

BOOK OF BEASTS™

LEGENDARY FOES



PATHEFINDER®
ROLEPLAYING GAME COMPATIBLE

Dale C. McCoy, Jr

BOOK OF BEASTS LEGENDARY FOES



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APG *Pathfinder Roleplaying Game: Advanced Player's Guide*

ARG *Pathfinder Roleplaying Game: Advanced Race Guide*

B1 *Pathfinder Roleplaying Game: Bestiary*

B2 *Pathfinder Roleplaying Game: Bestiary 2*

B3 *Pathfinder Roleplaying Game: Bestiary 3*

UC *Pathfinder Roleplaying Game: Ultimate Combat*

UE *Pathfinder Roleplaying Game: Ultimate Equipment*

UM *Pathfinder Roleplaying Game: Ultimate Magic*

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Introduction

What you hold in your hand is solid year's worth of work. While I thought of doing a high level bestiary years ago, it was during the seminar in which Paizo announced *Pathfinder Roleplaying Game: Mythic Adventures* that I firmly decided to actually create such a book. After I crashed in my hotel room that night, I pulled out my computer and worked up the stat block for the first monster in this book: the serretaur, if you are interested.

Even though mythic can start off at low level, it stood to reason that more groups would be playing high level games and no monster book to date has focused on that area of play. Even the 900-page monster tome disproportionately contains low- and mid-level creatures. So, *Legendary Foes* focuses on CR 15–25 monsters, NPCs, and even demigods for the highest levels of play.

Let me be clear, this book contains no mythic monsters. We decided to do this without any mythic for two reasons: 1) the book is not out at the time of this writing, and 2) not every fight is going to be a mythic-vs.-mythic fight. How many times can your characters battle mythic vermin or

magical beasts before mythic feels worn out? We wanted to give your players a chance to annihilate mundane creatures that would still provide them an appropriate challenge for their level. To this end, I feel we have accomplished that with amazing deftness.

One final note, RPG publishers have been actively placing gay and lesbian characters in their games for the past decade or two (some more than others). However, the transgender community has been woefully underrepresented. To begin to correct this oversight, we created Libet, Demigod of the Inner Self, as an in-game transgender deity. We at Jon Brazer Enterprises hope that Libet will be the first of many transgender characters in role playing. May Libet's introspective eye give you enlightenment.

Dale C. McCoy, Jr.
President of Jon Brazer Enterprises
June 2013

Section 1: Monsters

BEHEMOTH, DEMAMMOTH

This shaggy, brown-haired quadruped with an elongated trunk and four enormous tusks crushes everything before you. With each step, the ground shakes and another structure collapses.

DEMAMMOTH

CR 20

XP 307,200

N Colossal magical beast (behemoth)

Init +5; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +41

DEFENSE

AC 36, touch 3, flat-footed 35 (+1 Dex, +33 natural, -8 size) **hp** 362 (29d10+203); regeneration 20

Fort +23, **Ref** +17, **Will** +20

Defensive Abilities unstoppable; **DR** 15/epic; **Immune** ability damage, aging, bleed, deafening, disease, electricity, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 31

Weaknesses vulnerable to miracles and wishes

OFFENSE

Speed 80 ft.

Melee gore +34 (4d6+13), 2 stomps +34 (2d6+13), trunk +29 (4d6+6)

Space 30 ft.; **Reach** 30 ft.

Special Attack crush (DC 33, 2d6+19), ruinous, sound blast (400-ft. line, 29d6 sonic plus deafened, DC 33)

STATISTICS

Str 36, **Dex** 12, **Con** 24, **Int** 3, **Wis** 29, **Cha** 10

Base Atk +29; **CMB** +50; **CMD** 61

Feats Ability Focus (crush, sound blast), Awesome Blow, Greater Bull Rush, Greater Overrun, Greater Vital Strike, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Vital Strike, Iron Will, Lightning Reflexes, Multiattack, Power Attack (-8/+16), Vital Strike

Skills Acrobatics +1 (+21 when jumping), Perception +41

Languages Aklo (cannot speak)

SQ rumble run

ECOLOGY

Environment any cold

Organization solitary, pair, herd (3-6)

Treasure standard

SPECIAL ABILITIES

Crush (Ex) A demammoth can use its gigantic feet to crush creatures of Large size or smaller that are in

its space. All targets in the affected area must succeed on a DC 31 Reflex save or be pinned, automatically taking 2d6+19 points of bludgeoning damage during the next round unless the demammoth moves off them. If the demammoth chooses to maintain the pin, it must succeed on a combat maneuver check as normal. Pinned foes take damage from the crush each round if they do not escape. The save DC is Constitution-based.

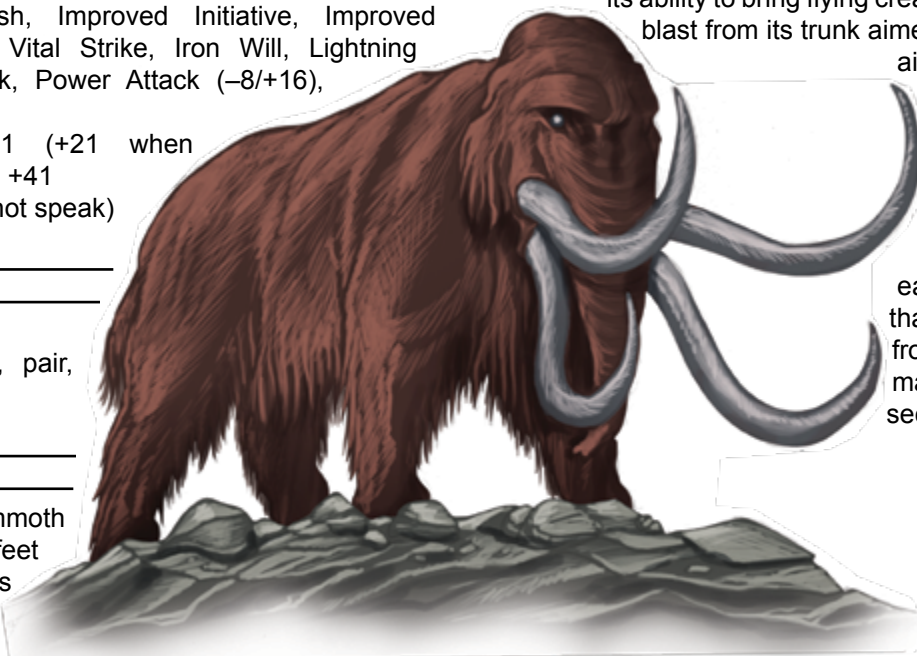
Rumble Run (Ex) Whenever a demammoth moves twice its speed or faster in a single round, all creatures within 40 feet at any time during its movement that are standing on the ground must make a DC 31 Reflex save or be knocked prone. The save DC is Constitution-based.

Sound Blast (Su) Once every 1d4 rounds, a demammoth can make a loud blast of sound from its trunk, damaging those in the blast's path. All creatures within a 400-foot line sustain 29d6 points of sonic damage and are deafened for 1d4 minutes. A successful Fortitude save (DC 33) reduces this damage by half and negates the deafening. All flying creatures held aloft with wings or other mundane means that fail the saving throw must succeed on a Fly check (DC 10 + damage sustained) or fall to the ground. If the creature maintains flight by a spell or spell-like ability, this ability also acts as *greater dispel magic* against such effects. The demmammoth's effective caster level for this ability is 17. Additionally, all creatures within 100 feet of the demmammoth when it uses its sound blast that are not in the sound burst's line of effect must succeed on a Fortitude save (DC 31) or be deafened for 1d4 rounds. The save DC is Constitution-based.

Considered by many to be the great grandsire to all woolly mammoths and elephants, a demmammoth is a truly frightening foe to look upon. This massive creature is known to demolish cities and can wipe out whole kingdoms if left unchecked. The truly frightening thing about this creature is its ability to bring flying creatures out of the sky. A

blast from its trunk aimed at a creature in the air can send it crashing down to its doom.

While many will blame the trembling ground produced by an approaching demmammoth on an earthquake, the few that survive an attack from the beast never make that mistake a second time.



BLIGHTRAT

This brown, four-legged creature has a nearly-hairless, eleven-foot tall body with bulging eyes, a mouth full of sharp teeth, and a rat-like tail.

BLIGHTRAT

CR 15
XP 51,200

NE Huge aberration (earth)

Init +14; **Senses** darkvision 60 ft., tremorsense 120 ft.; Perception +28

Aura aura of disease vulnerability (30 ft., DC 23)

DEFENSE

AC 30, touch 18, flat-footed 20 (+10 Dex, +12 natural, –2 size)

hp 225 (18d8+144); regeneration 10 (electricity)

Fort +14, **Ref** +16, **Will** +18; +4 vs mind-affecting

Immune acid, disease; **SR** 26

OFFENSE

Speed 60 ft., burrow 40 ft., climb 40 ft.

Melee bite +23 (2d6+12/18–20 plus blightbite disease), 2 claws +23 (1d8+12 plus nauseating disease), tail +21 (1d8+6)

Space 15 ft.; **Reach** 10 ft.

Special Attacks powerful bite

Spell-Like Abilities (CL 17th, concentration +21)

 At will—*contagion* (blinding sickness only, DC 18)

STATISTICS

Str 34, **Dex** 31, **Con** 26, **Int** 16, **Wis** 24, **Cha** 19

Base Atk +13; **CMB** +27; **CMD** 47 (51 vs overrun, trip)

Feats Acrobatic Steps, Cleave, Cleaving Finish^{UC}, Great Cleave, Improved Initiative, Intimidating Prowess, Multiattack, Nimble Moves, Power Attack (–4/+8)

Skills Acrobatics +31 (+43 when jumping), Climb +41, Intimidate +37, Knowledge (dungeoneering) +24, Perception +28, Stealth +23 (+31 when underground), Survival +28; **Racial Modifiers** +8 Steath when underground

Languages Aklo, Undercommon

ECOLOGY

Environment cold or temperate underground

Organization solitary, plague (2–5), pox (30–70)

Treasure standard (all gems and magic items)

SPECIAL ABILITIES

Aura of Disease Vulnerability (Su) A creature within a blightrat's 30-foot aura of disease vulnerability that is not immune to disease must succeed on a Fortitude save (DC 23) or suffer a –8 penalty to all saving throws against disease for 1d4 minutes. A creature affected by this ability multiple

times increases the penalty by –2 each time. The save DC is Charisma-based.

Blightbite Disease (Su) Bite—injury; save Fort DC 27, onset 1d2 days, frequency 1 day, effect 1d4 Charisma damage, cure 2 consecutive saves. The diseased creature's hair falls out in small clumps every day the save is failed. A creature with little hair, such as an elf or human, loses all of its hair after 2d3 days of failed saving throws. Hairier creatures, such as dwarves, lose all their hair after 2d6 days. Creatures with fur, such as catfolk and ratfolk, have no hair left after 2d10 days. *Remove disease* has no effect on this ability; only *limited wish* or more powerful magic will remove the disease. A creature that loses hair or fur from this disease begins to regrow its hair 1d2 weeks after the disease ends. The save DC is Constitution-based.

Nauseating Disease (Su) Claw—injury; save Fort DC 27, onset 1d3 days, frequency 1 day, effect 1d3 Constitution damage plus nauseated, cure 2 consecutive saves. A successful *remove disease* attempt removes the nauseated condition for the day; it has no other effect on this ability. Only *limited wish* or more powerful magic will remove the disease. The save DC is Constitution-based.

Powerful Bite (Ex) A blightrat's bite attack naturally has a critical threat range of 18–20.

Even the drow know to stay away from a blightrat and the region where a full pox nests. This creature is a nightmare for those that are vulnerable to disease and value their hair, such as duergars and other dwarves, who think twice before facing a blightrat.

Highly aggressive and fiercely territorial, a blightrat will attack any creature that enters its territory unless the creature comes bearing tribute. Leaving a token of good will, such as moldy cheese or a mound of maggot-filled, spoiled meat about the size of a Medium creature, at the edge of the blightrat's territory will often appease the creature. Blightrats also value gemstones and magic items, which they add to their hoards. Providing such gifts earns favor with a blightrat, paving the way for negotiations with it.

A blightrat stands 11 feet tall when on its hind legs and weighs about 3,000 pounds.



HERSHEY 10

BLOOD LION

Similar to a lion, this creature possesses vampiric fangs, glowing red eyes, and bone spikes on its back.

BLOOD LION **CR 16**

XP 76,800

N Large magical beast (air)

Init +10; **Senses** blood scent, darkvision 120 ft., low-light vision, scent; **Perception** +28

DEFENSE

AC 29, touch 15, flat-footed 23 (+6 Dex, +14 natural, -1 size)

hp 256 (19d10+152), blood healing

Fort +19, **Ref** +17, **Will** +15

Defensive Abilities bone spikes, hardened body; **DR** 15/adamantine; **SR** 27

OFFENSE

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

Melee bite +26 (2d6+8 bleed plus grab/19–20), 2 claws +26 (1d8+8/19–20)

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

Special Attacks deafening roar (DC 27), fearful sight (DC 19), pounce, rake (2 claws +26, 1d8+8/19–20)

Spell Like Abilities (CL 10th, concentration +10)

Constant—*speaking with animals*

STATISTICS

Str 26, **Dex** 23, **Con** 26, **Int** 9, **Wis** 28, **Cha** 11

Base Atk +19; **CMB** +28 (+32 grapple); **CMD** 44 (48 vs overrun, trip)

Feats Flyby Attack, Improved Critical (bite, claws), Improved Initiative, Intimidating Prowess, Skill Focus (Fly, Perception, Stealth), Run, Wingover

Skills Acrobatics +6 (+18 when jumping), Fly +14, Intimidate +16, Perception +28, Stealth +24 (+28 in undergrowth);

Racial Modifiers +4 Stealth (+8 in undergrowth). +8 Intimidate

Languages Auran, *speaking with animals*

ECOLOGY

Environment warm plains or mountains

Organization solitary, pair, pride (3–6)

Treasure standard

SPECIAL ABILITIES

Bite A blood lion's bite attack is particularly lethal. All damage it deals is considered bleed damage.

Blood Healing (Su) Every round in which a blood lion deals 5 or more points of damage with its bite attack, it gains fast healing 5 for 1 round.

Blood Scent (Ex) A blood lion's sense of smell is extremely potent, allowing it to find the scent of blood anywhere within a 1 mile radius.

Bone Spikes (Ex) A blood lion's back is covered with razor-sharp protruding bone spikes. A creature in a grapple with a blood lion sustains 1d6 points of bleed damage each round the grapple is maintained.

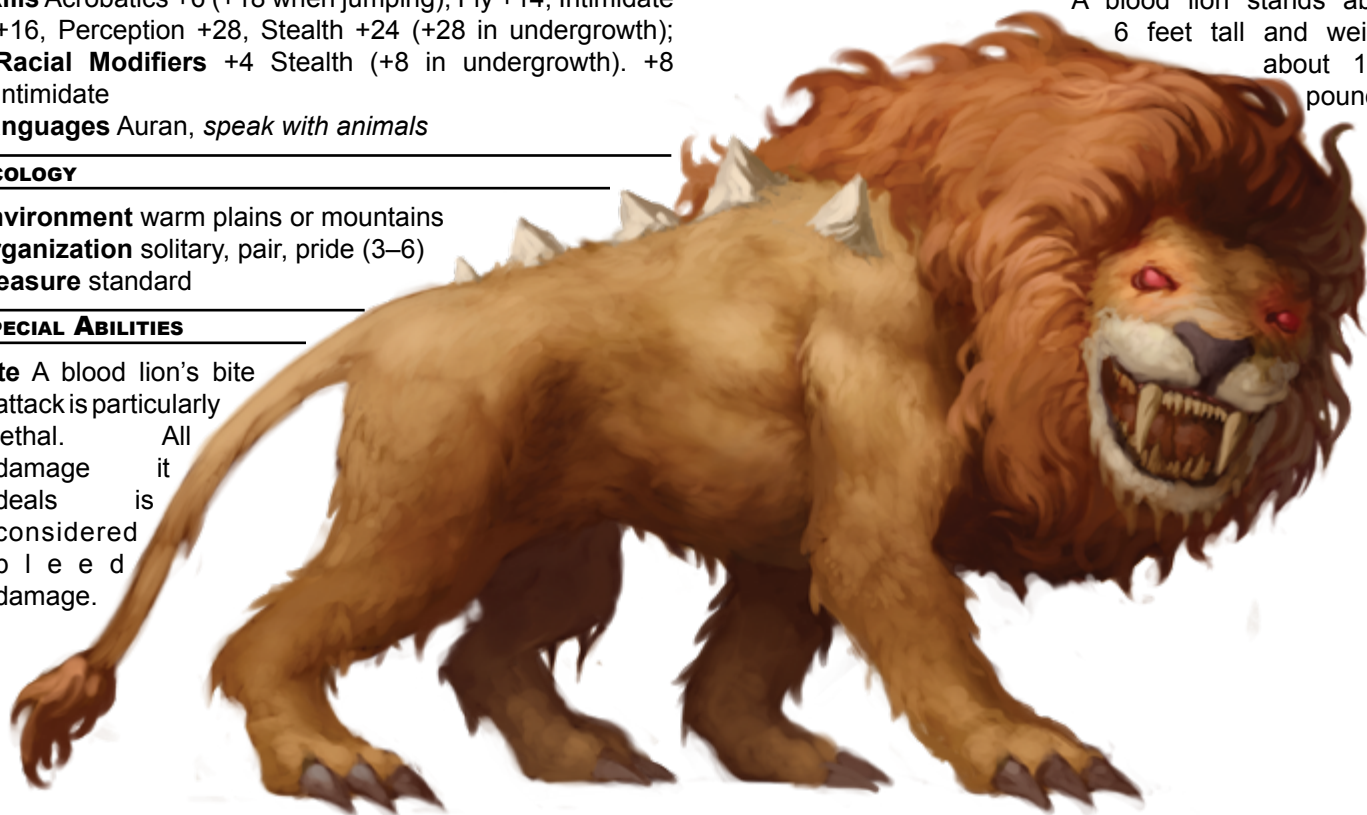
Deafening Roar (Ex) Whenever a blood lion roars as a standard action, all creatures within 30 feet must succeed on a DC 27 Fortitude save or be deafened for 1d3 minutes. A successful save reduces this duration to 1d4 rounds. A blood lion is immune to this ability. A blood lion can use this ability once every 1d4 rounds. The save DC is Constitution-based.

Fearful Sight (Su) As a standard action, a blood lion's eyes turn from a dark, deep red to a bright luminescent red. When it does so, creatures within a 60-foot cone must succeed a DC 19 Will save or become panicked for 1d4 minutes. The save DC is Charisma-based.

Often called a vampiric lion because of its elongated fangs and glowing red eyes, a blood lion is most famous for drinking the blood of its victims to heal its own body. However, a blood lion is by no means an evil creature. It does not kill for enjoyment nor does it make its victims suffer unnecessarily. It only hunts for food and fights only in self-defense.

The fangs of a blood lion can be used as a material component in an *energy drain* or *enervation* spell, to produce an empowering effect (as per the Empower Spell feat) without requiring an increase in spell level. These fangs are extremely rare and are seldom purchased. When they are sold, they typically sell for 8,000 gp.

A blood lion stands about 6 feet tall and weighs about 1100 pounds.



DEIFIC GUARD

This dwarf-like mummy wears a golden mask and carries a gold and silver axe.

DEIFIC GUARD **CR 21**

XP 409,600

NE Medium undead (dwarf)

Init +9; **Senses** darkvision 60 ft.; Perception +34

Aura despair (120 ft., paralyzed for 1d4 minutes, Will DC 33 reduces to 1d4 rounds)

DEFENSE

AC 37, touch 19, flat-footed 28 (+9 Dex, +18 natural)

hp 425 (34d8+272)

Fort +18, **Ref** +20, **Will** +23

DR 20/—; **Immune** undead traits; **SR** 36

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., climb 20 ft., *spider climb*

Melee +3 *unholy gold and silver battleaxe* +36/+31/+26/+21 (1d8+10/19–20, x3), *unholy slam* +28 (1d6+3 plus mummy rot/19–20) or 2 *unholy slams* +33 (1d6+7 plus mummy rot/19–20)

Special Attacks channel negative energy 10/day (DC 25, 7d6), unholy attacks

Spell-Like Abilities (CL 13th, concentration +20)

Constant—*spider climb*

At will—*inflict serious wounds* (DC 20)

3/day—*mass inflict serious wounds* (DC 24)

1/day—*blasphemy* (DC 24), *harm* (DC 23)

STATISTICS

Str 24, **Dex** 28, **Con** —, **Int** 19, **Wis** 18, **Cha** 22

Base Atk +25; **CMB** +32 (+36 sunder); **CMD** 41

(53 vs disarm, sunder, 55 vs bull rush, trip)

Feats Bleeding Critical, Combat Expertise, Critical Focus, Greater Disarm, Greater Spell Penetration, Greater Sunder, Improved Channel, Improved Critical (battleaxe, slam), Improved Disarm, Improved Sunder, Power Attack (–7/+14), Skill Focus (Perception), Spell Penetration, Toughness, Weapon Focus (battleaxe, slam)

Skills Climb +52, Intimidate +37, Knowledge (arcana, religion) +41, Perception +34, Sense Motive +41, Spellcraft +41, Stealth +46

Languages Common, Draconic, Dwarven

SQ stability, stonecunning

ECOLOGY

Environment any tomb or Abaddon

Organization any

Treasure double (+3 *gold and silver battleaxe*)

SPECIAL ABILITIES

Channel Negative Energy (Su) This ability works like the cleric ability of the same name. The deific guard channels energy as a 13th-level cleric.

Gold and Silver Battleaxe A gold and silver battleaxe provides a +2 bonus to Intimidate checks, counts as an alchemical silver weapon, is always considered masterwork, and costs 360 gp (before adding the cost of any magical enhancements).

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 34; *onset* 1 minute; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 30 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The *save* DC is Charisma-based.

Stability (Ex) This ability works like the dwarf racial ability of the same name.

Stonecunning (Ex) This ability works like the dwarf racial ability of the same name.

Unholy Attacks (Su) All attacks from a deific guard are considered to have the *unholy* quality, dealing an additional 2d6 points of damage to creatures of good alignment.

As the pharaohs of long ago ascended to godhood, they took their royal guards with them. Deific guards, as they were known, were mummified guardians left behind to protect the remains of the pharaoh or those that ascended into Abaddon with the ancient ruler. These warrior-priests are the unliving incarnation of the ancient pharaoh they once served. While many ancient tombs are protected by lesser guardians, deific guards were chosen by truly powerful rulers to defend them on their way to the afterlife and godhood.

Only dwarves were chosen as deific guards in life, and they still retain some of their dwarf racial abilities in undeath.

A deific guard stands about 4-1/2 feet tall and weighs about 200 pounds.



DOOMBAT

A terrifying bat flies flaps its enormous wings, flying directly towards you.

DOOMBAT

CR 17

XP 102,400

N Colossal animal

Init +8; **Senses** blindsight 120 ft., low-light vision; Perception +33

Aura frightful presence (60 ft., DC 21)

DEFENSE

AC 33, touch 6, flat-footed 29 (+4 Dex, +27 natural, –8 size)
hp 273 (26d8+156)

Fort +21, **Ref** +19, **Will** +13

DR 10/piercing

OFFENSE

Speed 20 ft., fly 60 ft. (poor)

Melee bite +26 (4d6+14/19–20 plus grab), 2 wings +23 (2d8+7)

Space 30 ft.; **Reach** 20 ft. (30 ft. with wing)

Special Attacks swallow whole (19d6 acid damage, AC 23, hp 27), ultrasonic scream (60-ft. cone, 26d6 sonic damage plus deafened, Fort DC 29 for partial, usable every 1d4 rounds.)

STATISTICS

Str 39, **Dex** 18, **Con** 23, **Int** 2, **Wis** 17, **Cha** 6

Base Atk +19; **CMB** +41 (+45 grapple); **CMD** 55

Feats Critical Focus, Deafening Critical, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Iron Will, Iron Will, Lunge, Multiattack, Skill Focus (Perception), Weapon Focus (bite), Wingover

Skills Fly +8, Perception +25; **Racial Modifiers** +8 Perception when using blindsense

SQ bat empathy +11

ECOLOGY

Environment any

Organization solitary, pair, colony (3–5)

Treasure none

SPECIAL ABILITIES

Bat Empathy (Ex) This ability functions like the wild empathy ability, except that it only works on bats. A doombat's effective druid level is equal to half its Hit Dice.

Ultrasonic Scream (Ex) A doombat can release a scream that only other bats can hear. Any creature within the 60-foot cone-shaped burst sustains 26d6 points of sonic damage and becomes permanently deafened. If the creature succeeds on a DC 29 Fortitude save, the damage is cut in half and the creature is not deafened. This deafness can be cured with a *remove deafness* or more powerful spell. A doombat can use this ability once every 1d4 rounds. This is a sonic-based attack. A bat within 1 mile can hear the ultrasonic scream of a doombat and will fly towards the area. Bats, including doombats, are immune to the damage from this ability. The save DC for this ability is Constitution-based.

Sporting a wingspan of over 130 feet and weighing over 3,000 pounds, a doombat is larger than most dragons but weighs substantially less. Its light bones and leathery body make it much lighter than other monsters of its size, though it is not any less deadly. The ultrasonic scream of a doombat has been known to deafen people without their realizing it has happened.

Despite its ability to deafen its prey, a doombat far prefers a simpler attack strategy: fly in close, bite the target, swallow it whole, and fly away before it can fight back. This rather deadly plan of attack is quite effective, allowing the doombat minimal exposure to its prey and those that can help it. If it is quiet enough, no one will know what has happened until the doombat is safely away and already digesting its next meal.



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This stirge-like creature is nearly the size of a human and is covered with purple dragon scales.

CR 15

XP 51,200

N Medium magical beast

Init +11; **Senses** darkvision 60 ft., low-light vision, scent; Perception +26

AC 30, touch 17, flat-footed 23 (+7 Dex, +13 natural)

hp 229 (17d10+136)

Fort +19, **Ref** +17, **Will** +11

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

Melee touch +25 (attach plus disease), 2 pincer legs +23 (1d6+1 plus sunder)

Special Attacks blood drain, breath weapon (120-ft. cone, nauseated for 2d8 rounds, Fort DC 25 reduces duration to 1d4 rounds, see text)

Str 16, **Dex** 24, **Con** 24, **Int** 4, **Wis** 18, **Cha** 7

Base Atk +17; **CMB** +20 (+24 sunder, +28 grapple); **CMD** 37 (41 vs overrun, trip)

Feats Great Fortitude, Hover, Improved Initiative, Iron Will, Multiattack, Skill Focus (Perception, Stealth), Toughness, Weapon Finesse

Skills Fly +18, Perception +26, Stealth +14; **Racial**

Modifiers +4 Perception

Environment temperate and warm swamps

Organization solitary, colony (2–4)

Treasure none

Attach (Ex) When a dragon stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached dragon stirge is effectively grappling its prey. The dragon stirge loses its Dexterity bonus to AC for an effective AC of 23, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A dragon stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached dragon 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 dragon stirge is removed.

Blood Drain (Ex) A dragon stirge drains blood at the end of its turn if it is attached to a foe, inflicting 2d6 points of

Constitution damage. Once a dragon stirge has dealt 20 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 dragon stirge detaches and seeks a new target. Draining a target's blood is considered a swift action.

Breath Weapon (Ex) A dragon stirge can project the blood it has recently drunk as a 120-foot cone breath weapon. All creatures within the cone are nauseated for 2d8 rounds. A successful Fortitude save reduces this duration to 1d4 rounds. A dragon stirge can only use this breath weapon once per point of Constitution damage it has inflicted using its blood drain ability within the last day. The save DC is Constitution-based.

Disease (Ex) Attach—injury; save Fort DC 25, onset 1 day, frequency 1 day, effect 1d6 Con damage, cure 3 consecutive saves. *Remove disease* does not remove this disease but can provide a successful saving throw to cure the disease. The save DC is Constitution-based.

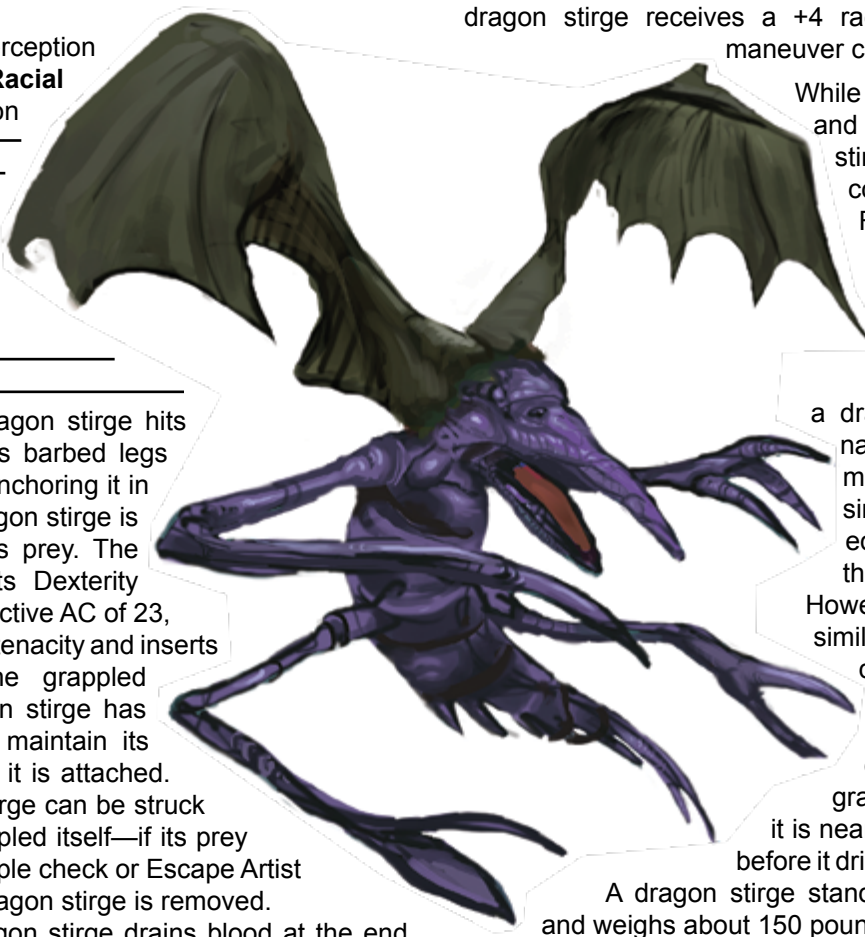
Pincer Legs A dragon stirge's pincer legs are considered a secondary attack that deals bludgeoning damage. This weapon is considered magical for purposes of overcoming damage reduction.

Sunder (Ex) When a dragon stirge successfully attacks a creature with its pincer legs, it may make a free sunder attempt against the armor or shield the creature is using to protect itself. If a weapon provides a shield bonus, this ability can be used against that weapon. This sunder attempt does not provoke an attack of opportunity. A dragon stirge receives a +4 racial bonus on combat maneuver checks made to sunder.

While this creature looks and acts similar to a giant stirge, scholars say it is completely different. First of all, it has four legs instead of six, two wings instead of four, and its wings and scales closely resemble those of a dragon. While its official name is the starrigey, most scholars have long since given up trying to educate the masses on this creature.

However, it does share some similarities with stirges. A dragon stirge makes its home in swamps, and it sucks the blood out of its victims. Once it grabs ahold of its victim, it is nearly impossible to detach before it drinks its fill and flies away.

A dragon stirge stands about 4-1/2 feet tall and weighs about 150 pounds.



FALLEN ANGEL

This angelic creature has a dark shadow over its face, and it bleeds feathers from torn wings. The tips of demonic wings are beginning to emerge.

FALLEN ANGEL

CR 19

XP 204,800

NE Large outsider (evil, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +42

Aura aura of lost devotion (60 ft., DC 26)

DEFENSE

AC 32, touch 13, flat-footed 28 (+9 armor, +4 Dex, +10 natural, -1 size)

hp 322 (28d10+168)

Fort +22, Ref +20, Will +16

Defensive Abilities angelskin; DR 15/good and silver; Immune acid; Resist cold 10, electricity 10, fire 10; SR 30

OFFENSE

Speed 40 ft., fly 80 ft (clumsy)

Melee +3 flaming burst keen falchion +34/+29/+24/+19 (2d6+9 plus 1d6 fire/15–20 plus 1d10 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks confusing touch (DC 30)

Spell-Like Abilities (CL 22nd, concentration +24)

At will—aid, cause fear (DC 13), dispel magic, invisibility (self only), plane shift (DC 19), remove disease

1/day—death knell (DC 14), symbol of pain (DC 17), unholy aura (DC 20)

STATISTICS

Str 18, Dex 18, Con 22, Int 17, Wis 24, Cha 14

Base Atk +28; CMB +33 (+35 disarm, sunder); CMD 47 (49 vs disarm, sunder)

Feats Alertness, Blinding Critical, Cleave, Combat Expertise (-8/+8), Combat Reflexes, Critical Focus, Flyby Attack, Great Cleave, Improved Disarm, Improved Initiative, Improved Sunder, Power Attack (-8/+16), Skill Focus (Intimidate), Stand Still

Skills Acrobatics +35 (+39 jumping), Craft (any one) +34, Fly +25, Intimidate +39, Knowledge (planes, religion) +34, Perception +42, Sense Motive +42, Stealth +31

Languages Abyssal, Celestial, Common, Dwarven, Elven, Infernal

SQ suspicious

ECOLOGY

Environment any

Organization solitary

Treasure standard (+5 hide armor, +3 flaming burst keen falchion, other treasure)

SPECIAL ABILITIES

Angelskin (Su) The skin of a fallen angel has yet to fully absorb the taint of evil. Whenever a fallen angel is the target of a spell or supernatural ability, such as smite evil, that deals additional damage to or has additional effects against evil creatures, there is a 20% chance that the fallen angel is affected as if it were a neutral creature.

Aura of Lost Devotion (Su) Any creature approaching a fallen angel finds its conviction shaken. Any creature that comes within a 60-foot radius of a fallen angel must succeed at a DC 26 Will save or suffer a -4 penalty to its Armor Class as well as on all attack rolls, saving throws, and skill checks for the next 2 hours. In addition, creatures that failed the saving throw cannot use extraordinary, spell-like, or supernatural abilities that require dedication to a cause or a deity (such as divine spells, a paladin's smite evil, or a cavalier's challenge) for these 2 hours without an additional Will save. This save DC is Charisma-based.

Confusing Touch (Su) As a standard action, a fallen angel can make a melee touch attack against a creature, damaging its ability to recognize their friends and foes. Upon a successful touch attack, the creature must succeed on a DC 30 Will save or become confused (as the *confusion* spell). This effect lasts for 6 rounds, and the affected creature is permitted a new saving throw each round. The save DC is Charisma-based and includes a +4 racial bonus.

Suspicious (Ex) The DC of a Diplomacy check to change a fallen angel's attitude is increased by +10. All failed Diplomacy checks decrease the fallen angel's attitude by two steps.

The very definition of tragic corruption, a fallen angel has actively chosen to commit a handful of evil acts. Only recently banished from Heaven, a fallen angel's body has just begun to bear the ravages of its own misdeeds. Fallen angels look remarkably like their former angelic selves, but with any spark of hope and goodness strikingly absent. Not even gods can be sure whether any fallen angel will succumb to the temptations of evil or right the wrongs of its past deeds.

While a fallen angel has long since lost its good spell-like abilities, its evil ones are new, and a fallen angel typically has significant reservations about using them, except against other evil creatures.



FROZEN REAPER

This thin, halfling-sized creature has glacier-blue skin, a pair of bat-like wings protruding from its back, and two claws on each hand. Its face is as terrifying to look upon as any demon's countenance.

FROZEN REAPER

CR 21

XP 405,600

CE Small monstrous humanoid (cold)

Init +9; **Senses** darkvision 60 ft.; Perception +35

DEFENSE

AC 37, touch 20, flat-footed 28 (+9 Dex, +17 natural, +1 size)

hp 405 (30d10+240); fast healing 10

Fort +18, **Ref** +26, **Will** +19

Defensive Abilities freezing body; **DR** 15/epic; **Immune** cold, fear

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., fly 60 ft (good)

Melee 2 claws +37 (1d4+5 plus 13d6 cold and grab), bite +36 (1d6+5 plus 13d6 cold), 2 wings +31 (1d4+2 plus 13d6 cold)

Ranged ice toss +40 touch (32d6 cold/19–20 plus stunned)

STATISTICS

Str 20, **Dex** 29, **Con** 26, **Int** 18, **Wis** 14, **Cha** 14

Base Atk +30; **CMB** +38 (+42 dirty trick, grapple); **CMD** 53 (55 vs dirty trick)

Feats Agile, Maneuvers, Dazzling Display, Deadly Aim (–8/+16), Combat Expertise (–8/+8), Greater Dirty Trick ^{APG}, Greater Feint, Greater Vital Strike, Improved Critical (ice toss), Improved Dirty Trick ^{APG}, Improved Feint, Improved Vital Strike, Shatter Defenses, Skill Focus (Intimidate), Vital Strike, Weapon Focus (claw)

Skills Bluff +32, Craft (trap) +37, Fly +48, Intimidate +41, Knowledge (nature) +38, Perception +35, Stealth +42, Survival +35;

Racial Modifiers +4 Knowledge (nature)

SQ powerful wings

ECOLOGY

Environment any cold

Organization solitary, pair, freeze (4–8)

Treasure none

SPECIAL ABILITIES

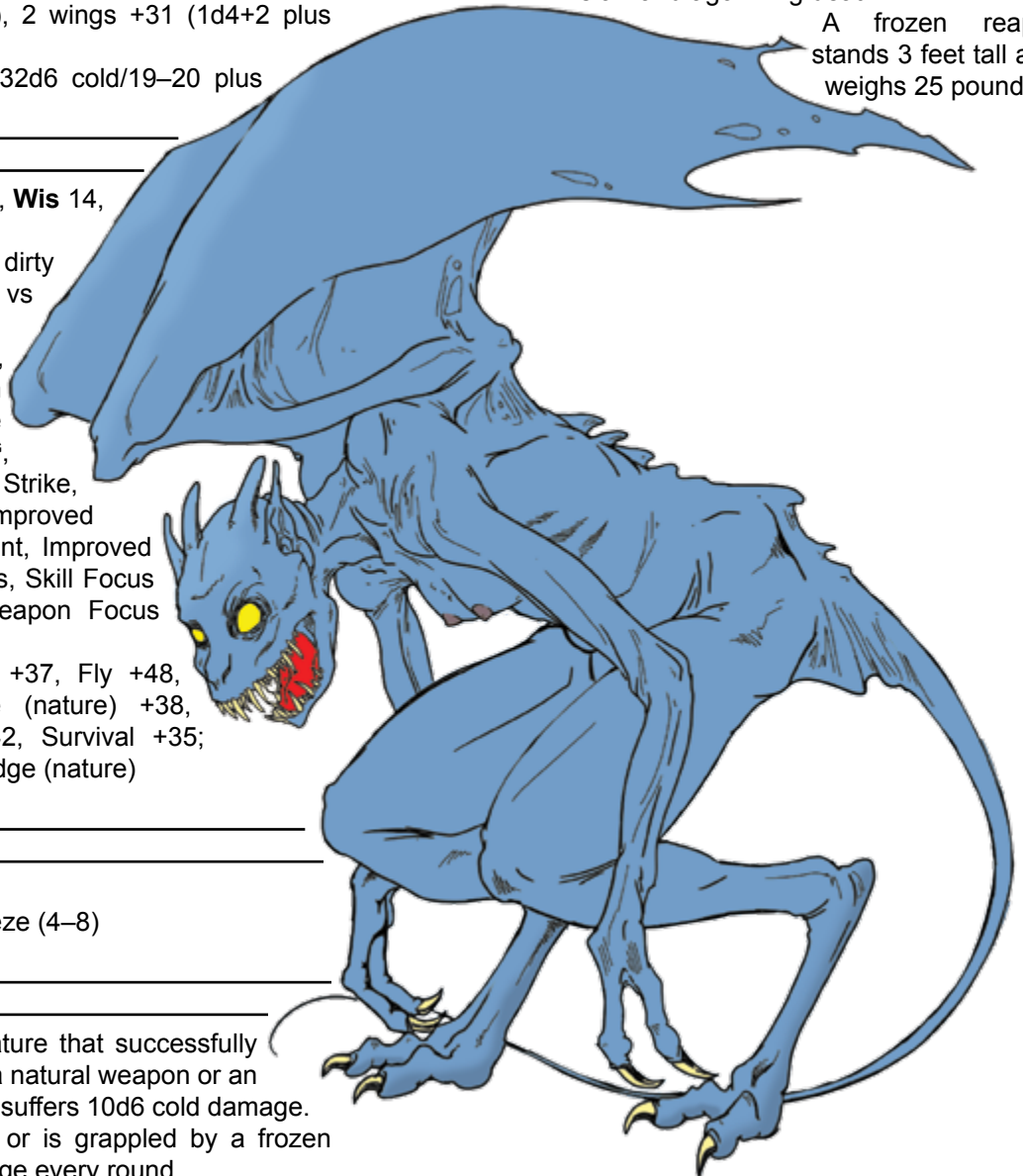
Freezing Body (Su) Any creature that successfully attacks a frozen reaper with a natural weapon or an unarmed strike automatically suffers 10d6 cold damage. A creature that is grappling or is grappled by a frozen reaper also suffers this damage every round.

