

BOOK OF BEASTS

MONSTER VARIATIONS



PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**

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MONSTER VARIATIONS



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Monster Variations

Few things scare players like the first time they see a new monster and they have no clue what it does. Conversely, few things fails to scare players like a monster they have seen a dozen times before and they know the full extent of its power. One of my all time favorite Pathfinder encounters that I had the pleasure of GMing was when my players faced off against a soul eater (Bestiary 2). None of these veteran players have a clue what that creature was and how to stop it. The character that it was going after (the spellcaster) used every teleportation spell, speed boost and other spells to simply get away while the other players kept hacking away at it. The look of panic on their faces as they desperately racked their brains was a real joy to watch. However, when they encountered two of that same kind of creature later on, they knew that to do and executed it well. While the players handled the situation well, it was not as much fun for me or for them. And truth be told, is anyone scared goblins or kobolds anymore? These classic monsters are treated as comic relief instead of a serious threat. So to keep your players on their toes and to keep the game interesting, you have to introduce variety into your monsters.

Variety is said to be the spice of life and that is most definitely true with monsters. With numerous monster books published for the Pathfinder Roleplaying Game, it is easy to simply open a book and use a new monster the players had not yet seen. However, wouldn't it make for a more fluid continuous story if there were several monsters of the same type but with increasing abilities? But making monsters more difficult is a lot of work, isn't it? It doesn't have to be. And what do you do if you have a player that has all the monster books memorized? Do you have to create all your own monsters yourself? No. There are many ways you can get continued life out of your existing monster books.

Change the Monster's Name and Description

You might think this idea is crazy but it is surprisingly effective. For example, if I said that a group of "orange creatures that stand barely three feet tall, have a scrawny humanoid body and a wide ungainly head full of razor-sharp teeth," and after you made a knowledge check, I called it a "razortooth," would you know that I was using the stats of a goblin and inserted the words "orange" and "full of razor-sharp teeth" into that description? Probably not. The color alone would throw off people and when the name doesn't match up to anything previously encountered, the players will fall back on their strengths, waiting to see what these monsters have up their sleeves. While goblins possess no unique special ability, the characters will be more on their guard than if I had said "goblins."

Add a Special Ability from the Universal Monster Rules

This technique works best when the characters are well familiar with the base monster and works even better when leading a group of the base monster. Giant scorpions are not uncommon monsters and most everyone knows it has a poisonous sting. So how would it change up the encounter if you took away the poison and gave it 1d3 points of bleed damage? Or what if you added a Dex-damage poison to a gargoyle's gore attack. Even if you change nothing else

about the monster, the player's would assume that this particular monster is more powerful than the rest and would change their tactics accordingly. Neither of these changes are enough to increase the monster's CR, but they shake up the monster just enough to keep the players second guessing.

Add a Template

The three Bestiaries contain a number of templates that you can add quickly. While they may not keep the player's on their toes as much, they do help in making a quick leader of a group of monsters. If you add the Advanced and Giant templates to one spider while it is assisted by 3 other spiders, the players will recognize that this one spider is the leader and will have to decide if they want to take out the weaker ones first before focusing on the more powerful one or if they want to concentrate all their energy on the more powerful one and then clean the remaining spiders up. Had all the spiders been identical, the characters will not give it much thought as to which one they attack first.

A word of caution on over using templates. If a single or a combination of templates is used too often, the players will recognize this pattern and will eventually treat the leader like it is one of the regular monsters.

Add Hit Dice/Class Levels

If you think a morlock is an unusual creature, imagine it with stunning fist and flurry of blows. Or how about a dinosaur that can channel negative energy? What about a crocodile that can cast *magic missile*? Sure you will have to up the Int on the animals, but why not? That encounter would be one your players would not soon forget. As an alternative, you can simply give the monster a spell-like ability or a bonus feat and then increase the hit dice. This is less difficult and still carries over the flavor of the class and is easier to do. But sometimes you just want a chaotic-evil owlbear with antipaladin levels.

Add or Remove Hit Points

The most important thing to remember about all monsters as described is that they are the monster's average stats. No one says that all monsters of this type possess identical hit points. If your players dispose of your monsters quicker than you would like, give it 1 extra hit point per hit die. This translates to the monster rolling well for hit points, nothing more. Just do not give it more hp than its hit dice would normally allow. Anything beyond that would add +1 to its CR.

This document contains 21 monsters with a few the Pathfinder Roleplaying Game Bestiary that have been altered in some way. For many of these monsters, we included notes in how we varied up these monsters. These explanations should help you in creating your own variations on monsters.

We hope these examples will enhance your world and your game. And we hope that the designer's notes help to enhance your own game mastering skills.

Dale C. McCoy, Jr

Jon Brazer Enterprises

ATTERCOPPE

(Based on the giant spider) A black and brown spider larger than some dragons crawls silently from the depths of its funnel web.

ATTERCOPPE	CR 12
XP 19,200 N Colossal magical beast Init +6; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +17	
DEFENSE	
AC 26, touch 4, flat-footed 24 (+2 Dex, +22 natural, -8 size) hp 168 (16d10+80) Fort +15, Ref +14, Will +5; +4 vs mind-affecting effecting Defensive Abilities spider mind; Immune undead traits	
OFFENSE	
Speed 60 ft., climb 60 ft., jump 30 ft. Melee bite +21 (4d6+13/19-20 plus poison), 2 leg slams +16 (2d8+6 plus trip) Space 10 ft., Reach 10 ft. Special Attacks web (+10 ranged, DC 23, hp 16)	
STATISTICS	
Str 36, Dex 14, Con 20, Int 5, Wis 22, Cha 8 Base Atk +16; CMB +37 (+39 bull rush, trip); CMD 49 (61 vs overrun, trip) Feats Awesome Blow, Bleeding Critical, Critical Focus, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Trip ^B , Lightning Reflexes, Power Attack (-5/+10) Skills Climb +29, Perception +17, Stealth +1 (+5 in web); Racial Modifiers +4 Perception, +4 Stealth (+8 in web), +16 Climb Languages Common (cannot speak)	
ECOLOGY	
Environment any Organization solitary, pair, colony (1 attercoppe, 3-8 giant spiders) Treasure double	
SPECIAL ABILITIES	
Leg Slam (Ex) An attercoppe can attack with two of its 8 legs. When it does so, it gains a free trip attempt. Leg slam is a secondary attack. Poison (Ex) Bite-injury; <i>save</i> Fort DC 23; <i>frequency</i> 1/round for 8 rounds; <i>effect</i> 1d4 Strength damage; <i>cure</i> 2 consecutive saves Spider Mind (Ex) An attercoppe's mind is similar to a spider's mind. It gains a +4 racial bonus against mind-affecting effects.	

