18	153600				
4	19	204800				

Neothelid Continued...

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Blindsight (Ex): Blindsight never allows a creature to distinguish color or visual contrast. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures that use blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Great Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Improved Overrun Feat: You do not provoke an attack of opportunity when performing an overrun combat maneuver. Targets of your overrun attempt may not chose to avoid you.

Quicken Spell-Like Ability (suggestion): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Suggestion(Sp): You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

Phoenix CR 15

XP 51,200
NG Gargantuan magical beast (fire)
Init +11; **Senses** darkvision 60 ft., detect magic, detect poison, low-light vision, see invisibility; Perception +37
Aura shroud of flame (20 ft., 4d6 fire, DC 25)

DEFENSE
AC 28, touch 14, flat-footed 20 (+7 Dex, +1 dodge, +14 natural, –4 size)
hp 210 (20d10+100); regeneration 10 (cold or evil)
Fort +17, **Ref** +19, **Will** +14
Defensive Abilities self-resurrection; **DR** 15/evil; **Immune** fire **SR** 26
Weaknesses vulnerable to cold

OFFENSE
Speed 30 ft., fly 90 ft. (good)
Melee 2 talons +24 (2d6+8/19–20 plus 1d6 fire) and bite +24 (2d8+8 plus 1d6 fire)
Space 20 ft.; **Reach** 20 ft.
Spell-Like Abilities (CL 18th)

Constant—detect magic, detect poison, see invisibility
At will—continual flame, cure critical wounds, greater dispel magic, remove curse, wall of fire
3/day—fire storm (DC 24), greater restoration, heal, mass cure critical wounds, quickened wall of fire

STATISTICS
Str 27, **Dex** 25, **Con** 20, **Int** 23, **Wis** 22, **Cha** 22
Base Atk +20; **CMB** +32; **CMD** 50
Feats Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Critical (talon), Improved Initiative, Iron Will, Mobility, Quicken Spell-Like Ability (wall of fire)
Skills Acrobatics +30, Diplomacy +26, Fly +28, Intimidate +26, Knowledge (nature plus any one other) +26, Perception +37, Sense Motive +26; Racial Modifiers +8 Perception
Languages Auran, Celestial, Common, Ignan

SPECIAL ABILITIES
Self-Resurrection (Su): A slain phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as disintegrate. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via resurrection. The phoenix gains 1 permanent negative level when this occurs, although most use greater restoration to remove this negative level as soon as possible. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A phoenix that dies within the area of a desecrate spell cannot self-resurrect until the desecrate effect ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never gains negative levels as a result.

Shroud of Flame (Su): A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts an additional 1d6 points of fire damage with each natural attack, and any creature within reach (20 feet for most phoenixes) must make a DC 25 Reflex save each round to avoid taking 4d6 points of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

Blinding Critical Feat: Whenever you score a critical hit, your opponent is permanently blinded. A successful Fortitude save reduces this to dazzled for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by heal, regenerate, remove blindness, or similar abilities. A blinded creature cannot see. It takes a –2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a –4 penalty on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Fly Skill Top Down		
<u>45° turn</u> No Fly Check Cost +5'	<u>Glide</u> Minimum half speed or DC 10	<u>45° turn</u> No Fly Check Cost +5'
<u>90° turn</u> Fly DC 15 Cost +5'	<u>Hover</u> Fly DC 15	<u>90° turn</u> Fly DC 15 Cost +5'
<u>135° turn</u> Fly DC 15 Cost +5'	<u>180° turn</u> Fly DC 20 Cost +10'	<u>135° turn</u> Fly DC 15 Cost +5'

Fly Skill Sidescroll		
<u>Ascend</u> Cost +5'	<u>Vertical</u> Fly DC 20 Cost +5'	<u>Ascend</u> Cost +5'
<u>Glide</u> Minimum half speed or DC 10	<u>Hover</u> Fly DC 15	<u>Glide</u> Minimum half speed or DC 10
<u>Descend</u> Normal Speed	<u>Dive</u> Normal Speed or DC 10	<u>Descend</u> Normal Speed
Turn Around Fly DC 20 or Move Action		

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Vulnerability to Cold: A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure.

ECOLOGY
Environment warm desert and hills
Organization solitary
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	15	51200	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Phoenix Continued...

Detect Magic (Sp): You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Detect Poison (Sp): You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Range 70 ft.

See Invisibility (Sp): You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Quicken Spell-Like Ability (wall of fire): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Wall of Fire (Sp): An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. The wall deals double damage to undead creatures. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. (Do not divide cold damage by 2, as normal for objects.) Range 280 ft.

Popobala CR 15

XP 51,200
CE Medium monstrous humanoid (shapechanger)
Init +10; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +24
Aura frightful presence (30 ft., DC 26), stench (DC 26, 1d6 minutes)

DEFENSE
AC 29, touch 17, flat-footed 22 (+6 Dex, +1 dodge, +12 natural)
hp 225 (18d10+126); fast healing 10 (see harvester of sorrow)
Fort +12, **Ref** +17, **Will** +14
Defensive Abilities harvester of sorrow; **DR** 10/magic; **Immune** disease, nausea, poison, sickened, stunning

OFFENSE
Speed 30 ft., climb 30 ft., fly 80 ft. (average)
Melee bite +25 (2d6+6 plus 1d4 Cha drain), 2 talons +25 (1d6+6 plus grab and popobala fever), 2 wings +20 (1d6+3)
Special Attacks rend (2 talons, 2d6+9)
Spell-Like Abilities (CL 16th; concentration +22)

At will—clairaudience/clairvoyance, ghost sound (DC 16), ventriloquism (DC 17)
3/day—dominate person (DC 21, can only dominate and control one person at a time), eyebite (DC 22), feeblemind (DC 21), spell turning, suggestion (DC 19), telekinesis (DC 21)
1/day—animate objects

STATISTICS
Str 23, **Dex** 22, **Con** 22, **Int** 17, **Wis** 17, **Cha** 22
Base Atk +18; **CMB** +24 (+28 grapple); **CMD** 41
Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Power Attack, Skill Focus (Intimidate), Toughness, Weapon Focus (bite), Weapon Focus (talons)
Skills Acrobatics +18, Bluff +27, Climb +14, Disguise +18, Intimidate +40, Knowledge (local) +24, Perception +24, Perform (act) +18, Sense Motive +15, Stealth +27
Languages Common
SQ horrid haunting, change shape (bat, dire bat, or humanoid; polymorph)

SPECIAL ABILITIES
Change Shape (Su): A popobala loses its frightful presence, popobala fever, and stench abilities when not in its true form.

Harvester of Sorrow (Su): A popobala heals as a result of the suffering of others. It gains fast healing 10 if at least one creature within 15 feet has one or more of the following conditions: confused, cowering, dying, exhausted, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, or stunned.

Horrid Haunting (Su): A popobala may use ghost sound or ventriloquism as a free action whenever it manipulates a creature or object with animate objects, dominate person, or telekinesis. The ghost sound or ventriloquism originates from the controlled object or creature.

Ghost Sound (Sp): [see horrid haunting] Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve. Range 65 ft.

Ventriloquism (Sp): [see horrid haunting] You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'

Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Popobala Fever (Su): A creature wounded by a popobala's talons becomes sickened for 1d6 minutes unless it makes a DC 25 Fortitude save. A creature already sickened by the fever becomes nauseated for 1d6 rounds. One already nauseated by the fever is helpless for 1d6 rounds. This is a disease effect. The save DC is Constitution-based. A sickened character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

ECOLOGY
Environment warm coasts or forests
Organization solitary
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	15	51200	☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐	

Popobala Continued...

Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature , but retains most of its own physical qualities. This ability functions as a polymorph spell, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

Frightful Presence (Ex): This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice than the creature has. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the frightful creature's racial HD + the frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. Frightful presence is a mind-affecting fear effect.

Stench (Ex): A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. A sickened creature takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Toshigami CR 15

XP 51,200
NG Medium outsider (kami, native)
Init +10; **Senses** darkvision 60 ft., deathwatch, true seeing; Perception +25

DEFENSE
AC 30, touch 20, flat-footed 22 (+6 Dex, +2 dodge, +2 insight, +10 natural)
hp 210 (20d10+100); fast healing 10
Fort +11, **Ref** +23, **Will** +16
DR 10/cold iron and evil; **Immune** bleed, mind-affecting effects, petrification, polymorph; Resist acid 10, electricity 10, fire 10; **SR** 26

OFFENSE
Speed 60 ft. (30 ft. without haste), fly 60 ft. (good)
Melee +2 quarterstaff +22/+22/+17/+12/+6 (1d6+4 plus touch of ages), +2 quarterstaff +22/+17/+12 (1d6+3 plus touch of ages) or touch +22 (touch of ages)
Spell-Like Abilities (CL 20th; concentration +27)

Constant—deathwatch, fly, foresight, haste, speak with plants, true seeing
At will—cure moderate wounds, tree shape (cherry tree only), tree stride (self plus 50 lbs. of objects only)
3/day—greater restoration, slow (DC 20)
1/day—finger of death (DC 24), time stop, waves of exhaustion

STATISTICS
Str 15, **Dex** 22, **Con** 20, **Int** 15, **Wis** 14, **Cha** 25
Base Atk +20; **CMB** +26; **CMD** 39
Feats Agile Maneuvers, Combat Reflexes, Dodge, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Two-Weapon Fighting, Weapon Focus (quarterstaff)
Skills Bluff +30, Diplomacy +30, Fly +20, Heal +25, Knowledge (nature) +25, Perception +25, Sense Motive +25, Stealth +29, Survival +25
Languages Common; speak with plants, telepathy 100 ft.
SQ merge with ward, ward (cherry tree)

SPECIAL ABILITIES
Touch of Ages (Su): When a toshigami hits a target with a touch attack or any melee weapon, the target must succeed at a DC 27 Fortitude save to avoid being magically aged. When a toshigami strikes a foe, it must decide whether it wishes to physically increase the target's age or mentally reduce the target's age. If it increases the target's physical age, the target takes 1 point of Strength, Dexterity, and Constitution drain. If it decreases the target's mental age, the target takes 1 point of Intelligence, Wisdom, and Charisma drain. Combined with the toshigami's numerous attacks, this can quickly devastate a target, but once a target succeeds at its saving throw against the touch of ages, it can no longer be affected by this ability for 1 round. This is a magical aging effect, but does not actually alter the victim's true age—it merely simulates the creeping effect of age on the flesh or the reversion to an increasingly infantile state of mind. The save DC is Charisma-based.

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

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

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'

Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

ECOLOGY
Environment any land
Organization solitary
Treasure standard (+2 quarterstaff, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	15	51200	□□□□□ □□□□□	□	□□□□□ □□□□□ □□□□□ □□□□□	

Toshigami Continued...

Fast Healing (Ex): As long as a kami is within 120 feet of its ward, it gains fast healing. The amount of fast healing it gains depends on the type of kami. A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Deathwatch (Sp): Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. (30 ft, cone-shaped emanation) You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

Speak with Plants (Sp): You can communicate with normal plants and plant creatures, and can ask questions of and receive answers from them. A normal plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make plant creatures any more friendly or cooperative than normal. Furthermore, wary and cunning plant creatures are likely to be terse and evasive, while the more stupid ones may make inane comments. If a plant creature is friendly, it may do some favor or service for you.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Haste (Sp): When making a full attack action, a hasted creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.)

A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Foresight (Sp): This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Astradaemon CR 16

XP 76,800
NE Large outsider (daemon, evil, extraplanar)
Init +7; **Senses** darkvision 60 ft., deathwatch, true seeing; Perception +22
Aura soul siphon (10 ft.)

DEFENSE
AC 29, touch 17, flat-footed 21 (+7 Dex, +1 dodge, +12 natural, –1 size)
hp 212 (17d10+119)
Fort +12, **Ref** +17, **Will** +14
Defensive Abilities displacement; **DR** 10/good and silver; **Immune** acid, death effects, disease, poison; Resist cold 10, electricity 10, fire 10; **SR** 27

OFFENSE
Speed 90 ft., fly 90 ft. (good)
Melee bite +23 (2d6+5 plus energy drain and grab), 2 claws +23 (1d8+5 plus energy drain), tail +18 (1d12+2 plus energy drain)
Space 10 ft.; **Reach** 10 ft. (15 ft. with tail)
Special Attacks devour soul, energy drain (1 level, DC 25)
Spell-Like Abilities (CL 17th; concentration +24)

Constant—deathwatch, displacement, true seeing
At will—enervation, fear (DC21), greater teleport (self plus 50 lbs. of objects only), vampiric touch
3/day—locate creature, plane shift (DC 24)
1/day—energy drain (DC 24), finger of death (DC 24), summon (level 6, 1d3 derghodaemons 50%)

STATISTICS
Str 21, **Dex** 25, **Con** 24, **Int** 14, **Wis** 15, **Cha** 24
Base Atk +17; **CMB** +23; **CMD** 41
Feats Combat Reflexes, Dodge, Flyby Attack, Iron Will, Mobility, Nimble Moves, Power Attack, Spring Attack, Weapon Finesse
Skills Acrobatics +24 (+48 jump), Escape Artist +27, Fly +9, Intimidate +27, Knowledge (planes) +22, Perception +22, Sense Motive +22, Stealth +23, Survival +22
Languages Abyssal, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Devour Soul (Su): As a standard action, an astradaemon that begins its turn with a grappled opponent can attempt to draw out and consume the soul of its victim, killing it instantly. This ability only works on living creatures, who may resist with a DC 25 Fortitude saving throw. The save is Constitution-based. For every 5 HD of the slain Creature, the daemon gains a +1 profane bonus on attacks, saving throws, and checks for 24 hours. This ability does not consume all of the soul, and pieces of it still exist after the daemon completes its feast (enough to be able to resurrect the slain victim normally).

Soul Siphon (Su): If a Small or larger living creature dies within 10 feet of an astradaemon, the daemon gains 1d8 temporary hit points and a +2 bonus to Strength for 10 minutes. These bonuses stack with themselves. Incorporeal undead and living spirits traveling outside the body (such as a person using astral projection or magic jar) take 1d8 points of damage each round within the daemon's aura.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Abaddon or Astral Plane)
Organization solitary, pair, or pack (3–6)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	16	76800	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	18	153600	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	[19]	230400	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
4	20	307200	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Astradaemon Continued...

Deathwatch (Sp): Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. (30 ft, cone-shaped emanation) You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

Displacement (Sp): The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location and negates the miss chance.

Energy Drain (Su): This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the draining creature's racial HD + the draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Nimble Moves Feat: Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

Spring Attack Feat: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Belier Devil (Bdellavritra) CR 16

XP 76,800
LE Large outsider (devil, evil, extraplanar, lawful)
Init +10; **Senses** darkvision 60 ft., see in darkness; Perception +28

DEFENSE
AC 33, touch 15, flat-footed 27 (+6 Dex, +18 natural, -1 size)
hp 212 (17d10+119)
Fort +17, **Ref** +11, **Will** +20
DR 10/good and silver; **Immune** fire, poison; Resist acid 10, cold 10; **SR** 28

OFFENSE
Speed 20 ft., fly 60 ft. (perfect)
Melee bite +23 (4d8+7), 3 tongues +23 (2d6+7/19-20 plus grab)
Space 10 ft.; **Reach** 10 ft. (20 ft. with tongues)
Special Attacks blood drain (1d4 Con damage), constrict (1d6+7), possession, strangle
Spell-Like Abilities (CL 17th; concentration +24)

At will--acid arrow, greater dispel magic, greater teleport (self plus 50 pounds of objects only), persistent image (DC 22)
3/day--acid fog, dimensional anchor, dominate person (DC 22), greater scrying (DC 24), mass suggestion (DC 23)
1/day--blasphemy (DC 24), demand (DC 25), magic jar (DC 22), plane shift (DC 22), summon (level 6, 3 barbed devils 45%), waves of exhaustion

STATISTICS
Str 24, **Dex** 23, **Con** 25, **Int** 25, **Wis** 26, **Cha** 24
Base Atk +17; **CMB** +25 (+29 grapple); **CMD** 41 (can't be tripped)
Feats Combat Expertise, Combat Reflexes, Greater Disarm, Greater Trip, Improved Critical (tongue), Improved Disarm, Improved Initiative, Improved Trip, Iron Will
Skills Appraise +24, Bluff +27, Diplomacy +27, Fly +32, Intimidate +24, Knowledge (arcana, local, nobility, and planes) +27, Perception +28, Sense Motive +28, Spellcraft +24, Stealth +22
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Possession (Su): When a belier devil uses its magic jar spell-like ability, it can identify and pinpoint life forces accurately, allowing it to select its victims with ease. It does not require a receptacle to use magic jar. If it uses magic jar on a host while on the Material Plane, its own body becomes ethereal for the duration of the possession and the magic jar effect lasts until the effect is dispelled, the devil ends the effect, it is forced out of its host body, or it or its host body is slain.

See in Darkness (Su): The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

Blood Drain (Ex): The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Strangle (Ex): An opponent grappled by the creature cannot speak or cast spells with verbal components.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

ECOLOGY
Environment any (Hell)
Organization solitary
Treasure double

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Greater Disarm Feat: Whenever you successfully disarm an opponent, the weapon lands 15 feet away from its previous wielder, in a random direction.

Greater Trip Feat: Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	16	76800	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Belier Devil (Bdellavritra) Continued...

Magic Jar (Su): [See Possession] By casting magic jar, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the magic jar, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host's location.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Improved Disarm Feat: You do not provoke an attack of opportunity when performing a disarm combat maneuver.

Improved Trip Feat: You do not provoke an attack of opportunity when performing a trip combat maneuver.

Bythos CR 16

XP 76,800
N Large outsider (aeon, extraplanar)
Init +8; **Senses** blindsense 60 ft., darkvision 90 ft., low-light vision; Perception +30

DEFENSE
AC 31, touch 18, flat-footed 26 (+4 deflection, +4 Dex, +1 dodge, +13 natural, –1 size)
hp 207 (18d10+108); fast healing 10
Fort +18, **Ref** +12, **Will** +20
Immune cold, critical hits, poison; Resist electricity 10, fire 10; **SR** 27

OFFENSE
Speed fly 40 ft. (good)
Melee 4 slams +23 (1d6+6 plus 1d6 cold and aging strike)
Space 10 ft.; **Reach** 10 ft.
Special Attacks confusion gaze, temporal strike
Spell-Like Abilities (CL 18th; concentration +23)

At will--augury, greater teleport, slow (DC 18)
3/day--dimensional anchor, haste, plane shift (DC 20)
1/day--dimensional lock, moment of prescience, temporal stasis (DC 23)

STATISTICS
Str 22, **Dex** 19, **Con** 21, **Int** 24, **Wis** 28, **Cha** 21
Base Atk +18; **CMB** +25; **CMD** 44 (can't be tripped)
Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Hover, Improved Initiative, Lightning Reflexes, Mobility, Toughness
Skills Bluff +26, Fly +6, Heal +30, Intimidate +26, Knowledge (arcana, nature, religion) +33, Knowledge (history, planes) +36, Perception +30, Sense Motive +30, Spellcraft +28, Stealth +21, Use Magic Device +23
Languages envisaging
SQ extension of all, void form

SPECIAL ABILITIES
Aging Strike (Su): If a bythos strikes a living target with two slam attacks in a single round, the bythos ages the creature, causing it to advance to the next age category if it fails a DC 24 Fortitude save. The victim gains all of the penalties from this aging and none of the bonuses. A venerable victim targeted by this ability dies if it fails a DC 24 Fortitude save. This process is reversible with greater restoration, limited wish, miracle, or wish. The save DC is Constitution-based.

Confusion Gaze (Su): Confusion for 1d4 rounds, 30 feet, Fortitude DC 24 negates. This is a gaze effect. The save DC is Charisma-based.

Temporal Strike (Su): As a standard action, a bythos can touch a creature or object to displace it from time. If the target fails a DC 24 Fortitude save, it disappears from the present moment and reappears in the same location 1d4 rounds later as if no time had passed. If an object occupies that space, the creature appears in the closest available space to its original location—this displacement does not cause the creature any additional harm. The save DC is Charisma-based.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15 [Hover Feat]	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15 [Hover Feat]	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Outer Planes)
Organization solitary, pair, or tribunal (3 bythos)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	16	76800	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	18	153600	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
3	[19]	230400	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Bythos Continued...

Confusion: Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d%	Behavior
01–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + **Str** modifier to self with item in hand.
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Combat Casting Feat: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Envisaging (Su): Aeons communicate wordlessly, almost incomprehensibly. Caring little for the wants and desires of other creatures, they have no need to engage in exchanges of dialogue. Instead, aeons mentally scan beings for their thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking. The flash is usually a combination of a visual and aural stimulation, which displays how the aeon perceives future events might work out. For instance, an aeon seeking to raze a city communicates this concept to non-aeons by sending them a vivid image of the city crumbling to ash. An aeon's envisaging functions as a non-verbal form of telepathy. Aeons cannot read the thoughts of any creature immune to mind-affecting effects.

Extension of All (Ex): Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to half their racial Hit Dice on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

Void Form (Su): Though aeons aren't incorporeal, their forms are only a semi-tangible manifestation of something greater. An aeon's void form grants it a deflection bonus equal to 1/4 its Hit Dice (rounded down).

Fjord Linnorm CR 16

XP 76,800
CE Gargantuan dragon (aquatic)
Init +10; **Senses** darkvision 60 ft., low-light vision, scent, true seeing; Perception +24

DEFENSE
AC 30, touch 12, flat-footed 24 (+6 Dex, +18 natural, -4 size)
hp 248 (16d12+144); regeneration 10 (cold iron)
Fort +19, **Ref** +18, **Will** +15
Defensive Abilities freedom of movement; **DR** 15/cold iron; **Immune** cold, curse effects, mind-affecting effects, paralysis, poison, sleep; **SR** 27

OFFENSE
Speed 30 ft., fly 100 ft. (average), swim 60 ft.
Melee bite +25 (2d8+13/19-20 plus poison), 2 claws +25 (2d6+13), tail +20 (2d6+6 plus grab), or vital strike bite 4d8+13/19-20 plus poison)
Space 20 ft.; **Reach** 20 ft.
Special Attacks breath weapon, constrict (tail, 2d6+19), death curse

STATISTICS
Str 36, **Dex** 23, **Con** 28, **Int** 5, **Wis** 21, **Cha** 26
Base Atk +16; **CMB** +33 (+37 grapple); **CMD** 49 (can't be tripped)
Feats Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike
Skills Fly +19, Perception +24, Swim +40
Languages Aklo, Draconic, Sylvan
SQ amphibious

SPECIAL ABILITIES
Breath Weapon (Su): Once every 1d4 rounds as a standard action, a fjord linnorm can expel a 120-foot line of icy fluid, dealing 16d8 points of cold damage to all creatures struck (Reflex DC 27 for half damage). The freezing liquid quickly hardens to sheets of ice, causing any creature that takes damage to move at only half its normal speed for 1d4 rounds. A DC 27 Strength check made as a full-round action allows a character to break free of the ice before this duration expires. The save DC and Strength check DC are Constitution-based.

Death Curse (Su): Curse of Drowning: save Will DC 26; effect creature can never gain the benefit of water breathing, and if it possesses this ability, loses it as long as it suffers the curse. In addition, the creature can hold its breath only half as long as normal, and whenever the cursed creature holds its breath, it functions as if sickened. The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Poison (Ex): Bite—injury; save Fort DC 27; frequency 1/round for 10 rounds; effect 3d6 cold damage and 1d6 Con drain; cure 2 consecutive saves.