Ice Toss (Su) Once per round, a frozen reaper can produce a piece of ice from its body and throw it at a creature within 120 feet as a standard action. Upon a successful touch attack, this deals 32d6 points of cold damage. The struck creature must succeed on a DC 27 Fortitude save or be stunned for 2d4+1 rounds as ice freezes the creature's joints. The save DC is Charisma-based.

Powerful Wings (Ex) A frozen reaper can carry up to 2,000 pounds when flying.

At first glance, a frozen reaper appears similar to a gargoyle. While these creatures may indeed be related, they behave much differently. While gargoyles seek out gold and jewels, a frozen reaper prefers to prowl around recent battlefields, looking for those clinging to life by a thread or the lonely traveler in danger of freezing to death. Creatures barely strong enough to put up a fight are slaughtered instantly and eaten while their flesh is still warm. Those able to give the frozen reaper a challenge are taken back to its lair to be made sport of before they are killed and eaten. Many great battlefield commanders have led their side to victory only to be snatched up by a frozen reaper, dying a slow and agonizing death.

A frozen reaper stands 3 feet tall and weighs 25 pounds.



GIBBERING GLOB

The entire surface of this red, ball-like creature is covered with eyes and mouths. A constant cacophony surrounds this creature as each mouth speaks in a different language.

GIBBERING GLOB

CR 25

XP 1,638,400

CE Huge aberration

Init +16; **Senses** all-around vision, darkvision 120 ft.; Perception +47

Aura gibbering aura (60 ft., DC 33)

DEFENSE

AC 44, touch 24, flat-footed 32 (+12 Dex, +4 insight, +20 natural, -2 size)

hp 565 (39d8+390); fast healing 30

Fort +23, **Ref** +25, **Will** +28

Defensive Abilities amorphous; **DR** 10/epic; **Immune** death effects, disease, energy drain, mind-affecting effects, negative energy, paralysis, poison, polymorph; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **SR** 39

OFFENSE

Speed 5 ft., fly 30 ft. (good)

Melee 12 bites +36 (2d6+8/19-20 plus grab)

Ranged 24 eye rays +40 (2d6 energy/19-20 plus eye effects)

Space 15 ft.; **Reach** 10 ft.

Special Attacks swallow whole (4d6 acid plus 4d6 cold plus 4d6 electricity plus 4d6 fire plus 4d6 sonic, AC 20, hp 56)

STATISTICS

Str 26, **Dex** 34, **Con** 30, **Int** 18, **Wis** 20, **Cha** 18

Base Atk +29; **CMB** +39 (+43 grapple);

CMD 65

Feats Blinding Critical, Critical Focus, Dazzling Display, Deadly Aim (-8/+16), Flyby Attack, Hover, Improved Critical (bite), Improved Critical (eye ray), Improved Initiative, Improved Iron Will, Improved Precise Shot, Iron Will, Point Blank Shot, Precise Shot, Shatter Defenses, Skill Focus (Linguistics), Spell Focus (necromancy), Stealthy, Weapon Focus (bite), Weapon Focus (eye ray)

Skills Escape Artist +58, Fly +54, Intimidate +46, Knowledge (arcana) +46, Linguistics +49, Perception +47, Spellcraft +46, Stealth +50

Languages Aklo, Common, Terran, Undercommon and 39 other languages

ECOLOGY

Environment any underground

Organization solitary, pair

Treasure triple

SPECIAL ABILITIES

Amorphous (Su) A gibbering glob's body is constantly in flux. There is a 75% change that any critical hit or sneak attack scored against the gibbering glob is negated and normal damage is rolled instead.

Eye Effects (Su) Upon a successful attack, an eye ray also deals an additional effect as per a particular spell. The spell only affects the target of the eye ray. The exact effect is randomly determined. A gibbering glob possesses a 25th caster level for these effects. These spells are: (01-05%) *baleful polymorph* (DC 19), (06-10%) *disintegrate* (DC 20), (11-15%) *dominate monster* (DC 23), (16-20%) *energy drain* (DC 24), (21-25%) *feeblemind* (DC 19), (26-30%) *finger of death* (DC 22), (31-35%) *flesh to stone* (DC 20), (36-40%) *greater dispel magic* , (41-45%) *harm* (DC 21), (46-50%) *hold monster* (DC 19), (51-55%) *horrid wilting* (DC 23), (56-60%) *implosion* (DC 23), (61-65%) *irresistible dance* (DC 22), (66-70%) *mage's disjunction* (DC 23), (71-75%) *power word blind* (DC 21), (76-80%) *power word kill* (DC 23), (81-85%) *power word stun* (DC 22), (86-90%) *prismatic spray* (DC 21), (91-95%) *slay living* (DC 20), and (96-00%) *temporal stasis* (DC 22). These save DCs are Charisma-based.

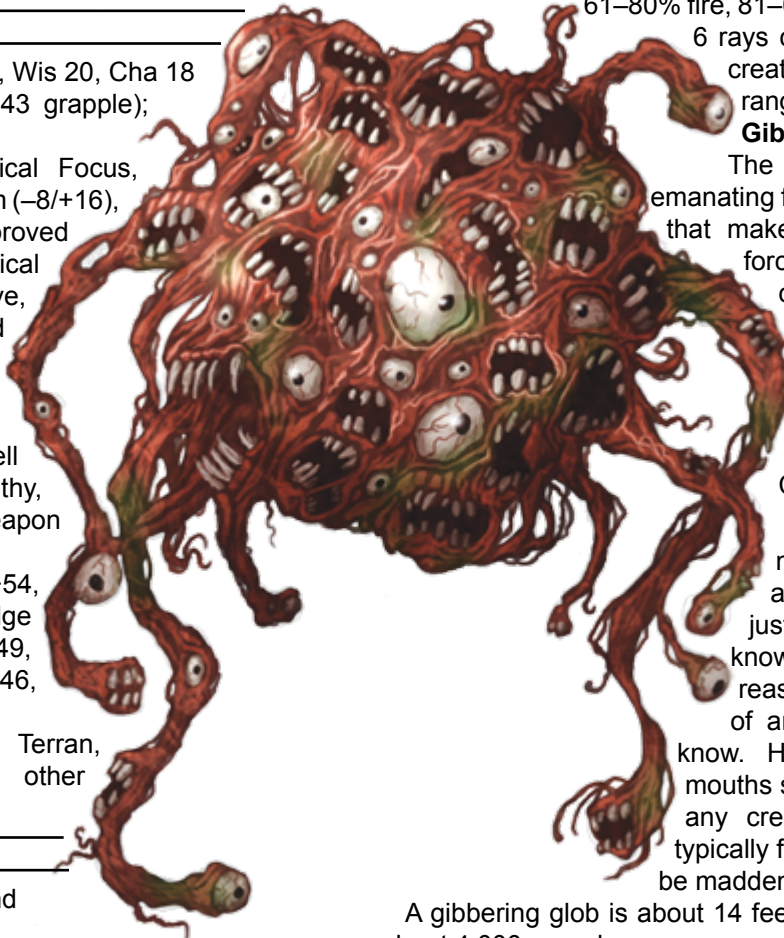
Eye Rays (Su) The whole of a gibbering glob's body is covered with eyes and the gibbering glob can shoot out rays of harmful energy at a creature that deal 2d6 points of energy damage. The exact kind of energy is determined randomly (01-20% acid, 21-40% cold, 41-60% electricity, 61-80% fire, 81-00% sonic). No more than 6 rays can be aimed at a single creature in a single turn. The range is 150 feet.

Gibbering Aura (Su)

The cacophony of speech emanating from the scores of mouths that make up the gibbering glob forces all within 60 feet of the creature to succeed at a Will save each round (DC 33) or suffer the effects of an *insanity* spell. This is a mind-affecting, sonic attack. The save DC is Charisma-based.

A disgusting, floating mass of mouths and eyes, a gibbering glob speaks just about every language known and it can make a reasonable approximation of any language it does not know. However, with so many mouths speaking at any one time, any creature that comes close typically finds the constant noise to be maddening.

A gibbering glob is about 14 feet in diameter and weighs about 4,000 pounds.



GODLING

This mud-brown ooze has a number of tentacles and a mouth full of long, sharp teeth right below its yellow eyes.

GODLING

CR 17
XP 102,400

NE Huge ooze (aquatic)

Init +13; **Senses** blindsight 240 ft.; Perception +40

DEFENSE

AC 31, touch 17, flat-footed 22 (+9 Dex, +14 natural, –2 size)

hp 264 (23d8+161); water healing

Fort +14, **Ref** +16, **Will** +20

DR 10/bludgeoneering; **Immune** acid, electricity, ooze traits, piercing; **Resist** cold 10, fire 10; **SR** 25

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft., swim 120 ft.

Melee 6 tentacle +23 (1d8+5/19-20 plus grab plus poison), bite +25 (2d6+10)

Space 15 ft.; **Reach** 15 ft. (60 ft. with tentacles)

Special Attacks dominating song (DC 23), swallow whole (3d6 acid damage, AC 17, hp 26)

STATISTICS

Str 30, **Dex** 28, **Con** 25, **Int** 19, **Wis** 36, **Cha** 15

Base Atk +17; **CMB** +29; **CMD** 54

Feats Alertness, Combat Expertise (–5/+5), Combat Reflexes, Deceitful, Defensive Combat Training, Greater Feint, Improved Critical (tentacle), Improved Feint, Improved Initiative, Multiattack, Skill Focus (Bluff, Linguistics)

Skills Bluff +35, Disguise +29, Linguistics +33, Perception +40, Sense Motive +40, Stealth +24 (+40 in swamps), Swim +18; **Racial Modifiers** +16 Stealth when in a swamp

Languages Abyssal, Aquan, Celestial, Common, Infernal plus 19 others; songspeech

SQ amphibious

ECOLOGY

Environment any swamp or underground

Organization solitary, pair, cult (1 godling, 5–15 worshippers of various races)

Treasure standard

SPECIAL ABILITIES

Dominating Song (Su) A godling can sing an enchanting song that dominates all intelligent creatures within 120 feet that fail a DC 23 Will save, as per the spell *dominate person*. A dominated creature receives a new Will each round to resist this effect. A creature that successfully saves against the dominating song is charmed, as per the spell *charm person*, for 1d3 rounds but afterwards is immune to this godling's dominating song ability for 24 hours. This is a compulsion, language-dependent, mind-affecting effect. The save DC is Charisma-based.

Poison (Ex) Tentacle—injury; save Fort DC 28, frequency 1/round for 8 rounds, effect 1d4 Con plus stun, cure 3 consecutive saves. The save DC is Constitution-based.

Songspeech (Ex) When a godling speaks, it communicates in all languages it knows at once. A creature hears a language it knows while the other languages sound like a chorus singing musical notes.

Water Healing (Su) When a godling is touching water, it gains fast healing 10.

Despite it being far from godlike in power, a godling gets its name because it is worshipped as a god by in its habitat. Many uncivilized cultures will dance around it, slashing themselves in decadent displays of adornment to the creature. Worshippers of a godling are fanatically devoted to this toothy blob and will defend it to the death because of its enchanting song. Those that attempt to escape a godling's influence typically are grabbed and devoured.

A godling typically stands 11 feet tall and weighs about 1500 pounds.



GREAT CARETAKER

As old as the forest, this humanoid tree of titanic proportions has an elf-like face and a songbird's voice.

GREAT CARETAKER

CR 15

XP 51,200

NG Colossal plant

Init +10; **Senses** low-light vision; Perception +32

Aura aura of tree command (120 ft., DC 23)

DEFENSE

AC 29, touch 8, flat-footed 23 (+6 Dex, +21 natural, -8 size)
hp 243 (18d8+144); fast healing 15

Fort +19, **Ref** +14, **Will** +17

Defensive Abilities hardness 5; **Immune** electricity, plant traits; **Resist** fire 10

Weaknesses vulnerability to axes

OFFENSE

Speed 60 ft., climb 60 ft.

Melee 2 slam +20 (4d6+15/19-20)

Space 30 ft.; **Reach** 30 ft.

Special Attacks dwarven hatred

Spell-Like Abilities (CL 13th, concentration +17)

At will—*call lightning* (DC 17), *entangle*, *neutralize poison*, *plant growth*, *tree shape*, *tree stride*, *warp wood* (DC 16)

3/day—*call lightning storm* (DC 19), *quicken warp wood* (DC 16)

1/day—*regenerate*, *transmute metal to wood*

1/week—*liveoak*, *reincarnate*

STATISTICS

Str 41, **Dex** 22, **Con** 26, **Int** 16, **Wis** 32, **Cha** 18

Base Atk +13; **CMB** +36; **CMD** 52

Feats Awesome Blow, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Lightning Reflexes, Power Attack (-4/+8), Quicken Spell-Like Ability (*warp wood*), Snatch, Toughness

Skills Acrobatics +6 (+18 when jumping), Climb +23, Disguise +22 (+38 when appearing like a tree), Heal +32, Knowledge (nature) +24, Perception +32, Stealth +11; **Racial Modifiers** +16 Disguise when appearing like a tree

Languages Common, Elven, Orc, Sylvan

SQ healing sap

ECOLOGY

Environment any ancient forest

Organization solitary, pair

Treasure standard

SPECIAL ABILITIES

Aura of Tree Command (Su) A great caretaker is never helpless when in a forest. A great caretaker can command any tree and plant creature within 120 feet. An awakened tree or

other intelligent plant can attempt a DC 23 Will save to resist this ability. The save DC is Charisma-based. Any trees commanded by this ability are treated as mindless treants with no Intelligence score and no movement speed.

Dwarven Hatred (Ex) A great caretaker knows how dwarves fight and how best to kill them. A great caretaker gains a +4 dodge bonus to its Armor Class and a +4 competence bonus to attack and damage rolls against creatures with the dwarf subtype. This bonus to Armor Class is lost when a great caretaker is denied its Dexterity bonus to AC.

Healing Sap (Ex) Once every 1d4 rounds, a great caretaker can cover a wound on a living creature with sap from its body. The sap cures 2d8 points of damage. When a great caretaker uses this ability, it loses its fast healing ability until it can use this ability again. Healing from this ability does not deal damage to undead creatures.

Skilled (Ex) A great caretaker treats Heal and Knowledge (nature) as class skills.

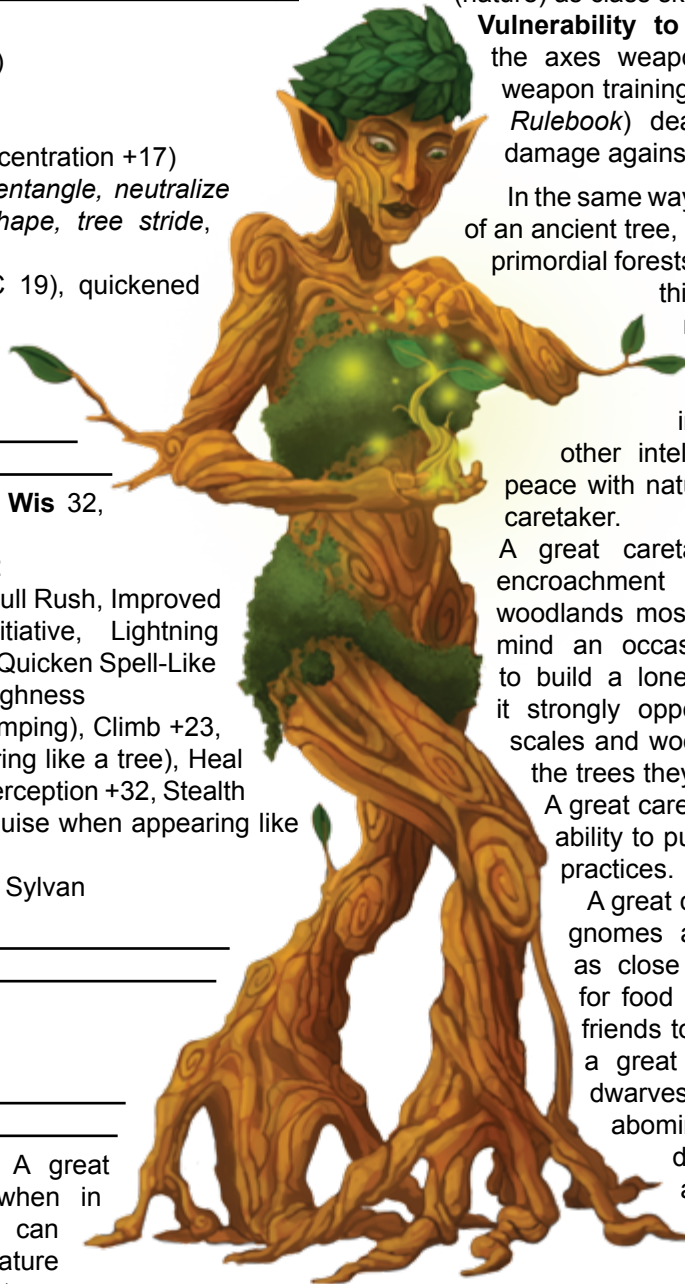
Vulnerability to Axes (Ex) Weapons from the axes weapon group (see the fighter's weapon training ability in the *Pathfinder Core Rulebook*) deal 1-1/2 times their normal damage against a great caretaker.

In the same way a dryad is tied to the life force of an ancient tree, a great caretaker guards over primordial forests, where the tree trunks are as thick as houses. Typically good-natured, a great caretaker tends to all the plants, plant creatures, and animals in its forest. Humanoids and other intelligent creatures that live in peace with nature are respected by a great caretaker.

A great caretaker detests the continual encroachment of civilization upon the woodlands most of all. Although it does not mind an occasional tree being cut down to build a lone cottage or a small village, it strongly opposes deforestation on large scales and woodcutters who do not replace the trees they cut down with new saplings.

A great caretaker will use the whole of its ability to put an end to these murderous practices.

A great caretaker typically sees elves, gnomes and fey, as well as druids, as close allies. Even orcs that hunt for food instead of sport are seen as friends to a great caretaker. However, a great caretaker views tree-hating dwarves with suspicion at best and as abominations at worst and knows to dispatch axe-wielding dwarves as swiftly as possible when provoked.



GUARDIAN OF THE MOUNTAINS

An enormous rock beast, this creature is easily mistaken for a small mountain during the centuries that it lies dormant.

GUARDIAN OF THE MOUNTAINS **CR 19**

XP 204,800

LN Colossal outsider (earth, elemental, extraplanar, lawful)
Init +2; **Senses** darkvision 120 ft., tremorsense 240 ft.;
Perception +35 (+42 vs. creatures touching the ground)

DEFENSE

AC 37, touch 0, flat-footed 37 (–2 Dex, +37 natural, –8 size)
hp 406 (28d10+252)
Fort +25, **Ref** +9, **Will** +20
DR 20/adamantine; **Immune** acid, elemental traits; **SR** 36
Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft., burrow 120 ft., earth glide
Melee 2 slams +30 (4d8+10/19–20)
Ranged rock +18 (8d8+15)
Space 30 ft.; **Reach** 30 ft. (400 ft. with extended slam)
Special Attack crush (DC 34, 4d8+15), extended slam, rock throwing (200 ft.)

STATISTICS

Str 31, **Dex** 6, **Con** 29, **Int** 13, **Wis** 18, **Cha** 19
Base Atk +28; **CMB** +46 (+48 bull rush); **CMD** 54 (56 vs. bull rush)
Feats Awesome Blow, Critical Focus, Greater Vital Strike, Improved Critical (slam), Improved Bull Rush, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack (–8/+16), Skill Focus (Intimidate), Staggering Critical, Strike Back, Stunning Critical, Vital Strike
Skills Intimidate +41, Knowledge (dungeoneering, history, planes) +32, Linguistics +32, Perception +35 (+42 vs creatures touching the ground), Sense Motive +35; **Racial Modifiers** +12 Perception vs creatures touching the ground
Languages Common, Draconic, Terran and 27 others

ECOLOGY

Environment any mountains
Organization solitary
Treasure double (lumps of gold, platinum and silver)

SPECIAL ABILITIES

Crush (Ex) A guardian of the mountains can crush any creature it steps on. If a guardian of the mountain enters the space occupied by an opponent three or more size categories smaller, the creature takes 4d8+15 damage

and must make a Reflex save (DC 34) or be pinned. A pinned creature takes the listed damage at the start of its turn and must succeed a CMB or Escape Artist check to break the grapple. A guardian of the mountain must succeed a CMB check to maintain the pin. The DC for this ability is Strength-based.

Extended Slam (Su) A guardian of the mountains can pull rocks out of the ground, incorporate them into its body and extend its reach. Once every 2 rounds, a guardian of the mountains can attack a creature that is up to 400 feet away. Alternatively, this can be used to make a bull rush attempt. This does not provoke an attack of opportunity. After this attack, the rocks pulled out of the ground fall back down. All creatures in a line between a guardian of the mountains and its target must succeed on a Reflex save (DC 33) or take 2d6 points of bludgeoning damage. Creatures that are above the guardian of the mountains and its target (such as flying creature) do not take damage from this effect. A guardian of the mountains must be in contact with the ground to use this ability. The DC for this ability is Constitution-based.

A guardian of the mountains does not move for earthquakes or the encroachment of civilization or the slow progress of time. It only awakens from its long slumber whenever the force of air encroaches heavily on the force of earth. Ancient stories tell of a guardian coming out when powerful spellcasters specializing in air or cold spells wield them within a mountain chain, a large group of cloud giants make their home in its hills, or a flying city passes overhead. One tale tells of a guardian of the mountains crushing a human city filled with grand temples to an air deity.

Legends claim that the creature is one of Gaia's scions and great protectors. Scholars debate whether all reported guardians of the mountains are the same creature traveling from place to place, or if there are multiple guardians living in the world. No stories claim that any have ever been killed. However, a few tales tell of the guardian of the mountains being reasoned with once the provocation for its attacks has ended. Typically these legends tell of someone going on a great quest to put a stop to the real cause of the guardian of the mountains' reason for anger.



JACK-IN-IRONS

This creature shambles along with a body made purely of chains. Endless chains fly out from it, piercing its victims.

JACK-IN IRONS

CR 17

XP 102,400

CE Medium undead

Init +7; **Senses** bloodsense 60 ft, darkvision 60 ft.; Perception +34

Aura frightful presence (120 ft., DC 29)

DEFENSE

AC 32, touch 17, flat-footed 25 (+7 Dex, +15 natural)

hp 273 (26d8+156)

Fort +16, **Ref** +15, **Will** +20

Defensive Abilities channel resistance +4, hardness 10; **Immune** cold, spiked chain, undead traits; **SR** 28

Weaknesses vulnerable to force damage

OFFENSE

Speed 20 ft., fly 20 ft. (poor)

Melee 6 spiked chains +28 (2d4+8/19–20 plus grab)

Space 5 ft.; **Reach** 120 ft.

Special Attacks chain command, rend (2 spiked chains, 2d4+12), sundering rend

STATISTICS

Str 26, **Dex** 24, **Con** —, **Int** 15, **Wis** 20, **Cha** 22

Base Atk +19; **CMB** +27 (+31 grapple, sunder); **CMD** 44 (46 vs sunder)

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Disruptive, Great Fortitude, Greater Penetrating Strike, Greater Sunder, Hover, Improved Sunder, Penetrating Strike, Power Attack (-5/+10), Spellbreaker, Weapon Focus (spiked chain)

Skills Fly +32, Intimidate +35, Knowledge (religion) +31, Perception +34, Sense Motive +34, Stealth +36

SQ fighter's iron

ECOLOGY

Environment any

Organization any

Treasure standard

SPECIAL ABILITIES

Bloodsense (Su) A jack-in-irons knows if any creature within 60 feet has ever killed a living creature.

Chain Command (Su) All chains

(including spiked chains) within 120 feet of a jack-in-irons are under this undead creature's command. A creature wielding a spiked chain within 120 feet of a jack-in-irons must succeed on an opposed Charisma check against the jack-in-irons to attack with the weapon. On a failed check, the creature cannot wield its weapon in combat.

Fighter's Iron (Ex) A jack-in-irons counts as a 19th-level fighter for purposes of qualifying for feats.

Spiked Chain Immunity (Su) A jack-in-irons is immune to damage from spiked chains.

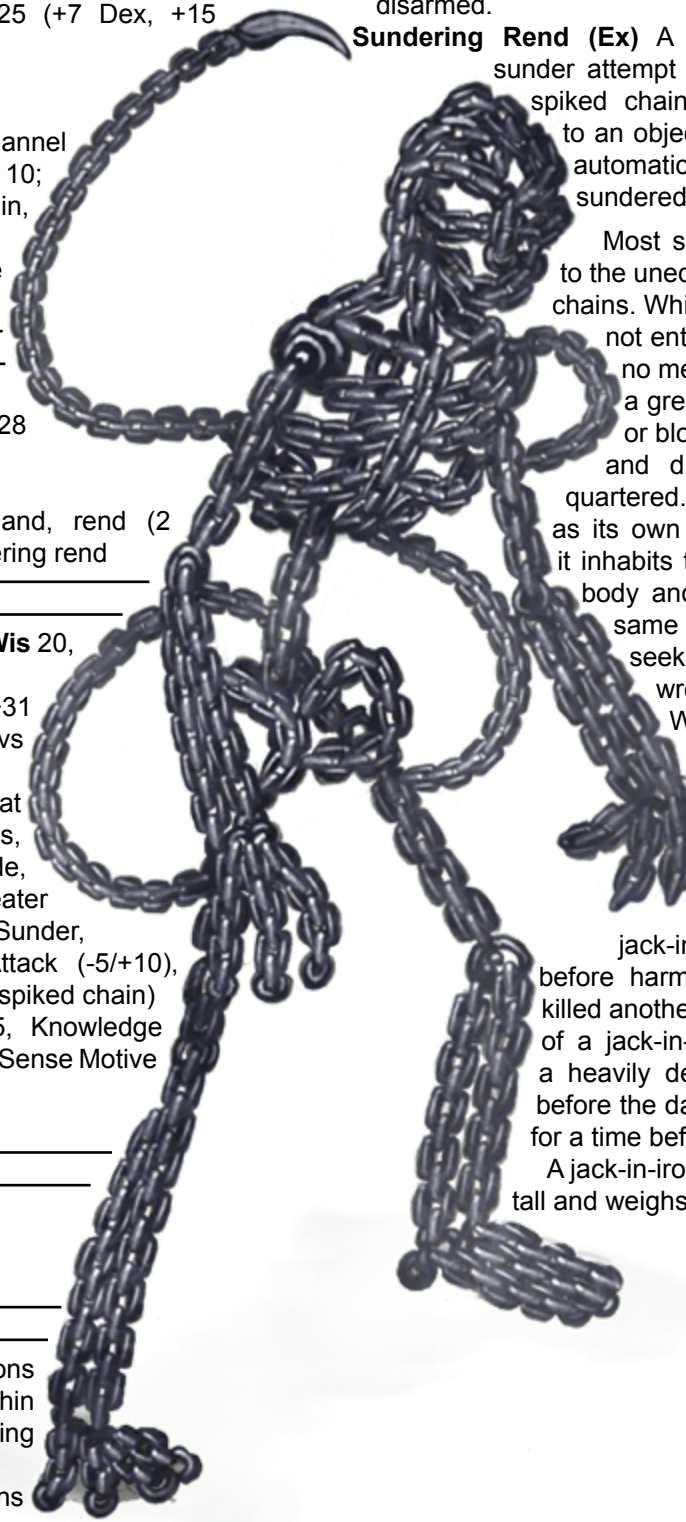
Spiked Chains (Ex) A jack-in-irons' spiked chains threaten a critical hit on a 19–20. These spiked chains cannot be disarmed.

Sundering Rend (Ex) A jack-in-irons can perform a sunder attempt with its spiked chains. If two spiked chains successfully deal damage to an object with a sunder attempt, they automatically deal rend damage to the sundered object.

Most scholars explain a jack-in-irons to the uneducated as a ghost that inhabits chains. While that explanation is close, it is not entirely accurate. A jack-in-irons is no mere ghost, but rather the spirit of a great general, powerful mercenary or bloody murderer that was tortured and died having been drawn and quartered. Instead of the spirit reforming as its own entity or turning into a haunt, it inhabits the chains that ripped apart its body and now uses them to inflict the same fate on others. It specifically seeks out those who it believes wronged it in its former life.

Whether the wrong was actually committed, merely perceived, or committed against an ancestor of the jack-in-irons appears irrelevant to this undead horror. Despite its penchant for violence, the jack-in-irons always finds pause before harming someone who has never killed another living creature. One story tells of a jack-in-irons fighting its way through a heavily defended city, but standing still before the daughter of the town executioner for a time before walking away.

A jack-in-irons stands between 5 and 6 feet tall and weighs about 400 pounds.



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LAVA WORM

This enormous, worm-shaped creature pokes out of the ground, dripping magma. The entire area around it burns with the heat of a volcano.

LAVA WORM **CR 18**

XP 153,600

NE Colossal outsider (earth, elemental, evil, extraplanar, fire)

Init +9; **Senses** darkvision 60 ft., tremorsense 120 ft., *detect magic, true seeing*; Perception +32

Aura heat aura (30 ft., 7d6 fire, Fort save DC 23 for half)

DEFENSE

AC 33, touch 8, flat-footed 27 (+5 Dex, +1 dodge, +25 natural, -8 size)

hp 312 (25d10+175)

Fort +21, **Ref** +15, **Will** +18

Defensive Abilities incinerate arrows; **DR** 15/adamantine; **Immune** acid, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 80 ft.; burrow 80 ft.

Melee slam +31 (4d6+21/19-20 plus 12d6 fire and steal)

Ranged fire rock +22 (8d6+21 plus 12d6 fire)

Space 30 ft.; **Reach** 30 ft.

Special Attack lava spray (60-ft. cone, 20d6 fire damage for 1d4 rounds, Fort save DC 29 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 18th, concentration +19)
Constant—*detect magic, read magic, true seeing*

STATISTICS

Str 38, **Dex** 20, **Con** 24, **Int** 13, **Wis** 18, **Cha** 12

Base Atk +25; **CMB** +47 (+49 bull rush, +51 steal); **CMD** 63 (65 vs. bull rush, cannot be tripped)

Feats Awesome Blow, Blinding Critical, Combat Expertise (-7/+7), Critical Focus, Dodge, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Lightning Reflexes, Mobility, Power Attack (-7/+14), Skill Focus (Sleight of Hand), Spring Attack

Skills Intimidate +29, Knowledge (planes) +29, Linguistics +29, Perception +32, Sense Motive +32, Sleight of Hand +39, Use Magic Device +29

Languages Common, Dwarven, Ignan, Terran plus 25 others

SQ magic items absorption

ECOLOGY

Environment any (Plane of Earth or Plane of Fire)

Organization solitary, pair

Treasure double (all magic items)

SPECIAL ABILITIES

Fire Rock (Su) A lava worm can hurl a piece of its rock body up

to 200 feet. It can generate such a fire rock once every 1d4 rounds.

Heat Aura (Su) Creatures within 30 feet of the lava worm sustain 7d6 points of fire damage. A DC 23 Fortitude save reduces this damage by half. A lava worm can activate and dismiss this aura as a free action. The save DC is Charisma-based.

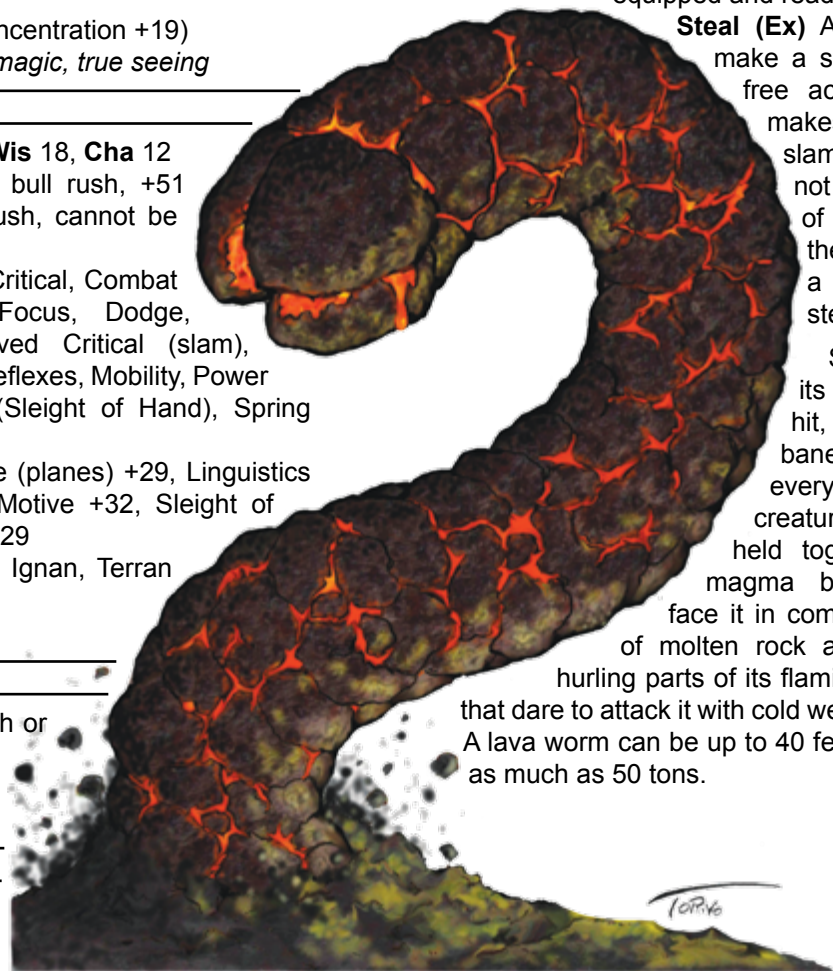
Incinerate Arrows (Su) Wooden arrows and other ranged weapons flying towards a lava worm's heat aura are instantly incinerated, causing no damage to the lava worm. Magical arrows, whether constructed as magical or fired from a magical bow, are incinerated if made from wood. Metal arrows, such as cold iron arrows, are unaffected by this ability. However, the arrow may still have to contend with the lava worm's damage reduction. If a lava worm's heat aura is not active, this ability is not active either.

Lava Spray (Su) A lava worm can spray a 60-foot cone of lava onto its enemies as a standard action. All those in the cone sustain 20d6 points of fire damage every round for 1d4 rounds. Those that succeed a DC 29 Fortitude save take half damage from the spray. Creatures so affected receive a saving throw every round. A lava worm can use this ability once every 1d4 rounds. The save DC is Constitution-based.

Magic Items Absorption (Su) Stolen magic items can be absorbed within the lava worm's body without incinerating the item. A lava worm does not have any magic item slots. However, it can use potions, scrolls, staves, wands, and similar items; these magic items are always considered equipped and ready to be used.

Steal (Ex) A lava worm may make a steal attempt as a free action whenever it makes a successful slam attack. This does not provoke an attack of opportunity, and the lava worm gains a +4 bonus on the steal attempt.

Stealing from its foes with every hit, a lava worm is a bane to adventurers everywhere. This creature of lava stones held together by molten magma burns those that face it in combat, shooting jets of molten rock at opponents and hurling parts of its flaming body on those that dare to attack it with cold weapons and spells. A lava worm can be up to 40 feet long and weigh as much as 50 tons.



MEMORY OF RAGE

This ghost-like creature appears to be composed of flame. Hate burns from its eyes and its vapor-like body reveals old wounds from the torture that it endured in life.

MEMORY OF RAGE CR 19

XP 204,800

CE Huge undead (fire, incorporeal)

Init +14; Senses darkvision 60 ft., true seeing; Perception +39

Aura aura of rage (60 ft., DC 27)

DEFENSE

AC 31, touch 31, flat-footed 13 (+5 deflection, +10 Dex, +1 dodge, +7 insight, -2 size)

hp 237 (25d8+125)

Fort +15, Ref +18, Will +21

Defensive Abilities incorporeal, channel resistance +4, insightful protection; DR 10/good; Immune fire, undead traits; SR 30

Weakness vulnerability to cold

OFFENSE

Speed fly 100 ft. (perfect)

Melee incorporeal touch +27 (1d8 Wisdom damage plus raging inferno/19-20)

Space 15 ft.; Reach 15 ft.

Spell-Like Abilities (CL 19th, concentration +24)

Constant—true seeing

3/day—fire storm (DC 23)

STATISTICS

Str —, Dex 31, Con —, Int 13, Wis 24, Cha 21

Base Atk +18; CMB +30; CMD 53

Feats Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (incorporeal touch), Improved Great Fortitude, Improved Initiative, Lightning Stance, Mobility, Weapon Focus (incorporeal touch), Whirlwind Attack^B, Wind Stance, Wingover

Skills Fly +42, Intimidate +33, Knowledge (religion) +29, Perception +39, Sense Motive +39

Languages Aklo, Undercommon

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Aura of Rage (Su) A memory of rage's aura makes all creatures within 60 feet angrier than they normally would be. Any creature with the rage ability that fails a Will save (DC 27) instantly uses this ability for the round. All other creatures must make a DC 27 Will save or take a 1d6 Wisdom penalty for the round. New Will saves are required for each round. This penalty does

not stack with the Wisdom damage from the memory of rage's incorporeal touch attack. Any creature that succeeds on this save is immune to this ability for 24 hours. This is a mind-affecting, emotion effect. The save DCs are Charisma-based.