BEAROWL

(Based on a griffin) This amalgam of fur and feathers, this bizarre creature has the body of owl and the head of a bear. Its wings end in bear-like claws.

BEAROWL	CR 6
XP 2,400 N Large magical beast Init +3; Senses darkvision 60 ft.; Perception +14	
DEFENSE	
AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size) hp 59 (7d10+21) Fort +9, Ref +8, Will +6	
OFFENSE	
Speed 30 ft., fly 80 ft. (average) Melee bite +12 (1d8+4), 2 claws +11 (1d8+4) Space 10 ft., Reach 5 ft. Special Attacks pounce, rake (2 claws +11, 1d6+4)	
STATISTICS	
Str 19, Dex 17, Con 18, Int 2, Wis 15, Cha 8 Base Atk +7; CMB +11; CMD 23 Feats Flyby Attack, Iron Will, Skill Focus (Perception), Weapon Focus (bite) Skills Acrobatics +12, Fly +8, Perception +14; Racial Modifiers +4 Acrobatics, +4 Perception	
ECOLOGY	
Environment temperate hills or mountains Organization solitary, pair, or pack (3-8) Treasure incidental	

Designer's Notes

A bearowl works for several reasons. First off the name evokes the commonly known monster: the owlbear. However because we've switched the two animals, we can play around with this. First comes the description and we decided we want this bad boy to fly. With that, we made it have the owl's body and the head of a bear, the opposite of a typical monster. The closest monster in the Pathfinder Roleplaying Game Bestiary that is a mix of two animals that can also fly is a griffin. From there we added two hit dice and increased the three physical abilities, Wisdom and natural armor. Like the owlbear, the bearowl should also be of animal-level intelligence so we dropped that down to a 2.

Adding 2 HD will raise the CR of a monster with d10 hit points by 1 to 2. It should be around 1 if nothing else is done to the monster. Because this monster got an increase in its ability scores/natural armor, We decided to increase its CR by 2.

BIGFOOT

(Based on a yeti) This creature stands like a man, yet is half again the height and is covered with a coat of thick brown fur.

BIGFOOT	CR 4
XP 1,200 N Large monstrous humanoid Init +1; Senses darkvision 60 ft., scent; Perception +10	
DEFENSE	
AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size) hp 45 (6d10+12) Fort +6, Ref +6, Will +6	
OFFENSE	
Speed 40 ft., climb 30 ft. Melee 2 claws +9 (1d6+4) Ranged rock +6 (2d6+6) Space 10 ft., Reach 10 ft. Special Attacks frightful gaze, rend (2 claws, 1d6+6), rock throwing (60 ft.)	
STATISTICS	
Str 19, Dex 12, Con 15, Int 9, Wis 12, Cha 10 Base Atk +6; CMB +11; CMD 22 Feats Cleave, Great Fortitude, Power Attack Skills Climb +21 Intimidate +9, Perception +10, Stealth +5; Racial Modifiers +8 Stealth SQ Alko	
ECOLOGY	
Environment temperate mountains Organization solitary, pair, or tribe (3-8) Treasure standard	
SPECIAL ABILITIES	
Frightening Gaze(Su) Creatures within 30 feet that meet a bigfoot's gaze must succeed on a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that bigfoot for 1 day. The save DC is Charisma-based.	

Designer's Notes

This is probably the best example of renaming and changing a monster's description in the set. The differences with this monster stats and the yeti's stats are as follows: we removed the cold subtype, the immunity to cold, the vulnerability to fire and the additional cold damage, and we added the rock throwing ability. That's it. These differences are hardly substantial and can easily be done on the fly at the game table.

Since these two real world myths (or actual living creatures, depending on your point of view) describe these creatures as very similar their stats should be similar as well. But sometimes that is all it takes to make an well known monster to feel new and fresh.

CENTIPEDE, HULKING HOUSE

(Based on a giant centipede) With long hairy legs, this centipede's movement causes immense disgust.

HULKING HOUSE CENTIPEDE	CR 15
XP 51,200 N Colossal vermin Init +4; Senses darkvision 60 ft.; Perception +7	
DEFENSE	
AC 30, touch 6, flat-footed 26 (+4 Dex, +24 natural, -8 size) hp 231 (22d8+132) Fort +18, Ref +13, Will +12 Defensive Abilities hairy cover; Immune mind-affecting effects	
OFFENSE	
Speed 60 ft., climb 60 ft. Melee bite +24 (4d6+24 plus poison) Space 30 ft., Reach 30 ft. Special Attacks distraction (DC 27)	
STATISTICS	
Str 43, Dex 18, Con 22, Int -, Wis 21, Cha 2 Base Atk +16; CMB +40; CMD 58 (cannot be tripped) Feats Lightning Reflexes ^B Skills Climb +24, Perception +7, Stealth -4; Racial Modifiers +4 Perception, +8 Stealth SQ compression	
ECOLOGY	
Environment temperate or warm forest or underground Organization solitary, pair, colony (1 with 3-6 giant centipedes) Treasure none	
SPECIAL ABILITIES	

Distraction (Ex) The hair from the hulking house centipede's legs is so thick that all creatures within 5 ft. of the hulking house centipede or in its space must succeed a DC 27 Fortitude save or be nauseated. This save DC is Constitution-based.

Hairy Cover (Ex) The hair covering the hulking house centipede's body grants it a 20% miss chance against ranged attacks.

Poison (Ex) bite-injury; save Fort DC 27; frequency 1/round for 6 rounds; effect 1d8 Dex damage; cure 3 consecutive saves. The save DC is Constitution-based.

Designer's Notes

Probably the nicest thing about vermin is that you can keep adding hit dice and increasing its size and few will complain. While this monster is clearly based on the giant centipede, we added 21 HD, far more than we would consider doing with many other monsters.

To give this monster something unexpected, we make it a house centipede. A house centipede has incredibly long legs. Increase it to 30 feet long and it is easy to see how its legs would distract those close to it as well as provide cover from ranged attacks.

DRAGONSLAKE

(Based on a venomous snake) A fiery-colored snake slithers your direction with malice in its eyes and wisps of fire coming from its mouth.