Freedom of Movement (Sp): This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The freedom of movement spell does not, however, grant water breathing.

ECOLOGY
Environment cold mountainous coastlines
Organization solitary
Treasure triple

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	16	76800	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	

Fjord Linnorm Continued...

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Amphibious (Ex): Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land. These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water.

Horned Devil CR 16

XP 76,800
LE Large outsider (devil, evil, extraplanar, lawful)
Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +24
Aura fear aura (5 ft., DC 23)

DEFENSE
AC 35, touch 17, flat-footed 27 (+8 Dex, +18 natural, –1 size)
hp 217 (15d10+135); regeneration 5 (good weapons, good spells)
Fort +18, **Ref** +17, **Will** +13
DR 10/good and silver; **Immune** fire, poison; Resist acid 10, cold 10; **SR** 27

OFFENSE
Speed 30 ft., fly 50 ft. (average)
Melee +1 unholy spiked chain +26/+21/+16 (2d6+11 plus stun), bite +22 (2d8+5), tail +22 (2d6+5 plus infernal wound) or 2 claws +24 (2d6+10), bite +24 (2d8+10), tail +22 (2d6+5 plus infernal wound), or improved vital strike +1 unholy spiked chain +26 (6d6+11 plus stun)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 16th)

At will—dispel chaos (DC 21), dispel good (DC 21), magic circle against good, greater teleport (self plus 50 lbs. of objects only), persistent image (DC 21)
3/day—fireball (DC 19), lightning bolt (DC 19)
1/day—summon (level 6, 3 barbed devils, 35%)

STATISTICS
Str 31, **Dex** 27, **Con** 28, **Int** 14, **Wis** 22, **Cha** 23
Base Atk +15; **CMB** +26; **CMD** 44
Feats Improved Bull Rush, Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike, Weapon Focus (spiked chain)
Skills Bluff +24, Diplomacy +21, Fly +15, Intimidate +24, Knowledge (planes) +20, Perception +24, Sense Motive +21, Spellcraft +20, Stealth +22
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Infernal Wound (Su): The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch—a DC 26 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain. The save DC is Strength-based. A stunned creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses its Dexterity bonus to AC (if any). Attackers receive a +4 bonus on attack rolls to perform combat maneuvers against a stunned opponent.

See in Darkness (Su): The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Hell)
Organization solitary, pair, or wing (3–10)
Treasure standard (+1 unholy spiked chain, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	16	76800	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
2	18	153600	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
3	[19]	230400	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	
4	20	307200	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐	

Horned Devil Continued...

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Fear Aura (Su): As a free action each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round. This is a mind-affecting fear effect. A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened. A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Unholy Weapon: An unholy weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of good alignment. It bestows one permanent negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Improved Sunder Feat: You do not provoke an attack of opportunity when performing a sunder combat maneuver.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Plasma Ooze CR 16

XP 76,800
N Gargantuan ooze
Init +0; **Senses** blindsight 60 ft.; Perception -5
Aura magnetic pulse (30 ft., DC 27)

DEFENSE
AC 6, touch 6, flat-footed 6 (-4 size)
hp 241 (21d8+147)
Fort +14, **Ref** +7, **Will** +2
Defensive Abilities split (slashing or sonic, 46 **hp**); **DR** 15/—; **Immune** acid, electricity, bludgeoning and piercing damage, ooze traits; Resist cold 30

OFFENSE
Speed fly 30 ft. (perfect)
Melee slam +24 (4d6+19 plus 4d6 electricity, 4d6 fire, and grab)
Ranged 1d4 plasma rays +11 touch (4d6 electricity plus 4d6 fire)
Space 20 ft.; **Reach** 20 ft.
Special Attacks constrict (4d6+19 plus 4d6 electricity and 4d6 fire), engulf (DC 33, 4d6 electricity plus 4d6 fire)

STATISTICS
Str 36, **Dex** 11, **Con** 24, **Int** —, **Wis** 1, **Cha** 1
Base Atk +15; **CMB** +32 (+36 grapple); **CMD** 42 (can't be tripped)
Skills Fly +8
SQ no breath

SPECIAL ABILITIES
Magnetic Pulse (Su): A plasma ooze is surrounded by an aura of magnetism that allows it to attract metallic objects and creatures. At the start of the ooze's turn as a free action, the ooze makes a combat maneuver check against all metallic creatures, all creatures wearing metal armor, and all creatures wielding metal weapons within 30 feet. If it beats the CMD of a metal or armored creature with this check, that creature is pulled 10 feet closer to the ooze and cannot move away from the ooze for 1 round. If this causes the creature to move into a square occupied by the plasma ooze, the ooze can attempt to engulf that creature as a free action. If it beats the CMD of a creature wielding a metal weapon, that weapon is disarmed and pulled 10 feet closer to the ooze. Unattended metal objects of size Large or smaller are automatically pulled toward a plasma ooze. This magnetism is supernatural in nature and affects all metal objects.

Engulf (Ex): The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature. The save DC is Strength-based.

Plasma Ray (Su): As a standard action, a plasma ooze can fire 1d4 plasma rays at up to 4 separate targets within 60 feet (no more than one ray can attack a single creature). Each ray deals 4d6 points of electricity damage and 4d6 points of fire damage on a hit.

Blindsight: Some creatures possess blindsight, the extraordinary ability to use a non-visual sense (or a combination senses) to operate effectively without vision. Such senses may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures that use blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Split (Ex): The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally.

ECOLOGY
Environment any
Organization solitary
Treasure none

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Ooze Traits: Immunity to poison, sleep effects, paralysis, polymorph, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Blind (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). An ooze with an Intelligence score loses this trait.

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

No Breath (Ex): The monster does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	16	76800	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Scylla CR 16

XP 76,800
CE Huge aberration (aquatic)
Init +11; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft., low-light vision, see invisibility; Perception +29
Aura frightful presence (30 ft., DC 26)

DEFENSE
AC 30, touch 20, flat-footed 18 (+11 Dex, +1 dodge, +10 natural, –2 size)
hp 250 (20d8+160); fast healing 10
Fort +14, **Ref** +17, **Will** +18
Defensive Abilities freedom of movement, improved evasion; **DR** 10/cold iron and lawful; **Immune** cold, charm effects, confusion and insanity effects; Resist acid 20, fire 20; **SR** 27

OFFENSE
Speed 30 ft., swim 50 ft.
Melee 4 bites +25 (1d8+8/19–20 plus bleed), 4 tentacles +23 (1d6+4 plus grab)
Space 15 ft.; **Reach** 15 ft.
Special Attacks bleed (1d6), constrict (1d6+8)
Spell-Like Abilities (CL 16th; concentration +22)

Constant—freedom of movement, nondetection, see invisibility
At will—acid arrow, control water, fog cloud, Greater dispel magic, major image (DC 19)
3/day—black tentacles, charm monster (DC 20), insanity (DC 23), mirage arcana (DC 21), solid fog
1/day—control weather, power word stun, project image (DC 23), summon (level 8, 1 charybdis)

STATISTICS
Str 27, **Dex** 32, **Con** 27, **Int** 20, **Wis** 23, **Cha** 22
Base Atk +15; **CMB** +25 (+29 grapple); **CMD** 47 (can't be tripped)
Feats Combat Reflexes, Dodge, Improved Critical (bite), Mobility, Multiattack, Power Attack, Vital Strike, Weapon Finesse, Weapon Focus (bite), Weapon Focus (tentacles)
Skills Acrobatics +34, Bluff +26, Intimidate +29, Knowledge (nature)* +25, Perception +29, Sense Motive +26, Stealth +26, Swim +39, Use Magic Device +26
Languages Abyssal, Aquan, Common
SQ amphibious, change shape (1 humanoid form, alter self), undersized weapons*

SPECIAL ABILITIES
Frightful Presence (Ex): This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice than the creature has. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the frightful creature's racial HD + the frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. Frightful presence is a mind-affecting fear effect.

Blindsight: Some creatures possess blindsight, the extraordinary ability to use a non-visual sense (or a combination senses) to operate effectively without vision. Such senses may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures that use blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

ECOLOGY
Environment any water
Organization solitary
Treasure triple

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'

Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

All-Around Vision (Ex): The creature sees in all directions at once. It cannot be flanked.

Freedom of Movement (Sp): A protean can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject can move and attack normally while underwater.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature , but retains most of its own physical qualities. This ability functions as a polymorph spell, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	16	76800	□□□□□ □□□□□	□	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□	

Scylla Continued...

See Invisibility (Sp): You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Amphibious (Ex): Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land. These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Undersized Weapons (Ex): The creature uses manufactured weapons as if it were two size category Smaller than the creature's actual size.

Improved Evasion (Ex): You take no damage on a successful Reflex saving throw against attacks, and only take half damage on a failed save. If you are helpless you do not gain the benefit of improved evasion.

Bleed: A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn and successive turns until the bleeding stops or the creature dies. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Nondetection (Sp): The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level. If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

Shemhazian CR 16

XP 76,800
CE Gargantuan outsider (chaotic, demon, evil, extraplanar)
Init +4; **Senses** darkvision 60 ft., detect good, scent, true seeing; Perception +36

DEFENSE
AC 31, touch 11, flat-footed 26 (+4 Dex, +1 dodge, +20 natural, -4 size)
hp 246 (17d10+153)
Fort +19, **Ref** +11, **Will** +18
DR 10/cold iron and good; **Immune** electricity, poison; Resist acid 10, cold 10, fire 10; **SR** 27

OFFENSE
Speed 40 ft., climb 20 ft., fly 60 ft. (good)
Melee bite +25 (2d6+12 plus 2d4 strength drain), 2 claws +25 (2d6+12), 2 pincers +23 (1d12+6), tail slap +23 (2d6+6), or improved vital strike bite +25 (6d6+12 plus 2d6 strength drain)
Space 20 ft.; **Reach** 20 ft. (30 ft. with tail slap)
Special Attacks paralyzing gaze, rend (2 claws, 2d6+18)
Spell-Like Abilities (CL 15th; concentration +18)

Constant--detect good, fly, true seeing
At will--greater teleport (self plus 50 lbs. of objects only), invisibility, telekinesis (DC 18)
3/day--clairaudience/clairvoyance, mass inflict serious wounds (DC 20), prying eyes
1/day--blasphemy (DC 20), summon (level 5, 1 shemhazian 30% or 1d4 vrocks 60%)

STATISTICS
Str 35, **Dex** 19, **Con** 29, **Int** 10, **Wis** 26, **Cha** 16
Base Atk +17; **CMB** +33; **CMD** 48
Feats Awesome Blow, Combat Reflexes, Dodge, Improved Bull Rush, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Vital Strike
Skills Bluff +23, Climb +20, Fly +2, Heal +28, Intimidate +23, Knowledge (religion) +20, Perception +36, Sense Motive +28; Racial Modifiers +8 Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES
Paralyzing Gaze (Su): Paralysis for 1 round, 30 feet, Fortitude DC 21 negates. Evil creatures are immune to this effect. The save DC is Charisma-based. This is a gaze effect.

Paralysis (Ex or Su): This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Strength Drain (Su): A shemhazian demon deals 2d4 points of Strength drain with each successful bite. A DC 27 Fortitude save reduces this amount to 1d4 points of Strength damage. The save DC is Constitution-based.

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

ECOLOGY
Environment any (the Abyss)
Organization solitary
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	16	76800	☐☐☐☐☐ ☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	

Shemhazian Continued...

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

Detect Good (Sp): You can sense the presence of good. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of good. 2nd Round: Number of good auras (creatures, objects, or spells) in the area and the power of the most potent good aura present. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Slimy Demodand CR 16

XP 76,800
CE Medium outsider (chaotic, demodand, evil, extraplanar)
Init +4; **Senses** darkvision 120 ft., detect good, detect magic, see invisibility; Perception +2
Aura stench (DC 26, 1d6 rounds)

DEFENSE
AC 30, touch 13, flat-footed 27 (+6 armor, +3 Dex, +11 natural)
hp 241 (21d10+126)
Fort +18, **Ref** +13, **Will** +14; +4 vs. divine spells
DR 10/good and magic; **Immune** acid, poison; Resist cold 10, fire 10; **SR** 27

OFFENSE
Speed 20 ft., fly 40 ft. (average)
Melee bite +30 (1d10+9 plus 2d6 acid), 2 claws +30 (2d6+13/19-20 plus 2d6 acid and grab), or greater vital strike bite +30 (4d10+9 plus 2d6 acid), or greater vital strike claw +30 (8d6+13/19-20 plus 2d6 acid and grab)
Special Attacks acid, dread claws, faith-stealing strike
Spell-Like Abilities (CL 16th; concentration +19)

Constant—detect good, detect magic, see invisibility
At will—detect thoughts (DC 15), fear (DC 17)
3/day—acid fog, greater dispel magic
1/day—summon (level 6, 1d4 tarry demodands 50%)

STATISTICS
Str 28, **Dex** 18, **Con** 23, **Int** 14, **Wis** 15, **Cha** 17
Base Atk +21; **CMB** +30 (+34 grapple); **CMD** 44
Feats Bleeding Critical, Blind-Fight, Critical Focus, Flyby Attack, Greater Vital Strike, Improved Critical (claw), Improved Vital Strike, Intimidating Prowess, Lightning Reflexes, Power Attack, Vital Strike
Skills Acrobatics +11, Bluff +27, Climb +19, Fly +25, Intimidate +36, Knowledge (arcana) +13, Knowledge (planes) +13, Sense Motive +26, Spellcraft +20, Stealth +25, Survival +20
Languages Abyssal, Celestial, Common
SQ heretical soul

SPECIAL ABILITIES
Acid (Su): A slimy demodand is coated in an ever-dripping layer of acid that deals an extra 2d6 points of acid damage on a successful natural attack. In addition, opponents that successfully strike a slimy demodand with an unarmed strike or natural attack take 2d6 points of acid damage.

Dread Claws (Ex): A slimy demodand adds 1-1/2 times its strength bonus on all attack rolls made when using its claws.

Faith-Stealing Strike (Su): When a demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a Will saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours. The save DC is Charisma-based.

Stench (Ex): A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. A sickened creature takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'

Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Bleeding Critical Feat: Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

ECOLOGY
Environment any (Abyss)
Organization solitary or slaving party (2 slimy demodands and 2-5 tarry demodands)
Treasure standard (masterwork breastplate, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	16	76800	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	
2	18	153600	❑❑❑❑❑ ❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Slimy Demodand Continued...

Detect Good (Sp): You can sense the presence of good. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of good. 2nd Round: Number of good auras (creatures, objects, or spells) in the area and the power of the most potent good aura present. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Detect Magic (Sp): You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

See Invisibility (Sp): You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Heretical Soul (Ex): All demodands gain a +4 bonus on saving throws against divine spells. In addition, any attempts to scry on a demodand using divine magic automatically fail. The caster can see the scryed area normally, but the demodand simply does not appear.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Brijidine CR 17

XP 102,400
CG Medium outsider (azata, chaotic, earth, extraplanar, fire, good)
Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +26
Aura flaming body, holy aura

DEFENSE
AC 32, touch 19, flat-footed 27 (+4 deflection, +5 Dex, +13 natural)
hp 256 (19d10+152)
Fort +22, **Ref** +15, **Will** +21
DR 10/cold iron and evil; **Immune** electricity, fire, petrification; Resist cold 10; **SR** 28
Weaknesses vulnerable to cold

OFFENSE
Speed 40 ft., fly 60 ft. (good)
Melee +1 flaming burst keen longsword +25/+20/+15/+10 (1d8+8/17–20 plus 1d6 fire and burn)
Ranged lava blast +24 (16d6 fire plus burn and entrap)
Special Attacks entrap (DC 26, instantaneous, hardness 8, hp 30), burn (2d6, DC 26), trample (1d8+7, DC 24)
Spell-Like Abilities (CL 19th; concentration +25)

Constant--holy aura (DC 24)
At will--flaming sphere (DC 18), heat metal (DC 18), meld into stone (self only), soften earth and stone, stone shape
5/day--cure serious wounds, flame strike (DC 21), move earth, spike stones (DC 20), stone tell, summon nature's ally V (earth and fire elementals only), wall of stone (DC 22)
3/day--earthquake, fire storm (DC 23), heal, stoneskin, wall of fire

STATISTICS
Str 20, **Dex** 21, **Con** 24, **Int** 15, **Wis** 18, **Cha** 23
Base Atk +19; **CMB** +24; **CMD** 43
Feats Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Improved Bull Rush, Iron Will, Lunge, Power Attack, Staggering Critical, Toughness
Skills Craft (any one) +24, Escape Artist +27, Fly +9, Heal +26, Knowledge (nature) +24, Knowledge (planes) +24, Perception +26, Perform (oratory) +25, Sense Motive +26
Languages Celestial, Draconic, Ignan, Infernal, Terran; truespeech
SQ heat stone, obsidian blade

SPECIAL ABILITIES
Flaming Body (Su): A brijidine's body is molten rock covered in dancing flames. Anyone striking a brijidine with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a brijidine or is grappled by one takes 6d6 points of fire damage each round the grapple persists.

Heat Stone (Su): Whenever a brijidine uses her meld into stone, soften earth and stone, spike stones, stone shape, or wall of stone spell-like abilities, she can have the affected stone radiate intense heat for 1 minute. Any creature within 5 feet of the stone takes 1d6 fire damage per round.

Lava Blast (Su): A brijidine can hurl a glob of lava at a target as a standard action. This attack has a range increment of 30 feet.

Obsidian Blade (Ex): At will as a free action, a brijidine can create a blade of jagged volcanic glass that functions as a +1 flaming burst keen longsword. One round after it leaves the brijidine's grasp, the weapon decays into useless powder.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Truespeech (Su): All azatas can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

ECOLOGY
Environment any (Elysium)
Organization solitary or team (2–5)
Treasure double (no flammable items)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	17	102400				
2	19	204800				
3	20	307200				

Brijidine Continued...

Tremorsense (Ex): A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Holy Aura (Sp): A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

- First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from evil, this benefit applies against all attacks, not just against attacks by evil creatures.
- Second, each warded creature gains spell resistance 25 against evil spells and spells cast by evil creatures.
- Third, the abjuration protects the recipient from possession and mental influence, just as protection from evil does.
- Finally, if an evil creature succeeds on a melee attack against a creature warded by a holy aura, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura's save DC).

Vulnerability to Cold: A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure.

Flaming Burst Weapon: A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is ?3, add an extra 2d10 points of fire damage instead, and if the multiplier is ?4, add an extra 3d10 points of fire damage. Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Keen Weapon: This ability doubles the threat range of a weapon. Only piercing or slashing melee weapons can be keen. If you roll this special ability randomly for an inappropriate weapon, reroll. This benefit doesn't stack with any other effects that expand the threat range of a weapon (such as the keen edge spell or the Improved Critical feat).

Burn (Ex): A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Entrap (Ex or Su): The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. The save DCs are Constitution-based. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 Greater than the saving throw DC. Destroying the entrapping material frees the creature.

Trample Feat: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Lunge Feat: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Staggering Critical Feat: Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Ice Linnorm CR 17

XP 102,400
CE Colossal dragon
Init +10; **Senses** darkvision 120 ft., low-light vision, scent, true seeing; Perception +26

DEFENSE
AC 32, touch 8, flat-footed 26 (+6 Dex, +24 natural, –8 size)
hp 279 (18d12+162); regeneration 10 (cold iron)
Fort +20, **Ref** +19, **Will** +16
Defensive Abilities freedom of movement; **DR** 15/cold iron; **Immune** cold, curse effects, mind-affecting effects, paralysis, poison, sleep; **SR** 28

OFFENSE
Speed 40 ft., climb 40 ft., fly 100 ft. (average), swim 40 ft.
Melee bite +24 (3d8+14/19–20 plus poison), 2 claws +24 (2d6+14), tail +19 (3d6+7 plus grab), or improved vital strike bite +24 (9d8+14/19–20 plus poison)
Space 30 ft.; **Reach** 30 ft.
Special Attacks breath weapon, constrict (tail, 3d6+21), death curse

STATISTICS
Str 38, **Dex** 22, **Con** 29, **Int** 5, **Wis** 20, **Cha** 23
Base Atk +18; **CMB** +40 (+44 grapple); **CMD** 56 (can't be tripped)
Feats Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike
Skills Climb +43, Fly +19, Perception +26, Swim +22
Languages Aklo, Draconic, Sylvan

SPECIAL ABILITIES
Breath Weapon (Su): Once every 1d4 rounds as a standard action, an ice linnorm can expel a 60-foot cone of freezing, viscous ooze, dealing 18d8 points of cold damage to all creatures struck (Reflex DC 28 halves). The freezing ooze clings to those struck, and 1 round later the ooze hardens into thick sheets of ice. Creatures that were damaged are frozen motionless unless they can break free with a DC 25 Strength, Escape Artist, or combat maneuver check. Each round a creature remains frozen it takes 1d6 points of cold damage. Another creature can free a frozen target by tearing away the ice (this takes 1d4 rounds) or dealing at least 20 points of fire damage to the frozen target. Left unattended, the ice crumbles away in 2d4 rounds on its own. Creatures with the fire subtype cannot be frozen in place by this breath weapon. Flying creatures that don't have supernatural flight fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feet per round. The save DC is Constitution-based.

Death Curse (Su): When a creature slays an ice linnorm, the slayer is affected by the curse of frost. Curse of Frost: save Will DC 25; effect creature gains vulnerability to cold. The save DC is Charisma-based.

Freedom of Movement (Ex): An ice linnorm is under the constant effect of freedom of movement, as per the spell of the same name. This effect cannot be dispelled. The creature can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject can move and attack normally while underwater.

Poison (Su): Bite—injury; save Fort DC 28; frequency 1/round for 10 rounds; effect 4d6 cold damage and 1d6 **Con** drain; cure 3 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex): An ice linnorm has true seeing, as the spell of the same name. This effect cannot be dispelled. The creature has the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

ECOLOGY
Environment cold hills and mountains
Organization solitary
Treasure triple

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	17	102400	☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	

Ice Linnorm Continued...

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Keketar CR 17

XP 102,400
CN Large outsider (chaotic, extraplanar, protean, shapechanger)
Init +5; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +33
Aura spatial riptide (30 ft.)