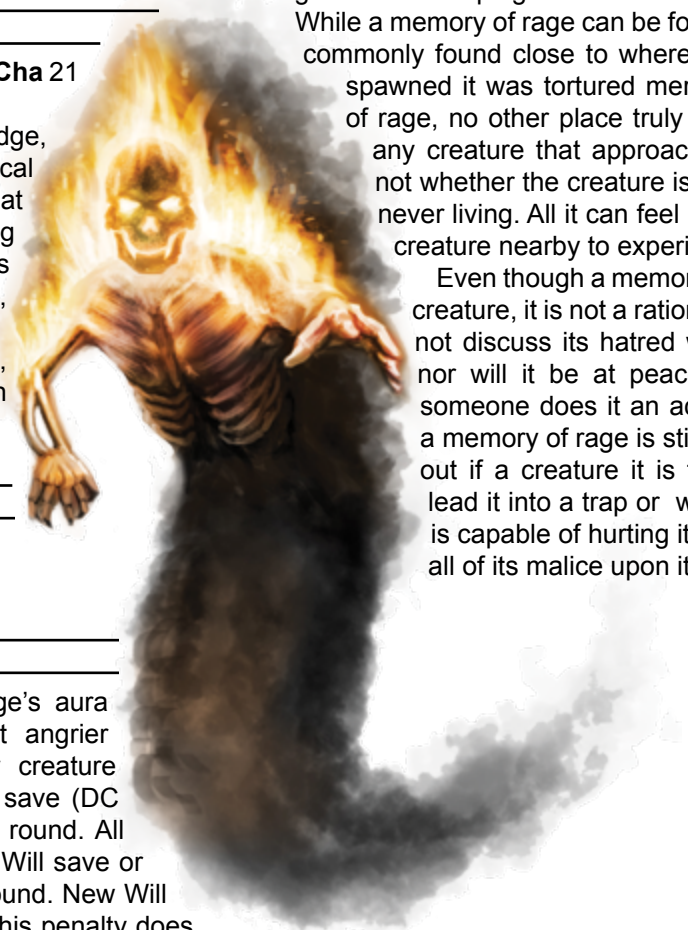
Insightful Protection (Su) A memory of rage is familiar with pain and constantly expects more. It gains its Wisdom modifier as an insight bonus to its armor class.

Raging Inferno (Su) A creature touched by a memory of rage's incorporeal touch must succeed on a DC 27 Reflex save or catch on fire, taking 25d6 points of fire damage each round until the fire is extinguish. The creature can extinguish the fire by spending a full-round action and succeeding at a Reflex saving throw (DC 20). Falling prone and rolling on the ground grants a +2 circumstance bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire. The save DC to extinguish the flames increases by +2 each time a creature that is already on fire is touched again by the memory of rage and fails the Reflex save to avoid catching on fire again. The save DC to avoid catching on fire is Charisma-based.

When a person is tortured, bled, and tormented for years on end, the restless spirit left behind is no mere ghost. All that is left of this poor creature is the memory of its rage. This twisted intelligence lashes out at any creature it can find and introduces its target to a new level of pain. Creatures near the memory of rage become more agitated and susceptible to giving into their own anger, as they feel the memory of rage's hatred seeping into their own consciousness.

While a memory of rage can be found anywhere, it is most commonly found close to where the living creature that spawned it was tortured mercilessly. To the memory of rage, no other place truly exists, and it will attack any creature that approaches it on sight. It cares not whether the creature is living or undead or was never living. All it can feel is pain, and it wants any creature nearby to experience its pain as well.

Even though a memory of rage is an intelligent creature, it is not a rational, thoughtful one. It will not discuss its hatred with any other creature, nor will it be at peace, as a ghost might, if someone does it an act of kindness. Even so, a memory of rage is still intelligent. It can figure out if a creature it is fighting is attempting to lead it into a trap or which creature in a battle is capable of hurting it the most, and will focus all of its malice upon it.



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MILLENNIAL TIGERMOTH

This enormous off-white and grey moth can swallow entire buildings whole and crush any creature it lands on.

MILLENNIAL TIGERMOTH

CR 18

XP 153,600

N Gargantuan vermin

Init -1; **Senses** all-around vision, low-light vision; Perception +7

DEFENSE

AC 33, touch 5, flat-footed 33 (-1 Dex, +28 natural, -4 size)
hp 294 (28d8+168)

Fort +22, **Ref** +8, **Will** +16

Defensive Abilities air buffet; **DR** 20/bludgeoning; **Immune** mind-affecting effects

OFFENSE

Speed 40 ft., fly 120 ft. (poor)

Melee bite +31 (4d6+21 plus 4d6 acid plus grab)

Ranged acid spit +16 touch (10d6 acid)

Space 20 ft.; **Reach** 15 ft.

Special Attacks crush (DC 30, 4d6+21), swallow whole (10d6 acid damage, AC 24, 29 hp)

STATISTICS

Str 39, **Dex** 8, **Con** 22, **Int** —, **Wis** 25, **Cha** 2

Base Atk +21; **CMB** +39 (+43 grapple); **CMD** 48 (56 vs overrun, trip)

Skills Fly -13

ECOLOGY

Environment any forest or mountains

Organization solitary, pair, flutter (3–12), eclipse (24–48)

Treasure none

SPECIAL ABILITIES

Acid Spit (Ex) As a ranged touch attack with a range of 60 feet, a millennial tigermoth can shoot its stomach acid at a target, priming it for digestion. Upon a successful ranged touch attack, the acid spit deals 10d6 points of acid damage.

Air Buffet (Ex) A millennial tigermoth's wings can produce enough air movement to send ranged weapons off course. While flying, all ranged weapon attacks made against a millennial tigermoth suffer a 50% miss chance. *Seeking* weapons and similar spells or abilities that reduce or eliminate the miss chance from concealment are also affected by this ability. Magical attacks, such as ray attacks, do not suffer this miss chance.

Grab (Ex) A millennial tigermoth can grab a creature of Medium size or smaller without gaining the grappled condition itself.

MILLENNIAL WORM

With a white body larger than a house, this worm devours anything in its path.

MILLENNIAL WORM

CR 15

XP 51,200

N Gargantuan vermin

Init -1; **Senses** low-light vision, tremorsense 120 ft.; Perception +7

DEFENSE

AC 30, touch 5, flat-footed 30 (-1 Dex, +25 natural, -4 size)
hp 231 (22d8+132)

Fort +19, **Ref** +6, **Will** +14

Defensive Abilities pliable body; **DR** 20/piercing; **Immune** mind-affecting effects

OFFENSE

Speed 40 ft., burrow 40 ft.

Melee bite +28 (4d6+24 plus 4d6 acid plus grab)

Ranged acid spit +11 touch (10d6 acid)

Space 20 ft.; **Reach** 15 ft.

Special Attacks swallow whole (10d6 acid damage, AC 22, 29 hp)

STATISTICS

Str 43, **Dex** 8, **Con** 22, **Int** —, **Wis** 25, **Cha** 2

Base Atk +16; **CMB** +36 (+40 grapple); **CMD** 45 (cannot be tripped)

ECOLOGY

Environment any forest, mountains, or underground

Organization solitary, pair, groveling (3–8)

Treasure none

SPECIAL ABILITIES

Acid Spit (Ex) As a ranged touch attack with a range of 60 feet, a millennial worm can shoot its stomach acid at a target, priming it for digestion. Upon a successful ranged touch attack, the acid spit deals 10d6 points of acid damage.

Grab (Ex) A millennial worm can grab a creature of Medium size or smaller without gaining the grappled condition itself.

Pliable Body (Ex) A millennial worm's body is soft and takes half damage from bludgeoning weapons after accounting for its damage reduction.

The deadly millennial tigermoth and worm were last seen a thousand years ago. Scholars recorded the widespread devastation these creatures brought upon the land with unmistakable fear in their words. Mere months after death came from below as the millennial worms sprang up and devoured everything they could find, terror came from the skies as eclipses of the millennial tigermoths blotted out the sun and decimated cities. The bravest warriors of the land hunted them down in their caves, killing these creatures and destroying their eggs. While most scholars believe their kind are long since eradicated, a few believe that these creatures still exist—and that their eggs should be hatching soon.

OOZE DRAGON

This green and purple ooze takes the shape of a dragon's front half. It drips acid from its hands and neck. Its wings are in tatters.

OOZE DRAGON **CR 22**

XP 615,400

NE Gargantuan ooze

Init +10; **Senses** blindsight 120 ft., tremorsense 240 ft.; Perception +31

DEFENSE

AC 39, touch 12, flat-footed 33 (+6 Dex, +27 natural, -4 size)
hp 483 (42d8+294)

Fort +21, **Ref** +20, **Will** +18

DR 15/bludgeoning and epic; **Immune** acid, ooze traits, piercing damage; **SR** 30

OFFENSE

Speed 60 ft., climb 60 ft.

Melee bite +33 (4d6+6 plus 8d6 acid/19-20), 2 wings +30 (2d8+2 plus 6d6 acid)

Space 20 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks breath weapon (120-ft. cone, DC 38 25d6 acid and paralysis, usable every 1d4 rounds), engulf (DC 36, 25d6 acid and paralysis), paralysis (1d4 rounds, DC 38)

STATISTICS

Str 20, **Dex** 22, **Con** 24, **Int** 9, **Wis** 18, **Cha** 22

Base Atk +31; **CMB** +40; **CMD** 67

Feats Acrobatic Steps, Awesome Blow, Blinding Critical, Critical Focus, Dazzling Display, Defensive Combat Training, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Intimidating Prowess, Multiattack, Nimble Moves, Power Attack (-8/+16), Shatter Defenses, Skill Focus (Intimidate, Perception), Vital Strike, Weapon Focus (bite)

Skills Acrobatics +6 (+18 when jumping), Intimidate +38, Perception +31, Stealth -6 (+26 when appearing like a puddle of water); **Racial Modifiers** +32 Stealth when appearing like a puddle of water.

Languages Draconic

SQ puddle form

ECOLOGY

Environment any underground

Organization solitary, pair

Treasure double

SPECIAL ABILITIES

Engulf (Ex) An ooze dragon can engulf a Huge or smaller creature in its path as a standard action. An ooze dragon merely has to move over the opponent, affecting as many as it can cover. An opponent can make an attack of opportunity against the ooze dragon, but if it does so it is not entitled to a saving throw. If it does not attempt an attack of opportunity, the creature can attempt a DC 36 Reflex save to avoid being engulfed—on a successful save, the creature is pushed back or aside (opponent's choice) as the ooze dragon moves forward. An engulfed creature is subject to the ooze dragon's paralysis and acid damage, gains the pinned condition, is in danger of suffocating, and is trapped within the ooze dragon's body until it is no longer pinned. A paralyzed opponent can be automatically engulfed. The save DC is Strength-based.

Paralysis (Ex) A creature affected by an ooze dragon's breath weapon or engulf attack must succeed on a DC 38 Fortitude save or be paralyzed for 1d4 minutes. A successful save reduces the duration to 1d4 rounds. The save DC is Constitution-based.

Puddle Form (Ex) An ooze dragon can lie perfectly still, appearing like a puddle of water. When it does so, it gains a +32 racial bonus to Stealth checks. An ooze dragon can assume its normal shape as a swift action.

Looking like a dragon cut in half, an ooze dragon is no true dragon but a living blob of acid with some of a dragon's intellect and personality. Most fail to recognize an ooze dragon until it leaves its puddle form and breathes a cone of paralyzing acid or engulfs every nearby creature. Once the creatures invading its cave are burned by acid and digested, the ooze dragon deposits all the metal coins and magic items into a nearby body of water, which prevents its acidic body from destroying them.



PROTEAN, BLADECYPHER

This flying creature's body is covered with enormous plates resembling an exoskeleton. Long blades extend from several of its fingers and its head appears to be the skull of a terrifying demon.

BLADECYPHER

CR 20
XP 307,200

CN Huge outsider (chaotic, extraplanar, protean, shapechanger)

Init +8; **Senses** blindsense 120 ft., darkvision 60 ft., detect law; Perception +41

Aura lawbane aura (60 ft.)

DEFENSE

AC 37, touch 17, flat-footed 28 (+8 Dex, +1 dodge, +20 natural, -2 size)

hp 396 (24d10+264); fast healing 15

Fort +25, **Ref** +22, **Will** +18

Defensive Abilities amorphous anatomy, freedom of movement; **DR** 15/epic and lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 36

OFFENSE

Speed fly 80 ft. (perfect), swim 80 ft.

Melee 2 bladeclaws +29 (2d8+7/17-20 plus 4d6 chaotic), bite +29 (2d6+7 plus 2d6 bleed and warpwave), tail +27 (2d6+3 plus grab)

Ranged disintegrating ray +30 touch (25d6)

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

Special Attacks constrict (2d6+3)

Spell-Like Abilities (CL 21st; concentration +25)

Constant—*detect law*, *tongues*

At will—*chaos hammer* (DC 18)

3/day—*dispel law* (DC 19), quickened *chaos hammer* (DC 18), summon (level 7, 1d4 imentesh ^{B2} 80%)

1/day—*cloak of chaos* (DC 22, self only), summon (level 8, bladeacypher 60%)

STATISTICS

Str 24, **Dex** 26, **Con** 32, **Int** 16, **Wis** 30, **Cha** 18

Base Atk +24; **CMB** +33 (+37 grapple); **CMD** 52

Feats Ability Focus (disintegrating ray), Alertness, Combat Expertise (-7/+7), Combat Reflexes, Critical Focus, Dodge, Greater Feint, Improved Critical (bladeclaw), Improved Feint, Magical Aptitude, Multiattack, Quicken Spell-like Ability (*chaos hammer*)

Skills Bluff +31, Fly +12, Intimidate +31, Knowledge (arcana, planes) +30, Perception +41, Sense Motive +41, Spellcraft +34, Stealth +27, Swim +15, Use Magic Device +35

Languages Abyssal, Protean; telepathy 100 ft., *tongues*

SQ change shape (*greater polymorph*)

ECOLOGY

Environment any (Limbo)

Organization solitary, pair, disruption (3-5)

Treasure none

SPECIAL ABILITIES

Bladeclaw (Su) This primary natural weapon deals extra chaotic damage equal to 4d6 to lawful creatures and 2d6 to neutral creatures. No extra damage is dealt to chaotic creatures. A bladeclaw threatens a critical hit on a 19-20.

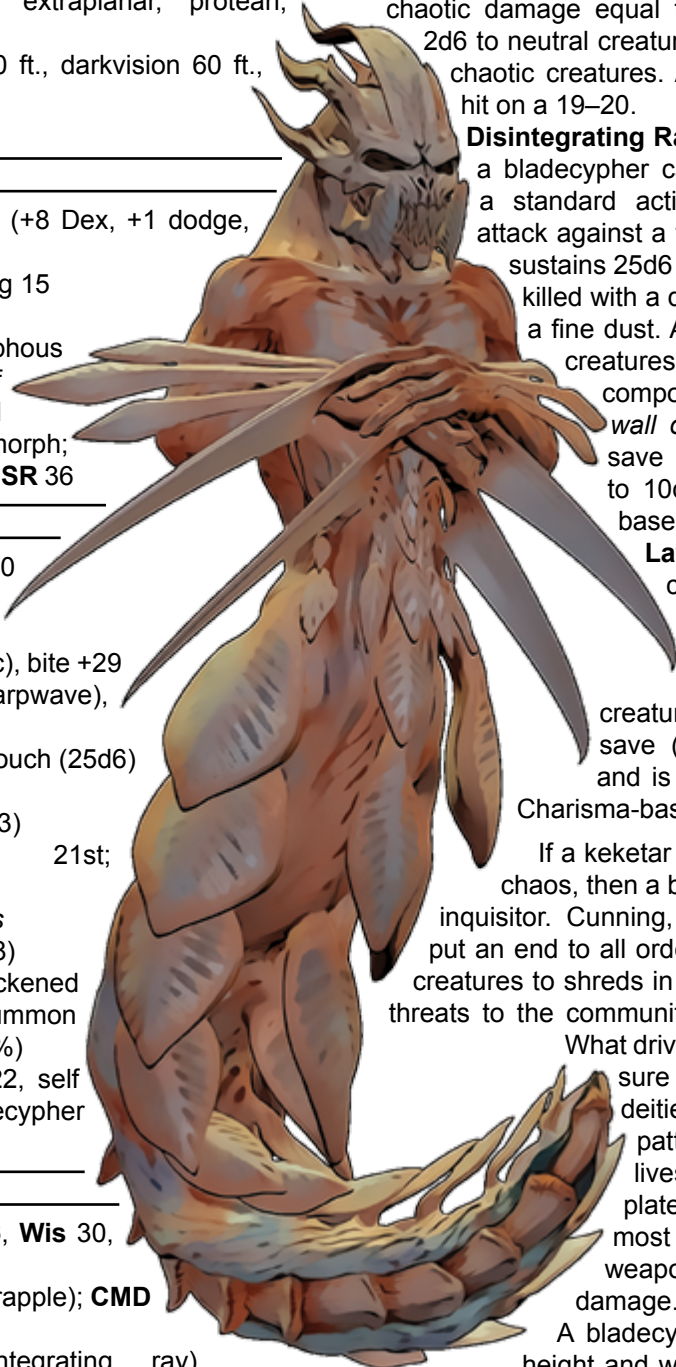
Disintegrating Ray (Su) Once every 1d4 rounds, a bladeacypher can release a thin green ray as a standard action. Upon a successful touch attack against a target within 300 feet, the target sustains 25d6 points of damage. If the target is killed with a disintegrating ray, it is reduced to a fine dust. A disintegrating ray affects living creatures and objects, including those composed entirely of force, such as a *wall of force*. A successful Fortitude save (DC 28) reduces this damage to 10d6. The save DC is Charisma-based.

Lawbane Aura (Su) All lawful creatures within 60 feet of a bladeacypher suffer 2d6 points of chaotic damage and are staggered for the round. A lawful creature that succeeds on a Fortitude save (DC 26) receives half damage and is not staggered. The save DC is Charisma-based.

If a keketar is a priest and prophet of primal chaos, then a bladeacypher is a holy warrior and inquisitor. Cunning, dangerous and determined to put an end to all order, a bladeacypher can cut lawful creatures to shreds in no time at all. It brings down all threats to the community, whether external or internal.

What drives it forward, however, is making sure that worshippers of chaotic deities do not fall into a regular pattern, bringing order into their lives. The non-euclidean armored plates on its body keep it safe from most attacks and prevent non-epic weapons from dealing any substantial damage.

A bladeacypher is constantly changing its height and weight, but it typically is between 12 and 15 feet tall and weighs between 7,000 and 15,000 pounds.



QLIPPOTH, SEGLAR

Seemingly the torso of a human corpse riding atop twelve octopus-like tentacles, this disgusting creature slithers and writhes as it approaches you.

SEGLAR **CR 16**

XP 76,800

CE Large outsider (aquatic, chaotic, evil, extraplanar, qliploth)

Init +13; **Senses** darkvision 60 ft.; **Perception** +29

Aura fear aura (60 ft., DC 21)

DEFENSE

AC 31, touch 22, flat-footed 18 (+13 Dex, +9 natural, -1 size)
hp 243 (18d10+144)

Fort +18, **Ref** +19, **Will** +15

DR 10/lawful; **Immune** cold, poison, mind-affecting effects;
Resist acid 10, electricity 10, fire 10

OFFENSE

Speed 50 ft., climb 50 ft., swim 60 ft.

Melee 2 claws +30 (1d4+8), 6 tentacles +29 (1d4+4 plus stun)

Space 10 ft.; **Reach** 5 ft. (30 ft. with tentacles)

Special Attack horrific appearance (DC 23), rend (2 claws, 1d4+12)

Spell-Like Abilities (CL 16th, concentration +18)

3/day—*baleful polymorph* (aquatic creatures only, DC 17),
chain lightning (DC 18)

1/day—*plane shift* (DC 19), *polar ray*, *symbol of insanity* (DC 20)

STATISTICS

Str 26, **Dex** 36, **Con** 24, **Int** 17, **Wis** 18, **Cha** 14

Base Atk +18; **CMB** +32; **CMD** 50 (70 vs overrun, trip)

Feats Agile Maneuvers, Alertness, Combat Reflexes, Multiattack, Spell Focus (evocation), Stand Still, Toughness, Weapon Finesse, Weapon Focus (tentacle)

Skills Climb +37, Intimidate +23, Knowledge (nature, planes) +24, Perception +29, Sense Motive +29, Spellcraft +24, Stealth +30, Swim +37

Languages Abyssal; telepathy 120 ft.

SQ amphibious, undersized weapons

ECOLOGY

Environment any (Abyssal)

Organization solitary, pair, squid (3–9)

Treasure double

SPECIAL ABILITIES

Fear Aura (Su) Whenever a creature comes within 60 feet of a seglar, the creature must succeed on a DC 21 Will save or become shaken for 1d4 rounds and receive a -4 penalty to its armor class against the seglar's tentacle attacks. The save DC is Charisma-based.

Horrific Appearance (Su) A creature that succumbs to a seglar's horrific appearance (Will save DC 23) is driven momentarily insane and afraid. This results in 1d4 points of Wisdom drain and leaves the victim confused and paralyzed with fear for 2d4 rounds. The

save DC is Charisma-based and includes a +2 racial bonus.

Stun (Su) A creature attacked by a seglar's tentacle must succeed on a Fortitude save (DC 26) or be stunned for 1 round. If a creature fails another save against this ability while already stunned, the duration of the stun is increased by 1 round. A stunned creature can make a save each round to end the effect early. This is considered a poison attack. The save DC is Constitution-based.

While its body appears to be a corpse, a seglar is, in fact, very much alive. A seglar lives in the blasphemous, bottomless seas of the Abyss seeking out prey to drive insane and tear to shreds. It lives for the hunt and gets a perverse pleasure out of killing its prey with a thousand small wounds. If its target is particularly beneath a seglar's capabilities, it will toy with the creature, dragging out its demise.

While it frequently feeds upon demons, a seglar far prefers the flesh of intelligent creatures. In a seglar's opinion, few things are as tasty as a frightened humanoid. Creatures that react the worst to a seglar's abilities are chased after to be kept and taunted before being slowly devoured, one agonizing mouthful at a time.

A seglar stands about 9 feet tall, but it can reach a creature as far away as 30 feet by stretching its tentacles. Stretched out tentacles are useless for swimming or standing but are exceptional weapons. A seglar weighs about 900 pounds.



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QLIPPOTH, SERRETAUR

This disturbing monster appears remarkably similar to a horse except its front legs possesses several extra joints, its head possesses six eyes and its mouth and nose are subsumed in tentacles.

SERRATUR **CR 22**

XP 614,400
 CE Colossal outsider (chaotic, evil, extraplanar, qlippoth)
Init +9; **Senses** blindsight 60 ft., darkvision 120 ft.; Perception +44
Aura confusing aura (60 ft., DC 28)

DEFENSE
AC 38, touch 22, flat-footed 33 (+15 deflection, +5 Dex, +16 natural, -8 size)
hp 478 (33d10+297)
Fort +21, **Ref** +25, **Will** +22
Defensive Abilities improved evasion; **DR** 20/cold iron, epic and lawful; **Immune** cold, mind-affecting effects, poison;
Resist acid 10, electricity 10, fire 10; **SR** 34

OFFENSE
Speed 80 ft., fly 80 ft. (perfect)
Melee 2 hoofs +36 (4d8+10/19-20 plus 1d4 Wis damage) tentacle maul +30 (4d6+5 plus 2d4 Int damage),
Space 30 ft.; **Reach** 30 ft. (45 ft. with tentacle maul)
Special Attacks disrupt smite, horrific appearance (DC 28), trample (4d8+15)
Spell-Like Abilities (CL 21st, concentration +23)
 At will—*animal growth* (DC 17), *charm animal* (DC 13), *creeping doom* (DC 19), *plane shift* (self only)
 3/day—*summon* (level 8, 1d4 augnagar qlippoth ^{B2} 75%)

STATISTICS
Str 30, **Dex** 20, **Con** 26, **Int** 14, **Wis** 18, **Cha** 14
Base Atk +33; **CMB** +51; **CMD** 88 (92 vs bull rush, overrun, trip)
Feats Ability Focus (disrupt smite), Acrobatic, Alertness, Awesome Blow, Critical Focus, Greater Bull Rush, Great Fortitude, Greater Vital Strike, Improved Bull Rush, Improved Critical (hoof), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack (-9/+18), Toughness, Vital Strike, Weapon Focus (hoof)
Skills Acrobatics +45, Fly +45, Handle Animals +38, Knowledge (planes, religion) +38, Perceptions +44, Sense Motive +44, Stealth +25
Languages Abyssal, Infernal; telepathy 300 ft.
SQ change shape (*beast shape IV* [colossal horse only])

ECOLOGY
Environment any (Abyss)
Organization solitary, pair

Treasure double

SPECIAL ABILITIES

Confusing Aura (Su) A creature that approaches a serretaur is seldom able to tell friend from foe. A creature that comes within 60 feet of a serretaur must succeed on a DC 28 Will save or regard all nearby creatures as its enemies, attacking the closest creature. This effect lasts for 2d6 rounds. A serretaur can suppress or reactivate this aura as a free action. This is a mind-affecting effect. The save DC is Charisma-based.

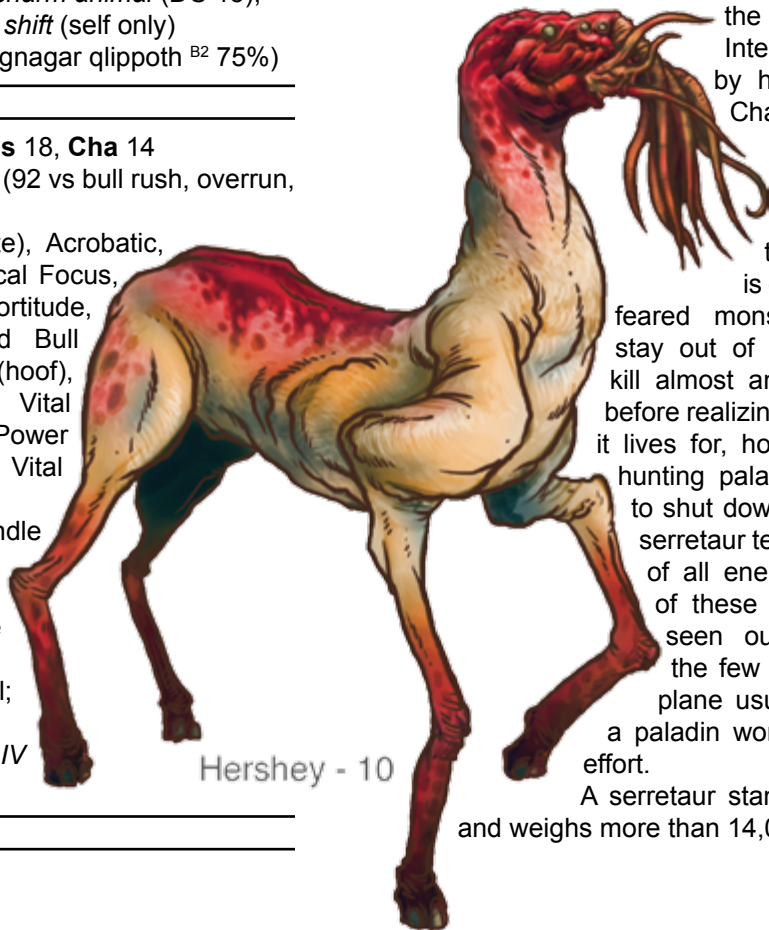
Disrupt Smite (Su) As a standard action, with a touch attack, a serratur can end a smite that targets the serretaur. A paladin with the aura of righteousness class feature is permitted a Will save (DC 30) to continue the smite. If the paladin does not possesses the aura of righteousness class feature, or if the creature touched is not a paladin, the smite automatically ends. This ability does not prevent a paladin from using another smite the following round. A serretaur can use this ability 3 times per day. The save DC is Charisma-based.

Hoofs (Su) A serretaur's hooves are considered primary weapons. A DC 28 Will save reduces the hooves' Wisdom damage by half. The save DC is Charisma-based.

Horrific Appearance (Su) Creatures that succumb to a serretaur's horrific appearance are permanently confused and suffer 1d4 points of Wisdom drain. The save DC is Charisma-based.

Improved Evasion (Ex) This ability functions like the rogue ability of the same name.

Tentacle Maul (Su) A successful Will save (DC 28) reduces the tentacle maul's Intelligence damage by half. The save DC is Charisma-based.



Hershey - 10

With the body of a horse and a mouth full of squid-like tentacles, a serretaur is one of the Abyss' most feared monsters. Most demons stay out of its way, since it can kill almost any of these outsiders before realizing it has done so. What it lives for, however, is the thrill of hunting paladins. Using its ability to shut down a paladin's smite, a serretaur tears into its most hated of all enemies. Only a handful of these creatures have been seen outside of the Abyss; the few that leave their home plane usually do so to pursue a paladin worthy of their time and effort.
 A serretaur stands about 30 feet tall and weighs more than 14,000 pounds.

SABER-TOOTHED GERBILSAURUS

This brown and white rodent is larger than most dragons. Its enormous teeth are longer than most people are tall.

SABER-TOOTHED GERBILSAURUS

CR 25

XP 1,638,400

N Colossal magical beast (cold)

Init +2; Senses darkvision 60 ft., scent; Perception +75

Aura aura of cuteness (180 ft., DC 30)

DEFENSE

AC 42, touch 0, flat-footed 42 (–2 Dex, +42 natural, –8 size)
hp 627 (38d10+418)

Fort +32, Ref +19, Will +22

Defensive Abilities course fur, freedom of movement; **DR** 15/epic; **Immune** cold, curse effects, *maze*, mind-affecting effects, paralysis, poison

OFFENSE

Speed 240 ft., fly 180 (perfect)

Melee bite +42 (12d6+12/15–20 plus curse and grab) 2 claws +42 (3d8+12), tail slap +40 (3d6+6 plus trip)

Space 30 ft.; **Reach** 30 ft. (60 ft. with tail slap)

Special Attacks swallow whole (20d6 acid damage, AC 31, 62 hp)

Spell-Like Abilities (CL 18th, concentration +19)

3/day—*mass charm monster* (DC 19)

1/month—*restoration*

STATISTICS

Str 35, Dex 6, Con 32, Int 5, Wis 30, Cha 12

Base Atk +38; **CMB** +58 (+62 bull rush, grapple, sunder, trip); **CMD** 66 (68 vs bull rush, sunder, 70 vs overrun, trip)

Feats Awesome Blow, Cleave, Deadly Finish ^{UC}, Flyby Attack, Great Cleave, Greater Bull Rush, Greater Sunder, Greater Vital Strike, Hover, Improved Bull Rush, Improved Initiative, Improved Sunder, Improved Vital Strike, Multiattack, Power Attack, Strike Back, Sundering Strike ^{APG}, Vital Strike, Wingover

Skills Perception +75; **Racial Modifiers** +24 Perception

SQ live in space, squeeze

ECOLOGY

Environment any

Organization solitary, pair

Treasure standard

SPECIAL ABILITIES

Aura of Cuteness (Su) Appearing far too cute to be considered deadly, any creature within 180 feet of a saber-toothed gerbilsaurus must succeed on a DC 30 Will save, or be unable to take any hostile actions against the saber-toothed gerbilsaurus, believing it to be far too cute to attack. Any creature that fails this saving throw may attempt a new saving throw the following round. A creature that succeeds

on this saving throw is immune to this ability for 24 hours. A creature that failed this save but is attacked by the saber-toothed gerbilsaurus within one round can attack in that round but must succeed on a new saving throw the following round to attack again. The save DC is Charisma-based.

Bite (Ex) A saber-toothed gerbilsaurus' bite possesses a critical threat range of 15–20. Its bite attack is also considered adamantine for the purposes of overcoming damage reduction.

Course Fur (Ex) The fur of a saber-toothed gerbilsaurus is incredibly dense, causing missile and thrown weapons to deflect harmlessly away. All missile and thrown weapon attacks targeting it have only a 50% chance of striking it.

Curse (Su) A creature bitten by a saber-toothed gerbilsaurus must succeed on a DC 30 Fortitude save or be permanently cursed. A cursed creature must roll two dice and take the lower result on all attack rolls, saving throws and skill checks. Being repeatedly cursed by this ability means the number of dice the creature must roll increases by 1. A *wish* or more powerful spell is required to remove this curse. The save DC is Charisma-based.

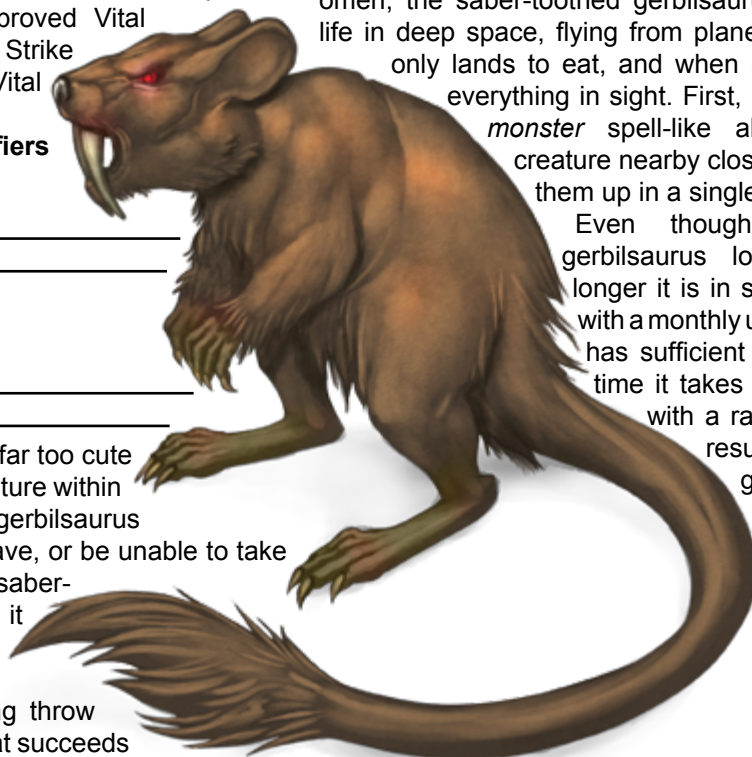
Live in Space (Su) Possessing a magical ability to survive without breathing, a saber-toothed gerbilsaurus can hold its breath for 32 months (a number of months equal to its Constitution score). However, every month that goes by without a saber-toothed gerbilsaurus eating, it suffers one point of Constitution damage.

Squeeze (Ex) A saber-toothed gerbilsaurus can fit into a Huge space without taking a squeezing penalty.

Trip (Ex) Upon a successful tail slap attack, a saber-toothed gerbilsaurus may make a free trip attempt without suffering an attack of opportunity. The saber-toothed gerbilsaurus receives a +4 racial bonus on this trip attempt.

Also known as the giant space gerbil or the gerbil of ill omen, the saber-toothed gerbilsaurus spends most of its life in deep space, flying from planet to planet. It typically only lands to eat, and when it does eat, it devours everything in sight. First, it uses its *mass charm monster* spell-like ability to bring every creature nearby close to it. Then, it gobbles them up in a single bite.

Even though the saber-toothed gerbilsaurus loses Constitution the longer it is in space, it can heal itself with a monthly use of *restoration*. It also has sufficient time to heal itself any time it takes damage from colliding with a random meteoroid. As a result, when a giant space gerbil lands on a planet, it is typically at full health.



SABER-TOOTHED MOOSE

This legendary monster of the great north is a moose with a pair of saber-length teeth, standing taller than most dragons.

SABER-TOOTHED MOOSE

CR 17

XP 102,400

CN Colossal magical beast (cold)

Init +4; Senses darkvision 60 ft.; Perception +29

Aura cold aura (120 ft., DC 22)

DEFENSE

AC 32, touch 6, flat-footed 28 (+4 Dex, +26 natural, -8 size)

hp 264 (23d10+138)

Fort +19, Ref +19, Will +15

Immune cold; SR 31

Weakness vulnerable to fire

OFFENSE

Speed 60 ft.

Melee gore +27 (4d6+12/19-20), bite +27 (4d6+12 plus 4d6 cold)

Space 30 ft.; Reach 20 ft.

Special Attacks leaping attack, powerful charge (gore, 4d6+18), trample (2d8+18, DC 33)

Spell-Like Abilities (CL 10th, concentration +11)

3/day – bull's strength (self only)

STATISTICS

Str 34, Dex 18, Con 22, Int 8, Wis 26, Cha 12

Base Atk +23; CMB +43 (+47 bull rush);

CMD 57 (59 vs bull rush, 61 vs overrun, trip)

Feats Awesome Blow^B, Combat Reflexes, Critical Focus, Greater Bull Rush, Improved Critical (gore), Improved Bull Rush, Improved Vital Strike, Lightning Reflexes, Power Attack (-6/+12), Skill Focus (Perception), Staggering Critical, Stand Still, Vital Strike

Skills Acrobatics +12 (+24 when jumping), Climb +26, Perception +29; Racial

Modifiers +8 Acrobatics

Languages Auran, Common

ECOLOGY

Environment any cold

Organization solitary, pair

Treasure none

SPECIAL ABILITIES

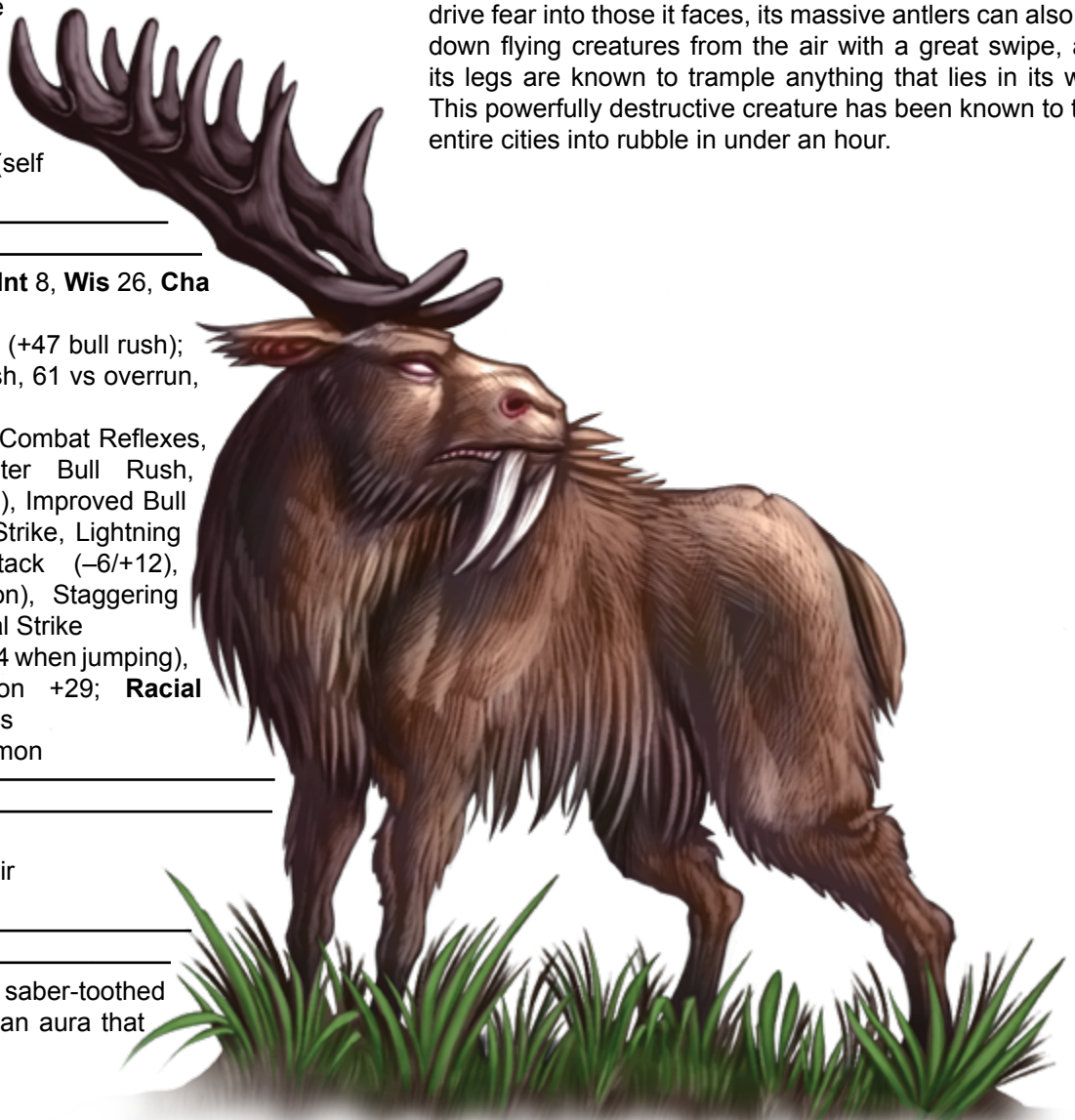
Cold Aura (Su) A saber-toothed moose's body exudes an aura that

can chill a creature to the bone. Any creature within 120 feet of a saber-toothed moose must make a Fortitude save (DC 22) or suffer a -4 penalty to all attacks, Strength- and Dexterity-based skill checks, and Reflex saves; its speed is also reduced by half. Creatures immune to cold damage or possessing cold resistance of at least 10 are immune to this ability. The save DC is Charisma-based.