DRAGONSLAKE

CR 4

XP 1,200

N Huge magical beast (fire)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 17, touch 11, flat-footed 14 (+3 Dex, +6 natural, -2 size)
hp 42 (5d10+15)

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

Resist fire 5

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +8 (2d6+7 plus 1d3 fire)

Space 15 ft., **Reach** 15 ft.

Special Attack breath weapon (15-ft. cone, 4d6 fire, Reflex DC 15 for half, usable every 1d4 rounds)

STATISTICS

Str 21, **Dex** 16, **Con** 17, **Int** 6, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +12; **CMD** 25 (cannot be tripped)

Feats Improved Initiative, Power Attack (-2/+4), Skill Focus (climb)

Skills Climb +21, Perception +11, Stealth +12; **Racial Modifiers** +4 Perception, +4 Stealth

Languages Common (cannot speak), Draconic

ECOLOGY

Environment temperate or warm forests, swamps, or fresh water

Organization solitary, pair, or nest (3-8)

Treasure standard

Designer's Notes

A dragonsnake has so many changes, it is almost a new monster there is merely flavored like a snake. First we took a venomous snake, changed its type to magical beast, added the fire subtype and fire resistance. From there we added two hit dice, increased its size and gave it a breath weapon. The only true flavor left of a snake in the stats itself is the fact that it cannot be tripped. However the description still evokes the mental image of a snake and that is true with its stats.

GIANT, RAGE

(Based on a hill giant) This savage giant wears a necklace of skulls around its neck and lets out a great battle cry before charging into the fray.

RAGE GIANT

CR 8

XP 4,800

CE Large humanoid (giant)

Init +0; **Senses** low-light vision; Perception +7

DEFENSE

AC 22, touch 9, flat-footed 22 (+4 armor, +9 natural, -1 size)
hp 93 (11d8+44)

Fort +11, **Ref** +3, **Will** +3

Defensive Abilities rock catching

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatclub +15/+10 (2d8+10) or 2 slams +14 (1d8+7)

Ranged rock +7 (1d8+10)

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

Special Attacks rock throwing (120 ft.)

Spell-Like Abilities (CL 4, concentration +6)

3/day – **rage** (self only)

STATISTICS

Str 25, **Dex** 11, **Con** 19, **Int** 6, **Wis** 10, **Cha** 14

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Great Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +11, Intimidate +12, Perception +7

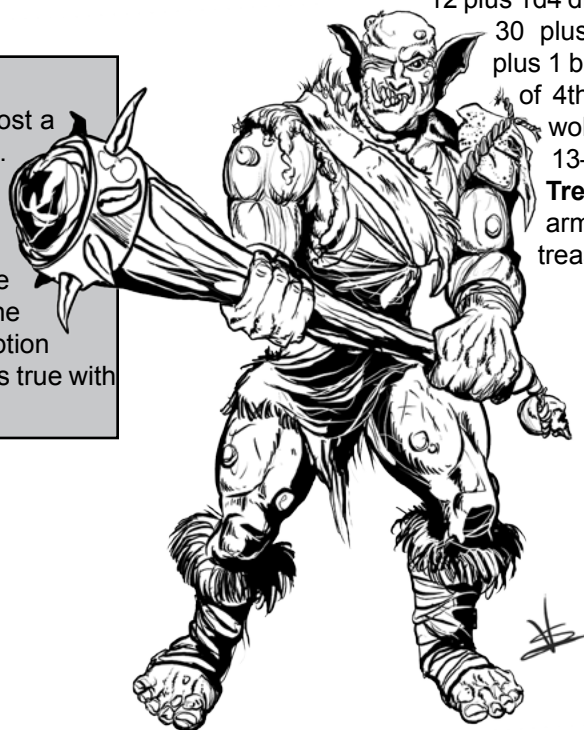
Languages Giant

ECOLOGY

Environment temperate hills

Organization solitary, gang (2-5), band (6-8), raiding party (9-12 plus 1d4 dire wolves), or tribe (13-30 plus 35% noncombatants plus 1 barbarian or fighter chief of 4th–6th level, 11–16 dire wolves, 1–4 ogres, and 13–20 orc slaves)

Treasure standard (hide armor, greatclub, other treasure)



GOBLIN-O'-WISP

(Based on a will-o'-wisp) This faintly glowing ball of red and orange light bobs gently in the air, the nebulous image of a goblin's skull is visible somewhere in its depths.

GOBLIN-O'-WISP

CR 6

XP 2,400

CE Small aberration (fire)

Init +14; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 27, touch 27, flat-footed 16 (+5 deflection, +10 Dex, +1 dodge, +1 size)

hp 40 (9d8)

Fort +3, Ref +13, Will +9

Defensive Abilities natural invisibility; Immune magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee incinerate +17 touch (2d8 fire/18-20)

STATISTICS

Str 1, Dex 31, Con 10, Int 15, Wis 16, Cha 14

Base Atk +6; CMB +0; CMD 25 (cannot be tripped)

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +21, Bluff +11, Escape Artist +21, Fly +31, Perception +17, Stealth +25

Languages Aklo, Common

SQ feed on fear

ECOLOGY

Environment any swamp

Organization solitary, pair or string (3-4)