DEFENSE
AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, –1 size)
hp 287 (23d10+161); fast healing 10
Fort +22, **Ref** +14, **Will** +22
Defensive Abilities amorphous anatomy, **DR** 15/layful, freedom of movement; **Immune** acid, polymorph; Resist electricity 10, sonic 10; **SR** 28

OFFENSE
Speed 40 ft., fly 40 ft. (perfect), swim 40 ft.
Melee bite +31 (4d8+9 plus warpwave), 2 claws +31 (2d6+9 plus warpwave), tail slap +29 (2d8+4 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict 1d8+9
Spell-Like Abilities (CL 17th; concentration +24)

Constant—detect law, tongues
At will—chaos hammer (DC 21), greater dispel magic, greater teleport (self plus 50 lbs. of objects only), major creation, move earth, shatter (DC 19)
3/day—quickened confusion (DC 21), dispel law (DC 22), empowered chaos hammer (DC 21), polymorph any object (DC 25)
1/day—disintegrate (DC 23), prismatic spray (DC 24), prismatic sphere (DC 26), reshape reality

STATISTICS
Str 29, **Dex** 21, **Con** 24, **Int** 20, **Wis** 25, **Cha** 24
Base Atk +23; **CMB** +33 (+35 bull rush, +37 grapple); **CMD** 48 (can't be tripped)
Feats Combat Expertise, Combat Reflexes, Empower Spell-Like Ability (chaos hammer), Great Fortitude, Improved Bull Rush, Improved Vital Strike, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell-Like Ability (confusion), Vital Strike
Skills Acrobatics +31, Bluff +33, Diplomacy +33, Fly +11, Intimidate +33, Knowledge (arcana, planes) +31, Knowledge (any two) +28, Perception +33, Stealth +27, Swim +40; Racial Modifiers +8 Swim
Languages Abyssal, Protean; telepathy 100 ft.
SQ change shape (greater polymorph)

SPECIAL ABILITIES
Reshape Reality (Sp): This ability functions as the spell mirage arcana heightened to a 9th-level spell, except the changes created are quasi-real, like those created by shadow conjuration. A creature that interacts with reshaped reality may make a DC 26 Will save to see through the semi-real illusion. Terrain can provide concealment, and against foes who do not make the Will save to see through the facade, reshaped reality can provide cover. For disbelievers, quasi-real objects and terrain have only 20% normal hardness and hit points, and break DCs are 10 lower than normal. Dangerous terrain cannot exceed 5d6 points of damage per round (1d6 per round against disbelievers). This ability cannot damage existing structures, nor does it function in areas where planar travel is prohibited.

Spatial Riptide (Su): Any non-protean teleporting into or out of the protean's aura must make a DC 28 Fortitude save or enter a state of suspended animation (identical to temporal stasis) for 1d3 rounds; success means the Creature is merely nauseated for 1 round. The save DC is Constitution-based. Creatures with the nauseated condition experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Warpwave (Su): A creature struck by a keketar's claw or bite must make a DC 28 Fortitude save or be affected by a warpwave. The save DC is Constitution-based.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Limbo)
Organization solitary or chorus (2–4)
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	17	102400	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	19	204800	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Keketar Continued...

Table: Warpawave Effects

d20	Warpwave effect
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a heal spell (CL = protean's CR).
18	Target is turned to stone.
19	Target is affected by baleful polymorph (CL = protean's CR).
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.

Freedom of Movement (Su): A protean has continuous freedom of movement, as per the spell. The creature can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject can move and attack normally while underwater.

Amorphous Anatomy (Ex): A protean's vital organs shift and change shape and position constantly. This grants it a 50% chance to ignore additional damage caused by critical hits and sneak attacks, and grants it immunity to polymorph effects (unless the protean is a willing target). A protean automatically recovers from physical blindness or deafness after 1 round by growing new sensory organs to replace those that were compromised.

Change Shape (Su): A protean's form is not fixed. Once per day as a standard action, a protean may change shape into any Small, Medium, or Large animal, elemental , giant , humanoid, magical beast, monstrous humanoid, ooze, plant , or vermin. A protean can resume its true form as a free action, and when it does so, it gains the effects of a heal spell (CL equal to the protean's HD).

Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Detect Law (Sp): You can sense the presence of law. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of law. 2nd Round: Number of law auras (creatures, objects, or spells) in the area and the power of the most potent law aura present. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Tongues (Sp): This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Empower Spell-Like Ability (chaos hammer): When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by half (+50%). Saving throws and opposed rolls are not affected.

Quicken Spell-Like Ability (confusion): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Keketar Continued...

Mirage Arcana [See Reshape Reality]: This spell functions like hallucinatory terrain (You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance), except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike hallucinatory terrain, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

Shadow Conjuration [See Reshape Reality]: You use material from the Plane of Shadow to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower. Shadow conjurations are only one-fifth (20%) as strong as the real things, though creatures who believe the shadow conjurations to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to shadow conjuration's level (4th) rather than the spell's normal level. In addition, any effect created by shadow conjuration allows Spell Resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. (Roll for each use and each affected character separately.) Furthermore, the shadow creature's AC bonuses are just one-fifth as large. A creature that succeeds on its save sees the shadow conjurations as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell.

Shinigami CR 17

XP 102,400
LN Large outsider (extraplanar, lawful)
Init +9; **Senses** darkvision 60 ft., detect chaos, detect law, true seeing; Perception +31
Aura fear aura (60 ft., DC 30)

DEFENSE
AC 31, touch 15, flat-footed 25 (+5 Dex, +1 dodge, +16 natural, -1 size)
hp 275 (22d10+154); fast healing 10
Fort +20, **Ref** +12, **Will** +19
DR 10/chaotic and silver; **Immune** ability damage, ability drain, cold, death effects, disease, energy drain, negative energy, poison; Resist acid 10, fire 10; **SR** 28

OFFENSE
Speed 30 ft., fly 40 ft. (perfect)
Melee +3 axiomatic scythe +30/+25/+20/+15 (2d6+10/x4), 2 wings +21 (1d8+2)
Space 10 ft.; **Reach** 10 ft.
Special Attacks destroy soul
Spell-Like Abilities (CL 20th; concentration +29)

Constant—detect chaos, detect law, tongues, true seeing
3/day—destruction (DC 26), energy drain, greater scrying (DC 26), soul bind (DC 28)

STATISTICS
Str 21, **Dex** 20, **Con** 24, **Int** 17, **Wis** 22, **Cha** 29
Base Atk +22; **CMB** +28; **CMD** 44
Feats Cleave, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Stand Still, Weapon Focus (scythe), Whirlwind Attack
Skills Acrobatics +30, Diplomacy +34, Fly +36, Intimidate +34, Knowledge (planes) +28, Perception +31, Sense Motive +31, Spellcraft +28, Stealth +26
Languages Celestial, Common, Draconic, Infernal; tongues

SPECIAL ABILITIES
Destroy Soul (Su): A shinigami possesses six gems in which it encapsulates souls with its soul bind spell-like ability. These gems are only useful to the shinigami that owns them, and if the shinigami dies, the gems are destroyed as well. As a standard action once per day, a shinigami can hold up a gem that currently contains a soul and crush it, permanently destroying the soul within and releasing a 30-foot-radius burst of negative energy that inflicts 1d6 negative levels on all creatures in the area of effect. A successful DC 30 Fortitude save reduces this to 1 negative level. The soul destroyed in the process of using this ability can only be brought back to life by means of a miracle or wish spell. This is a death effect. The save DC is Charisma-based.

For each negative level a creature has, it takes a cumulative –1 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each negative level it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting) for each negative level possessed. Spellcasters do not lose any prepared spells or slots as a result of negative levels. If a creature's negative levels equal or exceed its total Hit Dice, it dies.

A creature with temporary negative levels receives a new saving throw to remove the negative level each day. The DC of this save is the same as the effect that caused the negative levels.

Some abilities and spells (such as raise dead) bestow permanent level drain on a creature. These are treated just like temporary negative levels, but they do not allow a new save each day to remove them. Level drain can be removed through spells like restoration. Permanent negative levels remain after a dead creature is restored to life. A creature whose permanent negative levels equal its Hit Dice cannot be brought back to life through spells like raise dead and resurrection without also receiving a restoration spell, cast the round after it is restored to life.

ECOLOGY
Environment any
Organization solitary
Treasure double (+3 axiomatic scythe, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Axiomatic Weapon: An axiomatic weapon is infused with lawful power. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against chaotic creatures. It bestows one permanent negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Whirlwind Attack Feat: When you use the full-attack action, you can give up your regular attacks and instead make one melee attack at your highest base attack bonus against each opponent within reach. You must make a separate attack roll against each opponent. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	17	102400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Shinigami Continued...

Detect Law and Chaos(Sp): You can sense the presence of law and chaos. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of law and/or chaos. 2nd Round: Number of law or chaos auras (creatures, objects, or spells) in the area and the power of the most potent law or chaos aura present. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Fear Aura (Su): As a free action each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round. This is a mind-affecting fear effect. A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened. A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Tongues (Sp): This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Spring Attack Feat: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Stand Still Feat: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Wendigo CR 17

XP 102,400
CE Large outsider (cold, native)
Init +13; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision; Perception +26

DEFENSE
AC 32, touch 18, flat-footed 23 (+9 Dex, +14 natural, –1 size)
hp 279 (18d10+180); regeneration 15 (fire)
Fort +21, **Ref** +22, **Will** +11
DR 15/cold iron and magic; **Immune** cold, fear; **SR** 28
Weaknesses vulnerability to fire

OFFENSE
Speed fly 120 ft. (perfect)
Melee bite +26 (2d8+9/19–20 plus 4d6 cold and grab), 2 claws +26 (2d6+9/19–20 plus 4d6 cold)
Space 10 ft.; **Reach** 10 ft.
Special Attacks dream haunting, howl, rend (2 claws, 1d8+13 plus 4d6 cold plus 1d4 Cha damage), wendigo psychosis
Spell-Like Abilities (CL 18th; concentration +25)

At will—wind walk (DC 23; see below)
1/day—control weather (as druid), nightmare (DC 22)

STATISTICS
Str 29, **Dex** 29, **Con** 31, **Int** 26, **Wis** 20, **Cha** 24
Base Atk +18; **CMB** +28 (+32 grapple); **CMD** 47
Feats Ability Focus (howl), Critical Focus, Flyby Attack, Improved Critical (claws, bite), Improved Initiative, Lightning Reflexes, Persuasive, Tiring Critical
Skills* Acrobatics +30, Bluff +28, Diplomacy +9, Fly +36, Intimidate +32, Knowledge (arcana) +26, Knowledge (geography) +26, Knowledge (nature) +26, Knowledge (religion) +26, Knowledge (planes) +29, Perception +26, Sense Motive +26, Spellcraft +29, Stealth +26, Survival +26
Languages Aklo, Common, Giant; telepathy 1 mile
SQ no breath

SPECIAL ABILITIES
Dream Haunting (Su): When a wendigo uses its nightmare spell-like ability, the victim is also exposed to wendigo psychosis.

Howl (Ex): Three times per day as a standard action, a wendigo can emit a forlorn howl that can be heard up to a mile away. Any who hear the howl must make a DC 28 Will save to avoid becoming shaken for an hour. A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Creatures within 120 feet become panicked for 1d4+4 rounds, and those within 30 feet cower with fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based. A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Wendigo Psychosis (Su): Curse—Nightmare or wind walk; save Will DC 26; onset 1 minute; frequency 1/day; effect 1d4 Wis drain (minimum Wis 1); cure 3 consecutive saves. When a victim's Wisdom reaches 1, he seeks an individual of his race to kill and devour. After completing this act, the afflicted individual takes off at a run, and in 1d4 rounds sprints up into the sky at such a speed that his feet burn away into jagged stumps. The transformation into a wendigo takes 2d6 minutes as the victim wind walks across the sky. Once the transformation is complete, the victim is effectively dead, replaced by a new wendigo. True resurrection, miracle, or wish can restore such a victim to life, yet doing so does not harm the new wendigo. The save is Charisma-based.

Wind Walk (Sp): If a wendigo pins a grappled foe, it can attempt to wind walk with the target by using its spell-like ability—it automatically succeeds on all concentration checks made to use wind walk. If the victim fails to resist the spell, the wendigo hurtles into the sky with him. Each round, a victim can make a new DC 23 Will save to turn solid again, but at this point he falls if he cannot fly. Eventually, the wendigo strands the victim in some rural area, usually miles from where it began. A creature that wind walks with a wendigo is exposed to wendigo psychosis. The save DC is Charisma-based.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any cold
Organization solitary
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	17	102400	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Wendigo Continued...

Blindsight: Some creatures possess blindsight, the extraordinary ability to use a non-visual sense (or a combination senses) to operate effectively without vision. Such senses may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures that use blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Vulnerability to Fire: A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Rend (Ex): If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 times the creature's Strength bonus.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Tiring Critical Feat: Whenever you score a critical hit, your opponent becomes fatigued. This feat has no additional effect on a fatigued or exhausted creature. A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Nightmare (Sp): You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane spells for the next 24 hours.

The difficulty of the save depends on your knowledge the subject and the physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

*You must have some sort of connection to a creature of which you have no knowledge.

Dispel evil cast on the subject while you are casting the spell dispels the nightmare and causes you to be stunned for 10 minutes per caster level of the dispel evil.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail Will saving throws, for example.)

Creatures who don't sleep (such as elves, but not half-elves) or dream are immune to this spell.

Wind Walk (Sp): You alter the substance of your body to a cloud-like vapor (as the gaseous form spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Companions of the Firmament Monster Sheets

Challenge Rating 18-23 Flying Monsters (Fly Skill Template)

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Sources

Book	Reference
Pathfinder Roleplaying Game Bestiary	1
Pathfinder Roleplaying Game Bestiary 2	2
Pathfinder Roleplaying Game Bestiary 3	3

Cairn Linnorm CR 18

XP 153,600
CE Gargantuan dragon
Init +11; **Senses** darkvision 60 ft., low-light vision, scent, true seeing; Perception +24

DEFENSE
AC 35, touch 13, flat-footed 28 (+7 Dex, +22 natural, -4 size)
hp 290 (20d12+160); regeneration 10 (cold iron)
Fort +20, **Ref** +21, **Will** +17
Defensive Abilities freedom of movement; **DR** 15/cold iron; **Immune** acid, curse effects, energy drain, mind-affecting effects, negative energy, paralysis, poison, sleep; **SR** 29

OFFENSE
Speed 40 ft., climb 40 ft., fly 100 ft. (average)
Melee bite +29 (3d8+13/19-20 plus poison), 2 claws +29 (2d6+13), tail +24 (3d6+6 plus grab), improved vital strike bite +29 (9d8+13/19-20 plus poison), or claw +29 (6d6+13), or tail +24 (9d6+6 plus grab)
Space 20 ft.; **Reach** 20 ft.
Special Attacks breath weapon, constrict (tail, 2d6+19), death curse

STATISTICS
Str 37, **Dex** 24, **Con** 26, **Int** 5, **Wis** 20, **Cha** 27
Base Atk +20; **CMB** +37 (+41 grapple); **CMD** 54 (can't be tripped)
Feats Blind-Fight, Cleave, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (Perception), Vital Strike
Skills Climb +33, Fly +13, Perception +24, Stealth +26, Swim +36; Racial Modifiers Acrobatics (+4 when jumping), +8 Stealth
Languages Aklo, Draconic, Sylvan

SPECIAL ABILITIES
Breath Weapon (Su): Once every 1d4 rounds as a standard action, a cairn linnorm can expel a 60-foot cone of acidic bile, dealing 18d8 points of acid damage to all creatures struck. In addition, this bile is infused with negative energy, and inflicts 1d4 negative levels on all creatures struck by it. A successful DC 28 Reflex save halves the damage and completely negates the negative levels. The save DC is Constitution-based. For each negative level a creature has, it takes a cumulative –1 penalty on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks. In addition, the creature reduces its current and total hit points by 5 for each negative level it possesses. The creature is also treated as one level lower for the purpose of level-dependent variables (such as spellcasting) for each negative level possessed. Spellcasters do not lose any prepared spells or slots as a result of negative levels. If a creature's negative levels equal or exceed its total Hit Dice, it dies. A creature with temporary negative levels receives a new saving throw to remove the negative level each day. The DC of this save is the same as the effect that caused the negative levels.

Death Curse (Su): Curse of Decay: save Will DC 28; effect the creature takes 1 point of Constitution damage per day, and ages at an accelerated rate of 1 year per day, eventually incurring all of the penalties of old age but none of the benefits.

Poison (Ex): Bite—injury; save Fort DC 28; frequency 1/round for 10 rounds; effect 4d6 acid damage and 1d6 **Con** drain; cure 2 consecutive saves.

Great Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

ECOLOGY
Environment cold hills
Organization solitary
Treasure triple

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Freedom of Movement (Su): The creature can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject can move and attack normally while underwater.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	18	153600	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Cairn Linnorm Continued...

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Purrodaemon CR 18

XP 153,600
NE Large outsider (daemon, evil, extraplanar)
Init +10; **Senses** darkvision 60 ft., true seeing; Perception +26
Aura fear (15 ft., DC 24), unholy aura

DEFENSE
AC 35, touch 19, flat-footed 29 (+4 deflection, +6 Dex, +16 natural, –1 size)
hp 294 (19d10+190)
Fort +25, **Ref** +21, **Will** +14
DR 10/good and silver; **Immune** acid, death effects, disease, poison; Resist cold 10, electricity 10, fire 10; **SR** 29

OFFENSE
Speed 30 ft., fly 60 ft. (good)
Melee +2 wounding halberd +32/+27/+22/+17 (2d8+18/19–20/×3), bite +24 (1d8+5)
Space 10 ft.; **Reach** 10 ft.
Special Attacks weapon steep
Spell-Like Abilities (CL 18th; concentration +23)

Constant—true seeing, unholy aura (DC 23)
At will—greater teleport (self plus 50 lbs. of objects only)
3/day—chain lightning (DC 21), cone of cold (DC 20), flame strike (DC 20)
1/day—summon (level 5, 2 derghodaemons 50%)

STATISTICS
Str 32, **Dex** 23, **Con** 30, **Int** 17, **Wis** 18, **Cha** 21
Base Atk +19; **CMB** +31; **CMD** 51
Feats Combat Expertise, Combat Reflexes, Greater Vital Strike, Improved Critical (halberd), Improved Initiative, Improved Sunder, Improved Vital Strike, Lunge, Power Attack, Quick Draw, Vital Strike, Weapon FocusB (halberd)
Skills Acrobatics +28, Bluff +21, Diplomacy +17, Fly +16, Intimidate +27, Knowledge (planes) +25, Perception +26, Sense Motive +26, Spellcraft +23, Stealth +24, Survival +17
Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Weapon Steep (Su): A purrodaemon can sheathe a weapon in its flesh as a swift action. This does no damage to the daemon. If a weapon remains sheathed in its body for at least 24 hours, the weapon absorbs some of its essence and gains magical enhancements. A purrodaemon can have up to a dozen weapons lodged in its body at a time, but only one can possess magical enhancements at a time. The total enhancements cannot exceed a +4 effective enhancement—most purrodaemons opt to create +2 wounding weapons in this manner. A weapon's enhancements vanish as soon as the purrodaemon dies or releases the weapon. A purrodaemon gains Weapon Focus and Improved Critical as bonus feats as long as it wields a weapon benefiting from its weapon steep ability.

ECOLOGY
Environment any (Abaddon)
Organization solitary, patrol (2–5), or unit (6–12)
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Lunge Feat: You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	18	153600	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
2	20	307200	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	
3	[21]	460800	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Purrodaemon Continued...

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Unholy Aura (Sp): A malevolent darkness surrounds the subjects (Range 20 ft.), protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects:

- Each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of protection from good, this benefit applies against all attacks, not just against attacks by good creatures.
- A warded creature gains spell resistance 25 against good spells and spells cast by good creatures.
- The abjuration protects the subjects from possession and mental influence, just as protection from good does.
- If a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of Strength damage (Fortitude negates).

Fear Aura (Su): As a free action each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round. This is a mind-affecting fear effect. A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened. A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Wounding Weapon: This special ability can only be placed on melee weapons. A wounding weapon deals 1 point of bleed damage when it hits a creature. Multiple hits from a wounding weapon increase the bleed damage. Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped by a successful DC 15 Heal check or through the application of any spell that cures hit point damage. A critical hit does not multiply the bleed damage. Creatures immune to critical hits are immune to the bleed damage dealt by this weapon.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Sunder Feat: You do not provoke an attack of opportunity when performing a sunder combat maneuver.

Quick Draw Feat: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Shaggy Demodand CR 18

XP 153,600
CE Medium outsider (chaotic, demodand, evil, extraplanar)
Init +11; **Senses** blindsense 30 ft., darkvision 60 ft., detect good, detect magic, see invisibility; Perception +36

DEFENSE
AC 32, touch 17, flat-footed 25 (+7 Dex, +15 natural)
hp 262 (25d10+125)
Fort +19, **Ref** +17, **Will** +18; +4 vs. divine spells
DR 15/good and magic; **Immune** acid, poison; Resist cold 10, fire 10; **SR** 29

OFFENSE
Speed 40 ft., fly 50 ft. (average)
Melee +2 unholy morningstar +36/+31/+26/+21 (1d8+11), bite +32 (2d6+4), claw +32 (1d6+4) or bite +34 (2d6+9), 2 claws +34 (1d6+9)
Special Attacks faith-stealing strike
Spell-Like Abilities (CL 20th; concentration +25)

Constant—detect good, detect magic, see invisibility
At will—detect thoughts (DC 17), fear (DC 19), gaseous form, greater dispel magic, invisibility (self only), magic circle against good
3/day—empowered cloudkill (DC 20), fog cloud, quickened ray of enfeeblement (DC 16), stinking cloud (DC 18)
1/day—blasphemy (DC 22), chaos hammer (DC 19), mass charm monster (DC 23), summon (level 6, 1d6 tarry demodands or 1d4 slimy demodands 60%)

STATISTICS
Str 29, **Dex** 24, **Con** 21, **Int** 19, **Wis** 18, **Cha** 20
Base Atk +25; **CMB** +34; **CMD** 51
Feats Alertness, Cleave, Combat Casting, Combat Reflexes, Empower Spell-Like Ability (cloudkill), Flyby Attack, Great Cleave, Improved Initiative, Intimidating Prowess, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell-Like Ability (ray of enfeeblement)
Skills Acrobatics +35 (+39 when jumping), Bluff +28, Diplomacy +28, Fly +35, Intimidate +42, Knowledge (arcana) +26, Knowledge (planes) +15, Knowledge (religion) +15, Perception +36, Sense Motive +36, Spellcraft +29, Use Magic Device +30
Languages Abyssal, Celestial, Common
SQ heretical soul

SPECIAL ABILITIES
Faith-Stealing Strike (Su): When a demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a Will saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours. The save DC is Charisma-based.

Heretical Soul (Ex): All demodands gain a +4 bonus on saving throws against divine spells. In addition, any attempts to scry on a demodand using divine magic automatically fail. The caster can see the scryed area normally, but the demodand simply does not appear.

Empower Spell-Like Ability (cloudkill): When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by half (+50%). Saving throws and opposed rolls are not affected.

Cloudkill (Sp): This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud). A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell. Unlike a fog cloud, the cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater. Range 300 ft., 20 ft. radius, 20 ft. high, Duration 20 minutes.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Unholy Weapon: An unholy weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of good alignment. It bestows one permanent negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including restoration spells) while the weapon is wielded.

ECOLOGY
Environment any (Abyss)
Organization solitary or warband (1 shaggy demodand plus 2-5 tarry demodands)
Treasure double (+2 unholy morningstar, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	18	153600	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	

Shaggy Demodand Continued...

Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Detect Good (Sp): You can sense the presence of good. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of good. 2nd Round: Number of good auras (creatures, objects, or spells) in the area and the power of the most potent good aura present. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Detect Magic (Sp): You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

See Invisibility (Sp): You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Great Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Combat Casting Feat: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Quicken Spell-Like Ability (ray of enfeeblement): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Ray of Enfeeblement (Sp): A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead. Range 75 ft.

Simurgh CR 18

XP 153,600
NG Gargantuan magical beast
Init +7; **Senses** darkvision 60 ft., detect evil, detect magic, low-light vision; Perception +27
Aura peace (50 ft.)