Leaping Attack (Ex) Unlike a normal moose, a saber-toothed moose can leap into the air, striking its foes. A saber-toothed moose can jump 20 feet straight up, attacking airborne targets with its powerful charge attack.

One of the great mythic hunters of the northern realms, a saber-toothed moose is believed to have been first created by a summoner attempting to call a powerful steed that can take on the deadly monsters of the frozen waste. Once loose, this terror of the frost-bitten landscape is one of the land's greatest dangers. It has been known to pulverize a city wall in a single charge.

As fearsome as it is enormous, a saber-toothed moose freely wanders the northern wastes looking for food. It frequently hunts in the area of many territorial creatures and heavily patrolled areas, feasting on great predators. If its enormous teeth and freezing bite are not enough to drive fear into those it faces, its massive antlers can also bat down flying creatures from the air with a great swipe, and its legs are known to trample anything that lies in its way. This powerfully destructive creature has been known to turn entire cities into rubble in under an hour.



SHADOW OF THE VOID

Cut from the sackcloth of deepest night, distinguishable from empty darkness only by a pair of malevolent green eyes, a shadow as tall as a minotaur floats in the air. Its incorporeal essence roils as if made of continually burning black flame.

SHADOW OF THE VOID

CR 24

XP 1,228,800

NE Large undead (cold, incorporeal)

Init +15; Senses see in darkness; Perception +40

Aura cold aura (60 ft., DC 31)

DEFENSE

AC 36, touch 36, flat-footed 24 (+7 deflection, +11 Dex, +1 dodge, +8 profane, -1 size)

hp 322 (28d8+196); fast healing 10

Fort +18, Ref +20, Will +25

Defensive Abilities channel resistance +8, incorporeal; Immune cold, undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +31 (2d4+1/19-20 Strength drain plus blightfire)

Space 10 ft.; Reach 10 ft.

Special Attacks create spawn, epic touch

Spell-Like Abilities (CL 21st, concentration +28)

At will—deeper darkness

3/day—polar midnight^{UM} (DC 26)

STATISTICS

Str —, Dex 33, Con —, Int 18, Wis 29, Cha 24

Base Atk +21; CMB +33; CMD 57

Feats Combat Reflexes, Critical Focus, Defensive Combat Training, Dodge, Flyby Attack, Great Fortitude, Improved Critical (incorporeal touch), Improved Great Fortitude, Improved Initiative, Lunge, Mobility, Skill Focus (Stealth), Vital Strike, Wind Stance

Skills Fly +48, Intimidate +38, Knowledge (arcana, religion) +35, Perception +40, Sense Motive +40, Spellcraft +35, Stealth +44 (+48 in dim light, +40 in bright light); Racial Modifiers +4 Stealth in dim light (-4 in bright light)

Languages Aklo, Common, Shadowpeak

ECOLOGY

Environment any (Plane of Negative Energy or Plane of Shadows)

Organization any

Treasure none

SPECIAL ABILITIES

Blightfire (Su) A living creature that takes damage from a shadow of the void's incorporeal touch attack ignites with blightfire. Each round the creature is burned

with cold, black flames; it must succeed on a Fortitude save (DC 31) or suffer 1d6 negative levels. Blightfire lasts for 1d4 rounds. For every negative level bestowed, the shadow of the void regains 5 hit points. These hit points can temporarily exceed the shadow of the void's maximum hit point total for 1 hour. If a creature is slain by blightfire, icy fragments of the creature remain and it rises as a greater shadow (see create spawn). Being affected by blightfire multiple times increases the ability's duration but does not affect the DC. The save DC is Charisma-based.

Cold Aura (Su) A 60-foot aura surrounds a shadow of the void. An undead creature or a creature of the cold subtype within the aura (including the shadow of the void) is treated as having channel resistance +6 and fast healing 10. A creature not of the cold subtype within the aura suffers 4d6 points of cold damage each round it remains within the cold aura. A successful Fortitude save (DC 31) reduces this damage by half. The save DC is Charisma-based.

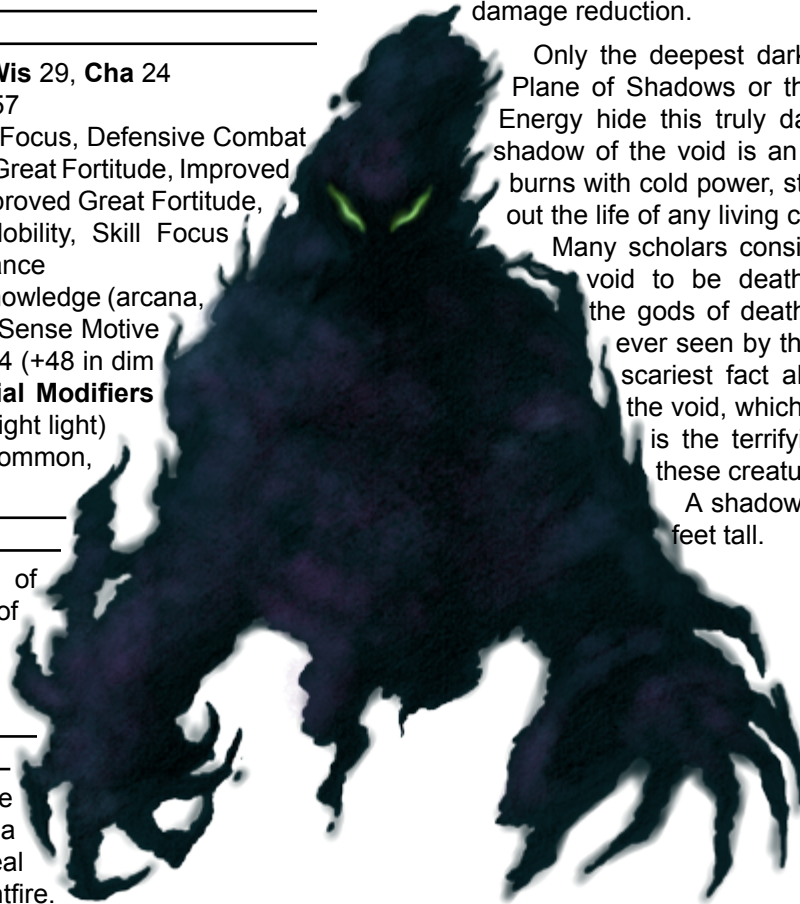
Create Spawn (Su) A living creature slain by a shadow of the void becomes a greater shadow (see the *Pathfinder Roleplaying Game Bestiary*) in 1d4 rounds. The greater shadow is under the command of the shadow of the void that created it and remains enslaved until its death. It does not possess any of the abilities it had in life, though it does possess general knowledge of the slain creature. This knowledge is used for evil purposes, if possible.

Epic Touch (Su) A shadow of the void's natural weapons are treated as epic weapons for the purposes of overcoming damage reduction.

Only the deepest darkest shadows on the Plane of Shadows or the Plane of Negative Energy hide this truly dangerous creature. A shadow of the void is an ancient shadow that burns with cold power, standing ready to suck out the life of any living creature it encounters.

Many scholars consider a shadow of the void to be death incarnate, sent by the gods of death to be the last thing ever seen by their living victims. The scariest fact about the shadows of the void, which few scholars realize, is the terrifyingly vast number of these creatures that exist.

A shadow of the void stands 7 feet tall.



SKELETAL STORM

A flying, jewel-eyed skull surrounded by a whirlwind of bones stares at you, its maniacal laugh echoing in your ears.

SKELETAL STORM

CR 16

XP 76,800

NE Tiny undead (swarm)

Init +16; Senses darkvision 60 ft.; Perception +28

Aura bone death aura

DEFENSE

AC 31, touch 29, flat-footed 14 (+5 deflection, +12 Dex +2 natural, +2 size)

hp 209 (22d8+110)

Fort +14, Ref +19, Will +16

Defensive Abilities channel resistance +2, swarm traits; DR 10/bludgeoning and magic; Immune undead traits; Resist cold 10, fire 10

OFFENSE

Speed fly 80 ft. (perfect)

Melee bite +30 (1d3-2 plus energy drain), swarm (5d6)

Ranged gem eye rays +30 touch (8d6 cold damage and 8d6 fire damage)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 26), energy drain (2 levels, DC 26)

Sorcerer Spells Known (CL 15th, concentration +20)

7th (4/day)—*prismatic spray* (DC 22), *waves of exhaustion* (DC 24)

6th (6/day)—*chain lightning* (DC 21), *create undead*, *greater dispel magic*

5th (7/day)—*baleful polymorph* (DC 20), *feeblemind* (DC 20), *magic jar* (DC 22), *teleport*

4th (7/day)—*bestow curse* (DC 21), *charm monster* (DC 19), *scrying* (DC 19), *wall of fire*

3rd (7/day)—*blink*, *explosive runes* (DC 18), *fireball* (DC 18), *slow* (DC 18),

2nd (7/day)—*blindness/deafness* (DC 19), *command undead* (DC 19), *eagle's splendor*, *hideous laughter* (DC 17), *scorching ray*

1st (8/day)—*charm person* (DC 16), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 18), *true strike*

0 (at will)—*arcane mark*, *bleed* (DC 17), *dancing lights*, *detect magic*, *flare* (DC 15), *mage hand*, *mending*, *read magic*, *resistance*

STATISTICS

Str 6, Dex 34, Con —, Int 18, Wis 16, Cha 21

Base Atk +16

Feats Combat Casting, Eschew Materials, Great Fortitude, Greater Spell Focus (necromancy), Improved Initiative, Point Blank Shot, Precise Shot, Quicken Spell, Skill Focus (Spellcraft), Spell Focus (necromancy), Spell Penetration, Weapon Finesse^B

Skills Appraise +26, Fly +49, Knowledge (arcana, religion) +29, Perception +28, Sense Motive +28, Spellcraft +35, Stealth +45

Languages Aklo, Common, Draconic, Infernal

SQ gem eyes

ECOLOGY

Environment any

Organization any

Treasure double (gem eyes)

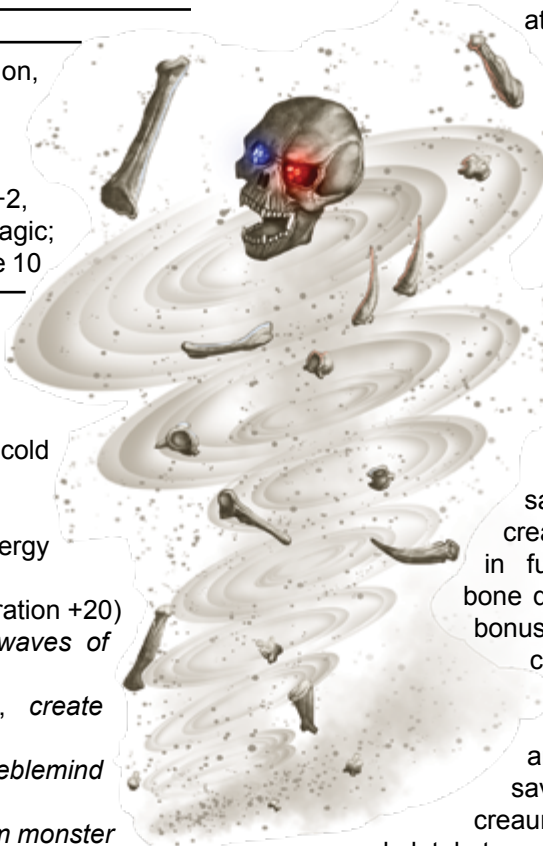
SPECIAL ABILITIES

Bone Death Aura (Su) A skeletal storm is surrounded by a 30-foot radius whirlwind. Ranged weapon attacks entering, departing or passing through the bone death aura suffer a –4 penalty. A creature that starts its turn within the bone death aura suffers 4d6 points of piercing damage. This damage is treated as magical and evil for the purposes of overcoming damage reduction. Each round the creature begins its turn within the bone death aura it must also succeed on a DC 26 Fortitude save or become nauseated. A successful saving throw does not mean the creature is immune to this ability in future rounds. Additionally, the bone death aura provides a deflection bonus to the skeletal storm's armor class equal to its Charisma bonus (minimum +1). A skeletal storm and all of its attacks and spells are not affected by this ability. The save DC is Charisma-based. If a creature enters the 10-foot space of the skeletal storm, that creature is instead harmed by the skeletal storm's swarm damage.

Gem Eye Rays (Su) The skull inside a skeletal storm has a pair of gems for eyes: one ruby, one sapphire. These gems are magically enhanced to provide cold resistance 10 and fire resistance 10. In addition, the skeletal storm can use the gems to fire off a ray consisting of fire and ice as a standard action. With a successful ranged touch attack, the ray deals 8d6 fire damage and 8d6 cold damage. A successful critical hit doubles the damage of both energy types. A skeletal storm can use this ability once every 1d4 rounds. The ray's range is 90 feet.

Spells A skeletal storm casts spells as a 15th-level sorcerer. It can rattle its jaw to produce the somatic components required for spells.

This deadly whirlwind of bones is believed to be the result of a failed attempt to create a lich. A skeletal storm still possesses all the desire to destroy and otherwise unmake life common among liches while possessing unlimited anger at its lack of a physical body. Given this handicap, it uses its plethora of magic to bring death upon the land and its eye rays to burn and freeze all who come before it.



SPIDER, MEGABOLA

This short-legged spider has an enormous body and a pair of deadly fangs. Its body gleams white, as if covered with a fine spider web.

MEGABOLA SPIDER

CR 15

XP 51,200

N Colossal vermin

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

DEFENSE

AC 28, touch 3, flat-footed 27 (+1 Dex, +25 natural, -8 size)
hp 209 (22d8+110)

Fort +18, **Ref** +8, **Will** +13

Defensive Abilities evasion, sticky body; **DR** 10/piercing;
Immune mind-affecting effects

OFFENSE

Speed 120 ft., climb 120 ft.

Melee piercing bite +26 (4d6+27/x3 plus poison)

Ranged web grab +9 touch (grab plus poison)

Space 30 ft.; **Reach** 30 ft.

STATISTICS

Str 46, **Dex** 12, **Con** 20, **Int** —, **Wis** 22, **Cha** 8

Base Atk +16; **CMB** +42 (+46 drag, grapple); **CMD** 53 (63 vs grapple with web grab, 65 vs overrun, trip)

Skills Acrobatics +1 (+37 when jumping), Climb +26; **Racial Modifiers** +36 Acrobatics when jumping

ECOLOGY

Environment any

Organization solitary, pair

Treasure none

SPECIAL ABILITIES

Piercing Bite (Ex) A megabola spider's fangs excel at biting through armor. A piercing bite attack ignores up to 3 points of armor bonus or natural armor bonus to the target's Armor Class. Additionally, it naturally deals triple damage on a confirmed critical hit. This bite only deals piercing damage. This ability does not apply to a target wearing adamantine or mithral armor.

Poison (Ex) A megabola spider secretes two different kinds of poison from its body, each associated with one of its natural attacks. Bite—injury; save Fort DC 26, frequency 1 round for 6 rounds, effect 1d6 Con, cure 3 consecutive saves. Web grab—contact; save Fort DC 26, frequency 1 round for 4 rounds, effect 1d4 Str, cure 2 consecutive saves.

Sticky Body (Ex) Any bludgeoning or slashing weapon that strikes a megabola spider becomes stuck to the creature's

body. Removing the weapon requires a DC 26 Strength check. Should a natural weapon attack or unarmed strike successfully hit a megabola spider, the attacking creature becomes entangled until it succeeds on a DC 26 Escape Artist or Strength check. If either the megabola spider or the target attempt to move while entangled, a drag check is required. A megabola spider receives a +4 racial bonus to all drag checks, and a megabola spider does not provoke an attack of opportunity when dragging a creature entangled by this ability. The DC to remove a weapon from the megabola spider's body or to escape entanglement is Constitution-based.

Web Grab (Ex) A megabola spider can throw its web at a single creature as a ranged touch attack with a range of 200 feet. On a successful attack, the megabola spider can make a free grapple check, and the creature must save against the megabola spider's web grab poison. A creature grappled in this manner that is outside the megabola spider's reach must be dragged back. Each round the grappled creature is not adjacent to the megabola spider, the grapple is automatically maintained unless the grappled creature attempts to free itself. Creatures grappled by the megabola spider's web receive a +10 bonus to their CMB and on Escape Artist checks to escape the grapple. A megabola spider receives a +4 racial bonus to its CMB on drag attempts against a creature grappled with this ability.

One of the largest spiders recorded by scholars, a megabola spider stands 25 feet high and weighs over 15,000 pounds. Each of its compound eyes is larger than a human head. The hair protruding from its powerful legs requires a sharp axe to trim. Most frighteningly, it can move at lightning-fast speeds. However, it is not these common characteristics that make the megabola spider such a fearsome monster. Unlike other spiders, a megabola spider can throw its web to grab hold of a creature and drag it back to feed upon it. Determined never to let a meal run away, a megabola spider is devastating to its prey and anything that stumbles too close to its lair.



STARAK

This enormous, ugly quadruped, armed with stubby horns and claws, bears a skin of living rock.

STARAK
CR 19
XP 204,800

CN Colossal magical beast (earth)

Init +1; **Senses** darkvision 60 ft., scent, tremorsense 60 ft.; Perception +31

Aura frightful presence (300 ft., DC 23)

DEFENSE

AC 33, touch 3, flat-footed 32 (+1 Dex, +30 natural, –8 size) **hp** 350 (28d10+196); fast healing 10

Fort +23, **Ref** +19, **Will** +17

DR 15/adamantine; **Immune** acid, bleed, cold, disease, mind-affecting effects, petrification, poison; **SR** 34

OFFENSE

Speed 60 ft., burrow 60 ft.

Melee bite +34 (6d6+14 plus 2d6 acid plus grab), 2 claws +34 (4d6+14)

Ranged 4 earth spikes +29 (5d6+14/19–20)

Space 30 ft., **Reach** 30 ft.

Special Attacks deafening roar (DC 31), pounce, swallow whole (3d6+21 plus 9d6 acid, AC 25, hp 35), underfoot pin (DC 38, 3d6+21)

STATISTICS

Str 39, **Dex** 12, **Con** 24, **Int** 9, **Wis** 27, **Cha** 8

Base Atk +28; **CMB** +50 (+ 52 bull rush, +54 grapple); **CMD** 61 (63 vs bull rush)

Feats Awesome Blow, Bloody Assault ^{APG} (–5/+1d4 bleed), Cleave, Cleaving Finish ^{UC}, Great Cleave, Greater Vital Strike, Improved Bull Rush, Improved Critical (earth spike), Improved Vital Strike, Lightning Reflexes, Power Attack (–8/+16), Skill Focus (Perception), Stunning Assault ^{APG} (–5, DC 38), Vital Strike

Skills Perception +31, Survival +22

LANGUAGES

 A k l o ,
Starak

ECOLOGY

Environment any (Plane of Shadows)

Organization solitary

Treasure triple

SPECIAL ABILITIES

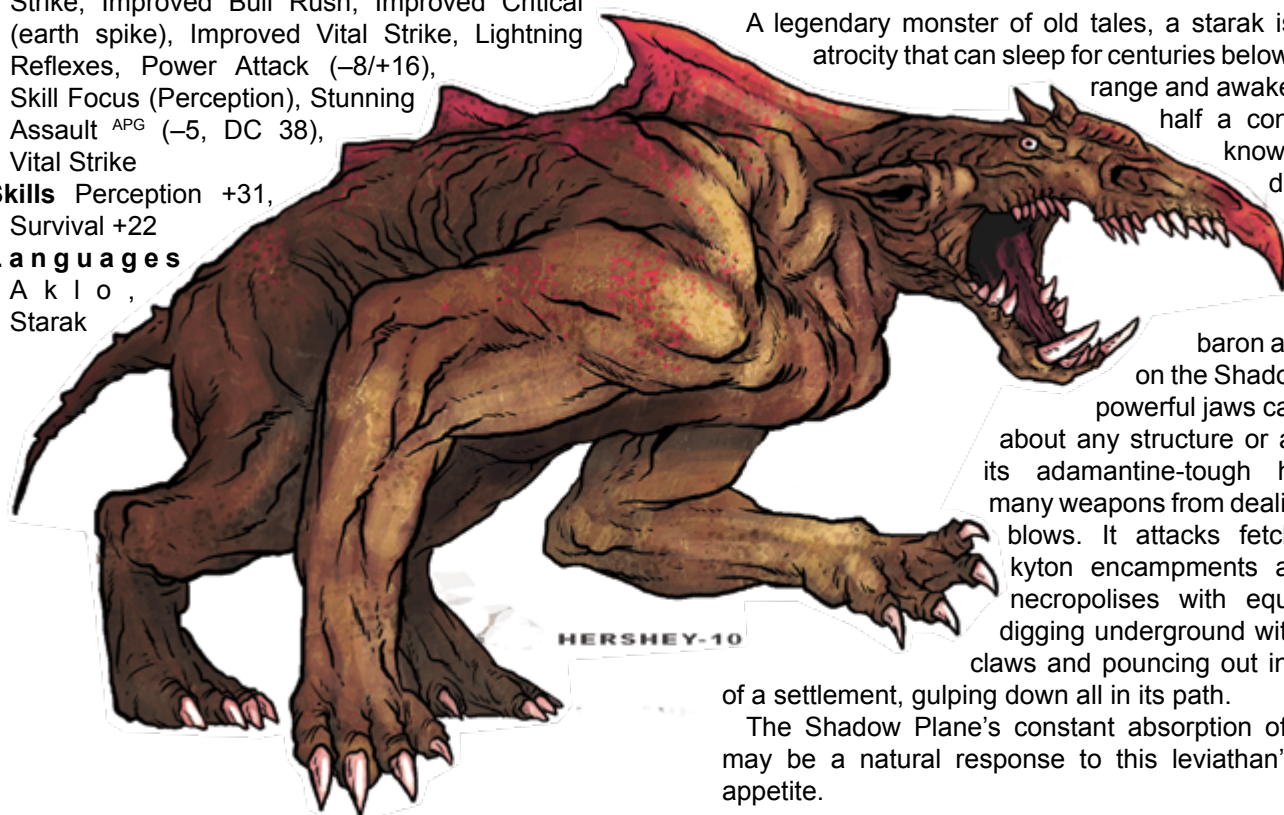
Deafening Roar (Su) With a loud roar, a starak can, as a standard action, cause all creatures and objects within a 120-foot cone to take 14d4 points of sonic damage and be permanently deafened. All creatures within the cone that succeed on a Fortitude save (DC 31) take half damage and are not deafened. The save DC is Constitution-based.

Earth Spike (Su) A starak can stomp its foot, causing 4 spear-like spikes of rock to rise up out of the ground. Each spike requires its own attack roll. A starak uses its Strength bonus rather than its Dexterity bonus to hit but treats the spikes as secondary natural weapons. The spikes' targets must be within 400 feet of the starak and all within 30 feet of each other. Only creatures touching the ground can be attacked with an earth spike. After the attack, the spikes immediately break, causing the area occupied by the spikes to become difficult terrain. A starak can use this ability once every 1d4 rounds.

Underfoot Pin (Ex) As a standard action, a starak can slam a foot down on all creatures within a 10-foot by 10-foot area within the space it occupies. Creatures that fail a DC 38 Reflex save take 3d6+21 points of bludgeoning damage and are pinned. All pinned creatures sustain this damage every round until released by the starak or until the pinned creature breaks the grapple. A starak does not gain the grappled condition when using this ability. A starak can maintain the pin as a free action as long as the creatures and the starak occupy the same space. The save DC is Strength-based.

A legendary monster of old tales, a starak is a hideous atrocity that can sleep for centuries below a mountain range and awaken to devour half a continent. It is known as the devourer of nations and is the nightmare of every baron and governor on the Shadow Plane. Its powerful jaws can crush just about any structure or armor, while its adamantite-tough hide keeps many weapons from dealing it serious blows. It attacks fetchling cities, kyton encampments and undead necropolises with equal aplomb, digging underground with its mighty claws and pouncing out in the middle of a settlement, gulping down all in its path.

The Shadow Plane's constant absorption of lost things may be a natural response to this leviathan's voracious appetite.



TITAN, DARKBLOOD

This roughly humanoid creature possesses bulging muscles all over its body. Its fists end in tough, sharp claws, and its beady eyes stand out as the most prominent feature in its tiny head.

DARKBLOOD TITAN

CR 23

XP 819,200

CE Colossal outsider (aquatic, chaotic, evil, extraplanar)

Init +10; Senses darkvision 120 ft., true seeing; Perception +36

DEFENSE

AC 40, touch 8, flat-footed 34 (+7 armor, +6 Dex, +25 natural, -8 size)

hp 481 (26d10+338); regeneration 15 (cold iron and lawful)

Fort +28, Ref +16, Will +22; +8 vs fear, mind-affecting

Defensive Abilities stalwart; DR 15/lawful and epic; Immune aging, death effects, disease, electricity; SR 35

OFFENSE

Speed 80 ft., climb 80 ft., swim 80 ft.

Melee +3 greatclub +40/+35/+30/+25 (6d6+31) or 2 slams +37 (4d6+19)

Ranged rock +24 (4d6+19/19-20)

Space 30 ft.; Reach 30 ft.

Special Attacks godstrike, rock throwing (200 ft.), stunning blow, trample (4d6+28, DC 42)

Spell-like Abilities (CL 18th; concentration +23)

Constant—air walk, mind blank, true seeing

At will—deeper darkness, summon (level 7, 1d6 hezrou, 95%)

1/day—dominate monster (DC 24), summon (level 9, 1d3 marilith, 70%), time stop

STATISTICS

Str 48, Dex 22, Con 36, Int 13, Wis 24, Cha 21

Base Atk +26; CMB +53 (+57 armor disruption, bull rush); CMD 69 (71 vs bull rush)

Feats Awesome Blow, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Improved Unarmed Strike, Improvised Weapon Mastery, Intimidating Prowess, Lightning Reflexes, Nightmare Fist^{UC}, Nightmare Weaver^{UC}, Power Attack (-7/+14), Snatch, Throw Anything

Skills Climb +56, Intimidate +53, Knowledge (planes) +30, Perception +36, Sense Motive +36, Swim +56, Use Magic Device +34

Languages Abyssal, Celestial, Common, Minotaur, Orc; telepathy 300 ft.

SQ amphibious, change shape (any humanoid, alter self)

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, gang (3-6)

Treasure gear (+5 leather armor +3 greatclub, other treasure)

SPECIAL ABILITIES

Armor Disruption (Ex) A darkblood titan can strike a creature in such a manner that its armor becomes useless. As a standard action, a darkblood titan can attempt a CMB check against a creature within its reach. If the check exceeds the creature's CMD, the creature's armor does not grant its armor or shield bonus until the armor is donned again. While still wearing the armor, the creature suffers its armor check penalty, as normal. This ability cannot be used on non-physical armor, such as *bracers of armor* or a *mage armor* spell. A darkblood titan receives a +4 bonus on this combat maneuver and does not provoke an attack of opportunity when performing this action. This attack does not deal damage.

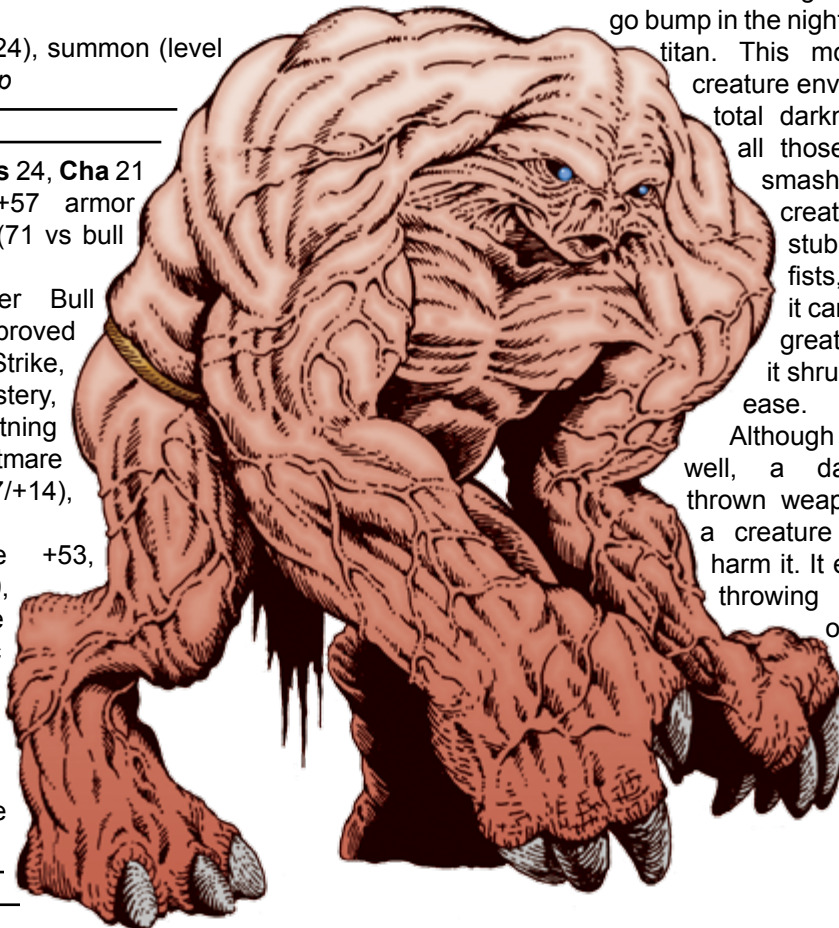
Godstrike (Su) A darkblood titan's attacks are treated as chaotic, epic and evil for the purposes of overcoming damage reduction.

Stalwart (Ex) When a darkblood titan makes a Fortitude save against an attack that has a reduced effect on a successful saving throw, it instead avoids the effect entirely.

Stunning Blow (Ex) When a darkblood titan uses Awesome Blow to knock a creature back and the CMB check exceeds the target's CMD by 15 or more, the creature must make a successful Fortitude save (DC 42) or be stunned for 1d6 rounds. The save DC is Strength-based.

Scholars believe that the king of all creatures that go bump in the night is the darkblood titan. This monstrously huge creature envelops the area in total darkness, frightening all those around it and smashing all nearby creatures with its stubby, yet powerful, fists, or the tree trunk it carries around for a greatclub. Moreover, it shrugs off magic with ease.

Although it throws rocks well, a darkblood titan's thrown weapon of choice is a creature that comes to harm it. It especially enjoys throwing its enemies at one another. It chortles cruelly every time it brings pain in such a way.



VERMIURGE

This red scorpion with four pincers has a set of enormous wings on its back and is surrounded by tens of thousands of insects.

VERMIURGE
CR 24
XP 1,228,800
N Huge aberration (earth)

Init +13; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +43

Aura aura of insects (20-ft.), frightful presence (120 ft., DC 29)

DEFENSE

AC 41, touch 21, flat-footed 28 (+13 Dex, +20 natural, -2 size)

hp 522 (36d8+360); fast healing 20

Fort +21, **Ref** +25, **Will** +24

DR 20/epic; **Immune** ability damage, acid, disease, mind-affecting effects, poison

OFFENSE

Speed 50 ft., burrow 50 ft., climb 50 ft., fly 90 ft. (poor)

Melee stinger +38 (1d8+12/19-20 plus poison), bite +37 (2d6+12), 4 pincers +32 (2d6+6/19-20 plus grab)

Space 15 ft.; **Reach** 15 ft. (20 ft. with stinger, 10 ft. with bite)

Special Attacks constrict (2d6+6), epic attacks

STATISTICS

Str 34, **Dex** 36, **Con** 28, **Int** 17, **Wis** 18, **Cha** 12

Base Atk +27; **CMB** +41 (+45 grapple); **CMD** 64 (76 vs overrun, trip)

Feats Awesome Blow, Combat Reflexes, Critical Focus, Dazzling Display, Diehard, Endurance, Greater Vital Strike, Improved Bull Rush, Improved Critical (pincer, stinger), Improved Vital Strike, Intimidating Prowess, Power Attack (-7/+14), Sickening Critical, Skill Focus (Fly), Stand Still, Toughness, Vital Strike, Weapon Focus (stinger) ^B
Skills Climb +59, Fly +50, Intimidate +52, Knowledge (nature) +42, Perception +43, Stealth +44, Survival +43

Languages Terran

SQ vermin empathy +25

ECOLOGY

Environment any

Organization solitary, pair

Treasure standard

SPECIAL ABILITIES

Aura of Insects (Su) As a standard action, a vemurge can call tens of thousands of Diminutive or

smaller insects to surround it in a living aura with a 20-foot radius. Any creature in the aura of insects, other than the vemurge, suffers a swarm attack, dealing 5d6 points of epic damage. A creature that takes damage from this attack must succeed on a DC 37 Fortitude save or be nauseated for the round. A vemurge is considered to have total concealment from all ranged attacks while the aura of insects is in effect. If the aura of insects suffers 50 points of damage, the insects disperse and the aura fails. The aura of insects is considered a swarm, possesses the swarm traits defensive ability and is immune to weapon damage. The swarm makes saving throws using the vemurge's saving throw bonuses with a -4 penalty. A vemurge can summon a new swarm 1d4 rounds after the previous swarm is dispersed. The save DC is Constitution-based.

Epic Attacks (Su) All of a vemurge's attacks count as epic for the purposes of overcoming damage reduction.

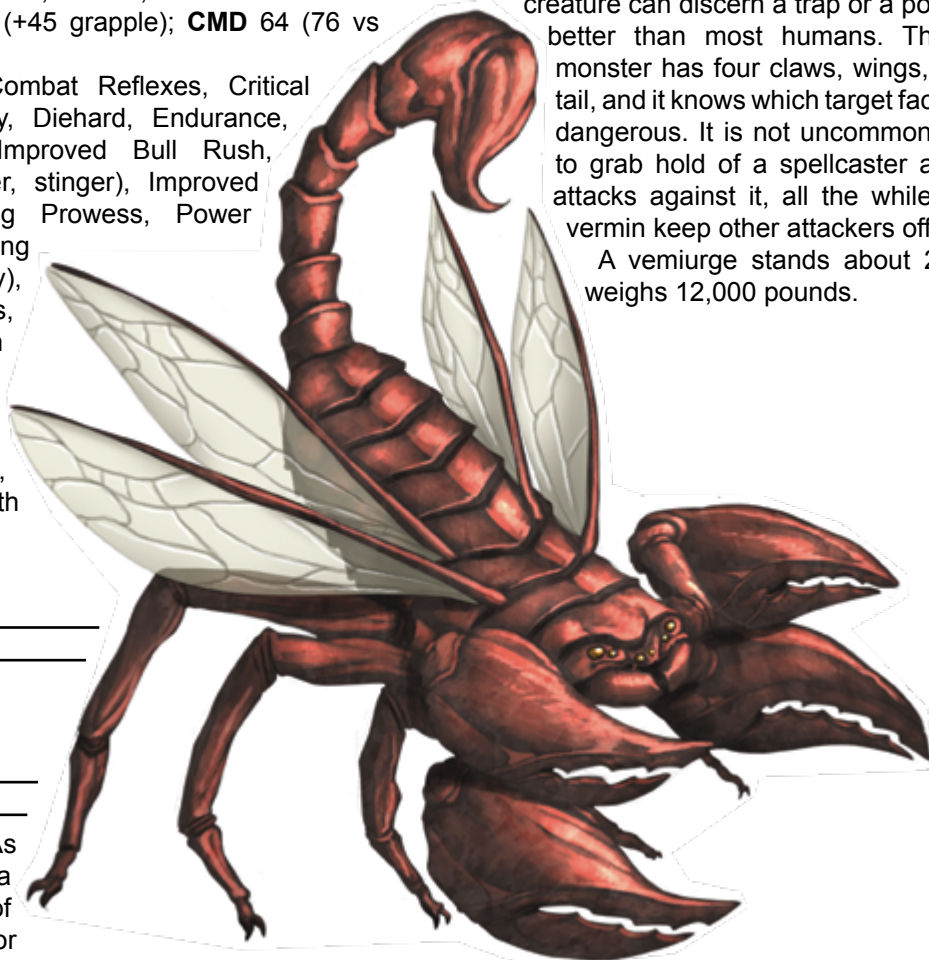
Frightful Presence (Ex) On a failed Will save (DC 29), the creature is panicked for 1d4 minutes. On a successful saving throw, the creature is shaken for 1d4 rounds. The save DC is Charisma-based.

Poison (Ex) Sting—injury; save Fort DC 37, frequency 1/round for 10 rounds, effect 1d6 Con, cure 3 consecutive saves. The save DC is Constitution-based.

Vermin Empathy (Su) This ability functions like the druid wild empathy ability except that it only works on creatures of the vermin type. Its effective druid level is 24.

Upon first encountering a vemurge, many assume it to be as dumb as a typical scorpion. However, this thinking creature can discern a trap or a poor tactical move better than most humans. This eight-legged monster has four claws, wings, and a powerful tail, and it knows which target facing it is the most dangerous. It is not uncommon for a vemurge to grab hold of a spellcaster and focus all its attacks against it, all the while having nearby vermin keep other attackers off balance.

A vemurge stands about 20 feet tall and weighs 12,000 pounds.



VOIDSTONE

This four-legged flying rock monster has no head or neck, and instead, a swarm of countless stars spills out from the open area where its neck would be.

VOIDSTONE

CR 24

XP 1,228,800

NE Colossal outsider (earth, elemental, void)

Init +6; **Senses** all-around vision, darkvision 240 ft., tremorsense 240 ft.; **Perception** +45

DEFENSE

AC 43, touch 9, flat-footed 36 (+6 Dex, +1 dodge, +34 natural, -8 size)

hp 527 (34d10+340)

Fort +28, **Ref** +19, **Will** +23; +8 vs negative energy damage

Defensive Abilities life and death; **DR** 20/adamantine;

Immune ability damage, acid, cold, disease, death effects, energy drain, mind-affecting, petrification, polymorph; **SR** 32

OFFENSE

Speed 60 ft., burrow 60 ft., fly 60 ft. (good); earth glide

Melee 2 slam +35 (2d8+9/19-20 plus 5d6 acid plus energy drain)

Ranged acidic void star +34 (20d6 acid plus energy drain)

Space 30 ft.; **Reach** 30 ft.

Special Attacks crush (DC 36, 4d6+13 plus 5d6 acid plus energy drain), energy drain (4 levels, DC 28)

STATISTICS

Str 28, **Dex** 23, **Con** 29, **Int** 16, **Wis** 18, **Cha** 12

Base Atk +34; **CMB** +51 (+55 bull rush); **CMD** 68 (70 vs bull rush, 72 vs overrun, trip)

Feats Alertness, Awesome Blow, Combat Reflexes, Cleave, Cleaving Finish ^{UC}, Deadly Aim (-9/+18), Dodge, Flyby Attack, Great Cleave, Greater Bull Rush, Improved Bull Rush, Improved Cleaving Finish ^{UC}, Improved Critical (slam), Intimidating Prowess, Lightning Reflexes, Power Attack (-9/+18), Toughness

Skills Fly +39, Intimidate +47, Knowledge (dungeoneering, planes) +40, Linguistics +40, Perception +45, Sense Motive +45, Stealth +27, Use Magic Device +38

Languages Abyssal, Aklo, Common, Terran, and 37 others

ECOLOGY

Environment any (Plane of Earth)

Organization any

Treasure double (all magic items)

SPECIAL ABILITIES

Acidic Void Star (Su) A number of stars swirl around in a voidstone's eye. Once every 1d4 rounds, one of those stars can fly up to 90 feet and—with a successful ranged touch attack—deal 20d6 points

of acid damage and drain the life from the creature (see energy drain).