Treasure incidental

SPECIAL ABILITIES

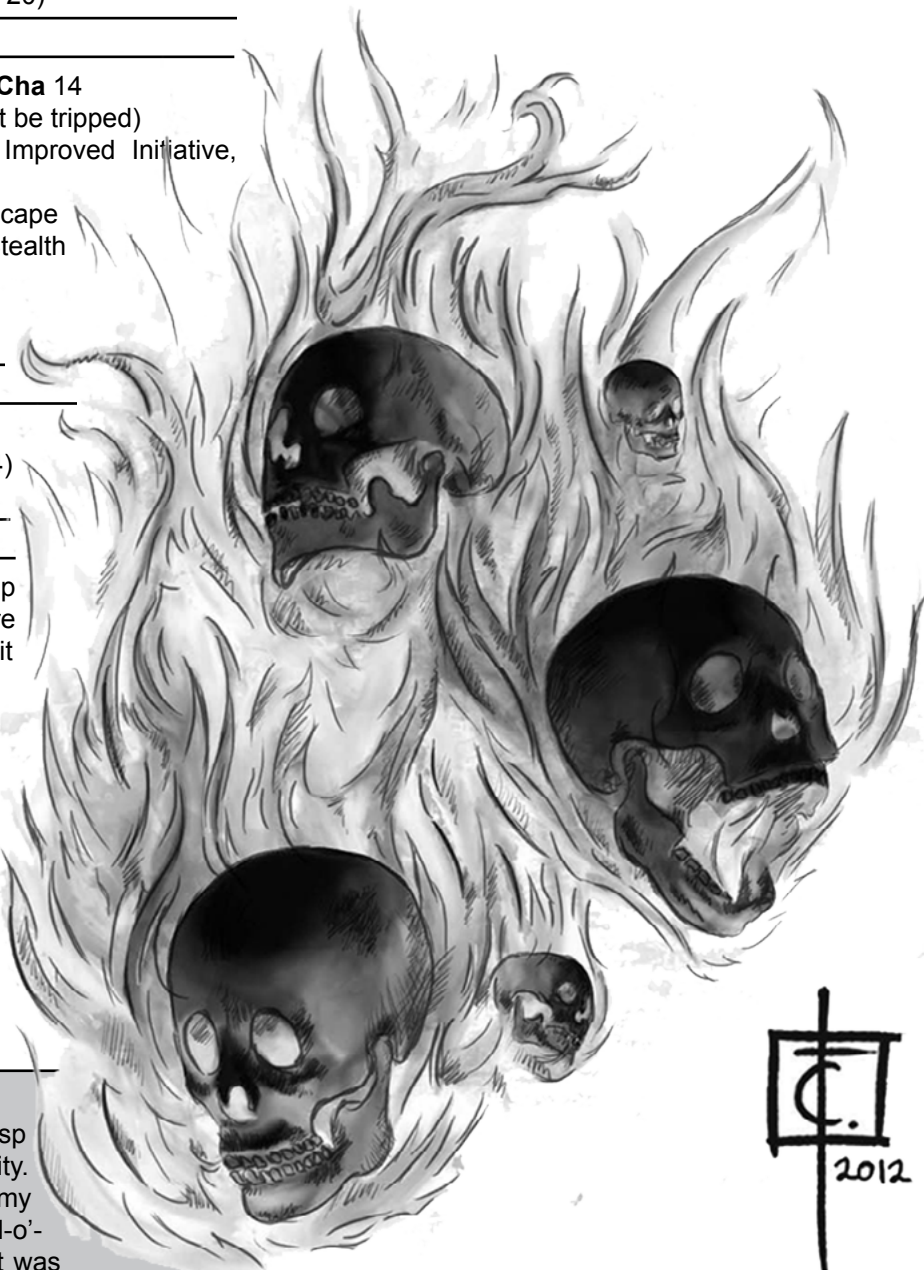
Feed on Fear (Su) Anytime a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immune to Magic (Ex) Goblin-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex) Goblin-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

successfully giving them trouble. But overuse of that monster on my part led to them taking precautions against electricity damage. So I swapped out the electricity damage with fire. I needed a reason for this change. Then I remembered how much goblins love fire and as such the goblin-o'-wisp was born. Additionally, I increased the Dexterity by +2. Those are all the changes to the stat block this monster received. These two changes are not enough to constitute an increase in the monster's CR.

This monster is not really different than its base monster, but just giving players something new to interact with can make the situation more memorable.



Designer's Notes

The goblin-o'-wisp and the troll-o'-wisp (presented later) came about by necessity. I was having trouble challenging my players with most monsters and the will-o'-wisp was one of the few monsters that was



HELL BLOB

(Based on a black pudding) This pale yellow, amorphous lump piles up on itself, a quivering mound of sludge that reeks of sulfur and surges forwards.

HELL BLOB

CR 11

XP 12,800

LE Gargantuan ooze (evil, extraplanar)

Init -5; **Senses** darkvision 60 ft.; Perception -5

Aura corruption aura (30 ft., DC 23, 2d6 negative energy)

DEFENSE

AC 1, touch 1, flat-footed 1 (-5 Dex, -4 size)

hp 152 (16d8+80)

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

Defensive Abilities ooze traits, split; **DR** 5/good

OFFENSE

Speed 40 ft., climb 40 ft.

Melee slam +16 (2d8+12 plus 4d6 unholy acid plus grab)

Space 20 ft., **Reach** 15 ft.

Special Attacks constrict (2d8+12 plus 4d6 unholy acid), corrosion

STATISTICS

Str 26, **Dex** 1, **Con** 21, **Int** -, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +24 (+28 grapple); **CMD** 29

Skills Climb +16

SQ suction

ECOLOGY

Environment any underground (Hell)

Organization solitary

Treasure none

SPECIAL ABILITIES

Corrosion (Ex) An opponent that is being constricted by a hell blob suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Corruption Aura (Su) An aura of death that reeks of sulfur constantly surrounds a hell blob. Any creature within 30 feet of a hell blob takes 2d6 points of negative energy damage at the start of its turn. If the creature successfully passes a DC 23 Fortitude save, it takes only half damage. Hell blobs are immune to this effect. The save DC is Constitution-based.

Split (Ex) Slashing and piercing weapons deal no damage to a hell blob. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex) The hell blob can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A hell blob can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, a hell blob's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Unholy Acid (Su) A hell blob secretes an unholy digestive

acid damaging the creature. This damage is split evenly between acid and negative energy damage. Unholy acid also dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a hell blob's unholy acid, its clothing and armor takes the same amount of damage from the unholy acid. A DC 23 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a hell blob takes 4d6 points of damage split evenly between acid and negative energy unless the weapon's wielder succeeds on a DC 23 Reflex save. If a hell blob remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage and 21 points of negative energy damage (no save) to the object. The save DCs are Constitution-based.

Designer's Notes

In its first incarnation, the hell blob was a black pudding with the fiendish, giant and advanced templates applied many, many times. Since then, it has been rewritten to be more "natural" in its design. The current incarnation is a 16 HD black pudding with abilities that are fiendish template-themed. Sure this included things like damage reduction bypassed by good damage, but we also needed several other unique abilities. We settled on two: a corrupting aura and unholy acid.

Start with the unholy acid, we needed to increase the damage the black pudding dealt in a single blow. We increased the damage dice, but we could only go so far with that. Instead we decided to make it deal more acid damage. But to theme it with an evil plane, we split the damage it normally deals to be half negative energy damage and half acid. This negative energy damage reinforces where it comes from in the minds of players.

The other ability, the corrupting aura originally came from looking at the devils in the Bestiaries. Many of them had a fear aura, so an aura seemed logical. However we couldn't really bring ourselves to give a blob an ability that made people "fear" it. It just didn't feel right. Since the monster's damage output was on the low side, we decided an aura that dealt damage seemed appropriate. This corrupting aura deals negative energy damage and helps plug the hole of low damage output.