DEFENSE
AC 34, touch 10, flat-footed 30 (+3 Dex, +1 dodge, +24 natural, -4 size)
hp 324 (24d10+192)
Fort +22, **Ref** +17, **Will** +14
Immune ability damage, ability drain, disease, fire, negative energy, petrification, poison, sleep; Resist acid 10, cold 10, electricity 10; **SR** 29

OFFENSE
Speed 40 ft., fly 120 ft. (good)
Melee bite +32 (2d8+12 plus 2d6 fire), 2 claws +32 (2d8+12 plus 2d6 fire), tail slap +30 (1d4+6 plus banishing swipe)
Ranged glaring ray +23 (20d6 fire)
Space 20 ft.; **Reach** 20 ft.
Special Attacks banishing swipe, glaring ray, radiant feathers
Spell-Like Abilities (CL 16th; concentration +22)

Constant—detect evil, detect magic, tongues
At will—daylight, zone of truth (DC 18)
3/day—flame strike (DC 21), mass cure critical wounds

STATISTICS
Str 34, **Dex** 16, **Con** 27, **Int** 16, **Wis** 19, **Cha** 23
Base Atk +24; **CMB** +40; **CMD** 54
Feats Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Hover, Improved Disarm, Improved Initiative, Iron **Will**, Mobility, Multiattack, Snatch, Wingover
Skills Diplomacy +26, Fly +7, Heal +14, Knowledge (arcana) +33, Knowledge (dungeoneering) +23, Knowledge (all others) +13, Perception +27, Perform (sing) +19, Survival +14; Racial Modifiers +10 Knowledge (all)
Languages Celestial, Common, Draconic; tongues

SPECIAL ABILITIES
Aura of Peace (Su): Creatures within a 50-foot spread from a simurgh feel a sensation of peace wash over them, as if affected by calm emotions, except the simurgh can choose which creatures are affected. A DC 28 Will save negates the effects of this aura for 1 round, but a new save must be made each round to continue to resist the effects. The saving throw is Charisma-based.

Banishing Swipe (Su): A simurgh can use its radiant tail to return creatures to their native planes. In addition to taking damage, any extraplanar creature touched by a simurgh's tail must succeed at a DC 28 Will save or be affected as if by banishment. A creature that makes this save cannot be affected by the same simurgh's banishing swipe for the next 24 hours. The save DC is Charisma-based.

Glaring Ray (Su): A simurgh can blast a fiery ray of brilliant light from its eyes as a standard action to a range of 100 feet.

Radiant Feathers (Su): Once per day as a standard action, a simurgh can fan out its glimmering tail feathers and blast its foes with a 100-foot cone of radiant light from its tail. Aside from its size, this attack is identical to a prismatic spray (DC 28). The save is Charisma-based.

Snatch Feat: The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one. The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Hover Feat	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10' [Wingover]	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10 [Wingover]	Hover Hover Feat	Glide Minimum half speed or DC 10 [Wingover]
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Wingover Feat: Once each round, a creature with this feat can turn up to 180 degrees as a free action without making a Fly skill check. This free turn does not consume any additional movement from the creature.

ECOLOGY
Environment warm deserts or mountains
Organization solitary
Treasure standard

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	18	153600	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Simurgh Continued...

Detect Evil (Sp): You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Detect Magic (Sp): You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Tongues (Sp): This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Improved Disarm Feat: You do not provoke an attack of opportunity when performing a disarm combat maneuver.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Thriae Queen CR 18

XP 153,600
LN Huge monstrous humanoid
Init +4; **Senses** darkvision 60 ft., detect secret doors, low-light vision, true seeing; Perception +37

DEFENSE
AC 33, touch 8, flat-footed 33 (+25 natural, -2 size)
hp 312 (25d10+175); fast healing 10
Fort +15, **Ref** +14, **Will** +21
Defensive Abilities merope coat; **Immune** poison, sonic; Resist acid 20; **SR** 29

OFFENSE
Speed 30 ft., fly 50 ft. (good)
Melee +2 axiomatic light mace +35/+30/+25/+20 (2d6+11/19-20), sting +27 (2d8+4/19-20 plus poison)
Space 15 ft.; **Reach** 15 ft.
Special Attacks launch merope, spawn soldiers
Spell-Like Abilities (CL 20th; concentration +29)

Constant—detect secret doors, true seeing
At will—daylight, detect thoughts (DC 21), greater scrying (DC 26), neutralize poison, remove disease, speak with dead (DC 22)
3/day—charm monster (DC 23), find the path, giant vermin (8 bees or 6 wasps), mass cure critical wounds, poison (DC 23), restoration, slow (DC 22)
1/day—foresight, mass heal, quickened regenerate

STATISTICS
Str 28, **Dex** 11, **Con** 25, **Int** 20, **Wis** 21, **Cha** 28
Base Atk +25; **CMB** +36; **CMD** 46
Feats Alertness, Combat Casting, Combat Expertise, Critical Focus, Greater Spell Penetration, Improved Critical (sting), Improved Critical (light mace), Improved Initiative, Improved Iron Will, Iron Will, Quicken Spell-Like Ability (regenerate), Spell Penetration, Weapon Focus (light mace)
Skills Bluff +34, Diplomacy +34, Fly +24, Knowledge (arcana) +30, Knowledge (religion) +30, Perception +37, Sense Motive +34, Spellcraft +30, Use Magic Device +34
Languages Common, Sylvan, Thriae; telepathy 300 ft.

SPECIAL ABILITIES
Launch Merope (Su): A thriae queen can launch a stream of merope from a gland in her lower body in a 60-foot line as a standard action. A thriae queen using this ability can control the purity of the merope she launches, which makes it either harm those it touches or heal them. If a thriae queen chooses to make her merope harmful, all creatures in the area of effect take 20d8 points of acid damage (Reflex DC 29 for half). In addition, any creature in the area of effect is also staggered for 1d4 rounds (or 1 round if it succeeds at its Reflex save). A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition. If she uses it to heal, the merope heals all living creatures in the area of effect for 10d8 points of damage. A thriae queen can use this ability once every 1d4 rounds. The save DC is Constitution-based.

Merope Coat (Su): A thriae queen is covered in a thin layer of merope. This coating acts as a magical barrier between spells cast at the thriae queen, as though she were constantly under the effects of spell turning. The coat affects a maximum of eight spell levels—when a spell effect is turned, this coating is depleted by a number of spell levels equal to the level of the spell reflected. The queen regenerates this coating at a rate of one spell level per round. A spell in excess of what the merope coat can currently reflect is not reflected, and reduces the merope coat to a score of 0. Spells that fail to penetrate the queen's spell resistance do not reduce the merope coat's efficiency in this manner.

Poison (Ex): Sting—injury; save Fort DC 29; frequency 1/round for 6 rounds; effect 1d6 Con plus staggered for 1 round; cure 2 consecutive saves. A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Spawn Soldiers (Su): Three times per day as a standard action, a thriae queen can spawn a large swarm of wasps. This functions as four separate wasp swarms that occupy all of the squares adjacent to the thriae queen. These swarms do not harm any thriae, and while they move with the queen as she moves, the swarms cannot leave her side. The swarms last until they are destroyed or 1 hour passes, at which point the swarms die on their own.

ECOLOGY
Environment any
Organization solitary or colony (1 queen, 3 seers, 11-20 soldiers, and 3-30 giant bees)
Treasure double (+2 axiomatic light mace, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	18	153600				

Thriae Queen Continued...

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Axiomatic Weapon: An axiomatic weapon is infused with lawful power. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against chaotic creatures. It bestows one permanent negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Combat Casting Feat: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Quicken Spell-Like Ability (regenerate): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Detect Secret Doors (Sp): You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

- 1st Round: Presence or absence of secret doors.
- 2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.
- Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you.

Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Range 60 ft. cone-shaped

Spell Turning (Su) [see Merope Coat]: Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells. From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. Subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For non-damaging spells, each of you has a proportional chance to be the one who is affected. If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created. Roll randomly to determine the result.

d%	Effect
01-70	Spell drains away without effect.
71-80	Spell affects both of you equally at full effect.
81-97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98-100	Both of you go through a rift into another plane.

Water Yai CR 18

XP 153,600
CE Huge outsider (aquatic, giant, native, oni, shapechanger, water)
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE
AC 32, touch 11, flat-footed 29 (+6 armor, +3 Dex, +15 natural, -2 size)
hp 297 (22d10+176); regeneration 10 (fire or good spells)
Fort +21, **Ref** +10, **Will** +18
Defensive Abilities freedom of movement; **Immune** acid; **SR** 29

OFFENSE
Speed 50 ft., fly 60 ft. (good), swim 60 ft.
Melee mwk spear +35/+30/+25/+20 (3d6+21/19-20/x3) or 2 slams +34 (2d6+14)
Ranged acidic missile +23 (4d6 acid plus nausea)
Space 15 ft.; **Reach** 15 ft. (20 ft. with spear)
Spell-Like Abilities (CL 18th; concentration +24)

Constant—fly, freedom of movement, water walk
At will—invisibility (self only), liquid form (as gaseous form), water breathing
3/day—charm monster (DC 20), cone of cold (DC 21), control water, polar ray

STATISTICS
Str 39, **Dex** 17, **Con** 27, **Int** 16, **Wis** 20, **Cha** 22
Base Atk +22; **CMB** +38 (+40 bull rush, disarm); **CMD** 51 (53 vs. bull rush, disarm)
Feats Awesome Blow, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (spear), Improved Disarm, Improved Initiative, Power Attack
Skills Acrobatics +21 (+29 when jumping), Bluff +27, Disguise +24, Fly +24, Intimidate +27, Knowledge (arcana) +24, Perception +26, Perform (sing) +24, Sense Motive +26, Spellcraft +21, Swim +43
Languages Common, Giant
SQ amphibious, change shape (Medium, Large, or Huge humanoid; alter self or giant form II)

SPECIAL ABILITIES
Acidic Missile (Su): As a swift action, a water yai can launch a bolt of acid from its third eye. Any creature struck by this bolt must also make a DC 29 Fortitude save to avoid becoming nauseated for 1 round by the overwhelming stench of the acid. Creatures with the nauseated condition experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn. This attack has a range of 180 feet with no range increment. The save DC is Constitution-based.

Flowing Robes (Su): A water yai wears a special silk kimono infused with magical water. This kimono grants a +6 armor bonus. These robes function as armor only for water yai.

Liquid Form (Sp): As a standard action, a water yai can turn into a mobile pool of water. This functions like gaseous form, except that the yai cannot fly in this form. It retains its own base speed, and its swim speed doubles to 120 feet. The water yai can end this ability as a standard action.

Gaseous Form [see Liquid Form]: The subject and all its gear become insubstantial, misty, and translucent. Its material armor (including natural armor) becomes worthless, though its size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply. The subject gains DR 10/magic and becomes immune to poison, sneak attacks, and critical hits. It can't attack or cast spells with verbal, somatic, material, or focus components while in gaseous form. This does not rule out the use of certain spells that the subject may have prepared using the feats Silent Spell, Still Spell, and Eschew Materials. The subject also loses supernatural abilities while in gaseous form. If it has a touch spell ready to use, that spell is discharged harmlessly when the gaseous form spell takes effect.

A gaseous creature can't run, but it can fly at a speed of 10 feet and automatically succeeds on all Fly skill checks. It can pass through small holes or narrow openings, even mere cracks, with all it was wearing or holding in its hands, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. It also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

ECOLOGY
Environment any water
Organization solitary
Treasure standard (masterwork spear, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	18	153600	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Water Yai Continued...

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature , but retains most of its own physical qualities. This ability functions as a polymorph spell, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

Freedom of Movement (Sp): The creature can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject can move and attack normally while underwater.

Water Walk (Sp): The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Improved Disarm Feat: You do not provoke an attack of opportunity when performing a disarm combat maneuver.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Immolation Devil (Puragaus) CR 19

XP 204,800
LE Large outsider (devil, evil, extraplanar, lawful)
Init +8; **Senses** darkvision 60 ft., true seeing; Perception +27

DEFENSE
AC 36, touch 17, flat-footed 28 (+8 Dex, +19 natural, –1 size)
hp 315 (18d10+216); regeneration 5 (good weapons or good spells)
Fort +23, **Ref** +19, **Will** +14
DR 15/good and silver; **Immune** fire, poison; Resist acid 10, cold 10; **SR** 30

OFFENSE
Speed 30 ft., fly 80 ft. (good)
Melee bite +29 (2d6+12 plus burn), 2 claw +29 (1d8+12 plus burn), gore +29 (2d8+12 plus burn), 2 wings +27 (1d8+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks burn (2d6, DC 31), hellfire
Spell-Like Abilities (CL 17th; concentration +24)

Constant--fire shield, true seeing
At will--fireball (DC 20), greater teleport (self plus 50 lbs. of objects only), persistent image (DC 22), wall of fire
3/day--dictum (DC 24), fire storm (DC 25), mass charm monster (DC 25)
1/day--summon (level 9, any 2d4 devils of CR 10 or lower, 90%)

STATISTICS
Str 34, **Dex** 26, **Con** 35, **Int** 24, **Wis** 23, **Cha** 24
Base Atk +18; **CMB** +31; **CMD** 49
Feats Blind-Fight, Blinding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Iron Will, Multiattack, Power Attack, Stand Still
Skills Bluff +28, Diplomacy +28, Disable Device +26, Fly +31, Intimidate +28, Knowledge (arcana, nobility) +25, Knowledge (engineering, planes) +28, Perception +27, Sense Motive +27, Spellcraft +28, Stealth +25
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Hellfire (Su): Any fire damage caused by an immolation devil's abilities and spells is half fire damage, half unholy damage.

Burn (Ex): A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

ECOLOGY
Environment any (Hell)
Organization solitary, pair, or council (3–6)
Treasure double

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'

Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

See in Darkness (Su): Some devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell.

Lawful Weapons: A devil's natural weapons, as well as any weapons it wields, are treated as lawful and evil for the purpose of resolving damage reduction.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	19	204800	☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
2	21	409600	☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	
3	23	614400	☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Immolation Devil (Puragaus) Continued...

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Fire Shield (Sp): This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your fire shield.

Any creature striking you with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). This damage is either cold damage (if you choose a chill shield) or fire damage (if you choose a warm shield). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is blue or green if the chill shield is cast, violet or red if the warm shield is employed. The special powers of each version are as follows.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Blinding Critical Feat: Whenever you score a critical hit, your opponent is permanently blinded. A successful Fortitude save reduces this to dazzled for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. This feat has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by heal, regenerate, remove blindness, or similar abilities. A blinded creature cannot see. It takes a –2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a –4 penalty on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Stand Still Feat: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Star Archon CR 19

XP 204,800
LG Large outsider (archon, extraplanar, good, lawful)
Init +8; **Senses** darkvision 60 ft., low-light vision, detect evil, true seeing; Perception +29
Aura aura of courage, aura of menace (DC 27), magic circle against evil

DEFENSE
AC 34, touch 11, flat-footed 32 (+9 armor, +1 Dex, +1 dodge, +12 natural, +2 shield, –1 size) (+2 deflection vs. evil)
hp 294 (19d10+190); regeneration 10 (evil weapons and effects)
Fort +21, **Ref** +17, **Will** +15; +4 vs. poison
Defensive Abilities explosive rebirth; **DR** 10/evil; **Immune** electricity, fire, charm, compulsion, fear, petrification; **SR** 30

OFFENSE
Speed 40 ft., fly 120 ft. (good); 30 ft. (fly 90 ft.) in armor
Melee +5 holy starknife +29/+24/+19/+14 (1d6+12/×3)
Space 10 ft.; **Reach** 10 ft.
Special Attacks smite evil 1/day (+6 attack and **AC**, +19 damage)
Spell-Like Abilities (CL 19th; concentration +25)

Constant--detect evil, magic circle against evil, true seeing
At will--aid, continual flame, greater teleport (self plus 50 lbs. of objects only), message, sunbeam (DC 23)
1/day--meteor swarm (DC 25), polar ray (DC 24), prismatic spray (DC 23), sunburst (DC 24)

Cleric Spells Prepared (CL 19th; concentration +26)

9th--implosion (DC 26), mass heal, miracle
8th--dimensional lock, fire storm (DC 25), holy aura (DC 25)
7th--destruction (2, DC 24), holy word (2, DC 24), resurrection
6th--greater dispel magic, heal, mass cure moderate wounds (3)
5th--break enchantment (2), breath of life (2), flame strike (DC 22)
4th--cure critical wounds (3), death ward, divine power
3rd--cure serious wounds (3), dispel magic (2), invisibility purge
2nd--cure moderate wounds (4), eagle's splendor, status
1st--cure light wounds (4), divine favor, sanctuary (DC 18)
0 (at will)--guidance, resistance, stabilize, virtue

STATISTICS
Str 24, **Dex** 19, **Con** 31, **Int** 20, **Wis** 24, **Cha** 23
Base Atk +19; **CMB** +27; **CMD** 42
Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Stand Still
Skills Diplomacy +28, Fly +20, Heal +16, Intimidate +28, Knowledge (arcana and engineering) +14, Knowledge (history and nature) +18, Knowledge (religion) +24, Perception +29, Sense Motive +29, Spellcraft +24, Stealth +14, Survival +17
Languages Celestial, Draconic, Infernal; truespeech

SPECIAL ABILITIES
Explosive Rebirth (Su): When killed, a star archon explodes in a blinding flash of energy that deals 50 points of damage (half fire, half holy damage) to anything within 100 feet (Reflex DC 29 half). The save DC is Constitution-based. The slain archon reincarnates 1d4 rounds later as an advanced shield archon.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Heaven)
Organization solitary or pair
Treasure (full plate, heavy steel shield, +5 holy starknife)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	19	204800	☐☐☐☐☐ ☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	
2	21	409600	☐☐☐☐☐ ☐☐☐☐		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	

Star Archon Continued...

Detect Evil (Sp): You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of evil. 2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Magic Circle against Evil (Su): All creatures within the area gain the effects of a protection from evil spell (+2 deflection to AC and +2 resistance to saves, immediately make another saving throw against possession and mental control with +2 morale bonus, evil natural weapons require a spell resistance roll to be used versus subject unless subject attacks creature), and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's Spell Resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' Spell Resistance.

Aura of Courage (Su): The creature is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the creature is conscious, not if she is unconscious or dead.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

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

Truespeech (Su): All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Holy Weapon: A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of evil alignment. It bestows one permanent negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including by restoration spells) while the weapon is wielded.

Smite Evil (Su): As a swift action, the creature chooses one target within sight to smite. If this target is evil, the creature adds her Cha bonus (if any) to her attack rolls and adds hit dice to all damage rolls made against the target of its smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per hit dice possessed. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess.

In addition, while smite evil is in effect, the creature gains a deflection bonus equal to her Charisma modifier (if any) to its AC against attacks made by the target of the smite. If the smiter targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the smiter rests and regains its uses of this ability.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Stand Still Feat: When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Taiga Linnorm CR 19

XP 204,800
CE Colossal dragon
Init +11; **Senses** darkvision 60 ft., low-light vision, scent, true seeing; Perception +30

DEFENSE
AC 34, touch 9, flat-footed 27 (+7 Dex, +25 natural, -8 size)
hp 346 (21d12+210); regeneration 15 (cold iron)
Fort +22, **Ref** +21, **Will** +18
Defensive Abilities freedom of movement, spines; **DR** 15/cold iron; **Immune** curse effects, electricity, mind-affecting effects, paralysis, poison, sleep; **SR** 30

OFFENSE
Speed 40 ft., fly 100 ft. (average), swim 60 ft.
Melee bite +29 (3d8+16/19-20 plus poison), 2 claws +29 (2d6+16), tail +24 (3d6+8 plus grab), or vital strike bite +29 (6d8+16/19-20 plus poison), or claw +29 (4d6+16), or tail +24 (6d6+8 plus grab)
Space 30 ft.; **Reach** 30 ft.
Special Attacks breath weapon, constrict (tail, 3d6+24), death curse

STATISTICS
Str 43, **Dex** 25, **Con** 30, **Int** 6, **Wis** 23, **Cha** 28
Base Atk +21; **CMB** +45 (+49 grapple); **CMD** 62 (can't be tripped)
Feats Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike
Skills Fly +23, Perception +30, Stealth +15 (+23 in forests), Swim +48; Racial Modifiers +8 Stealth in forests
Languages Aklo, Draconic, Sylvan

SPECIAL ABILITIES
Breath Weapon (Su): Once every 1d4 rounds as a standard action, a taiga linnorm can expel a 60-foot cone of electrified vapor, dealing 21d8 points of electricity damage to all creatures struck (Reflex DC 30 for half). The vapor itself persists for 1d4 rounds, filling its cone-shaped area with electrified mist that deals 4d6 points of electricity damage (no save) to any creature that ends its turn in the mist. The mist does not hinder vision. The save DC is Constitution-based.

Death Curse (Su): Curse of Electrocution: save Will DC 29; effect the creature gains vulnerability to electricity. A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure.

Poison (Ex): Bite—injury; save Fort DC 30; frequency 1/round for 10 rounds; effect 4d6 electricity damage and 1d8 Dex drain; cure 3 consecutive saves.

Spines (Ex): Any creature that makes a melee attack against a taiga linnorm takes 1d6 points of piercing damage per attack from the linnorm's spines. A melee weapon with reach provides protection from these spines.

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Great Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

ECOLOGY
Environment cold forests
Organization solitary
Treasure triple

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'

Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Freedom of Movement (Sp): The creature can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject can move and attack normally while underwater.

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	19	204800	☐☐☐☐☐ ☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Taiga Linnorm Continued...

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Tzitzimitl CR 19

XP 204,800
NE Gargantuan undead
Init +9; **Senses** arcane sight, darkvision 60 ft., true seeing; Perception +31

DEFENSE
AC 35, touch 11, flat-footed 30 (+5 Dex, +24 natural, -4 size)
hp 319 (22d8+220); fast healing 15
Fort +17, **Ref** +14, **Will** +19
Defensive Abilities channel resistance +4, light to dark; **DR** 15/bludgeoning and good; **Immune** cold, electricity, undead traits; Resist fire 15; **SR** 30

OFFENSE
Speed 50 ft., fly 60 ft. (good)
Melee bite +26 (2d8+14 plus 3d6 electricity and energy drain), 2 claws +27 (2d6+14/19-20 plus 3d6 electricity), or vital strike bite +26 (4d8+14 plus 3d6 electricity and energy drain), or vital strike claw +27 (2d6+14/19-20 plus 3d6 electricity)
Ranged eye beam +17 touch (10d6 electricity and 10d6 force)
Space 20 ft.; **Reach** 20 ft.
Special Attacks eclipse, energy drain (2 levels, DC 31)
Spell-Like Abilities (CL 19th; concentration +29)

Constant—arcane sight, fly, true seeing
At will—bestow curse (DC 24), deeper darkness
3/day—animate dead, contagion (DC 23), greater teleport, haste
1/day—create undead, temporal stasis (DC 28), wail of the banshee (DC 29)

STATISTICS
Str 39, **Dex** 21, **Con** —, **Int** 20, **Wis** 23, **Cha** 30
Base Atk +16; **CMB** +29; **CMD** 44
Feats Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Point-Blank Shot, Power Attack, Precise Shot, Vital Strike, Weapon Focus (claw)
Skills Fly +35, Knowledge (arcana) +28, Knowledge (nature) +27, Knowledge (planes) +25, Knowledge (religion) +30, Perception +31, Sense Motive +31, Spellcraft +23, Survival +21, Use Magic Device +30
Languages Abyssal, Aklo, Celestial, Common

SPECIAL ABILITIES
Eclipse (Su): Anytime a tzitzimitl casts deeper darkness, any creatures in the area of darkness when it is created take 8d6 points of cold damage (DC 31 Fortitude for half). Any creature that takes damage from this effect becomes staggered as long as it remains in the area of darkness and for 1d4 rounds after it leaves that area. The save DC is Charisma-based. A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Eye Beam (Su): As a standard action, a tzitzimitl can fire a glowing beam of force from its eyes at a range of 100 feet as a ranged touch attack dealing 10d6 points of force damage and 10d6 points of electricity damage.