Energy Drain (Su) If the negative levels are not removed before 24 hours has passed, the affected creature must attempt a Fortitude save. A successful save means only 1 level becomes permanent.

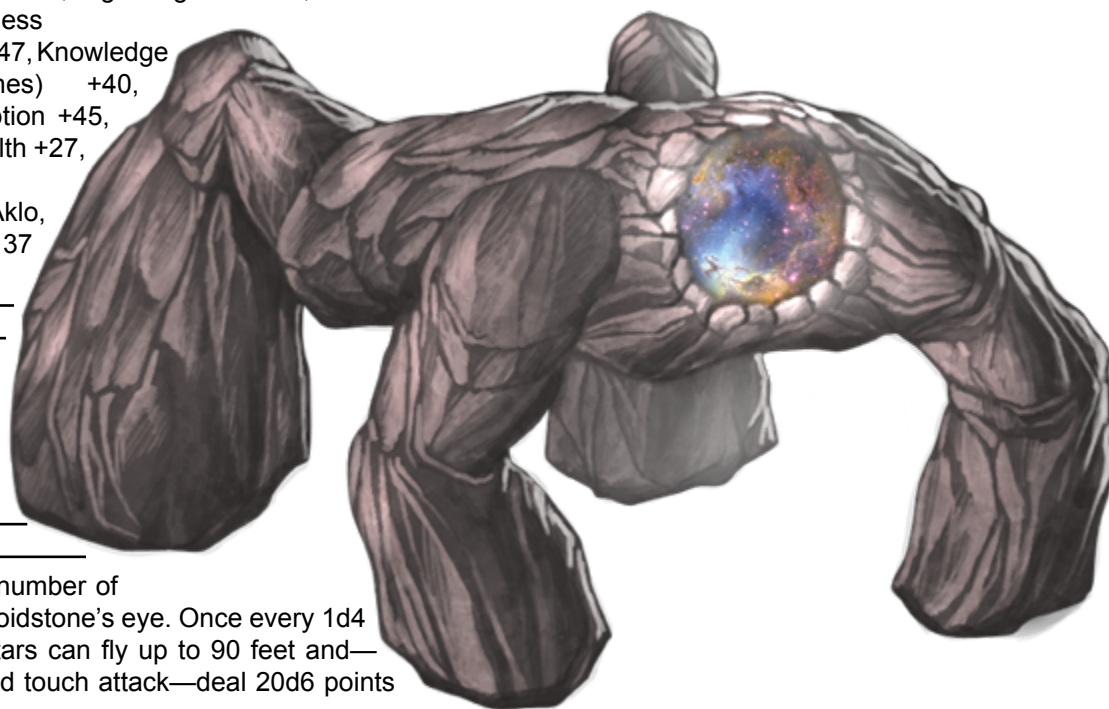
Life and Death (Su) Being a creature of living stone and unliving power from the depths of space, a voidstone is immune to death effects and gains a +8 racial bonus to saves when resisting negative energy damage.

Few believe their eyes the first time they observe a voidstone. Most assume it to be a trick of the light or an illusion made by a powerful spellcaster. Most dismiss the apparent phantasm until struck by its devastating acidic void star attack or crushed by its enormous body. All doubts vanish when the creature's destructive power is made apparent.

A voidstone seeks two things: magic items and to leave all creatures not of elemental earth as dead as rocks. It sucks the life out of every living creature it encounters and burns what remains with acid. A voidstone desires to end the existence of undead creatures as well as living ones. Many scholars see this creature as more of a harbinger of death than even some of the demigods from Abaddon.

A voidstone has a serious fondness for magic items. While it does not need them to bring death and destruction wherever it goes, it enjoys using them, finding them to be fun toys. Once it is obvious that a voidstone has decimated the local area and few will escape, it will use whatever magic items it has to fry, freeze, or otherwise torment any fleeing creatures it finds.

A voidstone stands 36 feet tall and weighs 98,000 pounds.



WALLEYE

This brown, spider-like creature stands as tall as a human and has eyes encircling its head, a mouth full of viscously sharp teeth, and a pair of forward-facing stingers.

WALLEYE

CR 22
XP 614,400

NE Large aberration

Init +11; **Senses** darkvision 120 ft., encircling eyes; Perception +41

DEFENSE

AC 39, touch 17, flat-footed 31 (+7 Dex, +1 dodge, +22 natural, -1 size)

hp 459 (34d8+306); fast healing 10

Fort +20, **Ref** +18, **Will** +23

Defensive Abilities evasion; **Immune** mind-affecting; **SR** 30

Weaknesses vulnerable to fire

OFFENSE

Speed 40 ft., climb 40 ft., web swing 80 ft.

Melee 2 stings +33 (7d6+8/19–20 plus poison), bite +32 (1d8+8 plus 6d6 acid)

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

Special Attacks web (+31 ranged, DC 36, 34 hp), web grab

Spell-Like Abilities (CL 24th, concentration +28)

 8/day—*greater scrying* (DC 21)

 3/day—*moment of prescience*, *move earth*

STATISTICS

Str 27, **Dex** 24, **Con** 29, **Int** 20, **Wis** 18, **Cha** 19

Base Atk +25; **CMB** +34 (+38 grapple); **CMD** 61 (65 vs grapple, 73 vs overrun, trip)

Feats Critical Focus, Dazzling Display, Defensive Combat Training, Dodge, Flyby Attack, Greater Vital Strike, Improved Critical (sting), Improved Initiative, Improved Vital Strike, Mobility, Power Attack (–7/+14), Shatter Defenses, Skill Focus (Stealth), Spring Attack, Stealthy, Vital Strike, Weapon Focus (sting)

Skills Acrobatics +44, Climb +53, Escape Artist +56, Fly +42, Intimidate +41, Knowledge (dungeoneering) +42, Perception +41, Stealth +50, Survival +41; **Racial Modifiers** +8 Escape Artist

Languages Aklo, Undercommon

SQ oily body

ECOLOGY

Environment any underground

Organization solitary, pair

Treasure standard

SPECIAL ABILITIES

Encircling Eyes (Su) Eyes encircle the whole of a walleye's head. These eyes grant the walleye all-around vision, as well as the continuous effects of *detect magic* and *true seeing*.

Oily Body (Ex) A walleye's body is covered with oil. This grants it a +8 racial bonus to Escape Artist attempts, a +4 racial bonus to resist grapple attempts, and vulnerability to fire. Whenever a walleye sustains fire damage, it loses this ability for the following round.

Poison (Su) Sting—injury, save Fort DC 36, frequency 1/round for 8 rounds, effect 1d6 Con plus 1d6 Wis plus paralyzed for 1 minute, cure 3 consecutive saves.

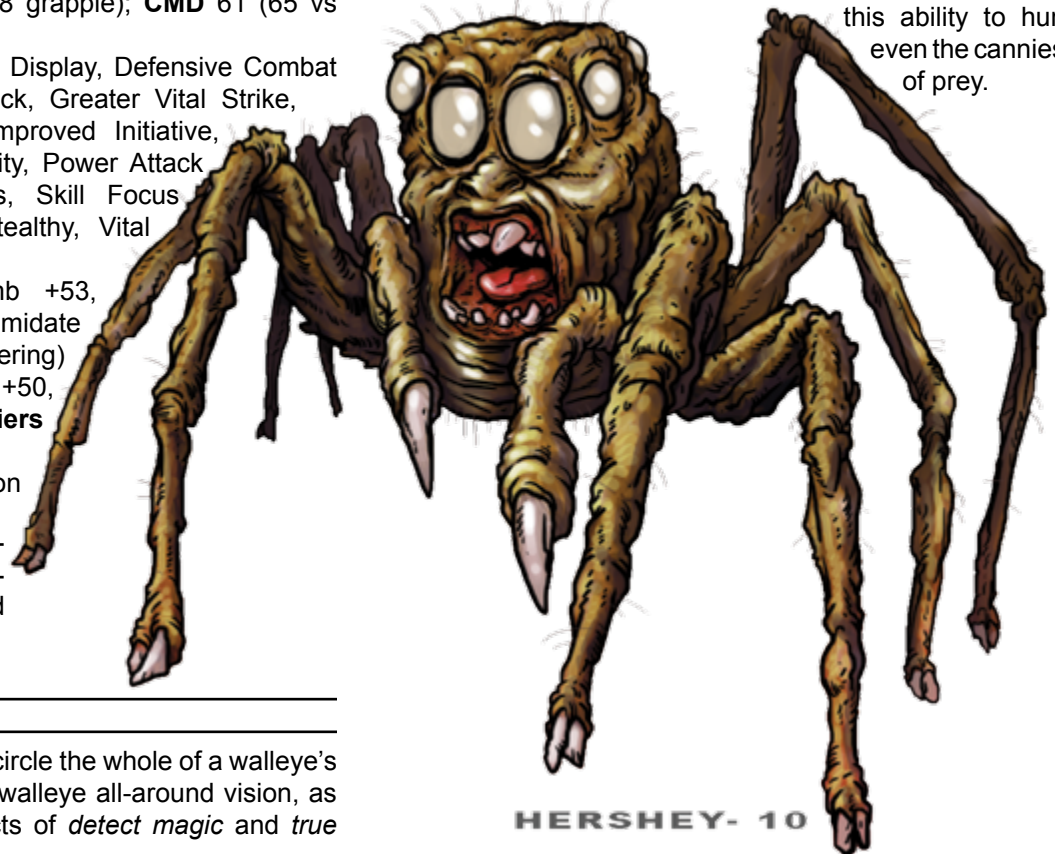
Web (Ex) Approaching creatures must succeed on a DC 35 Perception check to notice a walleye's web.

Web Grapple (Ex) A walleye can use its web attack to make a grapple attempt. To use this ability, a walleye must make a successful CMB check against a creature within 50 feet. This ability does not provoke an attack of opportunity and includes a +4 racial bonus to grapple attempts.

Web Swing (Ex) A walleye can make a thread of web, throw it, and then swing via that thread as a move action. A walleye must start its movement on higher ground than it ends. It can neither end its movement in midair nor can it hover. Otherwise, web swing counts as a fly speed with average maneuverability.

Seldom seen or heard of, a walleye is a master of its webs. Not only can it throw webbing and swing on it to move through the air, it can also use it to ensnare creatures and drag them in close. From there, it digs its poisonous stingers into its prey, paralyzing it in place and devouring the helpless creature.

What makes this monster truly scary, however, is how much it can know about a creature long before it ever meets it. For every eye it possesses, a walleye can use *greater scrying* once per day, using the eye as the spell's focus. It understands how powerful knowledge can be and exploits this ability to hunt even the canniest of prey.



WATER SERPENT

A giant wave of water forms into the shape of a dragon. Its glowing white eyes stare hungrily at you while its claws and wings, each composed entirely of water, make ready to attack.

WATER SERPENT **CR 19**

XP 204,800

CE Colossal outsider (chaotic, elemental, evil, extraplanar, water)

Init +6; **Senses** darkvision 60 ft.; Perception +36

Aura frightful presence (90 ft., DC 24)

DEFENSE

AC 34, touch 10, flat-footed 28 (+6 Dex, +2 deflection, +24 natural, -8 size)

hp 324 (24d10+192); regeneration 10 (fire)

Fort +22, **Ref** +20, **Will** +17

Defensive Abilities water body; **DR** 15/bludgeoning, good and lawful; **Immune** elemental traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., swim 120 ft.

Melee bite +30 (4d6+19/15-20 plus grab), 2 slams +29 (2d8+13), 2 wings +24 (2d8+6)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks drench, drowning grapple, water mastery, water torrent (240-ft. line, 24d6 bludgeoning plus prone, Fort DC 30 for half, usable once every 1d4 rounds)

STATISTICS

Str 36, **Dex** 23, **Con** 26, **Int** 17, **Wis** 29, **Cha** 14

Base Atk +24; **CMB** +45 (+49 disarm, grapple, reposition); **CMD** 63 (65 vs disarm, reposition; cannot be tripped)

Feats Combat Expertise (-7/+7), Combat Reflexes, Critical Focus, Disarming Strike ^{APG}, Greater Disarm, Greater Reposition ^{APG}, Improved Critical (bite), Improved Disarm, Improved Reposition ^{APG}, Stand Still, Tiring Critical, Weapon Focus (bite)

Skills Diplomacy +29, Handle Animal +29, Intimidate +29, Knowledge (nature, planes) +30, Perception +36, Sense Motive +36, Stealth +17 (+33 when under water), Swim +48; **Racial Modifiers** +16 Stealth when under water

Languages Aquan, Draconic

ECOLOGY

Environment any water (Plane of Water)

Organization any

Treasure double (rare sea shells)

SPECIAL ABILITIES

Bite A water serpent's bite attack deals only bludgeoning damage, adds 1-1/2 the creature's Strength bonus on damage rolls, and has a critical threat range of 18-20.

Drench (Ex) A water serpent's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals the creature's HD).

Drowning Grapple (Ex) If a water serpent successfully grapples a Medium or smaller creature, the creature must hold its breath or it begins to drown. See Section 13: Environment of the *Pathfinder Roleplaying Game Core Rulebook* for the rules on drowning.

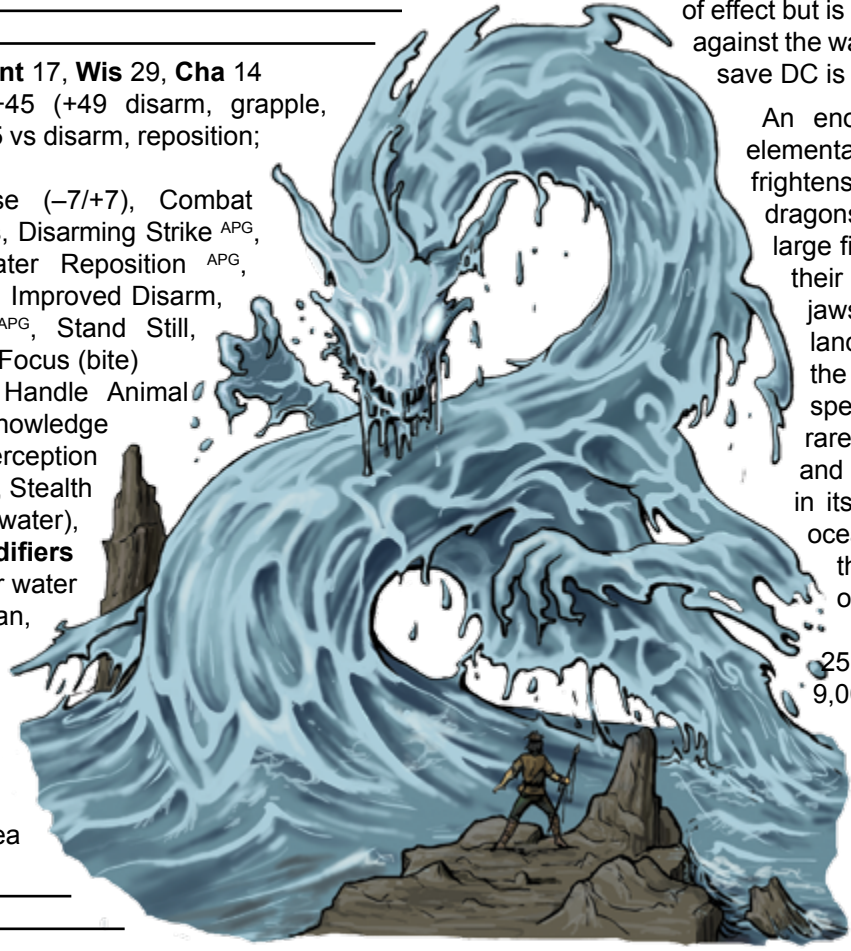
Water Body (Su) A water serpent gains its Charisma bonus as a deflection bonus to its armor class.

Water Mastery (Ex) A water serpent gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the water serpent is touching the ground, the water serpent takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the water serpent is initiating or resisting these kinds of attacks.

Water Torrent (Su) As a standard action, a water serpent can unleash a powerful blast of water. Any creature in a 240-foot line must succeed on a DC 30 Fortitude save or sustain 24d6 points of bludgeoning damage and be knocked prone. A successful save means the creature sustains only half this damage and is not knocked prone. A water serpent can use this ability once every 1d4 rounds. A creature grappled by a water serpent's bite attack is always considered to be in the water torrent's line of effect but is allowed a Fortitude save against the water torrent damage. The save DC is Constitution-based.

An enormous, dragon-shaped elemental, a water serpent frightens all but the eldest of true dragons. On a whim, it overturns large fishing boats and drowns their crews within its massive jaws. When not torturing land creatures that brave the ocean, a water serpent spends its time gathering rare and valuable sea shells and hoarding them away in its secret lair deep in the ocean. These, it feels, are the real treasure the ocean has to offer.

A water serpent is over 25 feet long and weighs 9,000 pounds.



WIND SENTINEL

Appearing like an enormous tornado with an angry face, this creature is a living embodiment of air's destructive power.

WIND SENTINEL **CR 20**

XP 307,200
CE Colossal outsider (air, chaotic, elemental, evil, extraplanar)

Init +12; **Senses** darkvision 60 ft.; Perception +36
Aura whirlwind aura (6d6 bludgeoning damage, DC 31)

DEFENSE

AC 34, touch 10, flat-footed 26 (+8 Dex, +24 natural, -8 size)
hp 356 (31d10+186)
Fort +18, **Ref** +25, **Will** +19
Defensive Abilities air mastery, channel resistance +4; **DR** 15/—; **Immune** elemental traits

OFFENSE

Speed fly 120 ft. (perfect)
Melee 2 slams +37 (4d6+14 plus 4d6 cold)
Space 30 ft.; **Reach** 30 ft. (120 ft. with air blast)
Special Attacks air blast, wind rend
Spell-Like Abilities (CL 20th, concentration +25)
At will—*control winds* (DC 20), *wind wall* (DC 18)
3/day—quicken *control winds* (DC 20)
1/day—*whirlwind* (DC 23)

STATISTICS

Str 38, **Dex** 26, **Con** 22, **Int** 13, **Wis** 14, **Cha** 20
Base Atk +31; **CMB** +53 (+57 bull rush, +59 bull rush against airborne targets); **CMD** 71
Feats Awesome Blow, Cleave, Combat Expertise (-8/+8), Combat Reflexes, Dreadful Carnage ^{APG}, Furious Focus ^{APG}, Great Cleave, Great Fortitude, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Power Attack (-8/+19), Quicken Spell-Like Ability (*control winds*), Skill Focus (Intimidate), Strike Back, Vital Strike
Skills Bluff +39, Fly +42, Intimidate +45, Knowledge (planes) +35, Perception +36, Sense Motive +36, Spellcraft +35
Languages Auran, Common, Tengu

ECOLOGY

Environment any (Plane of Air)
Organization solitary
Treasure standard

SPECIAL ABILITIES

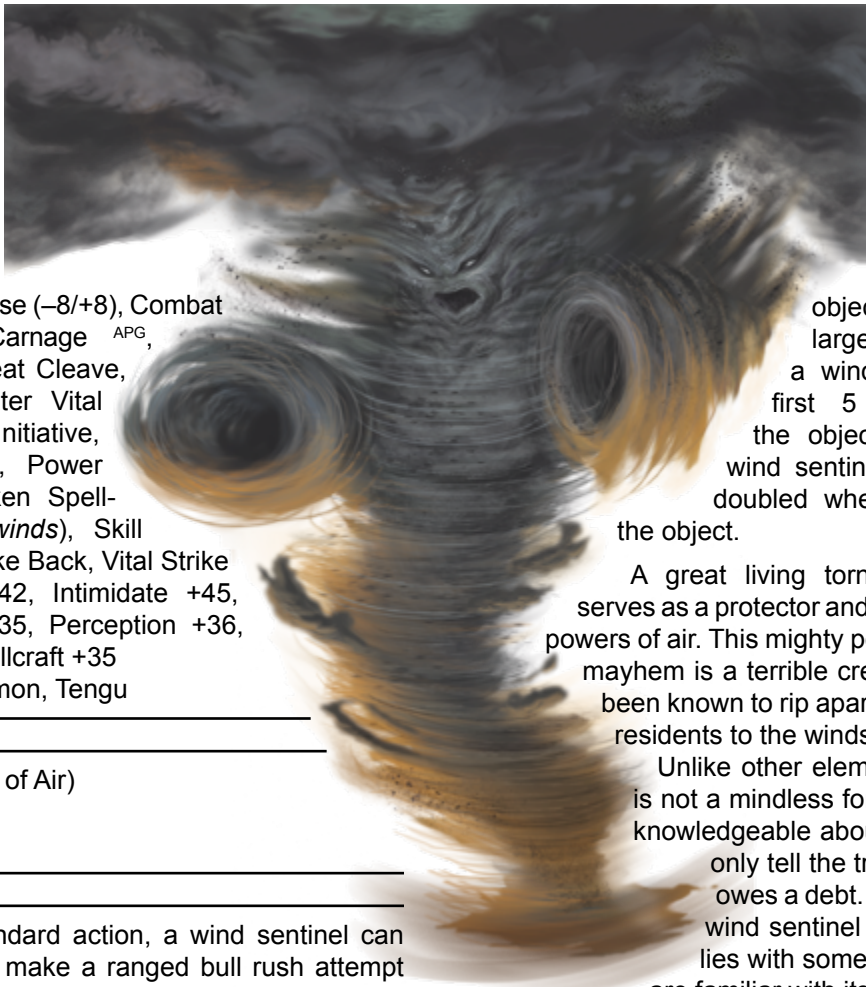
Air Blast (Ex) As a standard action, a wind sentinel can use a column of air to make a ranged bull rush attempt

against a creature within 120 feet. A successful CMB check pushes the target back 5 feet and an additional 5 feet for every 5 by which this check exceeds the target's CMD. A wind sentinel receives a +4 racial bonus to its CMB for this attack, as well as a +2 circumstance bonus to its CMB when using it against airborne targets. This does not provoke an attack of opportunity.

Air Mastery (Ex) Airborne creatures take a -2 penalty on attack and damage rolls against a wind sentinel. Attacks made against a wind sentinel with missile or thrown weapons take a -4 penalty. These penalties stack with each other.

Channel Resistance (Su) When a creature uses channel energy to harm elementals, a wind sentinel gains a +4 bonus to resist the effects.

Whirlwind Aura (Su) When a wind sentinel and a creature of Huge size or smaller share the same space, the creature sustains 6d6 points of bludgeoning damage as it is hit by numerous small objects picked up by the wind sentinel's whirlwind. The creature must succeed on a Reflex save (DC 31) or be picked up bodily and held suspended in mid-air, taking the whirlwind aura damage each round. A creature that can fly is allowed a Reflex save each round to escape. As a free action, a wind sentinel can eject a held creature. The ejected creature is thrown 5 feet plus 5 feet for every size category that it is smaller than the wind sentinel. The ejected creature sustains 1d6 damage per 10 feet it is thrown. A creature must succeed on a



concentration check (DC 15 + spell level) to cast a spell when sharing a space with a wind sentinel. The save DC is Constitution-based.

Wind Rend (Ex) When attempting to smash an unattended

object of Large size or larger with its slam attacks, a wind sentinel ignores the first 5 points of hardness the object possesses and the wind sentinel's Strength bonus is doubled when dealing damage to the object.

A great living tornado, a wind sentinel serves as a protector and defender of the greater powers of air. This mighty power of destruction and mayhem is a terrible creature to behold. It has been known to rip apart cities and scatter their residents to the winds.

Unlike other elementals, a wind sentinel is not a mindless force of nature. It is quite knowledgeable about the planes, yet it will only tell the truth to those to whom it owes a debt. To all others, it will lie. A wind sentinel may choose to lace its lies with some truth to trick those that are familiar with its deceptive disposition.

WILL-O'-WISP SWARM

At first glance, the thing before you seems to be a 10-foot ball of light. Closer inspection reveals it to be hundreds upon hundreds of skulls swarming about, lighting the nearby swamp gas from their electricity.

WILL-O'-WISP SWARM

CR 23

XP 819,200

CE Tiny aberration (swarm)

Init +25; Senses darkvision 60 ft.; Perception +50

Aura fear (60 ft., DC 30)

DEFENSE

AC 40, touch 40, flat-footed 18 (+6 deflection, +21 Dex, +1 dodge, +2 size)

hp 437 (38d8+266)

Fort +20, Ref +33, Will +24

Defensive Abilities natural invisibility, swarm traits; DR 10/epic; Immune magic; Resist force 5

OFFENSE

Speed fly 50 ft. (perfect)

Melee swarm (35d6 electricity)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 34), shocking teleport

STATISTICS

Str 5, Dex 52, Con 23, Int 16, Wis 16, Cha 8

Base Atk +28; CMB —; CMD —

Feats Ability Focus (fear aura), Acrobatic, Deadly Finish ^{UC}, Dodge, Following Step ^{APG}, Flyby Attack, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Sidestep ^{APG}, Mobility, Skill Focus (Intimidate, Knowledge [local], Perception, Stealth), Sidestep ^{APG}, Stealthy, Step Up, Toughness

Skills Acrobatics +66, Escape Artist +66, Intimidate +46, Fly +78, Knowledge (local) +50, Perception +50, Stealth +76

Languages Aklo, Common

SQ feed on fear

ECOLOGY

Environment any swamp

Organization solitary, storm (2–4)

Treasure incidental

SPECIAL ABILITIES

Fear Aura (Su) Surrounding a will-o'-wisp swarm in a 60-foot radius is an aura of fear. All creatures within the aura must succeed on a DC 30 Will save or become shaken for 2d6 minutes. A successful save reduces this duration to 1d4 rounds. This save DC is Charisma-based.

Feed on Fear (Su) During any round in which a will-o'-wisp swarm is within 60 feet of a dying creature or creature subject to a fear effect, it gains fast healing 15.

Immunity to Magic (Ex) A will-o'-wisp swarm is immune to all spells and spell-like abilities that allow spell resistance, except those that deal force damage.

Natural Invisibility (Ex) A will-o'-wisp swarm has the ability

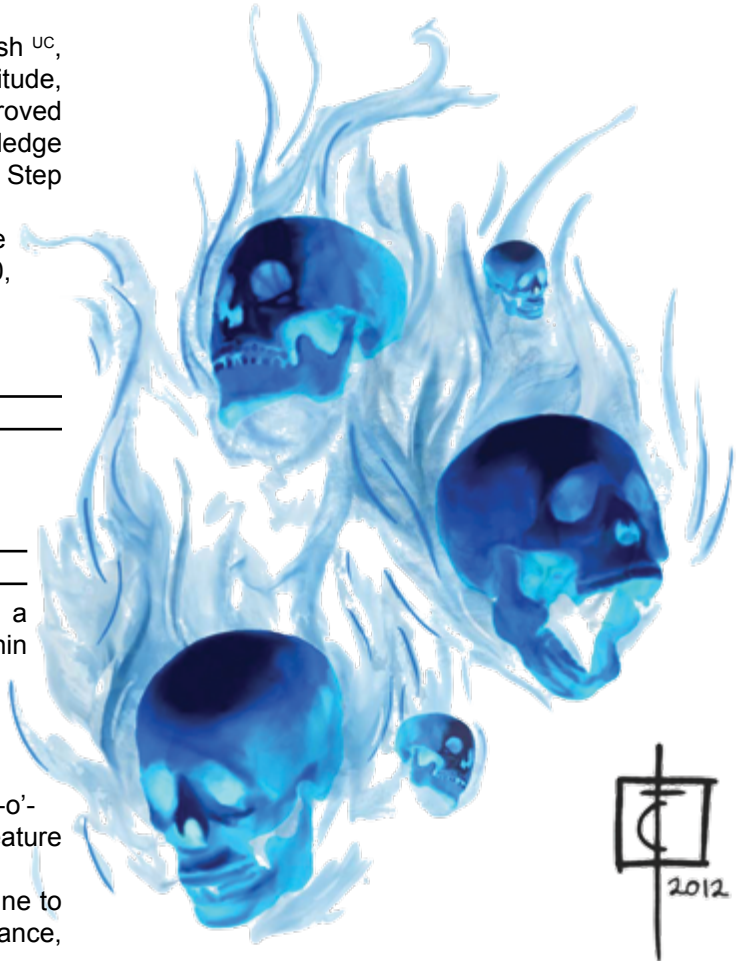
to extinguish its natural glow as a move action, effectively becoming invisible, as per the spell *invisibility*.

Shocking Teleport (Su) A will-o'-wisp swarm can, as a standard action, teleport itself to anywhere within 100 feet. When the swarm appears, any creatures within its space sustain its swarm damage and must succeed on a DC 28 Will save or be paralyzed with fear for 1d4 rounds. A will-o'-wisp swarm can use this ability once every 1d6 rounds. This save DC is Charisma-based.

It is not uncommon to encounter a group of will-o'-wisps in a swamp. What is uncommon is for that group of will-o'-wisps to stay together so long that they no longer have an individual identity or consciousness, but instead become a single, collective mind with a unified strength. It takes a powerful, evil structure, riddled with fear, to draw that many will-o'-wisps together into a cohesion.

When observed from afar, a will-o'-wisp swarm appears as a single ball of bright, shining light. This light is the electricity running between each skull, lighting up the gases that float around each individual wisp. As a swarm, these gases are no longer attached to single skulls but instead float freely in the swarm's space. This gas is not harmful to breathe; however, the electricity that passes from skull to skull through the gas can be very deadly.

Each individual will-o'-wisp skull stands about 1 foot tall and weighs about 10 pounds. A swarm can be made up of anywhere between 500 to 1000 individual will-o'-wisps.



Section 2: Non-Player Characters

BLOODY BONNIE

CR 25

XP 1,638,400

Female banshee ^{B2} witch ^{APG} 12

CE Medium undead (incorporeal)

Init +16; **Senses** darkvision 60 ft., hear heartbeat; Perception +34

DEFENSE

AC 34, touch 27, flat-footed 21 (+7 armor, +4 deflection, +12 Dex, +1 dodge)

hp 251 (19d8+12d6+124)

Fort +18, **Ref** +28, **Will** +25

Defensive Abilities incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (perfect)

Melee incorporeal touch +33 (14d6 negative energy plus terror)

Special Attacks hexes (agony [12 rounds], cackle, evil eye [–4, 9 rounds], misfortune [2 rounds], retribution [6 rounds], scar ^{UM}, unnerve beasts ^{UM} [6 hours]), wail

Witch Spells Prepared (CL 12, concentration +18)

6th—concussive shout (DC 20), disruptive mass pain strike ^{APG} (DC 21), summon monster VI

5th—feeblemind (DC 21), major curse ^{UM} (DC 21), rest eternal ^{APG}, suffocation ^{APG} (DC 21)

4th—black tentacles, disruptive pain strike ^{APG} (DC 19) x2, touch of slime ^{UM} (DC 20)

3rd—ash storm ^{UM}, bestow curse (DC 19), marionette possession ^{UM}, screech ^{APG} (DC 19), vampiric touch

2nd—burning gaze ^{APG} (DC 18), death knell (DC 18), fester ^{APG} (DC 18), intensified ear-piercing scream ^{UM} (DC 17) x3

1st—cause fear (DC 17), chill touch (DC 17), compel hostility ^{UC} (DC 17), ear piercing scream ^{UM} (DC 17) x3

0 (at will)—bleed (DC 16), putrefy food and water, resistance, touch of fatigue (DC 16)

Patron vengeance ^{UM}

TACTICS

Before Combat Bloody Bonnie casts *ash storm* to obscure her opponents' vision.

During Combat Bloody Bonnie casts a concussive *shout* in her first round, then moves closer to her quarry, activating Combat Patrol and casting quickened *bestow curse* with her metamagic rod. She follows up with *black tentacles* and enhances her incorporeal touch attack with held touch spells. Bonnie never uses her wail until she has inflicted

penalties on as many enemies as possible via hexes or concussive spells.

Morale Bloody Bonnie retreats to her ruins if reduced to less than 50 hp, withdrawing deep beneath the earth.

STATISTICS

Str —, **Dex** 34, **Con** —, **Int** 23, **Wis** 19, **Cha** 19

Base Atk +20; **CMB** +32; **CMD** 47

Feats Alertness, Combat Patrol ^{APG}, Combat Reflexes, Concussive Spell ^{UM}, Disruptive Spell ^{APG}, Dodge, Eschew Materials, Improved Initiative, Intensified Spell ^{APG}, Iron Will, Lightning Reflexes, Lightning Stance, Mobility, Step Up, Weapon Focus (touch), Wind Stance

Skills Fly +50, Intimidate +34, Knowledge (arcane, history, nature, planes, religion) +36, Perception +34, Spellcraft +36, Stealth +42, Use Magic Device +35

Languages Common, Draconic, Elven, Gnome, Goblin, Orc, Sylvan

SQ witch's familiar (centipede)

Gear bracers of armor +7, lavender and green ellipsoid ioun stone, otherworldly kimono ^{UE}, ring of spell turning, greater rod of quickening metamagic

SPECIAL ABILITIES

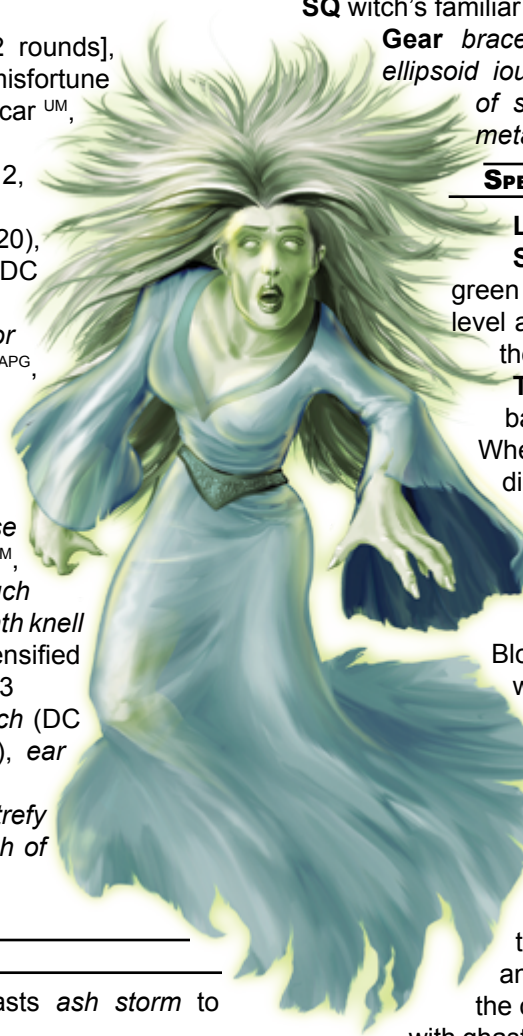
Lavender and Green Ellipsoid Ioun Stone

Bloody Bonnie's lavender and green ellipsoid ioun stone absorbs spells of 8th level and lower. After absorbing 39 more level, the stone will become useless.

Terror (Su) This ability works as the banshee ^{B2} ability with a DC 23 Will save. When used as *greater dispel magic* against dispellable protections against fear, this ability functions at CL 18.

Wail (Su) This ability works as the banshee ^{B2} ability with DC 23 Fortitude save.

Bloody Bonnie is the spirit of an elven woman who was murdered by her philandering noble husband. When she violently confronted him about his infidelity, he clawed out her eyes and threw her from the highest tower of his castle. Three nights later, on the eve of the lord's hasty marriage to his latest mistress, Bonnie's spirit rose from the grave and slaughtered him, his bride, and his entire court. Now Bonnie haunts the crumbling castle ruins, which are teeming with ghosts, wraiths, and fouler still remnants of her husband's servants. She appears as a vaguely-female spectral form with bloody tears streaming down her face. Bonnie despises all living beings and will attempt to snuff out any life that violates her dreary sanctum.



XP 307,200

Female awakened fortune-blessed unseelie dire tiger rogue (thug ^{APG}) 11

CE Large magical beast (augmented animal, chaotic, evil, extraplanar)

Init +10; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 34, touch 22, flat-footed 27 (+6 armor, +6 Dex, +4 deflection, +1 dodge, +2 luck, +6 natural, -1 size)

hp 348 (27d8+227)

Fort +22, **Ref** +25, **Will** +12

Defensive Abilities evasion, improved uncanny dodge; **DR** 5/cold iron; **Resist** cold 5

OFFENSE

Speed 40 ft.

Melee bite +30 (3d6+10/19-20 plus 1d6 cold plus grab), 2 claws +30 (2d6+10/19-20 plus 1d6 cold and grab)

Space 10 ft., **Reach** 5 ft.

Special Attacks augmented critical, brutal beating, frightening, lucky strike, pounce, rake (2 claws +35, 2d6+10/19-20 plus 1d6 cold), sneak attack +6d6

Spell-Like Abilities (CL 27th, concentration +29)

At-will—*invisibility*

3/day—*ghost sound* (DC 12), *silent image* (DC 13)

1/day—*alter self*, *darkness*, *magic mouth*, *sleep* (DC 13)

TACTICS

Before Combat Cat Sidhe uses *invisibility* and activates her *body wrap of might strikes* to boost her attack and damage.

During Combat Cat Sidhe targets the enemy that seems the most threatening with a bleeding attack pounce, attempting a grapple to rake in the next round. She retreats into hiding to renew her *invisibility* as needed.

Morale Cat Sidhe flees and hides if reduced to less than 50 hp until she has a chance to strike again.

STATISTICS

Str 30, **Dex** 22, **Con** 25, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +20; **CMB** +32 (+36 grapple); **CMD** 54 (+58 vs. overrun, trip)

Feats Dodge, Improved Initiative, Improved Iron Will, Improved Natural Attack (bite, claw), Iron Will, Landing Roll ^{UC}, Lunge, Mobility, Run, Skill Focus (Intimidate, Stealth), Spring Attack, Toughness

Skills Acrobatics +42, Bluff +18, Climb +26, Escape Artist +22, Intimidate +24, Knowledge (planes) +14, Perception +16, Sense Motive +16, Stealth +52 (+56 in tall grass), Swim +31; **Racial Modifiers** +4 Acrobatics, +8 Stealth (+12 in tall grass)

Languages Common, Elven, Sylvan

SQ favored, feyblooded, rogue talents (another day ^{APG}, bleeding attack +6, fast stealth, honeyed words ^{APG}, ledge walker), turn of fate, unseelie sight

Gear *belt of mighty constitution* +4, *body wrap of mighty strikes* +3 ^{UE}, *bracers of armor* +6, *frost fist amulet* ^{UE}, *ring of protection* +4

SPECIAL ABILITIES

Augmented Critical (Su) The critical threat range of Cat Sidhe's attacks are doubled. This doubling does not stack with other effects that increase critical threat ranges.

Favored (Ex) Cat Sidhe gains a +1 luck bonus on attack rolls and CMB checks, and a +2 luck bonus on all skill checks, saving throws and to its touch AC.

Feyblooded (Su) Cat Sidhe is considered both a fey and a magical beast for the purpose of spells, abilities, and effects that affect those creature types. If her magical beast type renders her immune to an effect that would normally affect a fey creature, she remains immune unless the effect specifically targets creatures of the fey type. In addition, Cat Sidhe may use magic items with racially specific qualities as though she were of the fey type.

Lucky Strike (Su) As a free action once per day, Cat Sidhe can apply a *true strike* effect to a single attack.

Turn of Fate (Su) Once per day, Cat Sidhe can reroll any failed roll she has just made. She must accept the results of the second roll.

Unseelie Sight (Ex)

While invisible, Cat Sidhe can see invisible fey creatures.

A great cat twisted by faerie magic and molded into a perfect killing machine by her masters, Cat Sidhe seeks out targets who have broken their promise to the fey and drags them back to the Faerie World to force them to compensate the fey properly. Few living mortals know exactly what compensation is appropriate for a promise broken to a queen of the fey, however. No matter what the broken promise, Cat Sidhe takes great joy in chasing the mortal promise-breaker, toying with her target from the moment the poor creature is sighted.