INFERNAL DRAGON SNAPPER

(Based on a dragon turtle) This massive, long-tailed snapping turtle possesses a dragon-like face and sports a set of infernal horns and blackened flesh.

INFERNAL DRAGON SNAPPER

CR 11

XP 12,800

NE Huge dragon (aquatic)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 27, touch 10, flat-footed 25 (+2 Dex, +17 natural, -2 size)
hp 150 (12d12+72)

Fort +14, **Ref** +10, **Will** +11

DR 10/good; **Immune** fire, sleep, paralysis; **Resist** cold 15;
SR 16

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +20 (3d6+10), 2 claws +20 (2d6+10)

Space 15 ft., **Reach** 10 ft.

Special Attacks breath weapon (cloud 20 ft. high x 25 ft. wide x 50 ft. long, DC 22 half, 12d6 fire, once every 1d4 rounds), capsize, smite good (1/day, +3 attack, +12 damage)

STATISTICS

Str 31, **Dex** 14, **Con** 23, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +24; **CMD** 36 (40 vs. overrun, trip)

Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack (-4/+8)

Skills Diplomacy +18, Intimidate +18, Perception +18, Sense Motive +18, Stealth +9 (+17 in water), Survival +18, Swim +33; **Racial Modifiers** +8 Stealth in water

Languages Aquan, Common, Draconic, Infernal

ECOLOGY

Environment any aquatic (Hell)

Organization solitary

Treasure double

SPECIAL ABILITIES

Breath Weapon (Su) This cloud of steam is usable on the surface and underwater.

Capsize (Ex) An infernal dragon snapper can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger than the infernal dragon snapper's size it takes a cumulative -10 penalty on this CMB check.

LIONBEAR

(Based on an owlbear) Appearing similar to a bear, this powerful creature has the head of a lion.

LIONBEAR

CR 5

XP 1,600

N Huge magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 16, touch 8, flat-footed 16 (+8 natural, -2 size)

hp 57 (5d10+30)

Fort +10, **Ref** +4, **Will** +4

OFFENSE

Speed 40 ft.

Melee 2 claws +9 (1d8+6 plus grab) bite +9 (1d8+6)

Space 15 ft., **Reach** 10 ft.

Special Attacks rake (2 claws +9, 1d8+6), roar (60 ft., Will DC 18 negates, shaken for 1d6 rounds)

STATISTICS

Str 23, **Dex** 10, **Con** 22, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +13 (+17 grapple); **CMD** 23

Feats Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Perception +12

ECOLOGY

Environment temperate forests or mountains

Organization solitary, pair, or pack (3-8)

Treasure incidental

SPECIAL ABILITIES

Roar (Ex) A lionbear can release a roar and to scare any creature within 60 feet. All creatures within range must succeed a DC 18 Will save or be shaken for 1d4 rounds. A creature that makes the same is immune to it for 24 hours. A lionbear can use this ability once every 1d4 rounds. This is a fear effect. The save DC is Constitution-based.

Designer's Notes

Like the bearowl presented earlier, the lionbear came from our desire to have more animal mashups in my game. We started with the owlbear stats and added the giant template. We could have stopped there, but we figured it needed a few abilities that made it drive the idea of lion home. The lion had the rake special attack so we added that to this monster. Pounce did not seem like a good addition since it still had the body of a bear, which lacks this special attack.

A lion's roar is one of the most iconic traits of a real life lion so we decided to include that with this monster. Creating this special ability is pretty standard: the DC is equal to 10 + half its HD (2) + its Constitution modifier (6). The roar scares people so we made it a fear effect. The duration should be effective but not excessively penalizing. 1d4 rounds is a good duration at this CR. And like a breath weapon, the lion cannot use it more than once per 1d4 rounds. That's all there is to creating a simple special ability.

MUMMY, GIANT

(Based on a hill giant and a mummy) Wrapped from head to toe in ancient strips of moldering linen this giant moves in a shuffling gait

GIANT MUMMY

CR 7

XP 3,200

LE Large undead

Init +1; **Senses** darkvision 60 ft.; Perception +18

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates)

DEFENSE

AC 25, touch 10, flat-footed 25 (+1 Dex, +15 natural, -1 size)
hp 76 (8d8+40)

Fort +6, **Ref** +3, **Will** +10

DR 5/-; **Immune** undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +17 (2d6+16 plus mummy rot)

Ranged rock +6 (2d6+16)

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

Special Attacks frightful gaze, rend (2 claws, 1d8+16), rock throwing (60 ft.)

STATISTICS

Str 32, **Dex** 12, **Con** -, **Int** 10, **Wis** 19, **Cha** 19

Base Atk +6; **CMB** +18; **CMD** 29

Feats Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)

Skills Perception +18, Stealth +9

Languages Common

ECOLOGY

Environment any

Organization solitary, warden squad (2-6), or guardian detail (7-12)

Treasure standard

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a giant mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same giant mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; save Fort DC 18; 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 20 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.

MUMMY, HALFLING

(Based on a halfling and a mummy) This small form stands as high as a human child and is completely wrapped in bandages.

HALFLING MUMMY

CR 5

XP 1,600

LE Small undead

Init +1; **Senses** darkvision 60 ft.; Perception +16

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates)

DEFENSE

AC 20, touch 12, flat-footed 19 (+1 Dex, +8 natural, +1 size)
hp 68 (8d8+32)

Fort +5, **Ref** +3, **Will** +8

DR 5/-; **Immune** undead traits

Weakness vulnerable to fire

OFFENSE

Speed 20 ft.

Melee slam +14 (1d6+9 plus mummy rot)

STATISTICS

Str 22, **Dex** 12, **Con** -, **Int** 6, **Wis** 15, **Cha** 17

Base Atk +6; **CMB** +11; **CMD** 22

Feats Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)

Skills Perception +16, Stealth +16

Languages Common

ECOLOGY

Environment any

Organization solitary, warden squad (2-6), or guardian detail (7-12)

Treasure standard

SPECIAL ABILITIES

Despair (Su) All creatures within a 30-foot radius that see a giant mummy must make a DC 17 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same giant mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.

Mummy Rot (Su) Curse and disease—slam; save Fort DC 18; 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 20 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.

NAIAD

(Based on a nymph) A delicate figure rises from the water, her long ears tapering to points above her head, her beauty painful in its perfection.