Light to Dark (Su): As an immediate action up to three times per day, a tzitzimitl can convert a positive energy effect that affects it into negative energy. Doing so transforms the entire effect, such that it affects other creatures as well. A tzitzimitl can transform channeled positive energy in this way even if the positive energy would not otherwise harm it.

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

ECOLOGY
Environment any
Organization solitary
Treasure standard

#	CR	XP	Hit Points	Disabled	Conditions
1	19	204800	☐☐☐☐☐ ☐☐☐☐	Destroyed	

Tzitzimitl Continued...

Arcane Sight (Sp): This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the detect magic spell (see tables above.) If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

As with detect magic, you can use this spell to identify the properties of magic items, but not artifacts.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Point-Blank Shot Feat: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot Feat: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Channel Resistance: Creatures with channel resistance gain a bonus on Will saves made against channeled energy. They add their bonus to any Will saves made to halve the damage and resist the effect.

Energy Drain (Su): This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the draining creature's racial HD + the draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Vrolikai CR 19

XP 204,800
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +10; **Senses** darkvision 120 ft., low-light vision, true seeing; Perception +36

DEFENSE
AC 35, touch 16, flat-footed 28 (+6 Dex, +1 dodge, +19 natural, -1 size)
hp 332 (19d10+228)
Fort +18, **Ref** +17, **Will** +17
DR 15/cold iron and good; **Immune** death effects, electricity, poison; Resist acid 10, cold 10, fire 10; **SR** 30

OFFENSE
Speed 40 ft., fly 60 ft. (perfect)
Melee +1 black flame knife +29/+24/+19/+14 (1d6+11/19-20 plus energy drain), 3 +1 black flame knives +29 (1d6+6/19-20 plus energy drain), bite +23 (1d8+5), sting +23 (1d6+5 plus madness) or bite +28 (1d8+10), 4 claws +28 (1d6+10), sting +28 (1d6+10 plus madness), vital strike +1 black flame knife +29 (2d6+11/19-20 plus energy drain)
Space 10 ft.; **Reach** 10 ft.
Special Attacks black flame knives, death-stealing gaze, multiweapon mastery
Spell-Like Abilities (CL 19th; concentration +27)

Constant--true seeing
At will--deeper darkness, enervation, greater teleport (self plus 50 lbs. of objects only), telekinesis (DC 23)
3/day--quickened enervation, regenerate, silence (DC 20), vampiric touch
1/day--mass hold monster (DC 27), summon (level 6, 1 marilith 50% or 1d4 glabrezus 75%), symbol of death (DC 26)

STATISTICS
Str 30, **Dex** 23, **Con** 35, **Int** 22, **Wis** 23, **Cha** 26
Base Atk +19; **CMB** +30; **CMD** 47
Feats Cleave, Combat Expertise, Dodge, Flyby Attack, Improved Initiative, Improved Vital Strike, Mobility, Power Attack, Quicken Spell-Like Ability (enervation), Vital Strike
Skills Acrobatics +28 (+32 jump), Bluff +30, Fly +34, Intimidate +30, Knowledge (arcana) +28, Knowledge (planes) +28, Perception +36, Sense Motive +28, Spellcraft +28, Stealth +24 (+32 in shadowy areas), Survival +25, Use Magic Device +27; Racial Modifiers +8 Perception, +8 Stealth in shadowy areas
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES
Black Flame Knives (Su): A vrolikai can manifest daggers made of crystallized black flames in each of its four hands as a free action. These weapons function as +1 daggers that bestow one permanent negative level on a successful hit. A DC 27 Fortitude negates the negative level, although on a critical hit, no save is allowed. The save DC is Charisma-based. Some abilities and spells (such as raise dead) bestow permanent level drain on a creature. These are treated just like temporary negative levels, but they do not allow a new save each day to remove them. Level drain can be removed through spells like restoration. Permanent negative levels remain after a dead creature is restored to life. A creature whose permanent negative levels equal its Hit Dice cannot be brought back to life through spells like raise dead and resurrection without also receiving a restoration spell, cast the round after it is restored to life.

Death-Stealing Gaze (Su): 1 permanent negative level, 30 ft., Fort DC 27 negates. Creatures slain by these negative levels become juju zombies (see page 291) under the vrolikai's control. The save DC is Charisma-based. This is a gaze attack.

Madness (Su): A creature stung by a vrolikai's tail must make a DC 27 Will save to resist taking 1d6 points of Charisma drain and becoming confused for 1d4 rounds. On a successful save, the victim is instead staggered for 1d4 rounds as strange visions assault its mind. This is a mindaffecting effect. The save DC is Charisma-based. A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Multiweapon Mastery (Ex): A vrolikai never takes penalties on its attack roll when fighting with multiple weapons.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

ECOLOGY
Environment any (the Abyss)
Organization solitary
Treasure double

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	19	204800	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Vrolikai Continued...

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Energy Drain (Su): This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the draining creature's racial HD + the draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Quicken Spell-Like Ability (enervation): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Enervation (Sp): You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Special Abilities). Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

Gaze (Su): A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect; petrification, death, and charm are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Akvan CR 20

XP 307,200
NE Gargantuan outsider (div, evil, extraplanar)
Init +12; **Senses** darkvision 60 ft., see in darkness, true seeing; Perception +34
Aura hopelessness (30 ft., DC 30)

DEFENSE
AC 38, touch 10, flat-footed 34 (+13 armor, +4 Dex, +15 natural, -4 size)
hp 372 (24d10+240)
Fort +18, **Ref** +22, **Will** +21
DR 15/cold iron and good; **Immune** fire, poison; Resist acid 10, electricity 10

OFFENSE
Speed 50 ft., fly 120 ft. (good)
Melee bite +32 (2d8+12 plus grab/19-20), 2 claws +32 (2d6+12), tail slap +30 (2d10+6)
Space 20 ft.; **Reach** 20 ft. (25 ft. with tail)
Special Attacks create ghul, rend (2 claws, 2d6+18), shake faith, swallow whole (6d6+18 plus 4d6 energy damage, AC 25, 37 hp), torturous gullet, trample (2d8+18, DC 34)
Spell-Like Abilities (CL 20th; concentration +28)

Constant—true seeing
At will—align weapon, detect magic, greater teleport (self plus 50 lbs. of objects only), magic circle against good, telekinesis (DC 23)
3/day—blasphemy (DC 25), disintegrate (DC 24), dispel magic, forcecage (DC 25), protection from energy
1/day—geas/quest, plane shift, summon (level 6, 1d2 sepids 100%)

STATISTICS
Str 35, **Dex** 26, **Con** 30, **Int** 19, **Wis** 24, **Cha** 27
Base Atk +24; **CMB** +40; **CMD** 58
Feats Awesome Blow, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Critical (bite), Multiattack, Power Attack, Staggering Critical, Stunning Critical
Skills Acrobatics +28 (+36 when jumping), Bluff +43, Diplomacy +31, Fly +27, Intimidate +31, Knowledge (arcana) +31, Knowledge (planes) +31, Knowledge (religion) +19, Perception +34, Sense Motive +30, Spellcraft +22, Use Magic Device +23; Racial Modifiers +8 Acrobatics when jumping, +8 Bluff
Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft.
SQ armor training 4

SPECIAL ABILITIES
Armor Training (Ex): An akvan is created wearing armor, and is naturally experienced in its use. An akvan possesses the armor training ability of a 15th-level fighter.

Aura of Hopelessness (Su): All creatures within 30 feet of an akvan must make a successful DC 30 **Will** save or take a -4 penalty on attack rolls, saving throws, skill checks, and ability checks. This is a mind-affecting effect. The save DC is Charisma-based.

Create Ghul (Su): Any genie that is slain by an akvan becomes a ghul in 1d4 rounds. Such ghuls are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuls. They do not possess any of the abilities they had in life.

Shake Faith (Su): Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a DC 30 Will save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round. The save DC is Charisma-based. A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Torturous Gullet (Su): As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

See in Darkness (Su): The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

ECOLOGY
Environment any (Abaddon)
Organization solitary
Treasure standard (+5 half-plate, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	20	307200	☐☐☐☐☐ ☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐	

Akvan Continued...

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Rend (Ex): If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 times the creature's Strength bonus.

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Trample Feat: When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Great Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Staggering Critical Feat: Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration. You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Asurendra CR 20

XP 307,200
LE Huge outsider (asura, evil, extraplanar, lawful)
Init +12; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent, true seeing; Perception +34
Aura dimensional lock (20 ft., enemies only), elusive (100 ft.)

DEFENSE
AC 35, touch 25, flat-footed 26 (+5 deflection, +8 Dex, +1 dodge, +3 insight, +10 natural, -2 size)
hp 385 (22d10+264); regeneration 10 (good weapons, good spells)
Fort +25, **Ref** +17, **Will** +20; +2 vs. enchantment spells, **DR** 15/chaotic and good; **Immune** curse effects, disease, flanking, poison, polymorph; Resist acid 10, electricity 10; **SR** 31

OFFENSE
Speed 50 ft., climb 50 ft., fly 50 ft. (perfect), swim 50 ft.
Melee bite +28 (2d6+6 plus grab and poison), 6 claws +33 (2d6+13 plus curse)
Space 15 ft.; **Reach** 15 ft.
Special Attacks curse of false wisdom, spirit blades (+27, 3d6+7/19-20), swallow whole (4d6+19 bludgeoning plus 4d8+12 acid damage, AC 15, 34 hp)
Spell-Like Abilities (CL 20th; concentration +30)

Constant—dimensional lock (enemies only), freedom of movement, tongues, true seeing
At will—death knell (DC 22), greater dispel magic, greater scrying, greater teleport (self plus 50 lbs. of objects only)
3/day—quickened baleful polymorph (DC 25), quickened blade barrier (DC 26), blasphemy (DC 27), quickened death knell (DC 22), deeper darkness, demand (DC 28)
1/day—power word stun, summon (level 9, any 1 CR 19 or lower asura 100%), time stop

TACTICS
In battle, an asurendra does its best to destroy all enemies, taking a moment to ensure death when any foe falls. Asurendras enjoy eating the bodies of fallen foes, and some can even use the flesh and bone of those they consume to create new asuras to serve them.

STATISTICS
Str 36, **Dex** 26, **Con** 34, **Int** 25, **Wis** 25, **Cha** 31
Base Atk +22; **CMB** +37 (+41 grapple); **CMD** 61
Feats Awesome Blow, Cleave, Combat Reflexes, Critical Focus, Deflect Arrows, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Quicken Spell-Like Ability (baleful polymorph, blade barrier, death knell), Snatch Arrows, Spring Attack
Skills Acrobatics +31 (+39 when jumping), Bluff +33, Climb +21, Diplomacy +30, Escape Artist +14, Fly +35, Intimidate +33, Knowledge (arcana) +27, Knowledge (history) +13, Knowledge (planes) +30, Knowledge (religion) +27, Perception +34, Perform (dance) +33, Sense Motive +30, Spellcraft +27, Stealth +23, Swim +21, Use Magic Device +30; Racial Modifiers Acrobatics (+8 when jumping), +6 Escape Artist, +4 Perception
Languages Common, Infernal; tongues, telepathy 100 ft.

SPECIAL ABILITIES
All-Around Vision (Ex): The creature sees in all directions at once. It cannot be flanked.

Elusive Aura (Su): Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a nondetection spell. The size of the aura is proportional to the asura's power. The caster level check to attempt divination on creatures within the aura is 15 + the spell-like ability caster level of the asura creating the aura.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Curse of False Wisdom (Su): Claw—contact; save Will DC 31; frequency 1 day; effect 1d6 Wis drain.

Poison (Ex): Bite—injury; save Fort DC 33; frequency 1/round for 6 rounds; effect 1d6 Con; cure 2 consecutive saves.

ECOLOGY
Environment any (Hell)
Organization solitary or pair
Treasure double

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	20	307200	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	22	614400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Asurendra Continued...

Spirit Blades (Su): As a swift action, an asurendra can call forth up to six longsword-shaped force effects that float near the asurendra until directed. The asurendra can use a standard action to direct one blade to attack a target up to a distance of 50 feet away, or use a full-attack action to cause all six blades to attack up to six different targets up to a distance of 50 feet away, each to a different location if desired. Once an asurendra directs a spirit blade to attack a foe, the blade continues to make a single attack against that foe each round on the asurendra's turn until directed otherwise by the asurendra and as long as the foe remains within 50 feet of the asurendra. As a move action, the asurendra can direct all currently attacking blades to switch targets to new foes within 50 feet. These weapons attack using the asurendra's base attack bonus modified by its Wisdom modifier (+29 for most asurendras), and deal 3d6 points of damage plus an amount of force damage equal to the asurendra's Wisdom modifier (3d6+7 for most asurendras). Physical attacks do no affect these blades, but disintegrate, a sphere of annihilation, or a rod of cancellation (touch AC 25) causes them to vanish. If a spirit blade's target dies or moves beyond a 50-foot range and the asurendra does not retarget that blade by the end of its turn, the blade vanishes. Likewise, any blades that are not within 50 feet of the asurendra at the end of its turn also vanish.

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Dimensional Lock (Sp): You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible. A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Nondetection (Su): The warded creature or object becomes difficult to detect by divination spells such as clairaudience/clairvoyance, locate object, and detect spells. Nondetection also prevents location by such magic items as crystal balls. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the spellcaster who cast nondetection. If you cast nondetection on yourself or on an item currently in your possession, the DC is 15 + your caster level. If cast on a creature, nondetection wards the creature's gear as well as the creature itself.

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Freedom of Movement (Sp): The creature can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject can move and attack normally while underwater.

Tongues (Sp): This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Asurendra Continued...

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Deflect Arrows Feat: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Great Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Spring Attack Feat: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Snatch Arrowd Feat: When using the Deflect Arrows feat you may choose to catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back as an attack against the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.

Quicken Spell-Like Ability (baleful polymorph, blade barrier, death knell): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action —including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Baleful Polymorph (Sp): As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype can revert to its natural form as a standard action. Range 75 ft.

Blade Barrier (Sp): An immobile, vertical curtain of whirling blades shaped of pure force springs into existence. Any creature passing through the wall takes 1d6 points of damage per caster level (maximum 15d6), with a Reflex save for half damage. If you evoke the barrier so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save. A blade barrier provides cover (+4 bonus to AC, +2 bonus on Reflex saves) against attacks made through it. Range 300 ft.

Death Knell (Sp): You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Balor CR 20

XP 307,200
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +11; **Senses** darkvision 60 ft., low-light vision, true seeing; Perception +38
Aura flaming body, unholy aura (DC 26)

DEFENSE
AC 36, touch 20, flat-footed 29 (+4 deflection, +7 Dex, +16 natural, –1 size)
hp 370 (20d10+260)
Fort +29, **Ref** +17, **Will** +25
DR 15/cold iron and good; **Immune** electricity, fire, poison; Resist acid 10, cold 10; **SR** 31

OFFENSE
Speed 40 ft., fly 90 ft. (good)
Melee +1 vorpal unholy longsword +31/+26/+21/+16 (2d6+13), +1 vorpal flaming whip +30/+25/+20 (1d4+7 plus 1d6 fire and entangle) or 2 slams +31 (1d10+12)
Space 10 ft.; **Reach** 10 ft. (20 ft. with whip)
Spell-Like Abilities (CL 20th)

Constant—true seeing, unholy aura (DC 26)
At will—dominate monster (DC 27), greater dispel magic, greater teleport (self plus 50 lbs. of objects only), power word stun, telekinesis (DC 23)
3/day—quickened telekinesis (DC 23)
1/day—blasphemy (DC 25), fire storm (DC 26), implosion (DC 27), summon (level 9, any 1 CR 19 or lower demon 100%)

STATISTICS
Str 35, **Dex** 25, **Con** 36, **Int** 24, **Wis** 24, **Cha** 27
Base Atk +20; **CMB** +33; **CMD** 54
Feats Cleave, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Power Attack, Quicken Spell-Like Ability (telekinesis), Two-Weapon Fighting, Weapon Focus (longsword)
Skills Acrobatics +27, Bluff +31, Diplomacy +31, Fly +32, Intimidate +31, Knowledge (history) +27, Knowledge (nobility) +27, Knowledge (planes) +30, Knowledge (religion) +27, Perception +38, Sense Motive +30, Stealth +26, Use Magic Device +31; Racial Modifiers +8 Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
SQ death throes, vorpal strike, whip mastery

SPECIAL ABILITIES
Death Throes (Su): When killed, a balor explodes in a blinding flash of fire that deals 100 points of damage (half fire, half unholy damage) to anything within 100 feet (Reflex DC 33 halves). The save DC is Constitution-based.

Entangle (Ex): If a balor strikes a Medium or smaller foe with its whip, the balor can immediately attempt a grapple check without provoking an attack of opportunity. If the balor wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the balor does not.

Flaming Body (Su): A balor's body is covered in dancing flames. Anyone striking a balor with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a balor or is grappled by one takes 6d6 points of fire damage each round the grapple persists.

Vorpal Strike (Su): Any slashing weapon a balor wields (including its standard longsword and whip) gains the vorpal weapon quality. Weapons retain this quality for one hour after the balor releases the weapon, but after this the weapon reverts to its standard magical qualities, if any.

Whip Mastery (Ex): A balor treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Abyss)
Organization solitary or warband (1 balor and 2–5 glabrezus)
Treasure standard (+1 unholy longsword, +1 flaming whip, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	20	307200	☐☐☐☐☐ ☐☐☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐	

Balor Continued...

Unholy Aura (Sp): A malevolent darkness surrounds the subjects (Range 20 ft.), protecting them from attacks, granting them resistance to spells cast by good creatures, and weakening good creatures when they strike the subjects. This abjuration has four effects:

- Each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike the effect of protection from good, this benefit applies against all attacks, not just against attacks by good creatures.
- A warded creature gains spell resistance 25 against good spells and spells cast by good creatures.
- The abjuration protects the subjects from possession and mental influence, just as protection from good does.
- If a good creature succeeds on a melee attack against a warded creature, the offending attacker takes 1d6 points of Strength damage (Fortitude negates).

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Vorpal Weapon: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing melee weapon. If you roll this special ability randomly for an inappropriate weapon, reroll.

Unholy Weapon: An unholy weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of good alignment. It bestows one permanent negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Flaming Weapon: Upon command, a flaming weapon is sheathed in fire that deals an extra 1d6 points of fire damage on a successful hit. The fire does not harm the wielder. The effect remains until another command is given.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Quicken Spell-Like Ability (telekinesis): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Telekinesis (Sp): You move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance. This version of the spell can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The spell ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use telekinesis to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your Combat Maneuver Bonus, and you add your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier. No save is allowed against these attempts, but spell resistance applies normally. This version of the spell can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the spell energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer). Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target.

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the spell.

If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Draconal CR 20

XP 307,200
NG Large outsider (agathion, extraplanar, good)
Init +6; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Perception +48
Aura protective aura (20 ft.)

DEFENSE
AC 36, touch 18, flat-footed 33 (+2 Dex, +1 dodge, +6 insight, +18 natural, –1 size) (+4 deflection vs. evil)
hp 324 (24d10+192); regeneration 10 (evil weapons and spells)
Fort +22, **Ref** +16, **Will** +17; +4 vs. poison, +4 resistance vs. evil
DR 15/evil and silver; **Immune** one energy type (see Celestial Focus), electricity, petrification; Resist cold 10, sonic 10; **SR** 31

OFFENSE
Speed 40 ft., fly 120 ft. (average)
Melee bite +36 (2d6+13 plus 1d6 energy), 2 claws +31 (1d8+6 plus 1d6 energy)
Space 10 ft.; **Reach** 10 ft.
Special Attacks breath weapon (120-ft. line, 20d6 energy damage, Reflex DC 30 half, usable once every 1d4 rounds)
Spell-Like Abilities (CL 24th; concentration +30)

Constant--speak with animals
At will--beast shape II, command (DC 17), detect thoughts, elemental body III (air or water elementals only), greater teleport (self plus 50 lbs. of objects only), gust of wind, hold monster (DC 20), identify, light, lightning bolt (DC 19), mage hand, message
7/day--break enchantment, cure serious wounds, neutralize poison, remove disease
3/day--control water, control weather, control winds, heal, plane shift (DC 23)

Cleric Spells Prepared (CL 17th; concentration +23)

9th--implosion (DC 26), storm of vengeanceD (DC 26)
8th--demandD, earthquake, quickened holy smite (DC 21)
7th--empowered breath of life, empowered flame strike (DC 22), holy word (DC 24), quickened invisibility purge, repulsionD (DC 24)
6th--animate objects, blade barrierD (DC 23), find the path, heal, heroes' feast, quickened remove paralysis
5th--breath of life, dispel evilD, flame strike (DC 22), greater command (DC 22), spell resistance, true seeing
4th--cure critical wounds (3), freedom of movement, holy smiteD (DC 21), repel vermin (DC 21)
3rd--bestow curse (DC 20), daylight, dispel magic, helping hand, magic vestmentD, prayer, protection from energy
2nd--align weaponD (good only), calm emotions (DC 19), enthrall, hold person (DC 19), lesser restoration (2), shield other
1st--bless, detect undead, divine favorD, obscuring mist, remove fear, sanctuary (DC 18), shield of faith
0 (at will)--detect poison, guidance, purify food and drink, stabilize
D domain spell; Domains Good, Nobility

STATISTICS
Str 36, **Dex** 15, **Con** 27, **Int** 24, **Wis** 24, **Cha** 23
Base Atk +24; **CMB** +38; **CMD** 57 (can't be tripped)
Feats Alertness, Combat Casting, Dodge, Empower Spell, Greater Spell Penetration, Improved Initiative, Iron Will, Mobility, Power Attack, Quicken Spell, Skill Focus (Perception), Spell Penetration
Skills Acrobatics +25, Bluff +29, Diplomacy +26, Escape Artist +22, Heal +27, Intimidate +29, Knowledge (arcana) +30, Knowledge (nature) +27, Knowledge (planes) +34, Knowledge (religion) +31, Perception +48, Sense Motive +34, Spellcraft +27, Stealth +21, Use Magic Device +26; Racial Modifiers +4 Perception
Languages Celestial, Draconic, Infernal; speak with animals, truespeech
SQ celestial focus, divine insight, lay on hands (10d6, 16/day, as a 20th-level paladin)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any air (Nirvana)
Organization solitary, pair, or flight (3–6)
Treasure double

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	20	307200	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
2	22	614400	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	
3	[23]	921600	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑	

Draconal Continued...

SPECIAL ABILITIES

Celestial Focus (Ex): A draconal's color indicates aspects of its power and attunement to the powers of the good planes (see Draconal Colors, below). These determine the draconal's breath weapon, the additional energy damage of its claw and bite attacks, additional resistances and immunities, and its additional domain choices (see Spells, below).

Divine Insight (Su): A draconal adds its Charisma bonus as an insight bonus to Armor Class.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the draconal. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 feet (caster level equals draconal's HD). (The defensive benefits from the circle are not included in a draconal's stat block.)