XP 204,800

Male half-fiend ^{B1} drider ^{B1} sorcerer 9

CE Large outsider (native)

Init +6; **Senses** darkvision 120 ft., *detect good*, *detect law*, *detect magic*; Perception +20

DEFENSE

AC 34, touch 19, flat-footed 28 (+6 armor, +4 deflection, +6 Dex, +9 natural, -1 size)

hp 179 (9d8+9d6+108)

Fort +12, **Ref** +12, **Will** +16

Defensive Abilities fated (+2); **DR** 10/magic; **Immune** poison, sleep; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 30

OFFENSE

Speed 30 ft., climb 20 ft., fly 60 ft. (good)

Melee +3 *unholy longspear* +20/+15 (1d8+10/x3), bite +11 (1d4+3 plus poison), claw +11 (1d4+3 plus poison) or 2 claws +16 (1d6+7), bite +16 (1d4+7 plus poison)

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

Special Attacks smite good 1/day (+7 attack and AC, +18 damage), web (+15 ranged, DC 25, hp 18)

Drider Spell-Like Abilities (CL 9; concentration +16)

Constant—*detect good*, *detect law*, *detect magic*

At will—*dancing lights*, *darkness*, *faerie fire*

1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 20)

Half-Fiend Spell-Like Abilities (CL 18; concentration +22)

3/day—*darkness*, *poison* (DC 18), *unholy aura*

1/day—*blasphemy* (DC 21), *contagion* (DC 18), *desecrate*, *horrid wilting* (DC 22), *summon monster IX*, *unhallow*, *unholy blight* (DC 18)

Sorcerer Spells Known (CL 15; concentration +22)

7th (4/day)—*resonating word* ^{UM} (DC 24), *spell turning*, *waves of exhaustion*

6th (6/day)—*contagious flame* ^{APG}, *enemy hammer* ^{APG} (DC 23), *globe of invulnerability*, *mislead* (DC 23)

5th (7/day)—*acidic spray* ^{UM} (DC 22), *break enchantment* (DC 22), *mass pain strike* ^{APG} (DC 22), *telekinesis* (DC 22)

4th (7/day)—*enervation*, *freedom of movement*, *greater false life*, *lesser globe of invulnerability*, *phantasmal killer* (DC 21)

3rd (7/day)—*dispel magic*, *lightning bolt* (DC 20), *pain strike* ^{APG} (DC 20), *protection from energy*, *vision of hell* ^{UM}

2nd (7/day)—*blur*, *detect thoughts* (DC 19), *false life*, *invisibility*, *qualm* ^{UC} (DC 19), *see invisibility*

1st (8/day)—*alarm*, *bungle* ^{UM} (DC 18), *magic missile*, *ray*

of enfeeblement (DC 18), *shield*, *silent image* 0 (at will)—*acid splash*, *bleed* (DC 17), *daze* (DC 17), *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 17)

Bloodline destined

TACTICS

Before Combat Dhvaen casts *globe of invulnerability* and *spell turning*, either climbing or flying to the highest point in a given area. He sometimes summons a nalfeshnee ^{B1} to test opponents, observing them with *detect thoughts*. He frequently quickens spells cast prior to combat in order to build his defenses as fast as he possibly can.

During Combat Dhvaen uses ranged spells to engage enemies from a safe distance, flying and climbing as needed to remain out of their reach. If threatened in melee, he uses *mass pain strike* and *waves of exhaustion* to quickly subdue his attackers, as well as *telekinesis* or *enemy hammer* to throw objects or creatures at assailants who draw too close.

Morale Dhvaen fights to the death, refusing to retreat and threatening any drow who might think of abandoning him to stand their ground or die at his hands.

STATISTICS

Str 24, **Dex** 22, **Con** 22, **Int** 15, **Wis** 18, **Cha** 24

Base Atk +10; **CMB** +18; **CMD** 38 (50 vs. overrun, trip)

Feats Blind-Fight, Combat Casting, Diehard, Endurance, Eschew Materials, Flyby Attack, Quicken Spell, Shaft and Shield, Weapon Focus (longspear), Weapon Proficiency (longspear), Wingover

Skills Climb +31, Escape Artist +22, Fly +24, Intimidate +23, Knowledge (arcana) +20, Perception +20, Spellcraft +20, Stealth +22; **Racial Modifiers** +4 Stealth

Languages Common, Elven, Undercommon

SQ it was meant to be (1/day), touch of destiny (+4, 10/day), undersized weapons, within reach (1/day)

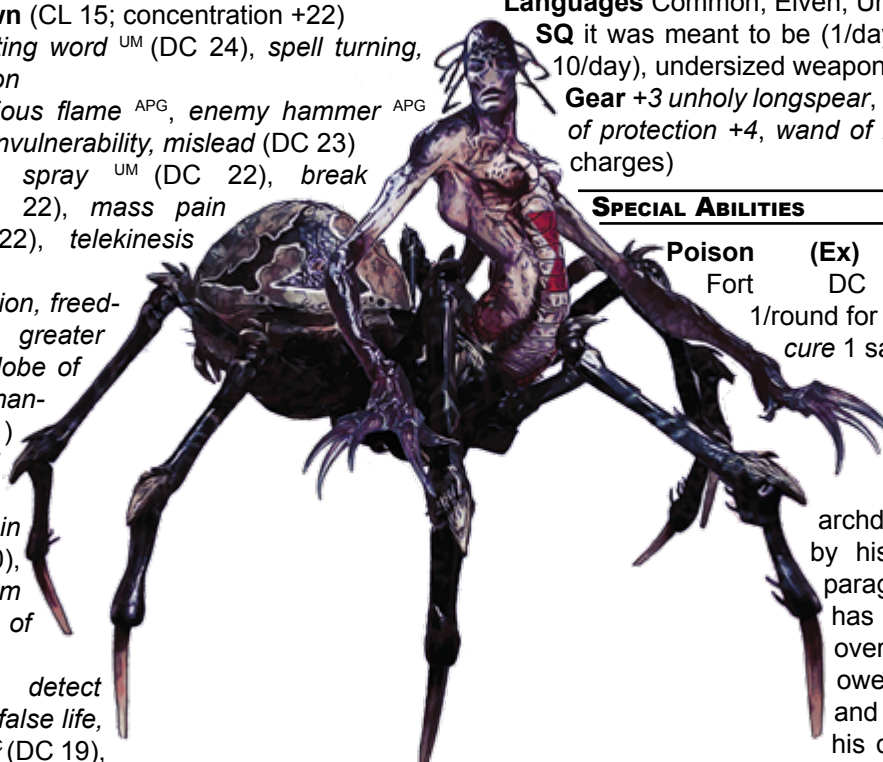
Gear +3 *unholy longspear*, *bracers of armor* +6, *ring of protection* +4, *wand of magic missile* (CL 5, 26 charges)

SPECIAL ABILITIES

Poison	(Ex)	Bite—injury; save
Fort	DC	20; frequency
1/round for 6 rounds; effect 1d2 Str; cure 1 save.		

Dhvaen Orddras is the product of a profane union between a drow matriarch and an archdemon. Highly favored by his dark elven kin as a paragon of their people, he has significant influence over many drow houses, is owed favors by many more, and is on good relations with his demonic sire. Whenever

Dhvaen decides to fight the encroaching dwarves, he will have nearly limitless forces at his disposal.



XP 1,638,400Male fire giant ranger (skirmisher ^{APG}) 14

LE Large humanoid (fire, giant)

Init +3; **Senses** low-light vision; Perception +29**DEFENSES****AC** 31, touch 13, flat-footed 27 (+10 armor, +3 Dex, +1 dodge, +8 natural, -1 size)**hp** 318 (14d10+15d8+174)**Fort** +24, **Ref** +17, **Will** +14**Defensive Abilities** evasion, rock catching; **Immune** fire; **Resist** cold 20**Weakness** vulnerability to cold**OFFENSE****Speed** 30 ft. (40 ft. without armor), fly 60 ft. (average)**Melee** +4 *flaming burst greatsword* +41/+36/+31+26 (3d6+22/17-20 plus 1d6 fire) or 2 slams +36 (1d8+12)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** favored enemies (dwarves +4, humans +2, magical beasts +4), heated rock, rock throwing (120 feet)**TACTICS****Before Combat** When Eldikar knows trouble is near, he finds the best place for a giant to hide.**During Combat** Eldikar comes out swinging. He gets as many enemies within striking distance and begins to pick them off, starting with the least protected and working his way through the enemy ranks.**Morale** When Eldikar drops below 100 hp, he makes a speedy retreat.**STATISTICS****Str** 34, **Dex** 16, **Con** 23, **Int** 12, **Wis** 16, **Cha** 10**Base Atk** +25; **CMB** +38 (+40 overrun, +42 sunder); **CMD** 52 (54 vs overrun, sunder)**Feats** Cleave, Cleaving Finish ^{UC}, Dodge, Dreadful Carnage ^{APG}, Endurance, Favored Defense (dwarves) ^{APG}, Furious Focus ^{APG}, Great Cleave, Greater Sunder, Improved Cleaving Finish ^{UC}, Improved Critical (greatsword), Improved Overrun, Improved Sunder, Improved Surprise Follow-Through ^{ARG}, Iron Will, Power Attack (-7/+14), Pushing Assault ^{APG}, Shield of Swings ^{APG}, Surprise Follow-Through ^{ARG}, Weapon Focus (greatsword)**Skills** Climb +37, Craft (weapons) +26, Handle Animal +17, Heal +20, Intimidate +25, Knowledge (nature) +18, Perception +29, Stealth +16, Survival +20**Languages** Common, Giant, Ignan**SQ** camouflage, combat styles (two-handed weapon ^{APG}), exceptional, favored terrains (desert +2, mountainous +6, plains +2), hunter's bond (companions), hunter's tricks (10/day, chameleon step, rattling strike, tangling attack, trick shot, upending strike), quarry, swift tracker, track, wild empathy +14, woodland stride**Gear** +4 *improved cold resistance breastplate*, +4 *flaming burst greatsword*, *belt of incredible dexterity* +4, *wings of flying*, *mwk artisan's tools* (Craft [weapons])**SPECIAL ABILITIES****Exceptional (Ex)** Eldikar's ability scores are higher than those of a typical fire giant, and his total equipment value is higher than his expected difficulty. As such, his CR is increased by 1.

Eldikar did not gain his exceptional prowess as a gift from the gods or some special item of power but rather by being smarter than a typical fire giant, equipped with a sense of when to stand his ground and when to retreat.

Many fire giants, lacking his good sense, have accused him of cowardice, but every one of them is long dead, whether from refusing to retreat after charging blindly into an ambush, or at the end of Eldikar's sword.

To destroy great dangers, Eldikar will work with any powerful creature other than a dwarf. These mountain-dwelling miners have laid enough ambushes for his fellow giants that Eldikar would sooner join up with the greater evil than side with a dwarf. The one time Eldikar allied with a dwarf, to combat the impending danger of an undead scourge—or so he says—he punched the dwarf every morning for the duration of their alliance.

Eldikar lives in an active volcano, where he enjoys swimming in the molten lava. His tribe of fire giants is busy digging tunnels that will direct magma into a nearby dwarven city during the volcano's next eruption, though they leave the heaviest work to a number of troll slaves.



GRANITE WORM

CR 20

XP 307,200

Female oread ^{ARG} worm that walks ^{B2} cleric 19

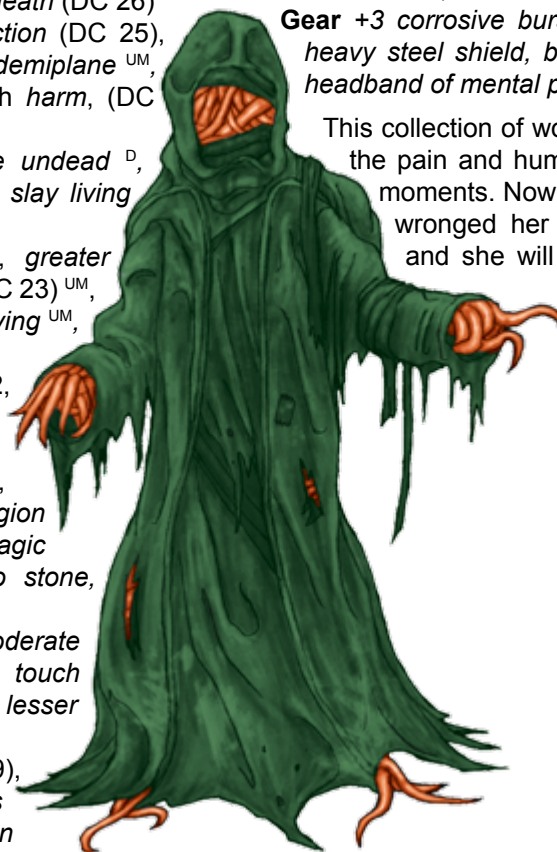
NE Medium vermin (augmented outsider, native)

Init +3; **Senses** blindsight 60 ft., darkvision 60 ft.; Perception +15

DEFENSE

AC 36, touch 20, flat-footed 33 (+10 armor, +3 Dex, +6 shield, +7 Wis)**hp** 184 (19d8+95), fast healing 20**Fort** +16, **Ref** +9, **Will** +18**Defensive Abilities** worm that walks traits; **DR** 15/—; **Immune** critical hits, disease, paralysis, poison, sleep; **Resist** acid 5

OFFENSE

Speed 15 ft. (20 ft. without armor)**Melee** +3 *corrosive burst heavy mace* +19/+14/+9 (1d8+5 plus 1d6 acid) or slam +16 (1d6+2 plus grab)**Special Attacks** channel negative energy (10d6, 6/day, DC24), disincorporate, grab (Large), scythe of evil, squirming embrace (4d6+3, DC 24)**Cleric Spell-Like Abilities** (CL 19, concentration +26) 10/day—*acid dart*, *touch of evil***Oread Spell-Like Abilities** (CL 19, concentration +22) 1/day—*magic stone***Cleric Spells Prepared** (CL 19, concentration +26)9th—*cursed earth* ^{UM}, *elemental swarm* ^D, *implosion* (DC 26), *silent mass inflict critical wounds* (DC 26)8th—*earthquake* (DC 25) ^D, *extended summon monster VII*, *greater planar ally*, *symbol of death* (DC 26)7th—*blasphemy* (DC 24) ^D, *destruction* (DC 25), *greater restoration*, *lesser create demiplane* ^{UM}, *mass cure serious wounds*, *reach harm*, (DC 24),6th—*blade barrier* (DC 23), *create undead* ^D, *greater dispel magic*, *heal*, *reach slay living* (DC 23), *symbol of sealing* ^{UM}5th—*break enchantment* (DC 22), *greater command* (DC 22), *major curse* (DC 23) ^{UM}, *plane shift* (DC 22), *symbol of scrying* ^{UM}, *wall of stone* (DC 22) ^D4th—*air walk*, *cure critical wounds* x2, *dismissal* (DC 21), *lesser planar ally*, *unholy blight* (DC 21) ^D3rd—*bestow curse* (DC 21), *blindness/deafness* (DC 21), *contagion* (DC 21), *cure serious wounds*, *magic circle against good* ^D, *meld into stone*, *remove blindness/deafness*2nd—*create pit* (DC 19) ^{D,APG}, *cure moderate wounds*, *desecrate*, *disfiguring touch* (DC 19) ^{UM}, *hold person* (DC 19), *lesser animate dead* ^{UM}, *silence* (DC 19)1st—*bane* (DC 18), *doom* (DC 19), *forbid action* (DC 18) ^{UM}, *murderous command* (DC 18) ^{UM}, *protection from good* ^D, *ray of sickening* (DC 19) ^{UM}, *sanctuary* (DC 18)0 (at will)—*bleed* (DC 18), *detect magic*, *mending*, *stabilize*
D Domain spell **Domains** Earth (Caves ^{APG}), Evil

TACTICS

Before Combat Granite Worm will be well aware of any creature entering its domain because of the *symbol of scrying* traps that she maintains. In addition to these *symbols*, Granite Worm keeps several elder earth elementals and elder mud elementals ^{B2} around for her protection. She will send these to soften any intruders before an inevitable battle.**During Combat** From a well-hidden position on the ceiling, Granite Worm opens with a silent *mass inflict critical wounds* against all her living enemies. From there she will stay away from its targets, hurling spells and ordering undead creatures and elementals she holds in reserve to attack. Granite Worm will disincorporate and retreat into a crack in the ground if it falls below 50 hp.

STATISTICS

Str 14, **Dex** 16, **Con** 20, **Int** 8, **Wis** 24, **Cha** 16**Base Atk** +14; **CMB** +16 (+24 grappling); **CMD** 40**Feats** Channel Smite, Combat Casting, Command Undead (DC 24), Diehard ^B, Elemental Channel (earth), Extend Spell, Improved Channel, Reach Spell, Selective Channeling, Silent Spell, Spell Focus (necromancy)**Skills** Knowledge (planes) +21, Perception +15, Sense Motive +15, Spellcraft +21, Stealth +7 (+27 when underground); **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth (+28 when underground)**Languages** Common, Terran**SQ** tenacious, tunnel runner**Gear** +3 *corrosive burst heavy mace*, +4 *breastplate*, +4 *heavy steel shield*, *belt of physical might* +2 (Str, Con), *headband of mental prowess* +4 (Wis, Cha)

This collection of worms remembers her murderers and the pain and humiliation she experienced in her last moments. Now she wants revenge upon those who wronged her and everyone connected to them, and she will not let anyone stand between her and her prey.

XP 307,200

Male wyrm magma dragon ^{B2} ravener ^{B2}

CE Huge undead (extraplanar, fire)

Init +1; **Senses** blindsense 120 ft., darkvision 240 ft., low-light vision; Perception +43**Aura** cowering fear, frightful presence (300 ft., DC 31)

DEFENSES

AC 45, touch 14, flat-footed 44 (+5 deflection, +1 Dex, +31 natural, -2 size)**hp** 362 (25d8+250)**Fort** +24, **Ref** +17, **Will** +21**Defensive Abilities** channel resistance +4, soul ward (25 hp); **DR** 20/good; **Immune** fire, undead traits; **SR** 28**Weaknesses** vulnerability to cold

OFFENSE

Speed 40 ft., fly 200 ft. (poor)**Melee** bite +37 (2d8+21/17–20 plus 11 fire), 2 claws +37 (2d6+14/17–20), tail slap +35 (2d6+21/19–20), 2 wings +35 (1d8+7/19–20)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** breath weapon (50-ft. cone, DC 31, 22d6 fire and 2 negative levels, usable once every 1d4 rounds), crush, magma breath, soul consumption, soul magic**Spell Like Abilities** (CL 25th, concentration +35)Constant—*fire shield* (warm)At will—*burning hands* (DC 23), *scorching ray*, *wall of fire*3/day—*delayed blast fireball* (DC 29)**Sorcerer Spells Known** (CL 20th, concentration +30)9th—*greater create demiplane* ^{UM}, *meteor swarm*, *time stop*8th—*create greater undead*, *greater planar binding* (DC 28), *mass charm monster* (DC 29)7th—*banishment* (DC 27), *plane shift* (DC 27), *sequester*6th—*antimagic field*, *create undead*, *globe of invulnerability*5th—*baleful polymorph* (DC 25), *dominate person* (DC 26), *fire snake* (DC 26), *lesser planar binding* (DC 25)4th—*animate dead*, *dimension door*, *enervation*, *volcanic storm* ^{UM}3rd—*dispel magic*, *fireball* (DC 24), *halt undead* (DC 24), *pain strike* ^{APG} (DC 24)2nd—*blindness/deafness* (DC 23), *burning gaze* ^{APG}, *command undead* (DC 23), *resist energy*, *see invisibility*1st—*charm person* (DC 22), *magic missile*, *mage armor*, *ray of enfeeblement* (DC 22), *sculpt corpse* ^{APG} (DC 22)0—*bleed* (DC 21), *detect magic*, *detect poison*, *ghost sound* (DC 20), *light*, *open/close* (DC 20), *read magic*, *spark* ^{APG} (DC 21), *touch of fatigue* (DC 21)

TACTICS

During Combat Jaliktaj starts combat with a *time stop* spell, casts *globe of invulnerability*, and uses his breath weaponto reduce the power of those attacking him. From there, he relies on his natural attacks and spells like *baneful polymorph* and *mass charm monster* to make swift work of his enemies.**Morale** When Jaliktaj drops below 75 hp, he casts *plane shift* to retreat to his private demiplane.

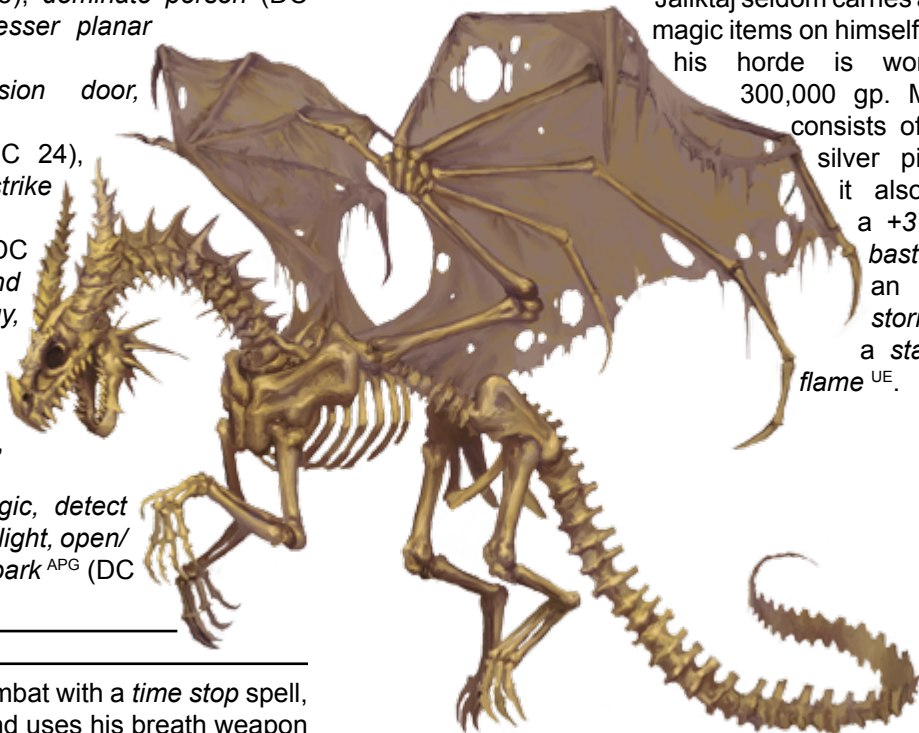
STATISTICS

Str 39, **Dex** 12, **Con** —, **Int** 24, **Wis** 24, **Cha** 30**Base Atk** +25; **CMB** +41; **CMD** 57 (61 vs overrun, trip)**Feats** Critical Focus, Elemental Focus (fire) ^{APG}, Flyby Attack, Greater Vital Strike, Improved Critical (bite, claw), Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack (–7/+14), Spell Focus (enchantment, necromancy), Vital Strike**Skills** Acrobatics +26 (+30 jump), Appraise +35, Bluff +38, Diplomacy +38, Fly +21, Intimidate +46, Knowledge (arcana, planes) +35, Perception +43, Sense Motive +35, Spellcraft +35, Stealth +29, Use Magic Device +38 ;**Racial Modifiers** +8 Intimidate, +8 Perception, +8 Stealth**Languages** Aklo, Common, Draconic, Dwarven, Ignan, Infernal, Protean, Terran**SQ** superheated**Gear** see below

Considered by other dragons to be insane to the point of being unhinged, Jaliktaj is given a wide berth by his living kin. In life he was a powerful spellcaster and devourer of all that lived in his lands. When a group of adventurers came prepared to bring him to an end, he released an imprisoned lich on the condition that it would turn him into a ravener.

In his eternal unlife he no longer depopulates a forest for sport. Instead, he gobbles up whole cities to fuel his spellcasting, binding the souls of their citizens to his body. His favorite prey, however, are powerful spellcasters and archons. He finds a perverse joy in ending the lives of these hated foes.

Jaliktaj seldom carries any gold or magic items on himself. However, his horde is worth about 300,000 gp. Much of it consists of gold and silver pieces, but it also includes a +3 *wounding bastard sword*, an *orb of storms*, and a *staff of dark flame* ^{UE}.



MASTER WHITE SCALE

CR 20

XP 307,200

Male aasimar^{ARG} lich^{B1} sorcerer 13 dragon disciple 6
LE Medium undead (augmented outsider, native)**Init** +6; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +13**Aura** fear aura (60-ft. radius, DC 25)

DEFENSES

AC 30, touch 14, flat-footed 26 (+6 armor, +1 deflection, +3 Dex, +6 natural, +4 shield)**hp** 277 (13d6+6d12+190)**Fort** +16, **Ref** +11, **Will** +14**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits; **Resist** acid 5

OFFENSE

Speed 30 ft.**Melee** 2 claws +12 (1d6+2 plus 1d6 cold), bite +12 (1d6+3 plus 1d6 cold) or paralyzing touch +12 touch (1d8+9 negative energy plus paralyzing touch)**Special Attacks** breath weapon (30-foot cone, 19d6 cold, DC 25, 2/day), claws (2, 1d6+1 plus 1d6 cold, magic, 10 rounds/day), dragon bite, paralyzing touch (DC 25)**Aasimar Spell Like Abilities** (CL 19th, concentration +25)1/day—*daylight***Sorcerer Spells Known** (CL 17th, concentration +23)8th (5/day)—*create demiplane*^{UM}, *form of the dragon III*, *polar ray*7th (7/day)—*control undead* (DC 27), *finger of death* (DC 26), *form of the dragon II*, *waves of ecstasy*^{UM} (DC 27)6th (7/day)—*create undead*, *form of the dragon I*, *greater dispel magic*, *major curse*^{UM} (DC 25)5th (7/day)—*cone of cold* (DC 25), *dominate person* (DC 25), *permanency*, *sonic thrust*^{UM} (DC 24), *spell resistance*4th (8/day)—*animate dead*, *charm monster* (DC 24), *control summoned creature*^{UM} (DC 24), *fear* (DC 23), *fire shield*3rd (8/day)—*elemental aura*^{APG} (DC 22), *fireball* (DC 22), *fly*, *haste*, *slow* (DC 22)2nd (8/day)—*blindness/deafness* (DC 21), *eagle's splendor*, *hideous laughter* (DC 22), *resist energy*, *scorching ray*, *touch of idiocy*1st (8/day)—*charm person* (DC 21), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 20), *shield*, *vanish*^{APG}0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 19), *daze* (DC 20), *detect magic*, *disrupt undead*, *mage hand*, *mending*, *ray of frost***Bloodline** draconic (white)

TACTICS

During Combat Master White Scale relies on his spells to turn his foes to his side or his paralyzing touch to hold them in place. Once several have been turned, he casts *form of the dragon* and decimates the remaining foes.**Base Statistics** Without *shield*, the lich sorcerer's base statistics are **AC** 26, touch 14, flat-footed 22

STATISTICS

Str 14, **Dex** 16, **Con** —, **Int** 14, **Wis** 17, **Cha** 29**Base Atk** +10; **CMB** 12; **CMD** 33**Feats** Blind-Fight, Combat Casting, Defensive Combat, Eschew Materials, Improved Initiative, Lightning Reflexes, Magical Aptitude, Point Blank Shot, Precise Shot, Quickened Spell, Skill Focus (Knowledge [arcana]), Spell Focus (enchantment), Spell Penetration, Toughness, Weapon Focus (ray)**Skills** Bluff +31, Intimidate +31, Knowledge (arcana) +24, Spellcraft +28, Use Magic Device +35; **Racial Modifiers** +2 Diplomacy, +8 Perception, +8 Sense Motive, +8 Stealth**Languages** Celestial, Common, Draconic, Elven**SQ** blood of dragons, bloodline arcana (cold spells deal +1 damage per die), skilled**Gear** amulet of natural armor +1, *belt of incredible dexterity* +2, *bracers of armor* +6, *headband of aluring charisma* +6, *ring of protection* +1, *staff of necromancy*, 1,151 gp

SPECIAL ABILITIES

Fear Aura (Su) Creatures of less than 5 HD in a 60-foot radius that look at Master White Scale must succeed on a Will save or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for 19 rounds. A creature that successfully saves cannot be affected again by Master White Scale's aura for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.**Rejuvenation (Su)** When Master White Scale is destroyed, his phylactery immediately begins to rebuild the undead spellcaster's body nearby. This process takes 1d10 days—if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the lich awakens fully healed (albeit without any of his gear), usually with a burning need for revenge against those who previously destroyed him.

Master White Scale uses the draconic heritage in his bones to establish his eternal reign and the conversion of every living creature into eternal undeath.



XP 76,800

Male ghost ^{B1} cyclops ^{B1} rogue 9

NE Large undead (augmented humanoid, giant, incorporeal)

Init +9; **Senses** darkvision 60 ft., low-light vision; **Perception** +31

DEFENSE

AC 18, touch 18, flat-footed 12 (+3 deflection, +5 Dex, +1 dodge, -1 size)**hp** 170 (19d8+76)**Fort** +13, **Ref** +14, **Will** +9**Defensive Abilities** channel resistance +4, evasion, ferocity, improved uncanny dodge, incorporeal, rejuvenation, trap sense +3; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)**Melee** +2 *ghost touch silver greataxe* +20/+15/+10 (3d6+8/19-20/x3) or *corrupting touch* +17 (15d6) or *draining touch* +17 (1d4 Ability drain)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** corrupting gaze (DC 22), draining touch, frightful moan (DC 22), sneak attack +5d6, telekinesis**Rogue Spell-like Abilities** (CL 9th; concentration +10) 3/day—*detect magic*

TACTICS

During Combat Rhydusan prefers to open combat by making a sneak attack with his greataxe. Alternatively he will Intimidate all nearby creatures with a Dazzling Display. Subsequent rounds have him using his draining touch, targeting Constitution.**Morale** Rhydusan wants the human fortress that is built on a cyclops burial site torn down and the holy relic of his people returned to the grave of the chief cyclops.

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 13, **Wis** 12, **Cha** 16**Base Atk** +13; **CMB** +19; **CMD** 34**Feats** Combat Reflexes, Critical Focus, Dazzling Display (greataxe), Dodge, Improved Critical (greataxe), Improved Initiative, Iron Will, Shadow Strike, Skill Focus (Intimidate), Toughness, Weapon Focus (greataxe)**Skills** Bluff +15, Diplomacy +15, Fly +23, Intimidate +31, Knowledge (religion) +13, Perception +31, Profession (soothsayer) +14, Sense Motive +13, Stealth +21, Use Magic Device +15; **Racial Modifiers** +8 Perception, +8 Stealth**SQ** flash of insight, rogue talents (befuddling strike, minor magic, offensive defense, weapon training), trapfinding +4**Gear** +2 *ghost touch silver greataxe*

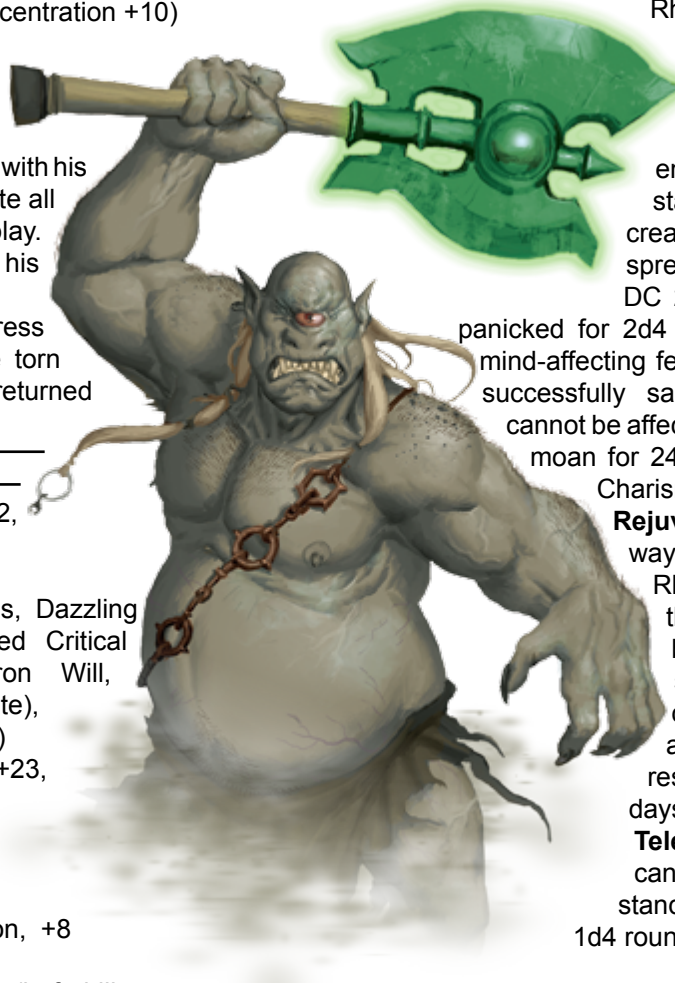
SPECIAL ABILITIES

Corrupting Gaze (Su) Rhydusan has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage. A DC 22 Fortitude save negates the Charisma damage but not physical damage. The save DC is Charisma-based.**Corrupting Touch (Su)** By passing part of his incorporeal body through a foe's body as a standard action, Rhydusan inflicts 15d6 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 DC 22 Fortitude save halves the damage inflicted. The save DC is Charisma-based.**Draining Touch (Su)** Rhydusan has a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, Rhydusan heals 5 points of damage. When Rhydusan makes a draining touch attack, he cannot use his standard ghostly touch attack.**Flash of Insight (Su)** Once per day as an immediate action, Rhydusan can peer into an occluded visual spectrum of possible futures, gaining insight that allows him to select the exact result of one die roll before the roll is made. This effect can alter an action taken by

Rhydusan only, and cannot be applied to the rolls of others.

Frightful Moan (Su) Rhydusan can

emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 22 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 again by Rhydusan's moan for 24 hours. The save DC is Charisma-based.

Rejuvenation (Su) The only way to permanently destroy Rhydusan is to destroy the human fortress that is built on a cyclops burial site and kill the human commander. Until this is accomplished, Rhydusan restores himself in 2d4 days if destroyed.**Telekinesis (Su)** Rhydusan can use *telekinesis* as a standard action once every 1d4 rounds, at 9th caster level.

SETHER'ISHIK, SHADOW DEMON OF DEATH **CR 22**

XP 614,400
Male shadow demon ^{B1} fighter 14
CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)
Init +8; **Senses** darkvision 60 ft.; Perception +36

DEFENSES
AC 42, touch 20, flat-footed 38 (+14 armor, +6 deflection, +4 Dex, +8 shield)
hp 241 (23d10+92)
Fort +16, **Ref** +16, **Will** +12; +4 vs fear
Defensive Abilities bravery +4, incorporeal; **DR** 10/cold iron or good; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 19
Weakness sunlight powerlessness

OFFENSE
Speed fly 40 ft. (perfect)
Melee +4 *ghost touch vorpal longsword* +36/+31/+26/+21 (1d8+15/17–20), bite +24 touch (1d8+4 plus 1d6 cold) or 2 claws +29 touch (1d6+6 plus 1d6 cold), bite +29 touch (1d8+6 plus 1d6 cold)
Special Attacks pounce, sprint, shadow blend, weapon training (heavy blades +3, natural +2, thrown +1)
Spell Like Abilities (CL 12th, concentration +18)
At will—*deeper darkness*, *fear* (DC 20), *greater teleport* (self only), *telekinesis* (DC 21)
3/day—*shadow conjuration* (DC 20), *shadow evocation* (DC 21)
1/day—*greater shadow conjuration* (DC 24), *magic jar* (DC 21), *summon* (level 4 1d3 shadow demons 50%)

TACTICS
Before Combat Sether'ishik blends in with the surrounding shadows, making it look like his weapon and armor are simply lying around among other treasures or bodies in the room. He attacks only once a victim is close enough for him to strike with surprise.
During Combat Sether'ishik opens up with a Greater Vital Strike attack in the surprise round and then focuses on whatever creature he can easily kill. His followers know to keep all other creatures off Sether'ishik's back while he deals with his chosen target.
Morale Sether'ishik will only retreat if he gets below 40 hp. He will try to take his weapon and armor with he but will leave them behind if need be.

STATISTICS
Str —, **Dex** 18, **Con** 18, **Int** 14, **Wis** 14, **Cha** 22
Base Atk +23; **CMB** +27; **CMD** 44
Feats Blind-Fight, Blinding Critical (DC 33), Combat Reflexes, Critical Focus, Flyby Attack, Greater Vital Strike, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Blind-Fight, Improved Critical (longsword), Improved Initiative, Improved Vital Strike, Leadership, Lightning Reflexes, Shield Focus, Skill Focus (Stealth), Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Acrobatics +24, Bluff +32, Fly +32, Knowledge (local,

planes) +14, Perception +36, Sense Motive +14, Stealth +30; **Racial Modifiers** +8 Perception
Languages Abyssal, Common; telepathy 100 ft.
SQ armor training 3
Gear +4 *ghost touch vorpal longsword*, +5 *ghost touch full plate*, +5 *ghost touch heavy steel shield*

SPECIAL ABILITIES
Sprint (Ex) Once per minute, Sether'ishik can increase his fly speed to 240 feet for 1 round.
Shadow Blend (Su) During any conditions other than bright light, Sether'ishik can disappear into the shadows as a move action, effectively becoming invisible. Artificial illumination or light spells of 3rd level or lower do not negate this ability.
Sunlight Powerlessness (Ex) Sether'ishik is utterly powerless in bright light or natural sunlight and flees from it. When Sether'ishik is caught in such light, he cannot attack; he can take only a single move or standard action. When Sether'ishik is possessing a creature using *magic jar*, he is not harmed by sunlight, but if he is struck by a *sunbeam* or *sunburst* spell while possessing a creature, the shadow demon is driven out of his host automatically.

Leader of the shadows, ghosts, wraiths, and many other incorporeal creatures, Sether'ishik sends his minions forth to bring terror down upon the "bodies that must be torn asunder." Serving the dark god Orcus, though himself a living creature, he gathers other incorporeal creatures to his side to fulfill his aims.

The +4 *ghost touch vorpal longsword* that Sether'ishik carries with him is called "Ghostwailer." Before he took it away from its previous owner, this sword severed the heads of over a dozen shadow demons. Now in Sether'ishik's hands, he plans to return the favor to a dozen paladins. To this end, he likes to hide in lightly defended, poorly lit evil shrines and lie in wait for his ambush to be sprung. His strategy has worked on many young paladins, but now, he seeks a challenge from deadlier prey.



XP 153,600

Male ratfolk ^{ARG}diviner (foresight ^{APG}) 3 oracle ^{APG} 6 mystic theurge 10

NG Small humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +11

DEFENSES

AC 27, touch 17, flat-footed 23 (+8 armor, +4 Cha, +2 deflection, +2 natural, +1 size)

hp 158 (4d8+15d6+82)

Fort +10, **Ref** +10, **Will** +14

Immune fatigue

Weakness lame

OFFENSE

Speed 15 ft.