NAIAD CR 8

XP 4,800

CG Medium fey

Init +7; Senses darkvision 60 ft.; Perception +16

Aura blinding beauty (30 ft., DC 23)

DEFENSE

AC 27, touch 27, flat-footed 19 (+9 deflection, +7 Dex, +1 dodge)

hp 76 (8d6+48)

Fort +15, Ref +20, Will +18

Defensive Abilities hide in plain sight; DR 10/cold iron

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk dagger +12 (1d4+2/19-20)

Special Attacks stunning glance (DC 23)

Spell-Like Abilities (CL 8th, concentration +17)

1/day – dimension door

Spells Prepared (CL 7th, concentration +12)

4th – ice storm, rusting grasp

3rd – cure moderate wounds, quench (DC 18), water breathing

2nd – barkskin, heat metal (DC 17), resist energy, tree shape

1st – detect animals and plants, entangle, good berry, obscuring mist, summon nature's ally I

0 – create water, detect poison, purify food and drink, stabilize

STATISTICS

Str 14, Dex 25, Con 22, Int 20, Wis 21, Cha 29

Base Atk +4; CMB +11; CMD 33

Feats Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse

Skills Diplomacy +20, Escape Artist +18, Handle Animal +17, Heal +13, Knowledge (nature) +16, Perception +16, Sense Motive +16, Stealth +16 (+20 when underwater), Swim +25; Racial Modifiers +4 Stealth when underwater, +4 Swim

Languages Common, Elven, Gnome, Sylvan

SQ inspiration, unearthly grace, wild empathy +23

ECOLOGY

Environment temperate rivers

Organization solitary

Treasure standard (masterwork dagger, other treasure)

SPECIAL ABILITIES

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a naiad. Those who look directly at a naiad must succeed on a DC 23 Fortitude save or be blinded permanently. A naiad can suppress or resume this ability as a free action. The save DC is Charisma-based.

Hide in Plain Sight (Ex) This works like the ranger's hide

in plain sight class feature, except the naiad can only hide while observed when underwater.

Inspiration (Su) A naiad can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the naiad retains her favor for this creature and as long as the creature carries the naiad's token, the creature gains a +4 insight bonus on all Will saving throws, Swim checks, and Perform checks. A bard who has a naiad for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his naiad muse's Charisma modifier. The naiad retains a link to her token and its carrier as if she had cast a status spell on the carrier. The naiad can end this effect at any time as a free action. A single naiad may only inspire one creature at a time in this manner.

Spells A naiad casts spells as a 7th-level druid, but cannot swap out prepared spells to cast summon spells.

Stunning Glance (Su) As a standard action, a naiad can stun a creature within 30 feet with a look. The target must succeed on a DC 23 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su) A naiad adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the naiad has a +6 racial bonus on the check. The naiad's effective druid level is equal to her HD for determining her total modifier to the check.

Designer's Notes

In short this naiad is a nymph with the Advanced template. A few other changes were made: we altered the spells prepared and added the hide in plain sight ability.

Adjusting spells and spell-like abilities is a simple way to adjust the feel of a monster. Adding fire-themed spells to a fire-themed creature. In this case, the nymph is a water-themed fey, but it does not have many water-themed spells. So we added *ice storm*, *rusting grasp*, *quench*, and *obscuring mist*. With a focus more on water-themed spells, it helps to sell the idea that water-themed creature.

The other ability added is the ranger ability hide in plain sight. The ranger version of this ability only works on a ranger's favored terrain. When it gets this ability at 17th level, it will have three favored terrains where this will work. By contrast, anyone that takes a level of shadowdancer gets this ability that only works in areas of dim light. This ability can be gained as low as 6th level. So adding it to a CR 8 monster is not overpowered. To keep it water fey-themed, we altered the ability to only work underwater.

ROPER KING

(Based on a roper) Appearing similar to a rock, this creature has a tint of red blood and has a distinct odor of sulfur.

ROPER KING

CR 15

XP 51,200

CE Huge aberration (extraplanar)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 29, touch 6, flat-footed 29 (-2 Dex, +23 natural, -2 size)
hp 229 (17d8+153)

Fort +5, **Ref** +5, **Will** +12

Immune electricity; **Resist** cold 10; **SR** 30

OFFENSE

Speed 10 ft.

Melee bite +25 (6d8+22)

Ranged 8 strands +8 touch (1d8 Strength)

Space 15 ft., **Reach** 15 ft.

Special Attacks pull (strand, 10 ft), strands

STATISTICS

Str 41, **Dex** 6, **Con** 38, **Int** 19, **Wis** 17, **Cha** 13

Base Atk +12; **CMB** +34; **CMD** 42

Feats Improved Critical (bite), Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Skill Focus (Perception, Strength), Weapon Focus (strand)

Skills 8 Climb +35, Intimidate +21, Knowledge (arcana, religion) +21, Knowledge (dungeoneering) +24, Perception +23, Stealth +10(+18 in stony or icy areas), Survival +23;

Racial Modifiers +8 Stealth in stony or icy areas

SQ Aklo, Infernal, Undercommon

ECOLOGY

Environment any underground (Abyss)

Organization solitary, pair, or cluster (1 plus 2-5 ropers)

Treasure standard

SPECIAL ABILITIES

Strands (Ex) A roper king can extend up to eight thin, sticky strands from its body at a time, launching them to a maximum range of 70 feet. A roper king's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 24). A creature struck by a strand is numbed and weakened by the strange material, and must make a DC 32 Fortitude save or take 1d8 points of Strength damage. The save DC is Constitution-based.

SCORPION, NIGHTMARE

(Based on a giant scorpion) This enormous scorpion possesses a black exoskeleton and claws large enough to crush houses.

NIGHTMARE SCORPION

CR 17

XP 102,400

N Colossal vermin

Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 33, touch 3, flat-footed 32 (+1 Dex, +30 natural, -8 size)
hp 297 (22d8+198)

Fort +22, **Ref** +8, **Will** +10

DR 10/bludgeoning and epic; **Immune** mind-affecting effects

OFFENSE

Speed 80 ft.

Melee 2 claws +28 (3d8+20 plus grab), sting +28 (3d8+20 plus poison)

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

Special Attacks constrict (3d8+20)

STATISTICS

Str 51, **Dex** 12, **Con** 29, **Int** -, **Wis** 16, **Cha** 2

Base Atk +16; **CMB** +39 (+43 grapple); **CMD** 50 (+62 vs overrun, trip)

Skills Climb +19, Perception +7, Stealth -11; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

ECOLOGY

Environment warm or temperate deserts, forests, plains or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting-injury; *save* Fort DC 32; *frequency* 1/round for 8 rounds; *effects* 1d6 Strength damage; *cure* 2 consecutive save. The save DC is Constitution-based and includes a +2 racial bonus.