Spells: Draconals cast spells as 17th-level clerics. Like clerics, they have access to two domains, selecting from the following list: Air, Good, Nobility, Weather, and two additional domain options based on their color (see below). The majority of draconals choose Good and Nobility as their domains (as represented by this stat block). Draconals have a domain spell slot at each spell level but do not gain the granted powers of their chosen domains, nor do they gain access to other cleric abilities.

Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Speak with Animals (Sp): You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Truespeech (Su): All agathions can speak with any creature that has a language, as though using a tongues spell (caster level equal to angel's Hit Dice). This ability is always active.

Tongues (Sp): This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Magic Circle against Evil (Su): All creatures within the area gain the effects of a protection from evil spell (+2 deflection to AC and +2 resistance to saves, immediately make another saving throw against possession and mental control with +2 morale bonus, evil natural weapons require a spell resistance roll to be used versus subject unless subject attacks creature), and evil summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's Spell Resistance in order to keep it at bay (as in the third function of protection from evil), but the deflection and resistance bonuses and the protection from mental control apply regardless of enemies' Spell Resistance.

Lesser Globe of Invulnerability (Su): An immobile, faintly shimmering magical sphere surrounds you and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. Excluded effects include spell-like abilities and spells or spell-like effects from items. Any type of spell, however, can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a dispel magic spell. You can leave and return to the globe without penalty.

Note that spell effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed, not dispelled.

Lay On Hands (Su): If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether lesser globe of invulnerability stops it.

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Combat Casting Feat: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Empower Spell Feat: All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables. Level Increase: +2 (an empowered spell uses up a spell slot two levels higher than the spell's actual level.)

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Quicken Spell Feat: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened. Level Increase: +4 (a quickened spell uses up a spell slot four levels higher than the spell's actual level.) Casting a quickened spell doesn't provoke an attack of opportunity. Special: You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

Eremite CR 20

XP 307,200
LE Medium outsider (evil, extraplanar, kyton, lawful)
Init +12; **Senses** darkvision 60 ft., true seeing; Perception +34

DEFENSE
AC 38, touch 19, flat-footed 29 (+8 Dex, +1 dodge, +19 natural)
hp 310 (20d10+200); regeneration 15 (good weapons and spells, silver weapons)
Fort +22, **Ref** +16, **Will** +19
DR 15/good and silver; **Immune** cold, fear effects, nonlethal damage, pain; **SR** 31

OFFENSE
Speed 40 ft., fly 60 ft. (good)
Melee bite+30 (2d6+10 plus pain), 2 claws +30 (2d6+10/19-20 plus grab and pain), 2 wings +25 (1d8+5 plus pain)
Special Attacks evisceration, unnerving gaze (30 ft., DC 31)
Spell-Like Abilities (CL 20th; concentration +31)

Constant—true seeing
At will—greater teleport (self plus 50 lbs. of objects only), inflict critical wounds (DC 25), shadow walk, telekinesis (DC 26)
3/day—blade barrier (DC 27), dimensional lock, forcecage (DC 28), greater shadow evocation (DC 29), heal (self only), insanity (DC 28), mass inflict critical wounds (DC 29), plane shift (DC 28), shades (DC 29), symbol of pain (DC 26), wall of force
1/day—binding (DC 29), trap the soul (DC 29)

STATISTICS
Str 30, **Dex** 27, **Con** 30, **Int** 22, **Wis** 21, **Cha** 33
Base Atk +20; **CMB** +30 (+34 grapple); **CMD** 49
Feats Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Spell Penetration
Skills Bluff +34, Diplomacy +34, Fly +12, Heal +28, Intimidate +34, Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Knowledge (nature) +16, Knowledge (planes) +29, Knowledge (religion) +16, Perception +34, Sense Motive +28, Spellcraft +29, Stealth +31, Use Magic Device +31
Languages Common, Infernal; telepathy 100 ft.
SQ graft flesh, shadow traveler

SPECIAL ABILITIES
Immune to Pain (Su): An eremite is immune to nonlethal damage, as well as to all magical effects associated with extreme pain, such as a symbol of pain, another eremite's pain attack, or similar effects at the GM's discretion.

Evisceration (Ex): When an eremite grapples a foe, it can quickly eviscerate or otherwise surgically alter its victim by excising a bit of flesh or a part of an internal organ as a swift action, causing the victim to take 1d8 points of ability drain—the exact ability score drained is chosen by the eremite. The victim can resist this effect with a DC 28 Fortitude save. The save DC is Dexterity-based. Ability drain reduces the relevant ability score. Modify all skills and statistics related to that ability. This might cause you to lose skill points, hit points, and other bonuses. Ability drain can be healed through the use of spells such as restoration.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Plane of Shadow)
Organization solitary, pair, or cell (3-5)
Treasure double

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	20	307200		❑		
2	22	614400		❑		
3	[23]	921600		❑		

Eremite Continued...

Graft Flesh (Su): Once per day, an eremite may graft any bit of flesh or bone harvested via its evisceration ability within the previous hour to its own body as a full-round action that provokes an attack of opportunity. Doing so grants the eremite the effects of a heal and a greater restoration spell (caster level 20th).

Pain (Su): Any creature struck by an eremite's natural attacks must make a DC 30 Fortitude save or become staggered for 1 round from the pain. As long as a creature is staggered by this effect, it takes a -4 penalty on all saving throws made to resist the eremite's spell-like and extraordinary abilities. The save DC is Constitution-based. A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Shadow Traveler (Ex): When an eremite uses plane shift to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an eremite uses shadow walk, it moves at a rate of 100 miles per hour.

Unnerving Gaze (Ex): A creature that succumbs to an eremite's unnerving gaze becomes paralyzed with fear for 1d4 rounds as it finds itself almost longing to submit its flesh to the kyton. At the end of any round it remains paralyzed in this way, the victim must make a DC 31 Will save or take 1d4 points of Wisdom drain from encroaching madness. This is a mind-affecting fear effect. A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares to move through.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Shadow Walk (Sp) [see Shadow Traveler]: To use the shadow walk spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 x 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also make the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

Combat Casting Feat: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Iathavos CR 20

XP 307,200
CE Colossal outsider (chaotic, evil, extraplanar, qlippoth)
Init –1; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +37
Aura cloak of chaos (DC 26), stench (DC 32, 10 rounds),

DEFENSE
AC 37, touch 7, flat-footed 37 (+4 deflection, –1 Dex, +2 insight, +30 natural, –8 size)
hp 372 (24d10+240); fast healing 15
Fort +28, **Ref** +15, **Will** +28
Defensive Abilities ichor, never surprised or flat-footed; **DR** 15/cold iron and lawful; **Immune** cold, poison, mind-affecting effects; Resist acid 30, electricity 10, fire 10; **SR** 31

OFFENSE
Speed 20 ft., fly 50 ft. (perfect)
Melee 2 claws +31 (4d6+15/19–20 plus grab), 4 wings +26 (2d8+7), or greater vital strike claw 16d6+15/19-20 plus grab)
Space 30 ft.; **Reach** 30 ft.
Special Attacks abyssal transformation, entropic beams, horrific appearance (DC 30)
Spell-Like Abilities (CL 20th; concentration +28)

Constant—cloak of chaos (DC 26), foresight, freedom of movement, true seeing
At will—dimension door, dispel law, greater dispel magic, magic missile, plane shift (DC 25), wind walk, word of recall
3/day—black tentacles, dimensional lock, horrid wilting (DC 26), insanity (DC 25), word of chaos (DC 25)
1/day—quickened heal, imprisonment (DC 27)

STATISTICS
Str 40, **Dex** 8, **Con** 31, **Int** 29, **Wis** 30, **Cha** 27
Base Atk +24; **CMB** +47 (+51 grapple); **CMD** 62 (can't be tripped)
Feats Awesome Blow, Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Critical (claw), Improved Vital Strike, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (heal), Spell Penetration, Staggering Critical, Vital Strike
Skills Bluff +35, Escape Artist +23, Fly +26, Intimidate +35, Knowledge (arcana) +36, Knowledge (dungeoneering) +33, Knowledge (geography) +33, Knowledge (history) +33, Knowledge (planes) +36, Knowledge (religion) +33, Perception +37, Sense Motive +37, Spellcraft +36, Stealth +10, Use Magic Device +35
Languages Abyssal; telepathy 300 ft.

SPECIAL ABILITIES
Abyssal Transformation (Su): If an iathavos establishes a hold on a creature of Large or smaller size, it can place that creature deep within the bristly folds of its flesh. Treat this as an engulf attack, except that at the start of the iathavos's turn, an engulfed creature must make a DC 30 Fortitude save or be transformed into a nyogoth qlippoth that immediately squirms out of the iathavos's body to serve its new master. Creatures transformed into nyogoths are not controlled by the iathavos, but function and behave as if they were typical members of that species—they retain no memories or abilities they may have possessed in their previous lives. Items held or worn by the unfortunate victim remain lodged within the folds of the iathavos's body and can only be retrieved if the iathavos is helpless or dead. A creature transformed into a nyogoth in this manner can be restored to its true shape via break enchantment, miracle, or wish. Otherwise, slaying the nyogoth allows the poor soul to be restored to life via reincarnate, resurrection, or true resurrection. The save DC is Charisma-based.

Engulf (Ex): The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature. The save DC is Strength-based.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any (Abyss)
Organization solitary
Treasure double

Ichor (Su): As long as the iathavos has taken any hit point damage, thick and stringy ropes of black ichor weep from the fissures and folds in its bristly hide. This ichor extrudes from the Creature's body in a writhing nimbus of filaments at a rate of 5 feet per round, to a maximum range equal to its reach (30 feet). At the start the iathavos's turn, all Creatures in reach of these strands of ichor must make a DC 32 Reflex save or become entangled. At the start the iathavos's turn, all Creatures entangled by the ichor take 4d6 points of acid damage. If the qlippoth ends its turn with no hit point damage, the ichor melts away into harmless mist, releasing all entangled creatures. The save DC is Constitution-based.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	20	307200	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Iathavos Continued...

Entropic Beams (Su): As a standard action once every minute, an iathavos can fire beams of entropic energy from its 10 eyes. Each of these beams of energy can be directed at a single target within 300 feet of the iathavos, but no more than one beam may be directed at any one Creature. Beams that are not directed at a creature are wasted. The qlippoth must make a +15 ranged touch attack to hit with each beam. Each beam has the same effect as a CL 20th disintegrate (40d6 damage, DC 32 Fortitude partial for 5d6 damage), except a creature killed by this damage explodes in a 5-foot burst of energy, flesh, shadow, and smoke instead of turning into dust. Any Creature in this burst must make a DC 32 Will save or be staggered for 1 round. The save DCs are Constitution-based. A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Disintegrate (Su): A thin, green ray springs from your pointing finger. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field. A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated. Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

All-Around Vision (Ex): The creature sees in all directions at once. It cannot be flanked.

Stench (Su): A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. A sickened creature takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Horrific Appearance (Su): All qlippoth have such horrific and mind-rending shapes that those who gaze upon them suffer all manner of ill effects. A qlippoth can present itself as a standard action to assault the senses of all living creatures within 30 feet. Creatures that succumb to the iathavos's horrific appearance are affected by a feeblemind effect and permanently blinded. A successful Will save (DC 10 + 1/2 the qlippoth's Hit Dice + the qlippoth's Charisma modifier): reduces or negates the effect. This ability is a mind-affecting gaze attack.

Feeblemind (Su): Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

Blinded: The creature cannot see. It takes a –2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a –4 penalty on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Cloak of Chaos (Sp): A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become confused. This abjuration has four effects.

- First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from law, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.
- Second, each warded creature gains spell resistance 25 against lawful spells and spells cast by lawful creatures.
- Third, the abjuration protects from possession and mental influence, just as protection from law does.
- Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is confused for 1 round (Will save negates, as with the confusion spell, but against the save DC of cloak of chaos).

Range 20' aura centered on Iathavos.

Confusion: Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d%	Behavior
01–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand.
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Iathavos Continued...

Freedom of Movement (Sp): The creature can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject can move and attack normally while underwater.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Quicken Spell-Like Ability (heal): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Heal (Sp): Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level. Heal does not remove negative levels or restore permanently drained ability score points. If used against an undead creature, heal instead acts like harm.

Staggering Critical Feat: Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Entangled [see Ichor]: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a concentration check (DC 15 + spell level) or lose the spell.

Foresight (Sp): This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Lhaksharut CR 20

XP 307,200
LN Huge outsider (extraplanar, inevitable, lawful)
Init +5; **Senses** darkvision 60 ft., detect chaos, detect magic, low-light vision, true seeing; Perception +34
Aura shield of law (DC 23)

DEFENSE
AC 36, touch 18, flat-footed 35 (+4 deflection, +1 Dex, +5 insight, +18 natural, –2 size)
hp 337 (22d10+216); regeneration 10 (chaotic)
Fort +25, **Ref** +12, **Will** +22
Defensive Abilities constructed; **DR** 15/chaotic; **Immune** energy spells; **SR** 31

OFFENSE
Speed fly 60 ft. (perfect)
Melee +2 wounding spear +32/+27/+22/+17 (3d6+17/×3 plus 1 bleed), +2 wounding longsword +32 (3d6+12/19–20 plus 1 bleed), +2 wounding morningstar +32 (3d6+12 plus 1 bleed) or 4 slams +30 (2d8+10)
Ranged 2 energy bolts +21 (10d6 energy)
Space 15 ft.; **Reach** 15 ft.
Special Attacks cunning reflexes, multiweapon mastery, perfect prediction, wounding weapons
Spell-Like Abilities (CL 22th; concentration +27)

Constant—detect chaos, detect magic, shield of law (DC 23), true seeing
At will—dispel magic, greater teleport (self plus 50 lbs. of objects only), sending
3/day—dictum (DC 22), dimensional anchor (DC 19), dimensional lock (DC 23), disintegrate (DC 21), dismissal (DC 20), greater scrying (DC 22), plane shift (DC 20), wall of force
1/day—imprisonment (DC 24)

STATISTICS
Str 31, **Dex** 13, **Con** 26, **Int** 14, **Wis** 21, **Cha** 20
Base Atk +22; **CMB** +34; **CMD** 51 (can't be tripped)
Feats Blind-Fight, Combat Expertise, Combat Reflexes, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike
Skills Fly +30, Intimidate +30, Knowledge (arcana) +24, Knowledge (geography) +24, Knowledge (planes) +27, Perception +34, Sense Motive +30, Spellcraft +24; Racial modifiers +4 Perception
Languages truespeech
SQ perfect prediction

SPECIAL ABILITIES
Cunning Reflexes (Ex): A lhaksharut uses its Wisdom modifier, rather than its Dexterity modifier, to determine how many additional attacks of opportunity it gains with the Combat Reflexes feat. For most lhaksharut inevitables, this benefit equates to 5 additional attacks of opportunity per round.

Energy Bolt (Su): A lhaksharut can fire bolts of elemental energy from two of its six arms—it never wields weapons in these hands. These attacks have a range increment of 100 feet and deal 10d6 energy damage of the inevitable's choice (acid, cold, electricity, or fire, chosen for each bolt as it is thrown). It can throw two bolts of energy as a standard action, and cannot attack with these hands when it makes weapon or slam attacks with its other limbs.

Immunity to Energy Spells (Ex): A lhaksharut is immune to any spell or spell-like ability with the acid, cold, electricity, fire, or sonic descriptor that allows spell resistance.

Multiweapon Mastery (Ex): A lhaksharut never takes penalties on its attack rolls when fighting with multiple weapons.

Perfect Prediction (Su): A lhaksharut gains an insight bonus to AC equal to its Wisdom bonus.

Wounding Weapons (Su): Any weapon wielded by a lhaksharut gains the wounding weapon quality as long as it remains in the creature's grasp.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'

Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

ECOLOGY
Environment any
Organization solitary
Treasure double (+2 longsword, +2 spear, +2 morningstar, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	20	307200	❑❑❑❑❑ ❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Lhaksharut Continued...

Detect Magic (Sp): You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Detect Chaos (Sp): You can sense the presence of chaos. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of chaos. 2nd Round: Number of chaos auras (creatures, objects, or spells) in the area and the power of the most potent chaos aura present. If you are of lawful alignment, and the strongest chaos aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends. 3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Shield of Law (Sp): Range 20 ft. A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike protection from chaos, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains Spell Resistance 25 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration protects you from possession and mental influence, just as protection from chaos does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (Will save negates, as the slow spell, but against shield of law's save DC).

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

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

Wounding Weapon: This special ability can only be placed on melee weapons. A wounding weapon deals 1 point of bleed damage when it hits a creature. Multiple hits from a wounding weapon increase the bleed damage. Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped by a successful DC 15 Heal check or through the application of any spell that cures hit point damage. A critical hit does not multiply the bleed damage. Creatures immune to critical hits are immune to the bleed damage dealt by this weapon.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Combat Expertise Feat: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Improved Disarm Feat: You do not provoke an attack of opportunity when performing a disarm combat maneuver.

Greater Bull Rush Feat: Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

Truespeech (Su): An inevitable can speak with any creature that has a language, as if using a tongues spell (caster level 14th). This ability is always active.

Tongues (Su): This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Maharaja CR 20

XP 307,200
LE Medium outsider (native, shapechanger)
Init +13; **Senses** all-around vision, darkvision 60 ft.; Perception +31

DEFENSE
AC 37, touch 24, flat-footed 27 (+4 deflection, +9 Dex, +1 dodge, +13 natural)
hp 310 (20d10+200)
Fort +16, **Ref** +21, **Will** +18
DR 20/good and piercing; **SR** 35

OFFENSE
Speed 40 ft., fly 30 ft. (good)
Melee +3 falchion +31/+26/+21/+16 (2d4+15/15-20), 4 bites +23 (1d6+4)
Special Attacks detect thoughts (DC 29), extra initiative
Spell-Like Abilities (CL 18th; concentration +27)

Constant—comprehend languages, tongues
At will—clairvoyance/clairaudience
1/day—dominate monster (DC 28)

Spells Known (CL 18th; concentration +27)

9th (4/day)—weird (DC 28)
8th (6/day)—greater shadow evocation, mind blank
7th (7/day)—greater shadow conjuration, mass invisibility, spell turning
6th (7/day)—greater dispel magic, mass suggestion (DC 25), true seeing
5th (8/day)—baleful polymorph (DC 24), feeblemind (DC 24), mind fog (DC 24)
4th (8/day)—charm monster (DC 23), dimension door, lesser globe of invulnerability, scrying
3rd (8/day)—dispel magic, nondetection, suggestion (DC 22), vampiric touch (DC 22)
2nd (8/day)—darkness, knock, misdirection (DC 21), resist energy, see invisibility
1st (9/day)—charm person (DC 20), identify, mage armor, magic missile, ventriloquism (DC 20)
0 (at will)—arcane mark, bleed (DC 19), daze (DC 19), detect magic, ghost sound, mage hand, message, prestidigitation, read magic

STATISTICS
Str 27, **Dex** 28, **Con** 30, **Int** 25, **Wis** 22, **Cha** 29
Base Atk +20; **CMB** +28; **CMD** 52
Feats Combat Casting, Combat Reflexes, Dodge, Hover, Improved Critical (falchion), Improved Initiative, Mobility, Quicken Spell, Silent Spell, Still Spell
Skills Acrobatics +27 (+31 when jumping), Appraise +25, Bluff +35, Diplomacy +30, Disguise +30, Fly +31, Intimidate +30, Knowledge (arcana, history, nobility, religion) +25, Perception +31, Sense Motive +27, Spellcraft +25, Stealth +30; Racial Modifiers +4 Bluff, +8 Disguise, +4 Perception
Languages Abyssal, Common, Infernal, Undercommon; comprehend languages, tongues
SQ change shape (any humanoid; alter self)

SPECIAL ABILITIES
Extra Initiative (Su): When an encounter starts, a maharaja rolls twice for initiative. The maharaja acts normally on the higher of the two initiative counts each round. On the lower initiative count, the maharaja can take a single standard action.

Spells: A maharaja casts arcane spells as an 18th-level sorcerer.

ECOLOGY
Environment any
Organization solitary
Treasure double (+3 falchion, other treasure)

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Hover Feat	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'

Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Hover Feat	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

All-Around Vision (Ex): The creature sees in all directions at once. It cannot be flanked.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	20	307200	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Maharaja Continued...

Detect Thoughts (Sp): You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Comprehend Languages (Sp): You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Tongues (Sp): This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Clairaudience-Clairvoyance (Sp); Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Combat Casting Feat: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Quicken Spell Feat: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened. Level Increase: +4 (a quickened spell uses up a spell slot four levels higher than the spell's actual level.) Casting a quickened spell doesn't provoke an attack of opportunity. Special: You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

Silent Spell Feat: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. Level Increase: +1 (a silent spell uses up a spell slot one level higher than the spell's actual level.)

Still Spell Feat: A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. Level Increase: +1 (a stilled spell uses up a spell slot one level higher than the spell's actual level.)

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature , but retains most of its own physical qualities. This ability functions as a polymorph spell, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

Nightwave CR 20

XP 307,200
CE Colossal undead (aquatic, extraplanar, nightshade)
Init +7; **Senses** darksense, darkvision 120 ft., detect magic, low-light vision; Perception +37
Aura blackest depths (60 ft.), desecrating aura (30 ft.)

DEFENSE
AC 36, touch 5, flat-footed 33 (+3 Dex, +31 natural, –8 size)
hp 391 (29d8+261)
Fort +18, **Ref** +16, **Will** +25
DR 15/good and silver; **Immune** cold, undead traits; **SR** 29
Weaknesses light aversion

OFFENSE
Speed fly 60 ft. (good), swim 60 ft.
Melee bite +35 (5d10+22/19–20 plus 4d6 cold, energy drain, and grab), tail slap +30 (4d8+12/19–20 plus 4d6 cold), or greater vital strike bite +35 (20d10+22/19–20 plus 4d6 cold, energy drain, and grab), or greater vital strike tail slap +30 (16d8+12/19–20 plus 4d6 cold)
Space 30 ft.; **Reach** 30 ft.
Special Attacks channel energy (10d6, DC 33, 10/day), energy drain (2 levels, DC 31), swallow whole (5d10+28 bludgeoning plus energy drain, AC 25, 39 hp)
Spell-Like Abilities (CL 20th; concentration +27)

Constant—detect magic, magic fang, see invisibility
At will—confusion (DC 21), contagion (DC 21), deeper darkness, greater dispel magic, invisibility, unholy blight (DC 21)
3/day—quickened cone of cold (DC 22), finger of death (DC 24), haste, hold monster (DC 22)
1/day—mass hold monster (DC 26), plane shift (DC 24), summon (level 9, 1 nightwing), wail of the banshee (DC 26)

STATISTICS
Str 49, **Dex** 16, **Con** —, **Int** 22, **Wis** 21, **Cha** 25
Base Atk +21; **CMB** +50 (+52 grapple); **CMD** 61 (can't be tripped)
Feats Combat Reflexes, Command Undead, Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite, tail slap), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (cone of cold), Staggering Critical, Vital Strike
Skills Fly +31, Intimidate +39, Knowledge (arcana) +38, Knowledge (planes) +35, Knowledge (religion) +38, Perception +37, Sense Motive +37, Spellcraft +38, Stealth +19 (+27 in darkness), Swim +59; Racial Modifiers +8 Stealth in dim light and darkness.
Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Blackest Depths (Su): The waters in which a nightwave swims become as chill, dark, and heavy as those in the ocean's deepest reaches. All waters within 60 feet are completely dark (as deeper darkness), and creatures within this radius take 6d6 points of damage (half cold, half bludgeoning) at the end of their turn each round if they remain in the area at this time. A DC 31 Fortitude save negates the crushing damage. Incorporeal creatures and creatures with the aquatic or water subtypes native to deep waters do not take this damage, and freedom of movement protects completely against the damage. Any magical light effect within this radius at the beginning of the nightwave's turn is dispelled (treat as greater dispel magic). This effect does not extend out of the water. The save DC is Charisma-based.