Melee +2 *quarterstaff* +10/+5 (1d4+1)

Special Attacks spell synthesis (1/day), swarming

Oracle Spells Known (CL 16th, concentration +20)

8th (3/day)—*dimensional lock*, *mass cure critical wounds*

7th (5/day)—*holy word* (DC 21), *mass cure serious wounds*, *resurrection*

6th (6/day)—*heal*, *mass cure moderate wounds*, *planar ally*, *word of recall*

5th (6/day)—*breath of life*, *disrupting weapon* (DC 19), *mass cure light wounds*, *spell resistance*, *summon monster V*

4th (7/day)—*blessing of fervor* ^{APG}, *cure critical wounds*, *dismissal* (DC 18), *restoration*, *spiritual ally* ^{APG}

3rd (7/day)—*bestow curse* (DC 17), *cure serious wounds*, *dispel magic*, *locate object*, *prayer*, *searing light*

2nd (7/day)—*cure moderate wounds*, *groundswell* ^{ARG}, *hold person* (DC 15), *lesser restoration*, *oracle's burden* ^{APG} (DC 15), *resist energy*, *tongues*

1st (7/day)—*bless*, *cause fear* (DC 14), *command* (DC 14), *cure light wounds*, *identify*, *sanctuary* (DC 14), *summon monster I*

0 (at will)—*detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *spark* ^{APG} (DC 13), *stabilize*

Mystery lore

Wizard Spells Prepared (CL 13th, concentration +17)

7th—*greater scrying* (DC 21), *reverse gravity*

6th—*battlemind link* ^{UM}, *enemy hammer* ^{APG} (DC 20), *freezing sphere* (DC 20)

5th—*empowered fireball* (DC 17), *prying eyes*, *quicken magic missile*, *teleport*

4th—*dimension door*, *empowered scorching ray*, *enervation*, *greater false life* ^{UM}, *lesser age resistance* ^{UM}, *scrying* (DC 18)

3rd—*clairaudience/clairvoyance*, *empowered magic missile*, *fireball* (DC 17), *haste*, *hostile levitation* ^{UC} (DC 17), *slow* (DC 17)

2nd—*blindness/deafness* (DC 16), *detect thoughts* (DC 16), *eagle's splendor*, *fire breath* ^{APG} (DC 16), *see invisibility*

1st—*charm person* (DC 15), *feather fall*, *magic missile*, *memory lapse* ^{APG} (DC 15), *sow thought* ^{ARG} (DC 15), *true strike*

0 (at will)—*arcane mark*, *dancing lights*, *disrupt undead*, *message*

Opposed Schools abjuration, illusion

STATISTICS

Str 8, **Dex** 10, **Con** 19, **Int** 18, **Wis** 12, **Cha** 19

Base Atk +11; **CMB** +8; **CMD** 29

Feats Alertness, Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Defensive Combat Training, Empower Spell, Extra Revelation, Point Blank Shot, Precise Shot, Quicken Spell, Scribe Scroll ^B,

Skills Appraise +10, Diplomacy +13, Heal +20, Knowledge (arcana, religion) +26, Knowledge (history) +10, Linguistics +10, Perception +11, Profession (fortune-teller) +20, Sense Motive +24, Spellcraft +26; **Racial Modifiers** +2 Craft (alchemy), +2 Use Magic Device, +4 Handle Animals to influence rodents, +4 Perception

Languages Auran, Celestial, Common, Draconic, Dwarven, Orc, Terran, Undercommon

SQ bonded object (quarterstaff), combined spells (5th), forwarned +1, prescience (7/day), revelations (automatic writing, brain drain, sidestep secret), rodent empathy

Gear +2 *quarterstaff*, +4 *chain shirt*, *amulet of natural armor* +2, *headband of alluring charisma* +2, *ring of protection* +2, *belt of mighty constitution* +6, *lantern of revealing*, spellbook (containing all prepared wizard spells plus *arcane eye*, *bestow insight* ^{ARG}, *crushing despair*, *detect scrying*, *detect secret doors*, *fire snake* ^{APG}, *fly*, *hostile juxtaposition* ^{UC}, *mage armor*, *obscure object*, *power word blind sending*, *sleep*, *stumble gap* ^{APG}, *symbol of scrying* ^{UM}, *teleport*, *true seeing*.)

Skarn Delven is a seer of things great and terrible. He has been known to show up and help adventurers he has never met before in defeating a terrible enemy that could threaten the region should they fail. More often, he meets adventurers to give them unique insight into the danger that lies ahead of them. He is known among the dwarves as one who can divine for them where the best veins of gold and silver can be found.



TZA'DORAN

CR 23

XP 819,200

Female dark stalker ^{B1} juju zombie ^{B2} antipaladin ^{APG} 19
CE Medium undead**Init** +10; **Senses** see in darkness; Perception +10**Aura** cowardice (10 ft.), despair (10 ft.), evil, sin (10 ft.),
vengeance (10 ft.)

DEFENSES

AC 31, touch 16, flat-footed 25 (+7 armor, +6 Dex, +7
natural, +1 shield)**hp** 206 (19d10+6d8+75)**Fort** +17, **Ref** +16, **Will** +18**Defensive Abilities** channel resistance +4; **DR** 5/good
and (magic or slashing); **Immune** aura of depravity, cold,
disease, electricity, *magic missile*, undead traits; **Resist**
fire 10**Weakness** light blindness

OFFENSE

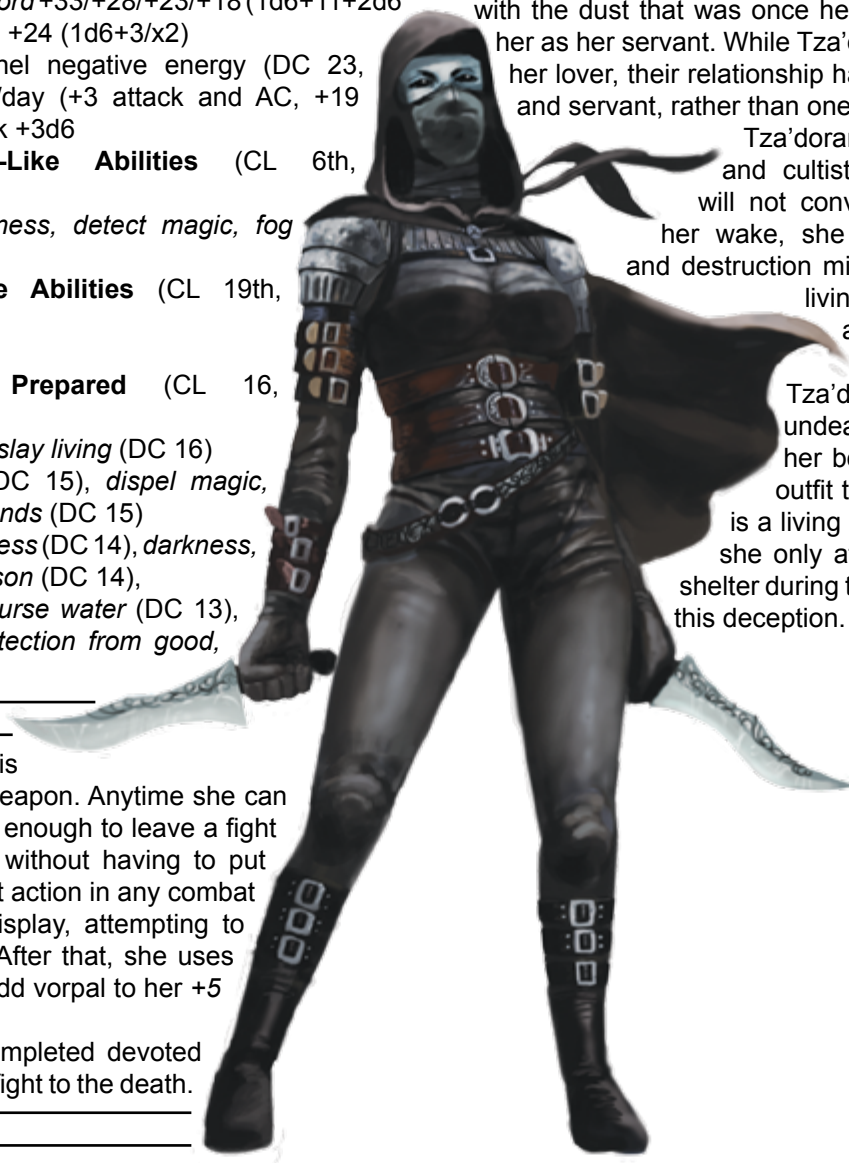
Speed 30 ft.**Melee** +3 *corrosive flaming vicious shortsword* +31/+26/+21
(1d6+9+1d6 fire+2d6 (plus 1d6 to wielder)+1d6 acid/17–
20), +5 *unholy shortsword* +33/+28/+23/+18 (1d6+11+2d6
vs. good/17–20), slam +24 (1d6+3/x2)**Special Attacks** channel negative energy (DC 23,
10d6), smite good 7/day (+3 attack and AC, +19
damage), sneak attack +3d6**Dark Stalker Spell-Like Abilities** (CL 6th,
concentration +8)At will—*deeper darkness*, *detect magic*, *fog*
*cloud***Antipaladin Spell-Like Abilities** (CL 19th,
concentration +21)At will—*detect good***Antipaladin Spells Prepared** (CL 16,
concentration +18)4th—*poison* (DC 16), *slay living* (DC 16)3rd—*bestow curse* (DC 15), *dispel magic*,
inflict moderate wounds (DC 15)2nd—*blindness/deafness* (DC 14), *darkness*,
desecrate, *hold person* (DC 14),1st—*bane* (DC 13), *curse water* (DC 13),
linebreaker ^{ARG}, *protection from good*,
wartrain mount ^{UM}

TACTICS

During Combat Fear is

Tza'doran's favorite weapon. Anytime she can
make someone afraid enough to leave a fight
is a victory she won without having to put
forth an effort. Her first action in any combat
is to use Dazzling Display, attempting to
demoralize her foes. After that, she uses
her fiendish boon to add vorpal to her +5
unholy shortsword.**Morale** Tza'doran is completely devoted
to her creator and will fight to the death.

STATISTICS

Str 22, **Dex** 23, **Con** —, **Int** 8, **Wis** 10, **Cha** 14**Base Atk** +23; **CMB** +29; **CMD** 45**Feats** Command Undead, Dazzling Display (shortsword),
Double Slice, Gory Finish ^{UC}, Greater Two-Weapon Fighting,
Improved Channel, Improved Critical (shortsword),
Improved Initiative ^B, Improved Two-Weapon Fighting,
Intimidating Prowess, Power Attack (–6/+12), Toughness
^B, Two-Weapon Defense, Two-Weapon Fighting, Weapon
Focus (shortsword)**Skills** Climb +19, Intimidate +30, Knowledge (religion) +21,
Perception +10, Sleight of Hand +12, Stealth +10; **Racial**
Modifiers +4 Climb, +4 Perception, +4 Stealth**Languages** Dark Folk, Undercommon**SQ** cruelties (blinded, cursed, dazed, paralyzed, poisoned,
shaken, DC 21), death throes (DC 15), fiendish boon
(weapon +5, 4/day), poison use, touch of corruption (9d6,
11/day), unholy resilience**Gear** +5 *fire resistance leather armor*, +3 *corrosive, flaming*,
vicious shortsword, +5 *unholy shortsword*, *amulet of*
natural armor +2, *belt of physical might* (Str & Dex +2)Tza'doran and the dark cleric Razalia were lovers, serving
their blasphemous demi-god together. When a group of
adventurers put Tza'doran to the sword, Razalia escaped
with the dust that was once her lover's body and raised
her as her servant. While Tza'doran still faithfully serves
her lover, their relationship has become one of master
and servant, rather than one between equals.Tza'doran leads a horde of undead
and cultists against all those that
will not convert to her dark faith. In
her wake, she leaves a trail of death
and destruction miles wide, and seldom do
living creatures survive her
attentions unmolested.Few are aware that
Tza'doran is actually an
undead herself. So much of
her body is covered up by her
outfit that most believe that she
is a living dark stalker. The fact that
she only attacks at night and takes
shelter during the day helps her maintain
this deception.

Section 3: Demigods

Demon Lord, Pazuzu (Demon Prince of Air)

This powerfully-built humanoid has the head of a hawk and four great feathery wings behind its shoulders. Its feathers are red and gold, fading to black at the tip. It looks at you with menacing red eyes and stretches the hawk-like talons on its hands and feet.

PAZUZU (DEMON PRINCE OF AIR)

CR 28

XP 4,915,200

CE Large outsider (air, chaotic, demon, evil, extraplanar)

Init +14; **Senses** darkvision 60 ft., planar omniscience, *true seeing*; Perception +63 (+71 in daylight)

Aura unholy aura (DC 27)

DEFENSE

AC 49, touch 37, flat-footed 39 (+10 Dex, +12 natural, -1 size, +9 insight, +9 profane)

hp 604 (39d10+390); fast healing 20

Fort +31, **Ref** +23, **Will** +30

Defensive Abilities aerial passivism; **DR** 20/epic and good; **Immune** death effects, electricity, negative energy, poison; **Resist** acid 10, cold 10, fire 10; **SR** 39

OFFENSE

Speed 40 ft., fly 80 ft. (perfect)

Melee +5 *anarchic keen greatsword* +56/+51/+46/+41 (3d6+23/17-20) or +5 *anarchic keen greatsword* +56 (3d6+23/17-20) and 2 talons +46 (1d8+6/19-20)

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

Special Attacks breath weapon (100-ft. cone, 16d6 acid damage and see below, Reflex DC 40 for half, usable once every 1d4 rounds), dominate aerial creatures

Spell-Like Abilities (CL 28th; concentration +37)

Constant—*true seeing*, *unholy aura* (DC 27)

At will—*blasphemy* (DC 26), *control weather*, *creeping doom* (DC 26), *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *fear* (DC 23), *flesh to stone* (DC 25), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *insect plague*, *lightning bolt* (DC 22), *shapechange*, *suggestion* (DC 22), *symbol of death* (DC 27), *symbol of pain* (DC 24), *telekinesis* (DC 24), *tongues* (self only), *unhallow*, *unholy blight* (DC 23), *wind walk*, *wind wall*

3/day—summon (level 9, 2d4 succubi, 1d4 nalfeshnees or vrocks, or 1 balor 100%)

1/day—*wish*, summon (level 9, up to 30 HD of aerial or avian creatures 100%)

Sorcerer Spells Known (CL 28th, concentration +37)

9th—*dominate monster* (DC 28), *etherealness*, *imprisonment* (DC 28), *meteor swarm* (DC 28), *prismatic sphere* (DC 28)

8th—*moment of prescience*, *prismatic wall* (DC 27), *sunburst* (DC 27), *symbol of death* (DC 27), *whirlwind* (DC 27)

7th—*finger of death* (DC 26), *insanity* (DC 26), *prismatic spray* (DC 26), *spell turning*, *symbol of weakness* (DC 26)

6th—*acid fog*, *eyebite* (DC 25), *mislead* (DC 25), *repulsion* (DC 25), *symbol of fear* (DC 25)

5th—*baleful polymorph* (DC 24), *hold monster* (DC 24), *magic jar* (DC 24), *symbol of sleep* (DC 24), *telekinesis* (DC 24), *wall of force*

4th—*confusion* (DC 23), *contagion* (DC 23), *enervation*, *ice storm*, *solid fog*, *shout* (DC 23)

3rd—*deep slumber* (DC 22), *dispel magic*, *displacement*, *gaseous form*, *haste*, *magic circle against good*

2nd—*fog cloud*, *scorching ray*, *see invisibility*, *web* (DC 21), *whispering wind*, *wind wall*

1st—*cause fear* (DC 20), *chill touch* (DC 20), *color spray* (DC 20), *expeditious retreat*, *grease* (DC 20), *magic missile*, *protection from good*

0 (at will)—*acid splash*, *daze* (DC 19), *dancing lights*, *flare* (DC 19)

STATISTICS

Str 35, **Dex** 30, **Con** 31, **Int** 28, **Wis** 28, **Cha** 29

Base Atk +39; **CMB** +52; **CMD** 90

Feats Ability Focus (breath weapon), Alertness, Arcane Strike, Blind-Fight, Cleave, Deceitful, Empower Spell, Extend Spell, Flyby Attack, Great Cleave, Hover, Improved Critical (talons), Improved Initiative, Maximize Spell, Power Attack, Quicken Spell, Vital Strike, Weapon Focus (talons), Weapon Focus (greatsword), Wingover

Skills Acrobatics +52, Bluff +55, Diplomacy +48, Disguise +11, Escape Artist +52, Fly +58, Handle Animal +51 (+59), Intimidate +48, Knowledge (arcana) +51, Knowledge (planes) +51, Knowledge (religion) +48, Perception +63 (+71 in daylight), Sense Motive +55, Spellcraft +48, Stealth +48, Survival +48; **Racial Modifiers** +8 Handle Animal with aerial and avian creatures, +8 Perception (+16 in daylight)

Languages Auran, Aquan, Abyssal, Celestial, Common, Draconic, Giant, Infernal, Terran; telepathy 100 ft.

Gear Carriontooth (+5 *anarchic keen greatsword*), other treasure

SPECIAL ABILITIES

Aerial Passivism (Ex) No aerial creature (defined under dominate aerial creatures below) of 10 HD or less willingly attacks Pazuzu (but can be forced to magically). If attacked by a magically compelled aerial creature, Pazuzu can make an Intelligence check (opposed by the caster level of the spellcaster who compelled the aerial creature). If Pazuzu wins the opposed check, he automatically breaks the magical compulsion controlling the creature (as if by *greater dispel magic*, CL 28).

Breath Weapon (Su) In addition to taking damage, creatures that fail the saving throw against Pazuzu's breath weapon cannot fly for 1d4 hours. Flying creatures immediately fall to the ground. Creatures flying by magical means are affected as if by a *greater dispel magic* (CL 28).

Dominate Aerial Creatures (Su) Pazuzu can automatically dominate any aerial creature of 6 HD or less that is within sight as a free action. Targeted creatures do not get a save against this effect. This functions as a *charm monster* spell (CL 20th). At any one time, Pazuzu can have a total of 40 HD of creatures dominated. Affected creatures must remain within sight or the effect ends. Aerial creatures are defined as avians (including giant and dire versions), gargoyles, harpies, and creatures with the air subtype.

Planar Omniscience (Su) Pazuzu has perfect senses out to a range of 7 miles and can block all magical senses and *scrying* attempts within that range. Pazuzu gains a +16 profane bonus on Knowledge (planes) checks corresponding to any plane he is currently on.

Spells Pazuzu knows all Air domains spells and can cast them as sorcerer spells.

The smartest thing a landbound creature can do when it sees Pazuzu—the Demon Prince of Air—in the sky is to run, hide, and pray that it was not spotted. Pazuzu enjoys making regular sport of any land-walker it finds, killing it slowly and eating it more for pleasure than necessity. Pazuzu is a cruel and malicious deity to any creature that walks along the ground while generous and supportive of flying creatures. Unlike other chaotic evil demigods, Pazuzu goes out of his way to maintain good relations with other deities. He is quick to perform favors for other deities so that he can collect on their debts when it suits him the most.

Most of Pazuzu's followers are winged creatures. Harpies, strix, and tengus are his most common worshippers. However, land creatures that use magic or technology to achieve flight occasionally worship him. Airship captains and transmuting sorcerers are known to honor Pazuzu to help them achieve new heights of flight. While no druid lines up with Pazuzu's alignment directly, some druids that favor birds worship him and serve him as priests.

His hidden temples are always high in the mountains, accessible only to those that can fly or are willing to venture a difficult climb. Many of the entrances appear from the outside to be a normal cave fissure.

Deeper in the cave and beyond the outer doors, the gallery walls are lined with the wings of various flying creatures. Atop a dais in the center of the room is a sacrificial altar covered in burn marks and dried blood. Sacrifices are always burnt inside a straw and twig mesh that resembles a bird nest. Pazuzu's regular sacrifices consist of small birds, but his followers also sacrifice land predators that prey upon aerial creatures.

Pazuzu stands 8 feet tall and weighs 700 pounds.

PAZUZU, DEMON PRINCE OF AIR

CE demigod of sky, flight, temptation, and winged creatures

CLERICS

Domains Air, Chaos, Evil, Trickery

Subdomains Cloud, Deception, Demon, Wind

Mysteries Battle, Wind

Inquisitions Anger, Conversion, Zeal

Favored Weapon longsword

FAITH

Sacred Animal hawk; **Symbol** image of Pazuzu with one hand raised

Temples high mountain caves, floating cities, mountain peaks, top of spires

PAZUZU CULTIST

CR 1

XP 400

Strix ^{ARG} fighter 2

CN Medium humanoid

Init +7; **Senses** darkvision, low-light vision; Perception +1

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)
hp 21 (2d10+4)

Fort +5, **Ref** +3, **Will** +1; +1 vs. fear, +2 vs. illusion

Defensive Abilities bravery +1, suspicious

OFFENSE

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

Melee mwk rapier +7 (1d6+1/18-20)

Special Attacks hatred

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 16

Feats Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

Skills Fly +8, Perception +1 (+3 in dim light or darkness), Stealth +3 (+5 in dim light or darkness), Survival +6; **Racial Modifiers** +2 Perception in dim light or darkness, +2 Stealth in dim light or darkness

Languages Strix

SQ nocturnal, suspicious

Gear +1 studded leather armor, mwk buckler, mwk rapier

PRIEST OF PAZUZU

CR 9

XP 4800

Harpy ^{B1} cleric 5

NE Medium monstrous humanoid

Init +3; **Senses** darkvision; Perception +19

Aura evil

DEFENSE

AC 25, touch 14, flat-footed 21 (+7 armor, +3 Dex, +1 dodge, +1 natural, +3 shield)

hp 60 (7d10+5d8)

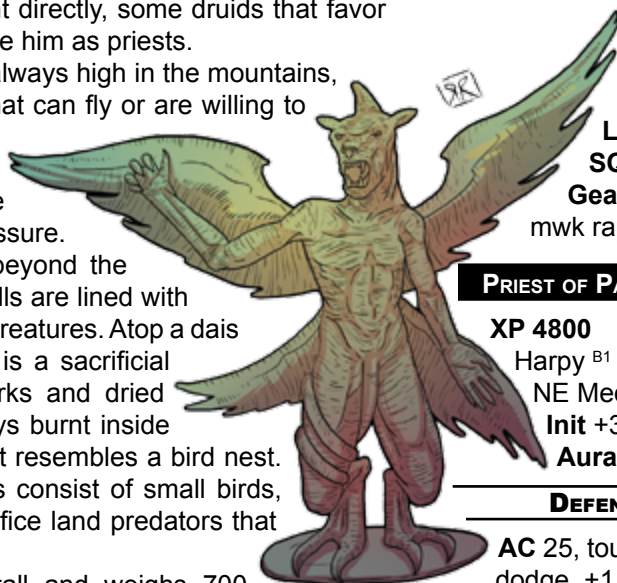
Fort +6, **Ref** +9, **Will** +12

OFFENSE

Speed 15 ft., fly 80 ft. (average)

Melee +1 *vicious morningstar* +13/+8 (1d8+3+2d6 plus 1d6 to wielder), 2 talons +7 (1d6+1)

Special Attacks captivating song (DC 19), channel negative



energy 3d6 (6/day) (DC 17)
Cleric Spell-Like Abilities (CL 5th, concentration +8)
 6/day—*lightning arc*, *touch of evil*
Cleric Spells Prepared (CL 5th, concentration +8)
 3rd (2/day)—*bestow curse* (DC 16), *dispel magic*, *gaseous form* ^D
 2nd (3/day)—*cure moderate wounds*, *desecrate*, *hold person* (DC 15), *wind wall* ^D
 1st (4/day)—*bane* (DC 14), *cause fear* (DC 14), *cure light wounds*, *divine favor*, *protection from good* ^D
 0 (at will)—*bleed* (DC 13), *create water*, *detect magic*, *stabilize*
D Domain spells; **Domains** Air, Evil

STATISTICS

Str 14, **Dex** 16, **Con** 10, **Int** 8, **Wis** 16, **Cha** 17
Base Atk +10; **CMB** +12; **CMD** 26
Feats Dodge, Flyby Attack, Hover, Improved Channel, Shield Focus, Skill Focus (Perception)
Skills Fly +10, Knowledge (religion) +7, Perception +19, Perform (sing) +10, Spellcraft +7
Languages Common
Gear +1 *breastplate*, +1 *light wooden shield*, +1 *vicious morningstar*

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 19 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.

BREANA STARFALL, HIGH INQUISITOR OF PAZUZU CR 17

XP 102,400

Female half-elf inquisitor ^{APG} 18
 CE Medium humanoid
Init +7; **Senses** low-light vision; Perception +27

DEFENSES

AC 24, touch 14, flat-footed 20 (+10 armor, +3 Dex, +1 dodge)
hp 120 (18d8+36)
Fort +13, **Ref** +9, **Will** +15; +2 vs enchantments
Defensive Abilities stalwart, **DR** 3/—; **Immune** sleep; **Resist** fire 10

OFFENSE

Speed 30 ft., fly 40 ft. (good)
Melee +1 *frost long sword* +15/+10/+5 (1d8+2/19–20 plus 1d6 cold)
Ranged +1 *distance seeking composite (Str +1) longbow* +18/+13/+8 (1d8+2/x3) or +1 *distance seeking composite (Str +1) longbow* +16/+16/+11/+6 (1d8+2/x3)
Special Attacks exploit weakness, greater bane (18 rounds/day), judgement (6/day), slayer, solo tactics
Spell Like Abilities (CL 18th, concentration +22)
 At will—*detect alignment*
 7/day—*copycat*
 18 rounds/day—*discern lies* (DC 18), *master's illusion* (DC 23)
Inquisitor Spells Known (CL 18th, concentration +22)
 6th (6/day)—*blade barrier* (DC 20), *greater dispel magic*, *harm* (DC 20), *word of chaos* (DC 20)
 5th (6/day)—*mass cure light wounds*, *righteous might*, *spell resistance*, *unwilling shield* ^{APG} (DC 19)
 4th (6/day)—*cure critical wounds*, *defile armor*, *dismissal*, *force repentance* ^{APG} (DC 18), *hold monster* (DC 18)
 3rd (6/day)—*greater magic weapon*, *halt undead* (DC 19), *inflict serious wounds* (DC 19), *prayer*, *remove curse*, *speak with dead* (DC 19)
 2nd (6/day)—*bloodhound* ^{APG}, *desecrate*, *ghostbane dirge* ^{APG} (DC 16), *hold person* (DC 16), *inflict moderate wounds* (DC 16), *zone of truth* (DC 16)
 1st (6/day)—*comprehend languages*, *cure light wounds*, *curse water*, *disguise self*, *shield of faith*, *wrath* ^{APG}
 0 (at will)—*bleed* (DC 14), *brand* ^{APG} (DC 14), *create water*, *detect magic*, *light*, *stabilize*
Domain Trickery

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 10, **Wis** 18, **Cha** 8
Base Atk +13; **CMB** +14; **CMD** 28
Feats Combat Casting, Deadly Aim, Dodge, Far Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Wind Stance, Weapon Focus (longbow)
Skills Bluff +20, Diplomacy +11, Intimidate +20, Knowledge (religion) +21, Perception +27, Sense Motive +25, Spellcraft +12, Survival +25; **Racial Modifiers** +2 Perception
Languages Common, Elven
SQ cunning initiative, elf-blood, keen senses, monster lore +4, multitiered, sociable ^{APG}, stern gaze +9, teamwork feat, track +9
Gear +1 *distance seeking composite (Str +1) longbow*, +1 *frost long sword*, +4 *fire resistant adamantite breastplate*, arrows, *carpet of flying* (5 ft. by 5 ft.)

Breana Starfall lives for her *carpet of flying*. There is no place she would rather be than soaring high in the sky on a carpet decorated with the holy symbol of her flying god. For her deity's favor, she travels from shrine to shrine, keeping the world safe for flying creatures. Should humans come to kill strix in their mountain homes, Breana is there defending these winged creatures. When she discovers that a dragon has been brutally attacked and murdered by an adventuring party, Breana hunts them down and makes them pay for their crimes.

Green Knight

A green suit of ornate polished mithral armor hides any trace of the creature beneath. The imposing figure brandishes a multitude of weapons on its back.

GREEN KNIGHT

CR 29

XP 6,553,600

LN Huge outsider (extraplanar, lawful)

Init +13; **Senses** darkvision 60 ft.; Perception +56

Aura aura of bravery (60 ft.)

DEFENSE

AC 50, touch 13, flat-footed 45 (+14 armor, +5 Dex, +16 natural, +7 shield, -2 size)

hp 682 (44d10+440), fast healing 20

Fort +34, **Ref** +29, **Will** +23; +8 vs mind-affecting

Defensive Abilities battlesense; **DR** 10/—; **Immune** fear, fire, vorpal; **Resist** acid 10, cold 10, electricity 10; **SR** 37

OFFENSE

Speed 40 ft. (50 ft. without armor), fly 40 ft. (50 without armor) (perfect)

Melee +5 *axiomatic flaming burst frost keen shocking burst battleaxe* +65/+60/+55/+50 (3d6+25/19–20/x3 plus 1d6 cold plus 1d6 electricity plus 1d6 fire) or +5 other melee weapon +63/+58/+53/+48 (as per weapon) or touch of loyalty +58 touch (50d6 *axiomatic*/19–20)

Ranged +5 any ranged weapon +52/+47/+42/+37 (as per weapon)

Space 15 ft., **Reach** 15 ft.

Special Attacks godstrike

Spell-Like Abilities (CL 25th, concentration +27)

At will—*bull's strength* (self only), *enlarge person*

3/day—*mass bull's strength*, *mass hold monster*, *quicken bull's strength* (self only)

STATISTICS

Str 42, **Dex** 21, **Con** 30, **Int** 18, **Wis** 29, **Cha** 14

Base Atk +44; **CMB** +62; **CMD** 77

Feats Cleave, Cleaving Finish ^{UC}, Combat Reflexes, Critical Focus, Death or Glory (+7) ^{UC}, Diehard, Disruptive, Endurance, Great Cleave, Greater Sunder, Greater Vital Strike, Greater Weapon Focus (battleaxe), Greater Weapon Specialization (battleaxe), Improved Cleaving Finish ^{UC}, Improved Sunder, Improved Vital Strike, Power Attack (-12/+24), Quicken Spell-Like Ability (*bull's strength*), Spellbreaker, Vital Strike, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

Skills Craft (armor, weapons) +51, Diplomacy +49, Fly +56, Heal +56, Intimidate +18, Knowledge (engineering, planes) +51, Perception +56, Sense Motive +56, Stealth +44; **Racial Modifiers** +16 Intimidate

Languages Aklo, Celestial, Common, Cyclops, Draconic, Elven, Giant, Infernal, Orc, Undercommon

SQ armor training 10, bag of every weapon, fighter training, remove head

Gear +5 *heavy fortification mithral full plate*, +5 *reflecting heavy mithral shield*, "Judge" +5 *flaming burst frost shocking burst battleaxe*

SPECIAL ABILITIES

Armor Training (Ex) Armor worn by the Green Knight has its armor check penalty reduced by 10, its maximum Dexterity bonus increased by 10, and its spell failure chance reduced by 40%.

Aura of Bravery (Su) All allies of the Green Knight within 60 feet receive a +8 morale bonus to saving throws against fear effects.

Bag of Every Weapon (Su) Once per round, the Green Knight can pull out of his bag any weapon he desires. This weapon can be mundane, masterwork or magical, made from any material except adamantite, and can possess any magical quality the Green Knight desires. If the Green Knight chooses to pull ammunition, such as arrows, from the bag, he draws fifty of them. Neither artifacts nor intelligent weapons can be produced by the bag of every weapon. The bag of every weapon cannot be taken away from the Green Knight. Should the Green Knight ever be slain, all weapons produced by the bag of every weapon instantly disappear.

Battlesense (Su) The Green Knight knows when he is about to be involved in a battle. He can always take a full round action in a surprise round and gains a +8 racial bonus to Initiative checks.

Fighter Training (Ex) The Green Knight counts as a fighter of 29th level for purposes of qualifying for feats.

Godstrike (Su) Regardless of the weapon wielded, attacks from the Green Knight count as epic and bypass all damage reduction and hardness the target may possess. All weapons are treated as if having the *axiomatic* and *keen* magic weapon special abilities when wielded by the Green Knight.

Remove Head (Su) The Green Knight can remove his helmet, taking his head with it. This grants him a +16 racial bonus to Intimidate checks. If his head and helmet are forcibly removed from his body, they return to the Green Knight's body as a free action. Additionally, the Green Knight is immune to the effects of *vorpal* weapons.

Touch of Loyalty (Su) As a standard action, the Green Knight may make a touch attack against a target. On a successful attack, the target sustains 50d6 points of axiomatic damage. All non-chaotic creatures receive a DC 34 Will save to sustain half damage. Lawful creatures and worshippers of the Green Knight are immune to this ability. The save DC is Charisma-based.

Weapon Proficiency The Green Knight is proficient with every manufactured weapon.

Considered to be the greatest tactician to have ever lived, the Green Knight fought in battles great and small. Even when his side was equipped with less powerful armaments, had fewer numbers, or received inferior training, the mortal man that later became the Green Knight always emerged victorious. Legends tell that he would assist the doctors in healing the wounded after every fight. To this day, generals and admirals still study his strategies, hoping to gain a piece of the insight with which he naturally commanded troops on the battlefield. After so many glorious victories, one of the gods deemed him worthy enough to serve as the greatest general against the forces of chaos.

The Green Knight is one of the great masters of battle and his followers pray to him that they might emerge victorious after battle. His followers include professional soldiers, mercenaries, combat medics, and those that demand absolute loyalty from their followers. Generals and commanding officers that follow the Green Knight typically set up a shrine for those under their command to ask the deity for his battle blessing. While the Green Knight himself is not known to ride into battle, many of his followers venerate the warhorse and other animals that can competently carry them into battle.

The Order of Green Valor, the name of the cult dedicated to worshipping the Green Knight, believes in bringing order to the chaos of battle. Its members practice fighting side-by-side as well as when separated from one's comrades, with armaments of all kinds, and in weather both pleasant and terrible. The members of the Order dedicate themselves to such a rigorous practice regimen to allow them to emerge victorious from any battle. This level of dedication keeps the members alive longer than other soldiers on the battlefield.

Having few dedicated clerics, most of the Green Knight's temples are little more than shrines set near training fields. There are, however, a handful of sizable temples near major battlefields. The largest of these is where the Green Knight is said to have been chosen by a god to be his general and ascended to godhood. These temples are always sparse in terms of artwork and design, favoring practicality and esthetics. There is typically a forge nearby where a craftsman may practice his trade, forging weapons and armaments of exceptional quality for those that would bend a knee to the deity.

The Green Knight's holy symbol is a crossed pair of green axes on a black circle, known as the Triumphant Weapons or the Triumph for short. This is why the battle cry of many followers of the Green Knight shout "For the Triumph" before charging into battle. The black circle represents the pain and loss any warrior feels for his fallen comrades-in-arms.

THE GREEN KNIGHT

LN demigod of battle, honor, valor, battle field medics, exceptionally-built weapons

CLERICS

Domains Artifice, Healing, Law, Nobility
Subdomains Leadership, Restoration, Resurrection, Toil
Mysteries Battle, Life
Inquisitions Conversion, Tactics, Valor
Favored Weapon battleaxe

FAITH

Sacred war horse; **Symbol** crossed green axes
Temples battlefields, practice grounds

ORDER OF GREEN VALOR CULTIST **CR 2**

XP 600

Half-elf ranger (horse lord ^{APG}) 3

LN Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)
hp 24 (3d10+3)
Fort +4, **Ref** +6, **Will** +2; +2 vs. enchantments
Immune sleep

OFFENSE

Speed 20 ft. (30 ft without armor)
Melee elven curve blade +5 (1d10+3/18–20)
Ranged mwk composite (Str +2) longbow +7 (1d8+2/x3)
Special Attacks favored enemy (orcs +2)

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 18

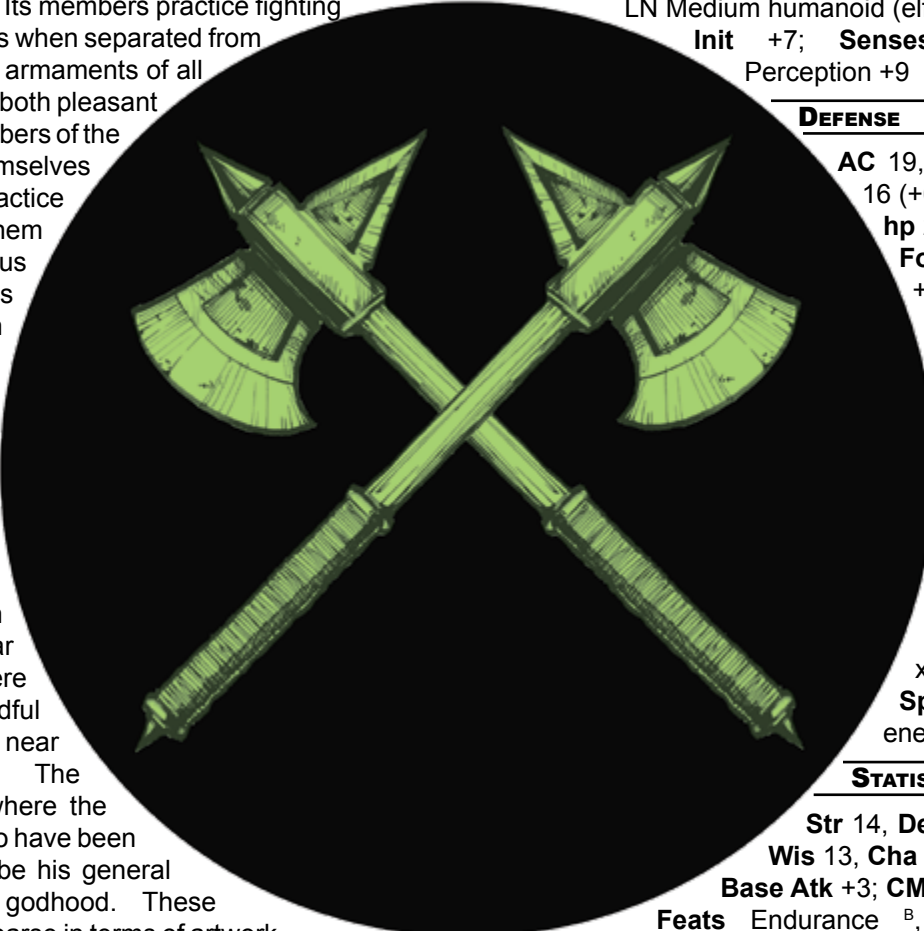
Feats Endurance ^B, Improved Initiative, Mounted Archery, Mounted Combat

Skills Climb +5, Handle Animal +5, Intimidate +5, Perception +9, Ride +6, Stealth +6, Survival +7; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ ancestral arms (elven curved blade), combat styles (mounted), elf blood, favored terrain (plains +2), track +1, wild empathy +2

Gear antitoxin, arrows, caltrops, elven curve blade, *elixir of swimming*, *elixir of vision*, combat-trained light horse, mwk breastplate, mwk composite (Str +2) longbow, mwk manacles, sunrod, tanglefoot bag



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GREEN VALOR WARRIOR PRIEST CR 11

XP 12,800
Hobgoblin cleric 3/fighter (unbreakable ^{UC}) 9
LE Medium humanoid (goblinoid)
Init +1; **Senses** darkvision 60 ft.; Perception +2
Aura law

DEFENSE

AC 23, touch 11, flat-footed 22 (+11 armor, +1 Dex, +1 natural)
hp 103 (9d10+3d8+36)
Fort +12, **Ref** +5, **Will** +10; +2 vs. mind-affecting effects
Defensive Abilities unflinching +2

OFFENSE

Speed 20 ft. (30 ft. without armor)
Melee +2 greataxe +19/+14/+9 (1d12+10/19–20/x3)
Special Attacks channel negative energy 2d6 (4/day, DC 12)
Cleric Spell-Like Abilities (CL 3rd, concentration +5)
5/day—*artificer's touch*, *restorative touch*
Cleric Spells Prepared (CL 3rd, concentration +5)
2nd—*align weapon*, *cure moderate wounds*, *remove disease* ^D
1st—*command* ^D (DC 13), *doom* (DC 13), *entropic shield*, *shield of faith*
0 (at will)—*bleed* (DC 12), *detect magic*, *spark* (DC 12), *stabilize*
D Domain spells; **Domains** Artifice (Toil ^{APG}), Healing (Restoration ^{APG})

STATISTICS

Str 19, **Dex** 12, **Con** 16, **Int** 8, **Wis** 14, **Cha** 12
Base Atk +11; **CMB** +15; **CMD** 26
Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Greater Weapon Focus (greataxe), Heroic Defiance, Heroic Recovery (2/day), Improved Critical (greataxe), Iron Will, Power Attack (–3/+6), Shake It Off, Vital Strike, Weapon Focus (greataxe), Weapon Specialization (greataxe)
Skills Heal +8, Intimidate +13, Stealth +14; **Racial Modifiers** +4 Stealth
Languages Common, Goblin
Gear +2 *full plate*, +2 *greataxe*, *amulet of natural armor* +1, *belt of giant strength* +2

DAVERON STEVES, GENERAL OF THE GREEN ORDER CR 15

XP 51,200
Human cavalier 12/cleric 4
LG Medium humanoid (human)
Init +4; **Senses** Perception +2
Aura law

DEFENSE

AC 27, touch 10, flat-footed 27 (+11 armor, +6 shield)
hp 152 (12d10+4d8+64)
Fort +16, **Ref** +5, **Will** +10; +3 morale bonus vs. fear when beneath banner, +4 morale bonus when threatening the target of a challenge

OFFENSE

Speed 20 ft. (30 ft. without armor)
Melee +3 *battleaxe* +24/+19/+14 (1d8+8/19–20/x3), or mwk lance +21/+16/+11 (1d8+7/x3)
Ranged mwk composite (Str +2) longbow +16/+11/+6 (1d8+2/x3)
Special Attacks challenge (+12 damage, 4/day), channel positive energy 5d6 (4/day) (DC 16), cavalier's charge, for the faith (+1, 2/day), mighty charge
Cleric Spell-Like Abilities (CL 4th, concentration +6)
5/day—*rebuke death*, *touch of law*
Cleric Spells Prepared (CL 4th, concentration +6)
2nd—*blessing of courage and life* (DC 14), *bull's strength*, *cure moderate wounds* ^D, *lesser restoration*
1st—*bless*, *deathwatch*, *divine favor*, *entropic shield*, *protection from chaos* ^D
0 (at will)—*bleed* (DC 12), *detect magic*, *spark* (DC 12), *stabilize*
D Domain spells; **Domains** healing, law

STATISTICS

Str 20, **Dex** 10, **Con** 18, **Int** 8, **Wis** 14, **Cha** 12
Base Atk +15; **CMB** +20 (+24 bull rush); **CMD** 30 (32 vs. bull rush)
Feats Cleave, Combat Casting, Critical Focus, Greater Bull Rush, Improved Bull Rush, Improved Critical (battleaxe), Improved Initiative, Leadership, Power Attack (–4/+8), Shake It Off, Shield Focus, Shield Wall, Weapon Focus (battleaxe)
Skills Diplomacy +16, Handle Animal +16, Heal +21, Ride +8 (+15 when riding Majesty), Sense Motive +17, Spellcraft +6
Languages Common
SQ banner (+3/+2), calling (+1, 4/day), expert trainer, greater tactician, horse mount (“Majesty”), order (order of the star)
Gear +3 *battleaxe*, +3 *half-plate*, +3 *heavy steel shield*, mwk composite longbow (Str +2), mwk lance, *belt of physical might* (Str & Con +2), *ring of animal friendship*

SADDLE OF TRUE VALOR (MINOR ARTIFACT)

Aura strong enchantment and transmutation; **CL** 19th
Slot —; **Weight** 30 lbs.