Designer's Notes

Like I said before, you can add almost any amount of hit dice. The nightmare scorpion is one such example. At its core it is a giant scorpion. Beyond that it has more hit dice, a larger size, more natural weapon damage, increased ability scores. The only thing that really makes this monster different is the damage reduction. Bludgeoning and epic damage reduction makes it a difficult to bypass. With a high speed, it will also be difficult to outrun this monster.

While this monster is not particularly imaginative, it does provide a high level challenge to players with not much work for a game master looking for a high-level, random encounter.

THUNDERCRAB

(Based on a giant crab) Crackling with electricity, this enormous crab's claws can crack a ship's hull while only the heaviest of weapons can penetrate its thick shell.

THUNDERCRAB

CR 18

XP 153,600

N Colossal magical beast (aquatic)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +29

DEFENSE

AC 33, touch 2, flat-footed 33 (+31 natural, -8 size)

hp 296 (24d10+164)

Fort +19, **Ref** +15, **Will** +13

DR 15/bludgeoning and epic; **Immune** electricity

OFFENSE

Speed 50 ft., swim 40 ft.

Melee 2 claws +31 (3d6+15/19-20 plus 2d6 electricity plus grab)

Ranged electric bolt +14 touch (24d6 electricity plus stunned)

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

Special Attacks constrict (3d6+15 plus 2d6 electricity)

STATISTICS

Str 40, **Dex** 11, **Con** 20, **Int** 1, **Wis** 18, **Cha** 10

Base Atk +24; **CMB** +39 (+43 grapple, sunder); **CMD** 49 (51 vs sunder, 61 vs overrun, trip)

Feats Bleeding Critical, Critical Focus, Great Fortitude, Greater Sunder, Improved Critical (claw), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack (-7/+14), Skill Focus (Perception), Strike Back, Toughness

Skills Perception +29, Swim +38; **Racial Modifiers** +4 Perception

SQ water dependency

ECOLOGY

Environment any aquatic

Organization solitary

Treasure none

SPECIAL ABILITIES

Electric Bolt (Su) Whenever a thundercrab is underwater, it can spit a lance of electricity up to a range of 400 ft. This ability has no range increment but cannot extend beyond this distance. A creature struck by this takes 24d6 points of electricity damage and must succeed a DC 28 Fortitude save or be stunned for 1d4 rounds. Any creature in metal armor takes a -10 penalty to this saving throw. The

save DC is Constitution-based. A thundercrab can use this ability once every 1d4 rounds.

Water Dependency (Ex) A thundercrab can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a thundercrab runs the risk of suffocation, as if it were drowning.

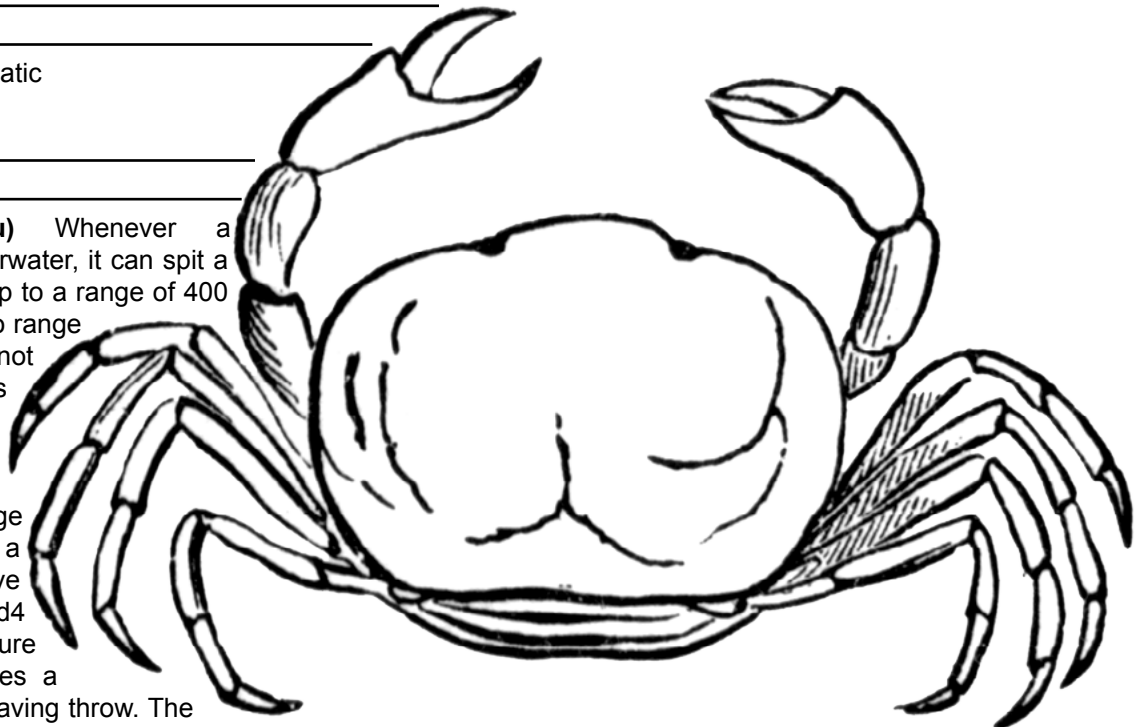
Designer's Notes

This is another example of a high hit dice vermin turned magical beast. While the attercoppe did not possess any supernatural abilities, we gave the thundercrab a ranged touch electricity damage attack and immunity to electricity. A quality damage reduction will help to make this a creature of myth that lives at the bottom of the ocean. Like other supervermin, it works great high-level monster as the players work their way to the main villain.

The electricity bolt as a range of 400 ft. That might seem crazy. Just remember that high-level players have access to some really long range magic and weaponry. Reducing it to 60 ft. or 100 ft. pretty much means this thing will be a bag of hit points that the players can pick off will outside of its main weapon's range.

Two feats I'd like to call to your attention is Improved Sunder/Greater Sunder. I do not normally give these to anything with an intelligence of 3 or less, but this seemed fitting with the whole claws crush things theme so I gave it to them. Remember, fitting a theme is what is important.

This is a good example of how not all high level monsters need complex stat blocks. Sure the memorable monsters should have unique abilities that can scare players, but vermin make good random encounter monsters. When you are making your own high-level variations, not all of them need to take a long time to design. Making something relatively simple helps save you time.