Deeper Darkness (Su) [See Blackest Depths]: This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines. This spell does not stack with itself. Deeper darkness can be used to counter or dispel any light spell of equal or lower spell level.

Energy Drain (Su): A creature that has been swallowed whole by a nightwave gains 2 negative levels each round.

Staggering Critical Feat: Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Light Aversion (Ex): A nightshade in bright light becomes sickened (The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.) the penalties from this condition are doubled when the nightshade is in natural sunlight.

ECOLOGY
Environment any (Negative Energy Plane)
Organization solitary
Treasure standard

#	CR	XP	Hit Points	Disabled	Conditions
1	20	307200	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

Nightwave Continued...

Detect Magic (Sp): You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Desecrating Aura (Su): All nightshades have a 30-foot- radius emanation equivalent to a desecrate spell centered on a shrine of evil power. Undead within this radius (including the nightshade): gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the nightshades in their entries). This aura can be negated by dispel evil, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by consecrate or hallow; both effects are negated within any overlapping area of effect.

Channel Energy (Su): The creature can release a wave of energy. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted. channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the channeling creature. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. This is a standard action that does not provoke an attack of opportunity. The channeling creature can choose whether or not to include herself in this effect.

Darksense (Ex): Nightshades gain true seeing in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with deathwatch continuously active. Mind blank and nondetection prevent the latter effect but not the nightshade's true seeing.

Deathwatch (Sp): Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. (30 ft, cone-shaped emanation) You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Command Undead Feat: As a standard action, you can use one of your uses of channel negative energy to enslave undead within 30 feet. Undead receive a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 your cleric level + your Charisma modifier. Undead that fail their saves fall under your control, obeying your commands to the best of their ability, as if under the effects of control undead. Intelligent undead receive a new saving throw each day to resist your command. You can control any number of undead, so long as their total Hit Dice do not exceed your cleric level. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures). If an undead creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Quicken Spell-Like Ability (cone of cold): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Energy Drain (Su): This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the draining creature's racial HD + the draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Magic Fang (Sp): Magic fang gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls. The spell can affect a slam attack, fist, bite, or other natural weapon.

See Invisibility (Sp): You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Cone of Cold (Sp): Range 60 ft. Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 15d6 points of cold damage.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Pit Fiend CR 20

XP 307,200
LE Large outsider (devil, evil, extraplanar, lawful)
Init +13; **Senses** darkvision 60 ft., see in darkness; Perception +33
Aura fear (20 ft., DC 23)

DEFENSE
AC 38, touch 18, flat-footed 29 (+9 Dex, +20 natural, –1 size)
hp 350 (20d10+240); regeneration 5 (good weapons, good spells)
Fort +24, **Ref** +21, **Will** +18
DR 15/good and silver; **Immune** fire, poison; Resist acid 10, cold 10; **SR** 31

OFFENSE
Speed 40 ft., fly 60 ft. (average)
Melee 2 claws +32 (2d8+13), 2 wings +30 (2d6+6), bite +32 (4d6+13 plus poison and disease), tail slap +30 (2d8+6 plus grab), or vital strike bite +32 (8d6+13 plus poison and disease)
Space 10 ft., **Reach** 10 ft.
Special Attacks constrict 2d8+19, devil shaping
Spell-Like Abilities (CL 18th)

At will—blasphemy (DC 25), create undead, fireball (DC 21), greater dispel magic, greater teleport (self plus 50 lbs. of objects only), greater scrying (DC 25), invisibility, magic circle against good, mass hold monster (DC 27), persistent image (DC 23), power word stun, scorching ray, trap the soul (DC 26), unholy aura (DC 26), wall of fire
3/day—quickened fireball (DC 21)
1/day—meteor swarm, summon (level 9, any 1 CR 19 or lower devil, 100%)
1/year—wish

STATISTICS
Str 37, **Dex** 29, **Con** 35, **Int** 26, **Wis** 30, **Cha** 26
Base Atk +20; **CMB** +34 (+38 grapple); **CMD** 53
Feats Cleave, Great Cleave, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (fireball), Vital Strike
Skills Appraise +17, Bluff +31, Diplomacy +31, Disguise +27, Fly +30, Intimidate +31, Knowledge (arcana) +28, Knowledge (planes) +31, Knowledge (religion) +31, Perception +33, Sense Motive +33, Spellcraft +31, Stealth +28, Survival +22, Use Magic Device +28
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES
Devil Shaping (Su): Three times per day, a pit fiend can spend a minute to transform nearby lemures into other lesser devils. A pit fiend can transform one lemure for every Hit Die the pit fiend possesses. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils equal to the number of lemures affected. For example, a typical 20 Hit Dice pit fiend could transform 20 lemures into two bone devils (10 HD each), or three bearded devils (6 HD each, leaving two lemures unchanged), or any other combination of lesser devils. Lemures to be reshaped must be within 50 feet of the pit fiend, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the pit fiend. Although pit fiends can, technically, elevate a mass of 20 lemures into a new pit fiend, most are hesitant to do so since they have no special control over a devil created in this manner.

ECOLOGY
Environment any (Hell)
Organization solitary, pair, or council (3–9)
Treasure double

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Disease (Su): Devil Chills: Bite—injury; save Fort DC 32; onset immediate; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves. The save DC is Constitution-based.

Poison (Ex): Bite—injury; save Fort DC 32; frequency 1/round for 10 rounds; effect 1d6 Con damage; cure 3 consecutive saves. The save DC is Constitution-based.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
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2	22	614400	❑❑❑❑❑ …	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑	

Pit Fiend Continued...

See in Darkness (Su): The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

Fear Aura (Su): As a free action each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round. This is a mind-affecting fear effect. A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened. A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Telepathy (Su): The creature can mentally communicate with any other creature within a certain range that has a language. It is possible to address multiple creatures at once telepathically, but maintaining multiple conversations at once is just as difficult as normal conversation.

Great Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Quicken Spell-Like Ability (fireball): Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

Fireball (Sp): Range 720', 20-ft.-radius spread. A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely.

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does.

Pleroma CR 20

XP 307,200
N Large outsider (aeon, extraplanar)
Init +12; **Senses** blindsight 120 ft., darkvision 120 ft., true seeing; Perception +41

DEFENSE
AC 36, touch 24, flat-footed 27 (+6 deflection, +8 Dex, +1 dodge, +12 natural, –1 size)
hp 324 (24d10+192); fast healing 10
Fort +24, **Ref** +18, **Will** +26
Immune cold, critical hits, poison; Resist electricity 10, fire 10; **SR** 31

OFFENSE
Speed fly 60 ft. (perfect)
Melee touch +30 (20d8 energy)
Space 10 ft.; **Reach** 10 ft.
Special Attacks sphere of creation (3/day), sphere of oblivion (3/day)
Spell-Like Abilities (CL 20th; concentration +27)

At will—create food and water, mending, rusting grasp (DC 21), stone shape, wood shape (DC 19)
7/day—fabricate, plant growth, sculpt sound, shout (DC 21)
5/day—break enchantment, daylight, deeper darkness, freedom of movement, major creation
3/day—disintegrate (DC 23), horrid wilting (DC 25)
1/day—mage's disjunction (DC 26), wish (DC 26)

Cleric Spells Prepared (CL 20th; concentration +30)

9th—astral projection, gate, implosion (3, DC 29)
8th—cloak of chaos (DC 28), holy aura (DC 28), shield of law (DC 28), summon monster VIII , unholy aura (DC 28)
7th—blasphemy (DC 27), destruction (DC 27), dictum (DC 27), holy word (DC 27), word of chaos (DC 27)
6th—banishment (DC 26), forbiddance (DC 26), geas, legend lore, repulsion (DC 26), veil (DC 26)
5th—contact other plane, dispel chaos (DC 25), dispel evil (DC 25), dispel good (DC 25), dispel law (DC 25), teleport
4th—chaos hammer (DC 24), holy smite (DC 24), order's wrath (DC 24), restoration, scrying (DC 24), unholy blight (DC 24)
3rd—clairaudience/clairvoyance, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, suggestion (DC 23)
2nd—align weapon, detect thoughts (DC 22), enthrall (DC 22), make whole, see invisibility, undetectable alignment, zone of truth (DC 22)
1st—detect chaos, detect evil, detect good, detect law, identify, magic aura, true strike
0 (at will)—create water, detect magic, guidance, read magic

STATISTICS
Str 24, **Dex** 27, **Con** 26, **Int** 26, **Wis** 31, **Cha** 25
Base Atk +24; **CMB** +32; **CMD** 57 (can't be tripped)
Feats Alertness, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Iron **Will**, Iron **Will**, Lightning Reflexes, Lightning Stance, Mobility, Wind Stance
Skills Appraise +30, Bluff +32, Fly +16, Heal +30, Intimidate +27, Knowledge (arcana) +47, Knowledge (dungeoneering) +44, Knowledge (engineering) +44, Knowledge (nature) +47, Knowledge (planes) +47, Knowledge (religion) +47, Perception +41, Sense Motive +39, Spellcraft +30, Stealth +27, Use Magic Device +27
Languages envisaging
SQ extension of all, void form

SPECIAL ABILITIES
Energy Touch (Su): A pleroma's touch deals 20d8 points of damage from positive or negative energy, depending upon which type of energy would harm the creature touched. A pleroma's touch never heals damage.

Spells: A pleroma casts spells as a 20th-level cleric, but does not have access to domains. A pleroma can cast certain sorcerer/wizard spells as divine spells.

Sphere of Creation (Su): Three times per day, the pleroma can manifest a 2-foot-diameter sphere of white energy that hovers above its left hand. By concentrating, the pleroma can control this sphere, causing it to fly slowly at a speed of 10 feet per round. The sphere can travel in any direction, but must remain within 300 feet of the pleroma or it immediately dissipates. Wherever the sphere travels, it leaves behind a 5-foot-wide path of new matter, creating either new terrain (such as swamp, tundra, desert, or forest) or a 10-foot-square wall composed of a single natural substance (such as clay, wood, or stone). Any existing matter, either living or nonliving that comes in contact with the sphere must make a DC 30 Fortitude save or be absorbed and incorporated into the new substance (only freedom, miracle, or wish can rescue creatures so trapped). Creatures that save are pushed to the nearest unoccupied location adjacent to the newly created substance. The sphere is highly unstable and only lasts 1d4 minutes before exploding with a blinding flash. All creatures within 30 feet of the flash must make a DC 30 Fortitude save or be permanently blinded. The save DCs are Constitution-based.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Sphere of Oblivion (Su): Three times per day, the pleroma can manifest a 2-foot-diameter sphere of complete and utter darkness that hovers above its right hand. The sphere is an empty void similar to a sphere of annihilation. Any matter (living or nonliving) that touches the sphere must succeed on a DC 30 Fortitude save or be sucked into the sphere and destroyed. Larger objects (such as ships or buildings) are destroyed at a rate of one 10-foot cube per round of contact with the sphere. By concentrating, the pleroma can control this sphere, causing it to fly slowly at a speed of 10 feet per round. The sphere can travel in any direction, but must remain within 300 feet of the pleroma or it immediately dissipates. The sphere is highly unstable and only lasts 1d4 minutes before harmlessly imploding upon itself. Alternatively, the pleroma may hurl the sphere as a ranged touch attack (with a 10-foot range increment) against a single creature. When thrown in this manner, the sphere implodes immediately after the attack is resolved. The save DCs are Constitution-based.

ECOLOGY
Environment any (Outer Planes)
Organization solitary or tribunal (1 pleroma, 3 akhanas, and 2–5 theletos)
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	20	307200	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Pleroma Continued...

Envisaging (Su): Aeons communicate wordlessly, almost incomprehensibly. Caring little for the wants and desires of other creatures, they have no need to engage in exchanges of dialogue. Instead, aeons mentally scan beings for their thoughts and intentions, and then retaliate with flashes of psychic projections that emit a single concept in response to whatever the other being was thinking. The flash is usually a combination of a visual and aural stimulation, which displays how the aeon perceives future events might work out. For instance, an aeon seeking to raze a city communicates this concept to non-aeons by sending them a vivid image of the city crumbling to ash. An aeon's envisaging functions as a non-verbal form of telepathy. Aeons cannot read the thoughts of any creature immune to mind-affecting effects.

Extension of All (Ex): Through an aeon's connection to the multiverse, it gains access to strange and abstruse knowledge that filters through all existence. Much of the knowledge is timeless, comprised of events long past, present, and potentially even those yet to come. Aeons gain a racial bonus equal to half their racial Hit Dice on all Knowledge skill checks. This same connection also binds them to other aeons. As a result, they can communicate with each other freely, over great distances as if using telepathy. This ability also works across planes, albeit less effectively, allowing the communication of vague impressions or feelings, not specific details or sights. Due to the vast scope of the aeon race's multiplanar concerns, though, even the most dire reports of a single aeon rarely inspire dramatic or immediate action.

Void Form (Su): Though aeons aren't incorporeal, their forms are only a semi-tangible manifestation of something greater. An aeon's void form grants it a deflection bonus equal to 1/4 its Hit Dice (rounded down).

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Combat Casting Feat: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Lightning Stance Feat: If you take two actions to move or a withdraw action in a turn, you gain 50% concealment for 1 round.

Wind Stance Feat: If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

Blinded [see Sphere of Creation]: The creature cannot see. It takes a –2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a –4 penalty on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Tarn Linnorm CR 20

XP 307,200
CE Colossal dragon (aquatic)
Init +12; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, true seeing; Perception +40

DEFENSE
AC 36, touch 10, flat-footed 28 (+8 Dex, +26 natural, –8 size)
hp 385 (22d12+242); regeneration 15 (cold iron)
Fort +24, **Ref** +23, **Will** +20
Defensive Abilities freedom of movement; **DR** 20/cold iron; **Immune** acid, curse effects, flanking mind-affecting effects, paralysis, poison, sleep; **SR** 31

OFFENSE
Speed 40 ft., fly 100 ft. (average), swim 80 ft.
Melee 2 bites +30 (3d8+16/19–20 plus poison), 2 claws +30 (2d6+16), tail +25 (3d6+8 plus grab), or improved vital strike bite +30 (3d8+16/19–20 plus poison), improved vital stirke claw +30 (6d6+16), or improved vital strike tail +25 (9d6+8 plus grab)
Space 30 ft.; **Reach** 30 ft.
Special Attacks breath weapon, constrict (tail, 3d6+24), death curse

STATISTICS
Str 42, **Dex** 26, **Con** 32, **Int** 7, **Wis** 25, **Cha** 27
Base Atk +22; **CMB** +46 (+50 grapple); **CMD** 64 (can't be tripped)
Feats Awesome Blow, Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Overrun, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike
Skills Fly +25, Perception +40, Stealth +17, Swim +49; Racial Modifier +8 Perception
Languages Aklo, Draconic, Sylvan
SQ amphibious

SPECIAL ABILITIES
All-Around Vision (Ex): A tarn linnorm's two heads grant it a +8 racial bonus on Perception checks. It cannot be flanked.

Breath Weapon (Su): Once every 1d4 rounds as a standard action, a tarn linnorm can expel a 120-foot line or a 60-foot cone of acid, dealing 22d8 points of acid damage to all creatures struck (Reflex DC 32 halves). This acid creates toxic fumes when it consumes organic material—on the round after a creature takes acid damage from this attack, it must make a DC 32 Fortitude save or take 2d6 points of Strength damage from the poisonous fumes (this secondary effect is a poison effect). As a full-round action, the linnorm may breathe acid with one head and bite with the other (but not use its other weapons). Alternatively, as a full-round action, it can breathe acid from both heads to create two adjacent 60-foot-long cones or two separate 120-foot-long lines. In this case it cannot use its breath weapon again for 2d4 rounds. The save DC is Constitution-based.

Death Curse (Su): When a creature slays a tarn linnorm, the slayer is affected by the curse of death.

Curse of Death: save Will DC 29; effect creature can no longer be affected by healing spells and does not heal damage naturally from rest. The save DC is Charisma-based.

Freedom of Movement (Ex): A tarn linnorm is under the constant effect of freedom of movement, as the spell of the same name. This effect cannot be dispelled.

Poison (Su): Bite—injury; save Fort DC 32; frequency 1/round for 10 rounds; effect 6d6 acid damage and 1d8 **Con** drain; cure 3 consecutive saves. The save DC is Constitution-based.

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

All-Around Vision (Ex): The creature sees in all directions at once. It cannot be flanked.

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

ECOLOGY
Environment cold lakes and swamps
Organization solitary
Treasure triple

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	20	307200	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Tarn Linnorm Continued...

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Freedom of Movement (Sp): The creature can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject can move and attack normally while underwater.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Amphibious (Ex): Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land. These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water.

True Seeing (Ex): A tarn linnorm has true seeing, as the spell of the same name. This effect cannot be dispelled.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Improved Overrun Feat: You do not provoke an attack of opportunity when performing an overrun combat maneuver. Targets of your overrun attempt may not chose to avoid you.

Void Yai CR 20

XP 307,200
LE Huge outsider (giant, native, oni, shapechanger)
Init +6; **Senses** darkvision 60 ft., low-light vision, true seeing; Perception +29

DEFENSE
AC 36, touch 9, flat-footed 35 (+9 armor, +1 Dex, +18 natural, -2 size)
hp 379 (23d10+253); regeneration 15 (fire or good spells)
Fort +24, **Ref** +9, **Will** +21
Immune cold; **SR** 31

OFFENSE
Speed 40 ft., fly 40 ft. (good); 60 ft., fly 60 ft. without armor
Melee mwk greatclub +39/+34/+29/+24 (3d8+25/19-20) or 2 slams +23 (2d6+25)
Ranged void missile +23 touch (6d6 plus energy drain)
Space 15 ft.; **Reach** 15 ft.
Special Attacks commanding voice, energy drain (2 levels, DC 28), void trap
Spell-Like Abilities (CL 20th; concentration +27)

Constant—fire shield (chill shield), fly, true seeing
At will—deeper darkness, gaseous form (self only), greater dispel magic, greater teleport (self plus 50 lbs. of objects only), invisibility (self only), minor creation, vision
3/day—cone of cold (DC 22), demand (DC 25), dominate person (DC 22), major creation, mass charm monster (DC 25), polar ray, teleport object (DC 24)
1/day—implosion (DC 26), plane shift (DC 24)

STATISTICS
Str 44, **Dex** 15, **Con** 32, **Int** 18, **Wis** 23, **Cha** 25
Base Atk +23; **CMB** +42; **CMD** 54
Feats Awesome Blow, Cleave, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (greatclub), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Staggering Critical, Weapon Finesse
Skills Acrobatics +17 (+25 when jumping), Bluff +30, Fly +20, Intimidate +30, Knowledge (arcana) +27, Knowledge (history) +24, Knowledge (nobility) +14, Knowledge (planes) +27, Perception +29, Sense Motive +29, Spellcraft +24, Use Magic Device +30
Languages Common, Giant
SQ change shape (Large, Huge, or Gargantuan humanoid; giant form II), void form

SPECIAL ABILITIES
Commanding Voice (Su): A void oni gains a +4 racial bonus on the save DC of any charm or compulsion effects it uses against humanoids.

Void Missile (Su): As a swift action, a void yai can launch a bolt of darkness from its third eye. Damage caused by this missile is negative energy damage. This attack has a range of 180 feet with no range increment.

Void Trap (Su): When a void oni uses any teleportation effect on itself (including its greater teleport and plane shift spell-like abilities, but not its teleport object spell-like ability), it can choose to arrive at its destination in void form as a free action. When it does so, it leaves behind a temporary lesser sphere of annihilation in a square of its choice that was part of its space before it teleported. This sphere of annihilation cannot be caused to move by other creatures, but the sphere itself moves at a fly speed of 30 feet (perfect) toward the closest Tiny or larger creature on the oni's next turn. If no appropriate creature is within 30 feet, the sphere does not move that round. If the sphere enters a square occupied by a creature (or if a creature touches the sphere), that creature is affected as if by a disintegrate spell (CL 20th, DC 23). Once the sphere damages a creature with this effect, the sphere vanishes—it also vanishes on its own after 24 hours in the unlikely event that it never discharges on a creature. The save DC is Charisma-based. The concept of the void is a difficult one for many individuals to grasp, for it encompasses more than just an absence of anything. The concept of "void" as an element also represents the heavens above, the dark places between the stars, the nature of the spiritual world, and even the capacity to create and envision new ideas. The void yai represents all of these possibilities, interpreted in a way that exemplifies the evil of the oni race.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'

Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Void Form (Su): A void yai may become incorporeal as a swift action. In this form, it appears as a solid black shadow of its true form. It gains the incorporeal subtype and incorporeal defensive ability while in void form. Any gear or armor the yai carries becomes incorporeal as well—it loses its AC bonus from armor and natural armor, but gains a deflection bonus to its AC equal to its Charisma modifier (+7 for most void yai, for an AC of 16). It may still speak while incorporeal and can still use its spell-like and special abilities.

ECOLOGY
Environment cold or temperate mountains
Organization solitary
Treasure double (masterwork full plate, masterwork greatclub, other treasure)

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	20	307200	❑❑❑❑❑ ❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑	

Void Yai Continued...

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Energy Drain (Su): This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the draining creature's racial HD + the draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Change Shape (Su): A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature , but retains most of its own physical qualities. This ability functions as a polymorph spell, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely.

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Fire Shield (Sp): This spell wreathes you in flame and causes damage to each creature that attacks you in melee. The flames also protect you from either cold-based or fire-based attacks, depending on if you choose cool or warm flames for your fire shield.

Any creature striking you with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of damage + 1 point per caster level (maximum +15). This damage is either cold damage (if you choose a chill shield) or fire damage (if you choose a warm shield). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage if they attack you.

When casting this spell, you appear to immolate yourself, but the flames are thin and wispy, increasing the light level within 10 feet by one step, up to normal light. The color of the flames is blue or green if the chill shield is cast, violet or red if the warm shield is employed. The special powers of each version are as follows.