DESCRIPTION

Possibly the most sacred relic of the Order of Green Valor, this military saddle grants any creature sitting in the saddle immunity to all fear effects, as well as a +20 sacred bonus to all Ride checks. If the creature sitting in the *Saddle of True Valor* is a worshipper of the Green Knight, all allies of the rider within 120 feet are granted these bonuses as well. Additionally, any mount that is bearing this saddle receives a +5 deflection bonus to its armor class. It is said the first General of the Green Order rode this very saddle and that it now carries with it all the honor he displayed in his final moments in life.

DESTRUCTION

The *Saddle of True Valor* can only be destroyed by a decorated war hero choosing to switch sides of his own free will and slaying those under his command, all while sitting in the saddle.

LIBET, DEITY OF THE INNER SELF

It is difficult to pinpoint this humanoid creature's race and gender. It appears both male and female, human and elven, gnomish and halfling, dwarfish and orcish. It is dressed in a brown monk's robe.

LEBIT **CR 28**

XP 4,915,200

N Large outsider (extraplanar, shapechanger)

Init +12; **Senses** darkvision 60 ft., truesight; Perception +54

Aura self-assured aura (60 ft.)

DEFENSE

AC 51, touch 33, flat-footed 42 (+8 armor, +8 Dex, +1 dodge, +5 monk, +10 natural, -1 size, +10 Wis)

hp 635 (41d10+410); regeneration 10 (adamantine)

Fort +31, **Ref** +23, **Will** +32

Defensive Abilities foresight, improved evasion, meditation;

DR 20/epic; **Immune** confusion, disease, fear, mind-affecting, petrification, poison; **Resist** acid 20, cold 20, electricity 20, fire 20; **SR** 42

OFFENSE

Speed 100 ft., fly 100 ft. (perfect)

Melee unarmed strike +49/+44/+39/+34 (2d10+9 plus self doubt) or unarmed strike flurry of blows +52/+52/+47/+47/+42/+42/+37 (2d10+9 plus self doubt)

Space 10 ft., **Reach** 10 ft.

Special Attacks godstrike, quivering palm (DC 30)

Spell-Like Abilities (CL 33rd, concentration +43)

Constant—*tongues*

At will—*dominate monster* (DC 29), *etherealness* (self only), *mass charm monster* (DC 28), *planeshift* (self only), *shapechange*

3/day—*moment of prescience* (self only), *polar ray*

1/day—*time stop*

STATISTICS

Str 28, **Dex** 26, **Con** 29, **Int** 17, **Wis** 31, **Cha** 13

Base Atk +41; **CMB** +45; **CMD** 63

Feats Combat Expertise (-11/+11), Combat Reflexes, Combat Style Master ^{UC}, Crane Style ^{UC}, Crane Wing ^{UC}, Crane Riposte ^{UC}, Dodge, Gorgon's Fist (DC 40), Improved Feint, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Medusa's Wrath, Mobility, Panther Claw ^{UC}, Panther Parry ^{UC}, Panther Style ^{UC}, Scorpion Style (DC 40), Spring Attack, Toughness, Whirlwind Attack

Skills Acrobatics +52, Bluff +45, Diplomacy +45, Fly +58, Knowledge (planes, religion) +47, Perception +54, Sense Motive +54, Stealth +48

Languages Abyssal, Common, Celestial, Infernal; *tongues*

SQ change shape (any), monk weapon proficiencies

Gear bracers of armor +8

SPECIAL ABILITIES

AC Bonus (Ex) This ability works like the monk ability of the same name. Libet's effective monk level is 20th.

Change Shape (Su) Libet can assume any form or size.

Flurry of Blows (Ex) This ability works like the monk ability of the same name. Libet's effective monk level is 20th level.

Foresight (Su) Libet is never surprised or flat-footed and can always take a full round action in the surprise round.

Godstrike (Su) Libet's unarmed strikes count as epic weapons for the purposes of overcoming damage reduction.

Meditation (Su) Libet can elect to take no actions during a round and enter a state of meditation. While Libet is meditating, all creatures attacking Libet must succeed on a DC 31 Will save or the creature cannot follow through with the attack. If a creature attempts to use an area effect that includes Libet and the attacking creature fails the Will save, the area effect automatically fails and anyone that would normally take damage from such an attack sustains no damage. The save DC is Charisma-based.

Monk Weapon Proficiencies Libet is proficient with all weapons with the monk descriptor.

Quivering Palm (Su) This ability works like the monk ability of the same name. Libet's effective monk level is 20th level.

Self Doubt (Su) Libet can fill his target with self doubt. When Libet makes a successful unarmed strike or touch attack, the target must succeed on a DC 31 Will save or begin to babble incoherently (as per the *confusion* spell) for 2d4+1 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Self-Assured Aura (Su) All living allies of Libet within 60 feet possess the confidence of self that Libet possesses. All allies within the aura's effect gain a +8 morale bonus to attack rolls and saving throws against all mind-affecting effects. Libet does not benefit from this aura effect.

Spell-Like Abilities None of Libet's spell-like abilities are hindered by spell resistance. Libet uses its Wisdom modifier, instead of its Charisma modifier, to determine the save DCs of its spell-like abilities.

Truesight (Su) Libet knows the type, subtypes, and gender of all creatures that the deity can see. No spell, spell-like ability, or supernatural ability can prevent Libet from seeing the truth.

Some followers believe that Libet is a male god that chooses a female form. Other faithful hold that their deity is a female god that chooses male form. Some texts tell of Libet being a dwarf that shaved off his beard and took on an elven shape. One piece of artwork well-known to Libet's followers depicts the god as a half-orc becoming fully human. No matter their background, followers of Libet take comfort in knowing that their deity understands what it is like to yearn to be something other than what they are.

Libet takes residence on Purgatory in the Sequestered Hall. It is said that the Sequestered Hall cannot be detected through magical means and can only be found by a truth seeker searching for inner peace and enlightenment. Inside, Libet meditates, surrounded by the deity's most dedicated followers. Once the follower has achieved a measure of peace, Libet sends the follower back.

Followers of Libet outwardly express their trans-gender and -racial natures in a variety of ways. Some choose to wield a weapon or don armor common among their self-identified race. Others prefer to dress in a manner consistent with the opposite gender. Some undergo polymorph spells



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so their outward body will match their inner self. The clergy of Libet encourage all followers to express themselves in a way that is comfortable to the individual.

Because Libet's followers are few compared to more well-known deities, followers typically meditate in temples dedicated to other deities whose beliefs are not incongruent with Libet's search for inner peace. This typically involves some type of monetary gift to the visited temple. In life, Libet went from temple to temple of the various deities searching for enlightenment. Each time, Libet left feeling unenlightened, but it was not uncommon for a priest or other follower to question his or her own devotion to the deity before Libet departed. One story of Libet tells of a discussion of enlightenment between Libet and another deity who had lost a considerable number of followers in such a way. Supposedly that deity enjoyed his conversations with Libet so much that he helped the monk ascend to godhood. Libet's priests, especially the chaotic ones, encourage followers of the church to do likewise by meditating at other temples and discussing enlightenment and inner peace with clergy and worshippers there.

Libet has only a few temples. These are typically separated by great distances. It is not uncommon to find a small shrine to Libet in a metropolitan city, but most of Libet's temples can be found at the top of high mountains. As Libet once went to the top of a mountain top in search of enlightenment, many followers consider journeying to a high mountaintop shrine and meditating in a rite performed every few years.

LIBET, DEITY OF THE INNER SELF

N demigod of the inner self, disabilities, mixed race creatures, understanding, perfection, enlightenment

CLERICS

Domains Community, Healing, Knowledge, Protection

Subdomains Defense, Home, Memory, Restoration

Mysteries Life, Lore

Inquisitions Conversion, Truth, Zeal

Favored Weapon unarmed strike

FAITH

Sacred turtle; **Symbol** closed eye

Temples areas of meditation

LIBET CULTIST

CR 2

XP 600

Human fighter 3

CN Medium humanoid

Init +7; **Senses** Perception +0

DEFENSES

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 27 (3d10+6)

Fort +4, **Ref** +4, **Will** +1; +1 vs fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee mwk elven curve blade +7 (1d10+3/18–20)

Ranged composite (Str +2) longbow +6 (1d8+2/x3)

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

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

Feats Combat Expertise (–1/+1), Combat Reflexes, Exotic Weapon Proficiency (elven curve blade), Improved Initiative, Weapon Finesse

Skills Climb +8, Intimidate +5, Knowledge (engineering) +7, Survival +6

Languages Common, Elven

Gear composite (Str +2) longbow, *dust of tracelessness*, *feather token (bird)*, mwk agile breastplate ^{UE}, mwk elven curve blade

LIBET PRIEST

CR 5

XP 1,600

Tiefling oracle of Libet 6

NG Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +1

DEFENSES

AC 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 shield)

hp 36 (6d8+6)

Fort +3, **Ref** +5, **Will** +4; +4 vs. disease

Immune sickened; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee mwk morningstar +5 (1d8)

Special Attacks channel positive energy 7/day (DC 17, 3d6)

Tiefling Spell-Like Abilities (CL 6; concentration +10)

1/day—*darkness*

Oracle Spells Known (CL 6; concentration +10)

3rd (4/day)—*cure serious wounds*, *neutralize poison*, *prayer*

2nd (6/day)—*cure moderate wounds*, *hold person* (DC 15), *lesser restoration*, *resist energy*

1st (7/day)—*bane* (DC 14), *cure light wounds*, *detect undead*, *ray of sickening* (DC 14), *sanctuary* (DC 14), *shield of faith*

0 (at will)—*bleed* (DC 13), *create water*, *detect magic*, *detect poison*, *guidance*, *resistance*, *stabilize*

Mystery Life

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 10, **Wis** 12, **Cha** 16

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

Feats Extra Channel, Quick Channel ^{UM}, Selective Channeling

Skills Diplomacy +8, Heal +10, Knowledge (planes, religion) +9, Sense Motive +10; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Common, Infernal

SQ oracle's curse (wasting), prehensile tail ^{ARG}, revelations (channel, safe curing)

Gear headband of alluring charisma +2, mwk breastplate, mwk rapier, mwk heavy wooden shield

MAZON LIBETUS

CR 17

XP 102,400

Female half-orc cleric of Libet 7 monk (*ki* mystic ^{APG}) 11

LN Medium humanoid

Init +3; **Senses** blind, scent; Perception +18

Aura deflection aura

DEFENSES

AC 26, touch 23, flat-footed 22 (+3 armor, +2 deflection, +3 Dex, +1 dodge, +4 monk, +3 Wis)

hp 102 (18d8+18)

Fort +16, **Ref** +15, **Will** +18

Defensive Abilities improved evasion, orc ferocity

OFFENSE

Speed 60 ft.

Melee +3 *unarmed strike* +19/+14/+4 (2d8+5) or +3 *unarmed strike flurry of blows* +20/+20/+15/+15/+10 (2d8+5)

Special Attacks channel positive energy 7/day (DC 12, 4d6), elemental fist (12/day, 1d6), flurry of blows, stunning fist (13/day, DC 22)

Cleric Spell Like Abilities (CL 7th, concentration +10)

6/day—*rebuke death*

Cleric Spells Prepared (CL 7th, concentration +10)

4th—*cure critical wounds* ^D, *restoration*

3rd—*dispel magic*, *prayer*, *protection from energy* ^D, *summon monster III*

2nd—*barkskin* ^D, *grace*, *hold person* (DC 15), *owl's wisdom*, *summon monster II*

1st—*command* (DC 14), *deathwatch*, *obscuring mist*, *sanctuary* (DC 14), *shield* ^D

0 (at will)—*guidance*, *mending*, *read magic*, *stabilize*

D Domain spells; **Domains** Healing, Protection (Defense ^{APG})

STATISTICS

Str 15, **Dex** 16, **Con** 13, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +13; **CMB** +19 (+21 disarm, +23 grapple); **CMD** 38 (40 vs disarm, grapple)

Feats Deflect Arrows, Dodge, Elemental Fist ^{APG}, Extra Channel, Fight On (1/day, +1) ^{APG}, Greater Grapple, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Keen Scent ^{APG}, Ki Stand ^{UM}, Pinning Knockout ^{UC}, Smell Fear ^{APG}, Snapping Turtle Style ^{UC}, Stunning Fist

Skills Acrobatics +18 (+30 jump), Climb +17, Diplomacy +10, Knowledge (history) +11, Knowledge (religion) +13, Perception +18, Sense Motive +18, Stealth +13; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ healer's blessing, high jump, *ki* pool (12 points, cold iron, lawful, magic, silver), *ki* mystic, maneuver training, slow fall 50 ft., mystic insight, mystic visions, vow of peace ^{UM}, wholeness of body

Gear amulet of mighty fists +3, bracers of armor +3, ioun stone (pale green prism), monk's robe, ring of protection +2

Mazon Libetus has known cruelty. She was born as the man named Makar Blacktusk and studied at the Whispering Reed Monestary where she learned the peaceful art of fighting. Eventually, she went to a wizard, requesting that he polymorph her into a female physically, allowing her to present outwardly the self she felt inside. The very next day, students at the monastery put out her eyes.

She left the school and became a priest of Libet. Mazon takes the teachings on the introspective eye quite personally and refuses to have her eyes regenerated. She still practices her martial arts, holding true to her vow of peace.

GEPPETTOIAN

CR 5

XP 1,600

N Small outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 17, flat-footed 13 (+2 Dex, +6 natural, +1 size) **hp** 57 (6d10+24); fast healing 1

Fort +9, **Ref** +7, **Will** +4

DR 5/slashing; **Immune** acid; **Resist** cold 10, electricity 10

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +10 (1d3+3 plus 1d3 acid)

Spell-Like Abilities (CL 3rd, concentration +4)

1/day—*enthrall* (DC 13), *summon* (level 2, 1 geppettoian 20%)

STATISTICS

Str 16, **Dex** 14, **Con** 18, **Int** 11, **Wis** 10, **Cha** 13

Base Atk +6; **CMB** +8; **CMD** 20

Feats Iron Will, Skill Focus (Perform [act])

Skills Acrobatics +11, Knowledge (nature, planes) +9, Perception +9, Perform (act) +13, Swim +19; **Racial Modifiers** −4 Bluff

Languages Abyssal, Celestial, Infernal

SQ change shape (Small humanoid, *alter self*)

ECOLOGY

Environment any (Purgatory)

Organization solitary, pair, carving (3–6)

Treasure standard

SPECIAL ABILITIES

Change Shape (Su) A geppettoian has a single alternate form that typically appears similar to its natural appearance except that it makes the geppettoian appear to be made of flesh and blood instead of wood.

This creature appears to be carved from a single piece of wood, but its body moves as if it were made from human flesh. Said to have once been wood golems given life and intelligence by Libet, this race now serves the demigod wholeheartedly and is frequently called by deity's clerics and oracles with either *lesser planar ally* or *summon monster V*.

APPENDIX 1: TRAPS

EMPOWERED POLAR RAY TRAP CR 15

Type magic; **Perception** DC 35; **Disable Device** DC 35

EFFECTS

Trigger sight (*true seeing*); **Reset** automatic

Effect spell effect (empowered *polar ray*, Atk +13 ranged touch, 25d6 cold damage plus 50% plus 1d4 Dex drain plus 50%)

A slender, pale-blue beam delivers a devastating amount of cold damage. Typically the beam is emitted from a shard of sapphire, but it can also come from a piece of blue quartz. This trap is favored by red dragons and other fiery creatures since any creature coming to attack it will be well prepared against fire damage and have little defense against cold damage. Trap cost: 125,000 gp. Construction DC: Craft (traps) 35.

GRIM REAPER TRAP CR 15

Type mechanical; **Perception** DC 35; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** automatic

Effect Atk +1 *flaming keen scythe* +20/+20 (2d4+1/19-20/x4 plus 1d6 fire plus poison [wyvern poison])

When this trap is triggered, a scythe blade sheathed in flames springs out from a slit in the wall, slashing twice before returning into the wall. The blade receives a fresh coating of poison each time it returns to position, ensuring that it remains deadly. Trap cost: 22,500 gp. Construction DC: Craft (traps) 35.

EXPLODING COLUMN TRAP CR 16

Type mechanical; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger location; **Reset** none; **Bypass** hidden switch (Perception DC 30 to locate)

Effect exploding column (8d6 bludgeoning damage and 8d6 fire damage, DC 30 Reflex save for half damage); collapsing ceiling blocks (4d6 bludgeoning damage, DC 30 Reflex save avoids); multiple targets (all targets in a 15-ft.-radius burst)

Typically set to go off near a doorway to forbidden areas in sacred temples or treasures rooms, triggering this trap causes a column to explode, sending gouts of flame and chunks of rock flying in a 15-foot burst. The explosion weakens the ceiling enough that large chunks of rock begin falling. After the trap is sprung, the whole 15-foot area is considered difficult terrain and there is a 50% chance the doorway is blocked with large stones. If the doorway is blocked, it requires 30 minutes of moving stones to allow a medium size creature to squeeze through (a Knowledge (engineering) check against DC 20 cuts the time in half). There is a hidden switch in the corner of the room in which

the trap is located. Pressing the hidden switch allows any creature to pass through the area unharmed for 3 rounds. There is a similar switch on the other side of the doorway. Trap cost: 16,000 gp. Construction DC: Craft (traps) 35.

DOUBLE FIREBALL TRAP CR 17

Type magic; **Perception** DC 32; **Disable Device** DC 32

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*fireball*, 10d6 fire damage, DC 14 Reflex save for half damage); spell effect (*delayed blast fireball*, 1 round delay, 13d6 fire damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

Though *fireball* traps have long been considered jokes, this double fireball trap releases two beads at once. Few, however, notice the second bead, assuming the trap has sprung, leaving no need to worry. A round after the first explosion, a second, more deadly fireball explodes. Trap cost: 6,050 gp.

GIANT SWINGING AXE TRAP CR 17

Type mechanical; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger location; **Reset** automatic

Effect Atk +20 melee (4d6+46/x3); multiple targets (all targets in a 15-ft. x 5-ft. area)

This trap is typically placed in 10 foot wide corridors of ancient castles, allowing someone to bypass the trap without setting it off. When it swings down from the ceiling, the axe strikes every target in its 15-foot long path. The axe is large enough to be wielded only by a Huge creature, and weights attached to it allow it to carry the same force as a giant's blow. Trap cost: 12,750 gp. Construction DC: Craft (traps) 40.

FIRE LEVER CR 18

Type mechanical; **Perception** DC 34; **Disable Device** DC 34

EFFECTS

Trigger location; **Duration** maximum 5 rounds; **Reset** repair

Effect burning gas never miss (2d6 fire damage); multiple targets (all targets in a 30-ft.-square area); fire-lever never miss (5d6 fire damage); multiple targets (all targets in a 30-ft.-square area); collateral damage never miss (13d6 fire damage); multiple targets (all targets in a 30-ft.-square area);

The first part of this trap is sprung upon entering the room. A delay of 20 seconds (about 3 rounds) begins counting down as soon as the trap is sprung. The floor in this room is made of porous stone, allowing gas to flow through all corners of the room, which is instantly ignited, causing damage to all

within the room. There is sufficient gas to cause damage for 5 rounds. Clearly labeled along one wall of the room is a sign that says, "Pull lever in case of fire." Should the fire lever be pulled, super-concentrated alchemist's fire is released from the ceiling upon all in the room. Should the fire lever be pulled while the gas fire is still burning, the gas and the super-concentrated alchemist's fire combine to form an inferno, causing the listed collateral damage to all in the room instead of either the fire lever damage or the burning gas damage. This is immediately followed by the end of the gas flow. Trap cost: 18,000 gp. Construction DC: Craft (traps) 35.

COLLAPSING WALL OF SKULLS **CR 19**

Type mechanical; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger location; **Reset** manual
Effect collapsing wall (20d6 bludgeoning damage); DC 25 Reflex avoids; multiple targets (all targets in a 5 ft. x 30 ft.-square area), onset delay (1 round)

Both sides of this thirty foot long hallway are composed entirely of humanoid skulls. One of the walls is a trap. The skulls on that wall are designed to fall on all those in the hallway, crushing them beneath their weight. The trap's trigger is the five-foot space in front of the locked door at the end of the hallway. Any creature that stands on that spot for more than a round will trigger an avalanche of skulls. If a creature stands on the trigger and leaves before the end of its next turn, the trap's timer resets. Trap cost: 4,750 gp. Construction DC: Craft (traps) 35.

RAZOR PIT TRAP **CR 20**

Type mechanical; **Perception** DC 39; **Disable Device** DC 39

EFFECTS

Trigger location; **Reset** repair
Effect 50-ft.-deep razor pit (5d6 falling damage plus 2d6 slashing damage); pit spikes (Atk +25 melee, 5d6 damage plus poison[deathblade]); DC 34 Reflex avoids

The walls of this pit trap are lined with hundreds upon hundreds of tiny razors, dealing damage to those falling down as well as any climbing back up. The spikes at the bottom are laced with deathblade poison, making surviving this trap highly unlikely for any unfortunate creatures that happen to fall in. Trap cost: 21,800 gp. Construction DC: Craft (traps) 35.

OVERLOADED FIREBALL TRAP **CR 21**

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS

Trigger sight (*true seeing*); **Reset** automatic (activates maximum once per round)
Effect spell effect (5x *fireball*, 6d6 fire damage each, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

This trap is a classic fireball trap, except this trap designer went overboard. Upon springing the trap, a total of 5 fireballs explode in the same area. Each fireball requires its own saving throw. The fireball is always centered on the creature that set off the trap. Typically, this trap can be set off anywhere in the trapped area. The magical sensor is typically along the wall that leads further into the dungeon. Trap cost: 37,500 gp. Construction DC: Craft (traps) 40.

ARROW STORM TRAP **CR 22**

Type mechanical; **Perception** DC 39; **Disable Device** DC 39

EFFECTS

Trigger location; **Reset** repair
Effect arrow storm (17d6 piercing damage, DC 34 Reflex save for half damage); multiple targets (all targets in a 80-ft.-square area)

When this trap is sprung, hundreds of arrows fly out of holes in the walls, striking everything in the target area. A successful Reflex save reduces this damage by half. For purposes of damage reduction, this counts as a single attack. Trap cost: 22,000 gp. Construction DC: Craft (traps) 35.

ACID SPRAY TRAP **CR 23**

Type mechanical; **Perception** DC 44; **Disable Device** DC 44

EFFECTS

Trigger touch; **Reset** automatic (requires 1 day to regenerate acid); **Bypass** hidden lock (DC 35 Perception to locate, DC 40 Disable Device to open without a key)
Effect acid spray (16d6 acid damage) DC 29 Reflex half; multiple targets (all targets in a 40-ft. by 80 ft.-square room)

Triggering an acid spray trap requires touching the handle of a door that leads deeper into the dungeon. Once it is triggered, acid sprays out of a number of tiny holes in the stonework around the room (Perception check DC 45 to notice). Nowhere in the area is safe from the acid, although a Reflex save (DC 29) reduces the damage by half. A hidden lock, near the dungeon's original entrance, prevents the acid from spraying. Trap cost: 28,000 gp. Construction DC: Craft (traps) 40.

CRUSHING WALL TRAP **CR 24**

Type mechanical; **Perception** DC 39; **Disable Device** DC 39

EFFECTS

Trigger location; **Reset** automatic; **Bypass** hidden switch (DC 30 Perception to locate)
Effect crushing wall never miss (19d6) multiple targets (all targets in a 30-ft.-square area)

Without delay, a pair of 30-foot walls comes together and crushes anyone between them. As quickly as they slammed together, the walls return to their previous location. The only signs of the destruction wrought upon those caught within are blood stains and the remnants of pulverized bone. Trap cost: 36,000 gp. Construction DC: Craft (traps) 40.

APPENDIX 2: UNIVERSAL MONSTER RULES

The following rules are standard and are referenced (but not repeated) in monster stat blocks.

Ability Damage and Drain (Ex or Su) Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. Ability damage can be healed naturally. Ability drain is permanent and can only be restored through magic.

All-Around Vision (Ex) The creature sees in all directions at once. It cannot be flanked.

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

Amphibious (Ex) Creatures with this special quality have the aquatic subtype, but can survive indefinitely on land.

Bleed (Ex) A creature with this ability causes wounds that continue to bleed, dealing the listed damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Blindsight (Ex) Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within this range. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Blood Drain (Ex) The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Breath Weapon (Su) Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 the breathing creature's racial HD + the breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

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).

Channel Resistance (Ex) A creature with this defensive ability is less easily affected by channeled negative or positive

energy. The creature adds the listed bonus to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

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.

Crush (Ex) A flying or jumping Huge or larger creature 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 attacking creature. A crush attack affects as many creatures as fit in the creature's space. Creatures in the affected area must succeed on a Reflex save (DC is equal to 10 + 1/2 the creature's HD + the creature's Con modifier) or be pinned, automatically taking bludgeoning damage during the next round unless the creature moves off them. If the creature 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.

Damage Reduction (Ex or Su) A creature with this defensive ability ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Despair (Su) All creatures within the listed radius that see the creature must make a Will save (DC 10 + 1/2 the despairing creature's racial HD + the despairing creature's Cha modifier, the exact DC is given in the creature's descriptive text) or be paralyzed by fear for the listed duration. Upon a successful save, the creature cannot be affected again by the same creature's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.

Disease (Ex or Su) A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description. The saving throw to negate the disease is usually a Fort save (DC 10 + 1/2 the infecting creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Disease can be removed through remove disease and similar effects.

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 + the 1/2 creature's HD + the creature's Con modifier) negates the effect.

Earth Glide (Su) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

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.

Fast Healing (Ex) A creature with fast healing 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.

Fear Aura (Su) The use of this ability is a free action. The aura can freeze an opponent (as in the case of despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

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). On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. 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. The creature has the option to conduct the grapple normally, or simply to 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).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

Immunity (Ex or Su) A creature with immunities takes no damage from listed sources. Immunities can also apply to afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune does not suffer from these effects, or any secondary effects that are triggered due to an immune effect.

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. Although it is not a magical attack, holy water affects incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (minimum +1, even if the creature's Charisma score does not normally provide a bonus).

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

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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. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. 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.

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Poison (Ex or Su) A creature with this ability can poison those it attacks. The effects of the poison, including its save, frequency, and cure, are included in the creature's description. The saving throw to resist a poison is usually a Fort save (DC 10 + 1/2 the poisoning creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Poisons can be removed through neutralize poison and similar effects.

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.

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.

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 the creature's Strength bonus.

Resistance (Ex) A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. The creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 times its Strength bonus.

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.

See in Darkness (Su) The creature can see perfectly in darkness of any kind, including that created by a deeper darkness spell or spell-like ability.

Spell-Like Abilities (Sp) Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They go away in an antimagic field and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Spell Resistance (Ex) A creature with spell resistance can

avoid the effects of spells and spell-like abilities that directly affect it. To determine whether a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw if the spell would normally permit one.

Summon (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

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 $10 + \frac{1}{2}$ 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.

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.

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 + $1\frac{1}{2}$ 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 $10 + \frac{1}{2}$ 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.

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.

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.

Undersized Weapons (Ex) The creature uses manufactured weapons as if it were one size category smaller than the creature's actual size.

Vulnerabilities (Ex or Su) 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. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to $10 + \frac{1}{2}$ the creature's HD + the creature's Con modifier. Attempts to burst a web by those caught in it take a -4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

APPENDIX 3: CREATURE SUBTYPES

Some creatures have one or more subtype. Subtypes add additional abilities and qualities to a creature. Details on creature types are listed in the *Pathfinder Roleplaying Game Bestiary*.

Air Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Air. Air creatures always have fly speeds and usually have perfect maneuverability. Air creatures treat Fly as a class skill.

Aquatic Subtype: These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality. Aquatic creatures always treat Swim as a class skill.

Behemoth Subtype: A behemoth is a neutral Colossal magical beast of great strength and power. Behemoths possess the following traits unless otherwise noted.

- Blindsight 60 feet.
- Immunity to ability damage, aging, bleed, disease, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, and polymorph. Some behemoths possess additional immunities.
- *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).
- DR 15/epic.
- SR equal to 11 + the behemoth's CR.
- Behemoths understand Aklo, but cannot speak.
- Behemoths eat, but do not breathe or sleep.
- *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.

Chaotic Subtype: This subtype is usually applied to outsiders native to the chaotic-aligned Outer Planes.

Most creatures that have this subtype also have chaotic alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields are chaotically aligned.

Cold Subtype: A creature with the cold subtype has immunity to cold and vulnerability to fire.

Demon Subtype: Demons are chaotic evil outsiders that call the Abyss their home. Demons possess a particular suite of traits (unless otherwise noted in a creature's entry) as summarized here.

- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- *Summon (Sp)* Demons share the ability to summon others of their kind, typically another of their type or a small number of less powerful demons.
- Telepathy.
- Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.
- A demon's natural weapons, as well as any weapon it wields, is treated as chaotic and evil for the purpose of resolving damage reduction.

Dwarf Subtype: This subtype is applied to dwarves and creatures related to dwarves. Creatures with the dwarf subtype have darkvision 60 feet.

Earth Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock. Earth creatures with a burrow speed possess tremorsense.

Elemental Subtype: An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- 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.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.
- Elementals do not breathe, eat, or sleep.

Evil Subtype: This subtype is usually applied to outsiders native to the evil-aligned outer planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the

creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields are evil-aligned.

Extraplanar Subtype: This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have it when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, or the Plane of Shadow.

Fire Subtype: A creature with the fire subtype has immunity to fire and vulnerability to cold.

Giant Type: A giant is a humanoid creature of great strength, usually of at least Large size. Giants have a number of racial Hit Dice and never substitute such Hit Dice for class levels like some humanoids. Giants have low-light vision, and treat Intimidate and Perception as class skills.

Incorporeal Subtype: An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special weapon quality. In addition, creatures with the incorporeal subtype gain the incorporeal special quality.

Lawful Subtype: This subtype is usually applied to outsiders native to the lawfully aligned outer planes. Most creatures that have this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields are lawfully aligned.

Native Subtype: This subtype is applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.

Protean Subtype: Proteans are serpentine outsiders of pure chaos. They have the following traits.

- Blindsight (distance varies by protean type).
- Immunity to acid.
- Resistance to electricity 10 and sonic 10.
- Constrict and grab as special attacks.
- Supernatural flight.
- *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).
- *Freedom of Movement (Su)* A protean has continuous *freedom of movement*, as per the spell.
- *Warpwave (Su)* When a creature is affected by a warpwave, roll 1d20 and consult the table below to see what effect the entropic energies have.

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.

Qlippoth Subtype: Qlippoth are chaotic evil outsiders from the deepest reaches of the Abyss. They have the following traits.

- Immunity to cold, mind-affecting effects, and poison.
- Resistance to acid 10, electricity 10, and fire 10.
- *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. The exact effects caused by a qlippoth's horrific appearance vary by the type of qlippoth. 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.

- Telepathy.
- Except where otherwise noted, qliploth speak Abyssal.

Swarm Subtype: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. A swarm can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

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 made up of Tiny creatures takes half damage from slashing and piercing weapons. 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.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's stat block has "swarm" in the Melee entries, with no attack bonus given.

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shapeshifting, and not every creature that can change shape has the shapechanger subtype.

Water Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and can usually breathe air as well. Water creatures treat the Swim skill as a class skill.

Void Subtype: This subtype is usually applied to outsiders with a connection to deep space. Void creatures always have a fly speed usually have perfect maneuverability. Void creatures treat Fly as a class skill.

APPENDIX 4: FEATS

All feats in this book can be found in the *Pathfinder Core Rulebook*, the *Pathfinder Roleplaying Game Bestiary*, in whatever book the feat is labeled or in this appendix.

SHAFT AND SHIELD (COMBAT)

You can wield two-handed spear-like weapons in one hand.

Prerequisite: Base Attack Bonus +1

Benefit: You can wield two-handed spear-like weapons in one hand.

Special: You do not gain any additional damage normally granted for two-handed weapons when using this feat. Weapons covered by this feat include the lance, long spear, ranseur, and spear.

APPENDIX 5: TEMPLATES

A template is a set of rules that you apply to a monster to transform it into a different monster. All templates give precise directions on how to change a monster's statistics to transform it into the new monster.

FORTUNED-BLESSED CREATURE

Whether blessed by the gods or simply born lucky, some creatures seem to live charmed lives. These are the fortune-blessed creatures—those that seem able to beat the odds time and time again.

Fortune-blessed creatures look like normal specimens of their kinds, but many exhibit an attitude that appears to be foolish overconfidence. Fortune-blessed creatures tend to be risk-takers, and they frequently act without thinking. More often than not, however, their rash natures get them out of whatever trouble they get into.

Creating a Fortune-Blessed Creature

"Fortune-blessed" is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature).

A fortune-blessed creature uses all the base creature's statistics and special abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Size and Type: Size and type are unchanged, but the creature gains the chaotic subtype if the base creature did not already have it.

Armor Class: The fortune-blessed creature gains a +2 luck bonus to AC.

Special Attacks: The fortune-blessed creature retains all the base creature's special attacks and gains those described here.

Augmented Criticals (Su): The critical threat range of each of a fortune-blessed creature's attacks doubles. This doubling follows the standard rules for doubling critical ranges and does not stack with other doubling effects, such as *keen edge* or the Improved Critical feat.

Lucky Strike (Su): As a free action once per encounter, the fortune-blessed creature can apply a *true strike* effect, as per the spell, to a single attack.

Skills: A fortune-blessed creature gains a +2 luck bonus on all skill checks. This bonus stacks with the luck bonus it gains on opposed checks (see below).

Special Qualities: The fortune-blessed creature retains all the base creature's special qualities and gains those described here.

Favored (Ex): A fortune-blessed creature gains a +2 luck bonus on all opposed checks and saves, and a +1 luck bonus on all attack rolls.

Turn of Fate (Su): Once per day, a fortune-blessed creature can reroll any failed roll it has just made. It must accept the results of the second roll.

UNSEELIE CREATURE

Unseelie creatures are evil beings that oppose the seelie. Though these strange creatures are native to the Ethereal Plane, they rely on the verdant Material Plane for most of their needs.

Seelie creatures that turn toward selfishness or sinful acts are cast out from the Seelie Realm. Such beings become

unseelie creatures and must live out their lives in the Material World. This practice has resulted in generations of embittered unseelie creatures, all of whom are now native to the Material Plane. Unseelie creatures strive to block the seelie creatures at every opportunity. They often defile forests and fields in hopes of destroying all areas where the seelie creatures can use their faerie walk ability, thus forcing them to the Material Plane where they can be destroyed.

Creating an Unseelie Creature

"Unseelie creature" is an inherited template that can be added to any living, intelligent, evil creature (referred to hereafter as the base creature). It is also an acquired template that is added to any creature that loses the seelie template.

An unseelie creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Size and type are unchanged, but the creature gains the extraplanar and evil subtypes if the base creature does not already have them.

Alignment: An unseelie creature's alignment can be any evil. An unseelie creature that becomes neutral or good loses the unseelie template, but it retains the evil subtype and damage reduction. If it becomes a good-aligned creature, it gains the seelie template (See the *Advanced Bestiary*).

Damage Reduction (Ex): An unseelie creature has DR 5/cold iron.

Resistance to Cold (Ex): An unseelie creature has cold resistance 5.

Spell-Like Abilities: An unseelie creature has the following spell-like abilities. Her caster level equals the unseelie creature's hit dice. The save DCs are Charisma-based. At will—*invisibility*; 3/day—*ghost sound*, *silent image*; 1/day—*alter self*, *darkness*, *magic mouth*, *sleep*.

Abilities: Change from the base creature as follows: Dex +4, Cha -2 (minimum 1).

Skills: An unseelie creature gains a +4 racial bonus on Stealth checks.

Languages: If the unseelie creature can speak, it gains the ability to speak Sylvan in addition to any other languages the base creature knows.

Special Qualities: The unseelie creature retains all the base creature's special qualities and gains those described here.

Darkvision (Ex): An unseelie creature has darkvision with a 60-foot-range.

Feyblooded (Ex): If the base creature is not of the fey type, it also gains the feyblooded special quality. An unseelie creature is considered a fey as well as its base creature type for the purpose of spells, abilities, and effects that affect those creature types. If the base creature type renders the unseelie creature immune to an effect that would normally affect a fey creature, she remains immune unless the effect specifically targets creatures of the fey type. In addition, the unseelie creature may use magic items with racially specific qualities as though she were of the fey type.

Unseelie Sight (Ex): An unseelie creature using its invisibility ability can see other invisible creatures.

Environment: Any.

Challenge Rating: Same as the base creature +1.

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