THUNDER LIZARD

(Based on a monitor lizard) This immense lizard moves with a slow but relentless gait. Its feet end in large talons, and the edges of its mouth are burned black.

THUNDER LIZARD

CR 3

XP 600

N Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 25 (3d10+9)

Fort +8, **Ref** +5, **Will** +2

Resist electricity 5

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +6 (1d8+4 plus 1d6 electricity and grab)

Special Attack breath weapon (30 ft. line, 3d6 electricity, Reflex DC 14 for half, usable once every 1d4 rounds)

STATISTICS

Str 17, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 18 (22 vs. overrun, trip)

Feats Great Fortitude, Skill Focus (Perception)

Skills Climb +7, Perception +8, Stealth +10 (+14 in undergrowth), Swim +11; **Racial Modifiers** +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm forests, or plains

Organization solitary, pair, or pack (3-8)

Treasure incidental

TROLL-O'-WISP

(Based on a will-o'-wisp) This faintly glowing ball of light bobs gently in the air, the nebulous image of a troll's skull is visible somewhere in its depths.

TROLL-O'-WISP

CR 8

XP 4,800

CE Small aberration (air)

Init +15; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 28, touch 28, flat-footed 16 (+5 deflection, +11 Dex, +1 dodge, +1 size)

hp 58 (9d8+18); regeneration 5 (fire or acid)

Fort +5, **Ref** +14, **Will** +11

Defensive Abilities natural invisibility; **Immune** magic

OFFENSE

Speed fly 50 ft. perfect

Melee shock +18 touch (3d8 electricity)

STATISTICS

Str 5, **Dex** 33, **Con** 14, **Int** 19, **Wis** 20, **Cha** 18

Base Atk +6; **CMB** +2; **CMD** 28 (cannot be tripped)

Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +23, Bluff +13, Escape Artist +23, Fly +33, Perception +19, Stealth +27

Languages Aklo, Common

ECOLOGY

Environment any swamp

Organization solitary, pair or string (1 plus 2-3 will-o'-wisps)

Treasure incidental

SPECIAL ABILITIES

Immune to Magic (Ex) Troll-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex) Troll-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Designer's Notes

The single biggest difference between a thunder lizard and a monitor lizard is that the thunder lizard is a magical beast. That one change raises the CR by 1. Now that it is a magical beast, we are not limited to normal, mundane abilities. We gave it an electricity theme. Electricity resistance, damage in the bite attack (in place of the poison) and an electricity breath weapon. (You may have notice by now that I have a thing for breath weapons.) But that is all this monster needs to keep your standard lizard feeling new and fresh in your game. Neither ability scores nor feats were changed. And because an animal has the same good saves as a magical beast, the saves do not change. Quick, simple and a fresh feeling.

Designer's Notes

Like the goblin-o'-wisp earlier, this monster was born out of a desire to keep the will-o'-wisp useful longer. At its core it is a will-o'-wisp with the advanced template. To evoke the feeling of a troll, we gave it troll-style regeneration. Since it was a higher level monster, we added an additional die of electricity damage. These two additions make it more powerful than its CR 7 counterpart so we bumped it up to an 8.

Again, these changes are something you can do with little to no preparation. Things like this will make your job as game master simpler all while getting more use out of the monsters in your monster books.

YELLOW MUSK BUGBEAR ZOMBIE

(Based on a bugbear with a yellow musk zombie template)
This rotted bugbear's body still clings to its morningstar and javelin. Vines snake around the outside of its body, helping to animate its arms and legs.

YELLOW MUSK BUGBEAR ZOMBIE

CR 1

XP 400

NE Medium plant

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 10, flat-footed 18 (+2 armor, +5 natural, +1 shield)

hp 26 (4d8+8)

Fort +5, **Ref** +1, **Will** +1

DR 5/slashing; **Immune** plant traits

OFFENSE

Speed 30 ft.

Melee morningstar +6 (1d8+4) or slam +6 (1d6+4)

Ranged javelin +2 (1d6+3)

STATISTICS

Str 18, **Dex** 11, **Con** 13, **Int** -, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +6; **CMD** 16

Feats Toughness^B

SQ staggered

ECOLOGY

Environment any

Organization any

Treasure NPC gear (leather armor, light wooden shield, morningstar, 3 javelins, other treasure)

SPECIAL ABILITIES

Staggered (Ex) Yellow musk bugbear zombie has poor reflexes and can only perform a single move action or standard action each round. A yellow musk bugbear zombie can move up to its speed and attack in the same round as a charge action.

Designer's Notes

Short of the long, I stated out these two yellow musk zombies because I want to see yellow musk zombies get more use. You can still do the whole undead apocalypse without having a necromancer or some other viscous entity bent on the ending of all life. This is just a plant doing what its planty-mind wants to do: live, eat and reproduce. Nothing sinister about it. So if you want a side quest that involves scores of undead without making it your whole campaign, yellow musk zombies fill the bill.

Both of these monsters are their normal stats with the yellow musk zombie template added on. The problem with the yellow musk zombie template is that it requires you to refer to both the zombie template and the yellow musk zombie template in addition to the monster's stats. It is not something easy to add in the middle of game. This template is best added during preparation.

YELLOW MUSK DRIDER ZOMBIE

(Based on a drider with a yellow musk zombie template) An obviously dead drider continues to walk as plant tentacles emerge from gashes in its body.

YELLOW MUSK DRIDER ZOMBIE

CR 5

XP 1,600

NE Large plant

Init +1; **Senses** darkvision 120 ft.; Perception +0

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size) **hp** 104 (11d8+55)

Fort +10, **Ref** +4, **Will** +3

DR 5/slashing; **Immune** plant traits

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk heavy mace +11/+6 (1d8+4), bite +6 (1d4+1) or slam +11 (1d8+4)

Ranged mwk composite longbow +9/+4 (1d8+2)

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

STATISTICS

Str 17, **Dex** 13, **Con** 18, **Int** -, **Wis** 10, **Cha** 10

Base Atk +8; **CMB** +12; **CMD** 23

Feats Toughness^B

SQ staggered, undersized weapons

ECOLOGY

Environment any

Organization any

Treasure double (masterwork heavy mace, masterwork composite longbow [+2 Str] with arrows, additional treasure)

SPECIAL ABILITIES

Staggered (Ex) Yellow musk bugbear zombie has poor reflexes and can only perform a single move action or standard action each round. A yellow musk bugbear zombie can move up to its speed and attack in the same round as a charge action.

Undersized Weapons (Ex) Although a yellow musk drider zombie is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most yellow musk drider zombies).

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