Chill Shield: The flames are cool to the touch. You take only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Warm Shield: The flames are warm to the touch. You take only half damage from cold-based attacks. If such an attack allows a Reflex save for half damage, you take no damage on a successful saving throw.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Staggering Critical Feat: Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Incorporeal [see Void Form] (Ex): An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Mu Spore CR 21

XP 409,600
CN Colossal plant
Init +3; **Senses** blindsight 240 ft., low-light vision; Perception +43

DEFENSE
AC 37, touch 1, flat-footed 37 (–1 Dex, +36 natural, –8 size)
hp 418 (31d8+279); fast healing 10
Fort +26, **Ref** +11, **Will** +19
Defensive Abilities grasping tendrils; **DR** 10/epic; **Immune** plant traits; Resist acid 30

OFFENSE
Speed 40 ft., fly 30 ft. (perfect)
Melee bite +32 (6d6+16/19–20 plus grab), 4 tentacles +27 (3d8+8/19–20 plus grab), or greater vital strike bite +32 (24d6+16/19–20 plus grab), or greater vital strike tentacle +27 (12d8+8/19–20 plus grab)
Space 30 ft.; **Reach** 30 ft. (60 ft. with tentacle)
Special Attacks spore cough, constrict (3d8+16), swallow whole (20d8 acid, AC 28, 41 hp)

STATISTICS
Str 42, **Dex** 9, **Con** 29, **Int** 18, **Wis** 28, **Cha** 29
Base Atk +23; **CMB** +47 (+51 grapple); **CMD** 56 (can't be tripped)
Feats Awesome Blow, Critical Focus, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite), Improved Critical (tentacles), Improved Initiative, Improved Lightning Reflexes, Improved Vital Strike, Lightning Reflexes, Power Attack, Staggering Critical, Vital Strike, Weapon Focus (bite), Weapon Focus (tentacles)
Skills Fly +33, Knowledge (dungeoneering) +35, Knowledge (geography) +35, Knowledge (nature) +35, Perception +43, Sense Motive +40
Languages Aklo, Common, Terran, Undercommon

SPECIAL ABILITIES
Grasping Tendrils (Ex): Sticky, arm-length tendrils cover a mu spore. A mu spore can use these tendrils to attempt a grab as an immediate action when an adjacent creature hits with a melee attack. As it is only using the tendrils (instead of conducting the grapple normally), it takes a –20 penalty to its CMB to make and maintain the grapple (+31 CMB with tendrils). The mu spore does not gain the grappled condition while grappling a creature with its tendrils.

Spore Cough (Su): Once every 1d4 rounds as a standard action, a mu spore can release a cloud of burrowing spores in a 100-foot cone. The burrowing spores deal 20d8 points of damage to all creatures and wooden structures in the area, or half damage to any creatures that make a DC 34 Reflex save. Plants and plant creatures are immune to this damage. The save DC is Constitution-based.

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

ECOLOGY
Environment any
Organization solitary or pair
Treasure standard

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Staggering Critical Feat: Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	21	409600	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	
2	23	819200	☐☐☐☐☐ ☐☐☐	☐	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐	

Mu Spore Continued...

Blindsight: Some creatures possess blindsight, the extraordinary ability to use a non-visual sense (or a combination senses) to operate effectively without vision. Such senses may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures that use blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Swallow Whole (Ex): If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category Smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Greater Bull Rush Feat: Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Tor Linnorm CR 21

XP 409,600
CE Colossal dragon
Init +14; **Senses** darkvision 60 ft., low-light vision, scent, true seeing; Perception +34

DEFENSE
AC 37, touch 12, flat-footed 27 (+10 Dex, +25 natural, -8 size)
hp 420 (24d12+264); regeneration 20 (cold iron)
Fort +25, **Ref** +26, **Will** +21
Defensive Abilities freedom of movement; **DR** 20/cold iron; **Immune** curse effects, fire, mind-affecting effects, paralysis, poison, sleep; **SR** 32

OFFENSE
Speed 40 ft., climb 40 ft., fly 100 ft. (average), swim 60 ft.
Melee bite +34 (3d8+18/19-20 plus poison), 4 claws +34 (2d6+18), tail +29 (3d6+9 plus grab), or improved vital strike bite +34 (9d8+18/19-20 plus poison), or improved vital strike claw +34 (6d6+18), or improved vital strike tail +29 (9d6+9 plus grab)
Space 30 ft.; **Reach** 30 ft.
Special Attacks breath weapon, constrict (tail, 3d6+27), death curse

STATISTICS
Str 46, **Dex** 30, **Con** 33, **Int** 7, **Wis** 25, **Cha** 28
Base Atk +24; **CMB** +50 (+54 grapple); **CMD** 70 (can't be tripped)
Feats Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike
Skills Climb +26, Fly +29, Perception +34, Stealth +21, Swim +53
Languages Aklo, Draconic, Sylvan
SQ lava affinity

SPECIAL ABILITIES
Breath Weapon (Su): Once every 1d4 rounds as a standard action, a tor linnorm can expel a 60-foot cone of flame and ash, dealing 24d8 points of fire damage to all creatures struck (Reflex DC 33 for half damage). One round after this breath weapon is used, the area affected by the attack becomes covered in a cloud of thick, scorching smoke that burns both the lungs and eyes, dealing an additional 8d8 points of fire damage to all creatures in the area. Each creature that begins its turn in the smoke-covered area and breathes must make a DC 33 (+ 1 per previous check) Fortitude save each round or spend that round choking and coughing. Creatures that keep their eyes open for more than 1 round while in the area of the smoke must make a DC 33 Fortitude save or go blind for 1d3 hours. The smoke dissipates after 2d4 rounds. This duration is halved in strong winds and quartered in more powerful winds. The save DC is Constitution-based.

Blinded [see Breath Weapon]: The creature cannot see. It takes a –2 penalty to Armor Class, loses its Dexterity bonus to AC (if any), and takes a –4 penalty on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Death Curse (Su): Curse of Boiling Blood: save Will DC 31; effect creature gains vulnerability to fire and is permanently staggered from the pain of its boiling blood. The save DC is Charisma-based. A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Lava Affinity (Ex): A tor linnorm can breathe and swim while submerged in lava and magma.

Poison (Ex): Bite—injury; save Fort DC 33; frequency 1/round for 10 rounds; effect 8d6 fire damage and 1d8 **Con** drain; cure 3 consecutive saves.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

ECOLOGY
Environment cold volcanic mountains
Organization solitary
Treasure triple

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	21	409600	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Tor Linnorm Continued...

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Freedom of Movement (Sp): The creature can move and attack normally, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin. The subject can move and attack normally while underwater.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Constrict (Ex): A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Blind-Fight Feat: In melee, every time you miss because of concealment (see Combat), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded. The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Great Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Red Wyrm Ravener CR 22

XP 614,400
Wyrm red dragon ravener
CE Gargantuan undead (fire)
Init +3; **Senses** blindsense 120 ft., darkvision 240 ft., smoke vision; Perception +45
Aura cowering fear, fire, frightful presence (330 ft., DC 31)

DEFENSE
AC 45, touch 9, flat-footed 45 (+4 deflection, –1 Dex, +36 natural, –4 size)
hp 337 (27d8+216)
Fort +23, **Ref** +14, **Will** +23
Defensive Abilities channel resistance +4, soul ward (27 hp)
Weaknesses vulnerability to cold

OFFENSE
Speed 40 ft., fly 250 ft. (clumsy)
Melee bite +40 (4d6+24/17–20), 2 claws +40 (2d8+16/19–20), tail slap +38 (2d8+24/19–20), 2 wings +38 (2d6+8/19–20), or greater vital strike bite +40 (16d6+24/17–20), or greater vital strike claw +40 (8d8+16/19–20), or greater vital strike tail slap +38 (8d8+24/19–20), or greater vital strike wing +38 (8d6+8/19–20)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60-ft. cone, DC 31, 22d10 fire and 2 negative levels), crush (DC 31, 4d6), manipulate flames, melt stone, soul consumption, soul magic, tail sweep
Spell-Like Abilities (CL 27th, concentration +35)

At will—detect magic, find the path, pyrotechnics (DC 20), suggestion (DC 21), wall of fire

Sorcerer Spells known (CL 20th, concentration +28)

9th—energy drain, time stop, wish
8th—dimensional lock, horrid wilting (DC 26), maze
7th—forcecage (DC 25), greater teleport, spell turning
6th—chain lightning (DC 24), greater dispel magic, true seeing
5th—cone of cold (DC 23), dominate person (DC 23), feeblemind (DC 23), wall of force
4th—charm monster (DC 22), confusion (DC 22), greater invisibility, solid fog
3rd—displacement, haste, slow (DC 21), vampiric touch
2nd—detect thoughts (DC 20), false life, mirror image, see invisibility, web (DC 20)
1st—mage armor, magic missile, ray of enfeeblement (DC 19), shield, true strike
0th—arcane mark, detect magic, mage hand, mending, message, prestidigitation, ray of frost, read magic, touch of fatigue

STATISTICS
Str 45, **Dex** 8, **Con** —, **Int** 24, **Wis** 25, **Cha** 26
Base Atk +27; **CMB** +48; **CMD** 57 (61 vs. trip)
Feats Cleave, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell, Staggering Critical, Stunning Critical, Vital Strike
Skills Appraise +37, Bluff +37, Diplomacy +37, Fly +13, Intimidate +45, Knowledge (arcana) +37, Knowledge (history) +37, Knowledge (religion) +34, Perception +45, Sense Motive +37, Spellcraft +37, Stealth +25
Languages Abyssal, Aklo, Common, Draconic, Elven, Giant, Infernal

SPECIAL ABILITIES
Fire Aura (Su): A red wyrm ravener is surrounded by an aura of intense heat. All creatures within 5 feet take 1d6 points of fire damage at the beginning of the dragon's turn. An old dragon's aura extends to 10 feet. An ancient dragon's damage increases to 2d6.

Manipulate Flames (Su): A red wyrm ravener can control any fire spell within 10 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the ravener can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Melt Stone (Su): A red wyrm ravener can use its breath weapon to melt rock at a range of 100 feet, affecting a 5-foot-radius area per age category. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

Smoke Vision (Ex): A red wyrm ravener can see perfectly in smoky conditions (such as those created by pyrotechnics).

ECOLOGY
Environment warm mountains
Organization solitary
Treasure triple

#	CR	XP	Hit Points	Disabled	Conditions
1	22	614400	☐☐☐☐☐ ☐☐	Destroyed	

Red Wyrm Ravener Continued...

Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Cowering Fear (Su): Any creature shaken by the ravener's frightful presence is cowering instead of shaken for the first round of the effect, and shaken for the rest of the duration. Any Creature that is panicked by its frightful presence is instead cowering for the duration. A cowering character is frozen in fear and can take no actions. A cowering character takes a –2 penalty to Armor Class and loses his Dexterity bonus (if any). A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightful Presence (Ex): This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice than the creature has. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the frightful creature's racial HD + the frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. Frightful presence is a mind-affecting fear effect.

Undead Traits (Ex): Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Channel Resistance: Creatures with channel resistance gain a bonus on Will saves made against channeled energy. They add their bonus to any Will saves made to halve the damage and resist the effect.

Vulnerability to Cold: A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Quicken Spell Feat: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened. Level Increase: +4 (a quickened spell uses up a spell slot four levels higher than the spell's actual level.) Casting a quickened spell doesn't provoke an attack of opportunity. Special: You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

Soul Ward (Su): An intangible field of siphoned soul energy protects a ravener from destruction. This ward has a maximum number of hit points equal to twice the ravener's Hit Dice, but starts at half this amount. Whenever a ravener would be reduced below 1 hit point, all damage in excess of that which would reduce it to 1 hit point is instead dealt to its soul ward. If this damage reduces the soul ward to fewer than 0 hit points, the ravener is destroyed.

Breath Weapon (Su): A ravener keeps the breath weapon of the base creature—the save DC for this breath weapon is now Charisma-based. In addition, a ravener's breath weapon bestows 2 negative levels on all creatures in the area. A successful Reflex save halves the damage and reduces the energy drain to 1 negative level. The save DC to remove these negative levels is equal to the ravener's breath weapon DC. The ravener adds 1 hit point to its soul ward ability for each negative level bestowed in this way.

Soul Consumption (Su): When a living creature within 30 feet of a ravener dies, that creature's soul is torn from its body and pulled into the ravener's maw if the dying creature fails a Will save (DC equals the save DC of the ravener's breath weapon). This adds a number of hit points to the ravener's soul ward equal to the dead creature's Hit Dice. Creatures that have their souls consumed in this way can only be brought back to life through miracle, true resurrection, or wish.

Soul Magic (Sp): A ravener retains the base creature's spellcasting capability, adding three levels to the base creature's caster level. This increases the number of spells known by the ravener, but the ravener loses all spell slots. Instead, whenever the ravener wishes to cast any one of its spells known, it consumes a number of hit points from its soul ward equal to the spell slot level necessary to cast the spell (including increased levels for metamagic feats and so on). If the soul ward has insufficient hit points, the ravener cannot cast that spell. Casting a spell that reduces its soul ward to exactly 0 hit points does not harm the ravener (though most are not comfortable without this buffer of soul-energy and try to replenish it quickly).

Crush (Ex): A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex): This allows a Gargantuan or larger dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Staggering Critical Feat: Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Stunning Critical Feat: Whenever you score a critical hit, your opponent becomes stunned for 1d4 rounds. A successful Fortitude save reduces this to staggered for 1d4 rounds. The DC of this Fortitude save is equal to 10 + your base attack bonus. The effects of this feat do not stack. Additional hits instead add to the duration.

Cleave Feat: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Tempest Behemoth CR 22

XP 614,400
N Colossal magical beast (air, behemoth)
Init +9; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +31

DEFENSE
AC 40, touch 8, flat-footed 34 (+5 Dex, +1 dodge, +32 natural, -8 size)
hp 445 (33d10+264); regeneration 20
Fort +26, **Ref** +23, **Will** +16
Defensive Abilities unstoppable; **DR** 15/epic; **Immune** ability damage, aging, bleed, disease, electricity, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 33
Weaknesses vulnerable to miracles and wishes

OFFENSE
Speed 40 ft., fly 200 ft. (good)
Melee bite +41 (4d6+16/19-20 plus bleed), 2 talons +41* (2d8+16 plus bleed), wings +36 (2d8+8), or greater vital strike bite +41 (16d6+16/19-20 plus bleed), or greater vital strike talon +41 (8d8+16 plus bleed), or greater vital strike wing +36 (8d8+8)
Ranged 6 scales +31 (1d10+16/19-20 plus bleed)
Space 30 ft.; **Reach** 30 ft.
Special Attacks bleed (2d6), gale, ruinous, thunderbolt
Spell-Like Abilities (CL 20th; concentration +22)

3/day—storm of vengeance (DC 21)

STATISTICS
Str 43, **Dex** 21, **Con** 26, **Int** 3, **Wis** 16, **Cha** 14
Base Atk +33; **CMB** +57; **CMD** 73
Feats Combat Reflexes, Dodge, Flyby Attack, Greater Vital Strike, Hover, Improved Critical (feathers*), Improved Critical (bite), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Stance, Mobility, Power Attack, Snatch, Vital Strike, Weapon Focus (scales), Wind Stance
Skills Fly +29, Perception +31, Stealth -7, Survival +15; Racial
Modifiers +20 Fly, +10 Perception
Language Aklo (cannot speak)

SPECIAL ABILITIES
Gale (Su): A tempest behemoth can generate winds of up to hurricane force as a free action, blowing in as many as three different directions at once. The winds blow either away from or directly toward the behemoth in a 30-foot-wide path that extends for 1,000 feet.

Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons[1]	Checked Size	Blown Away Size	Fly Penalty
Hurricane	75–174 mph	Impossible/–8	Large	Medium	–12

Thunderbolt (Su): As a swift action once every 1d4 rounds, a behemoth can shoot a bolt oflightning that deals 15d6 points of electricity damage and 15d6 points of sonic damage, and that causes permanent deafness in a 200-foot line (DC 34 Reflex save halves damage and negates deafness). The save DC is Constitution-based.

Fly Skill Top Down		
<u>45° turn</u> No Fly Check Cost +5'	<u>Glide</u> Minimum half speed or DC 10	<u>45° turn</u> No Fly Check Cost +5'
<u>90° turn</u> Fly DC 15 Cost +5'	<u>Hover</u> Hover Feat	<u>90° turn</u> Fly DC 15 Cost +5'
<u>135° turn</u> Fly DC 15 Cost +5'	<u>180° turn</u> Fly DC 20 Cost +10'	<u>135° turn</u> Fly DC 15 Cost +5'

Fly Skill Sidescroll		
<u>Ascend</u> Cost +5'	<u>Vertical</u> Fly DC 20 Cost +5'	<u>Ascend</u> Cost +5'
<u>Glide</u> Minimum half speed or DC 10	<u>Hover</u> Hover Feat	<u>Glide</u> Minimum half speed or DC 10
<u>Descend</u> Normal Speed	<u>Dive</u> Normal Speed or DC 10	<u>Descend</u> Normal Speed
Turn Around Fly DC 20 or Move Action		

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

ECOLOGY
Environment any air
Organization solitary or pair
Treasure none

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	22	614400	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	
2	24	1228800	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑	

Tempest Behemoth Continued...

Blindsense (Ex): Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Bleed: A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn and successive turns until the bleeding stops or the creature dies. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

Storm of Vengeance (Sp): Range 1200 ft., 360-ft.-radius storm cloud. You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a Fortitude save or be deafened for 1d4 x 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

Combat Reflexes Feat: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Hover Feat: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check. If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Regeneration (Ex): No form of attack can suppress a behemoth's regeneration—it regenerates even if disintegrated or slain by a death effect. If a behemoth fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is dealt to its remains. It can be banished or otherwise transported away as a means to save a region, but the only way to truly kill a behemoth is to use miracle or wish to negate its regeneration (see below).

Regeneration (Ex): A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning. Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Ruinous (Su): A behemoth's natural attacks penetrate damage reduction as if they were epic and magic, and ignore up to 20 points of hardness on objects struck. As a swift action, whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a greater dispel magic (CL 20th).

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

Vulnerable to Miracles and Wishes (Su): A spell effect created by a miracle or wish spell is particularly effective against a behemoth. A spellcaster gains a +6 bonus on its caster level check to penetrate a behemoth's SR with a miracle or wish spell, and the behemoth suffers a –6 penalty on saves against these spells. A miracle or a wish spell can negate a behemoth's regeneration, but only for 1d4 rounds per casting.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Snatch Feat: The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one. The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Wind Stance Feat: If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

Jabberwock CR 23

XP 819,200
CE Huge dragon (air, fire)
Init +5; **Senses** blindsight 120 ft., darkvision 120 ft., low-light vision, scent, true seeing; Perception +38
Aura frightful presence (120 ft., DC 31)

DEFENSE
AC 40, touch 14, flat-footed 34 (+5 Dex, +1 dodge, +26 natural, –2 size)
hp 455 (26d12+286); fast healing 15
Fort* +26, **Ref** +20, **Will** +24
DR 15/vorpal; **Immune** fire, paralysis, sleep; Resist acid 30, electricity 30, sonic 30; **SR** 31
Weaknesses fear of vorpal weapons, vulnerable to cold

OFFENSE
Speed 40 ft., fly 80 ft. (poor)
Melee bite +37 (4d8+19/19–20/×3), 2 claws +37 (3d6+13/19–20 plus grab), tail slap +32 (2d8+19), 2 wings +32 (1d8+6)
Ranged 2 eye rays +29 touch (15d6 fire/19–20 plus burn)
Space 15 ft.; **Reach** 15 ft.
Special Attacks burble, burn (6d6, DC 34), eye rays, whiffling

STATISTICS
Str 37, **Dex** 20, **Con** 33, **Int** 12, **Wis** 29, **Cha** 26
Base Atk +26; **CMB** +41 (+45 grapple); **CMD** 57
Feats Awesome Blow, Bleeding Critical, Critical Focus, Dodge, Flyby Attack, Improved Bull Rush, Improved Critical (bite, claws, eye rays), Mobility, Power Attack, Spring Attack, Vital Strike
Skills Acrobatics +31 (+35 jump), Escape Artist +31, Fly +26, Intimidate +37, Knowledge (nature) +30, Perception +38, Sense Motive +38
Languages Aklo, Common, Draconic, Gnome, Sylvan
SQ planar acclimation

SPECIAL ABILITIES
Burble (Su): A jabberwock can burble once every 1d4 rounds as a standard action. This blast of strange noises and shouted nonsense in the various languages known to the jabberwock (and invariably some languages it doesn't know) affects all creatures within a 60-foot-radius spread—these creatures must make a DC 31 Will save or become confused for 1d4 rounds. Alternatively, the jabberwock can focus its burble attack to create a 60-foot line of sonic energy that deals 20d6 points of sonic damage (DC 31 Reflex save for half). The confusion effect is mind-affecting; both are sonic effects. The save DC is Charisma-based.

Confusion: Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d%	Behavior
01–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand.
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Planar Acclimation (Ex): A jabberwock is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Fly Skill Top Down		
45° turn No Fly Check Cost +5'	Glide Minimum half speed or DC 10	45° turn No Fly Check Cost +5'
90° turn Fly DC 15 Cost +5'	Hover Fly DC 15	90° turn Fly DC 15 Cost +5'
135° turn Fly DC 15 Cost +5'	180° turn Fly DC 20 Cost +10'	135° turn Fly DC 15 Cost +5'
Fly Skill Sidescroll		
Ascend Cost +5'	Vertical Fly DC 20 Cost +5'	Ascend Cost +5'
Glide Minimum half speed or DC 10	Hover Fly DC 15	Glide Minimum half speed or DC 10
Descend Normal Speed	Dive Normal Speed or DC 10	Descend Normal Speed
Turn Around Fly DC 20 or Move Action		

Damage Reduction (Ex): A jabberwock's damage reduction can be bypassed only by weapons that possess the vorpal weapon enhancement.

Eye Rays (Su): The jabberwock can project beams of fire from its eyes as a ranged touch attack as a standard action, with a range increment of 60 feet. It projects two beams, and can target different creatures with these beams if it wishes as long as both targets are within 30 feet of each other. A creature that takes damage from an eye beam suffers burn.

ECOLOGY
Environment any forests
Organization solitary
Treasure triple

#	CR	XP	Hit Points	Disabled	Negative	Conditions
1	23	819200	❑❑❑❑❑ ❑❑❑❑❑	❑	❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑	

Jabberwock Continued...

Fear of Vorpal Weapons (Ex): A jabberwock knows that a vorpal weapon can kill it swiftly. As soon as it takes damage from a vorpal weapon, a jabberwock becomes shaken for 1 round. If it is hit by a critical threat from a vorpal weapon, whether or not the critical hit is confirmed, the jabberwock is staggered for 1 round.

Whiffling (Ex): A jabberwock's wings and violent motions create a significant amount of wind whenever it makes a full attack action. These winds surround the monster to a radius of 30 feet, and are treated as severe winds—ranged attacks take a –4 penalty when targeting a jabberwock while it is whiffling, and medium creatures must make a DC 10 Strength check to approach the creature. Small or smaller creatures in this area that fail a DC 15 Strength check are blown away. See weather for further details on the effects of severe winds.

Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons1	Checked Size2	Blown Away Size	Fly Penalty
Severe	31–50 mph	–4/—	Small	Tiny	–4

Blindsight: Some creatures possess blindsight, the extraordinary ability to use a non-visual sense (or a combination senses) to operate effectively without vision. Such senses may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though darkvision does).
- Blinding attacks do not penalize creatures that use blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

Scent (Ex): The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. Take a move action to note the direction of the scent. When within 5 feet of the source, the source's location is pinpointed. Scent allows tracking by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows Survival skill rules. Ignore the effects of surface conditions and poor visibility.

True Seeing (Sp): You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.

Frightful Presence (Ex): This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice than the creature has. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the frightful creature's racial HD + the frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. Frightful presence is a mind-affecting fear effect.

Grab (Ex): If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Burn [see Eye Rays] (Ex): A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Awesome Blow Feat: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Bleeding Critical Feat: Whenever you score a critical hit with a slashing or piercing weapon, your opponent takes 2d6 points of bleed damage each round on his turn, in addition to the damage dealt by the critical hit. Bleed damage can be stopped by a DC 15 Heal skill check or through any magical healing. The effects of this feat stack.

Critical Focus Feat: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Flyby Attack Feat: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Improved Bull Rush Feat: You do not provoke an attack of opportunity when performing a bull rush combat maneuver.

Mobility Feat: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Spring Attack Feat: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Fast Healing (Ex): A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Vulnerability to Cold: A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure.

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