Exotic Encounters Compendium



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Introduction

The Pathfinder Bestiary, and the long line of monstrous encyclopedia that came before it, do a great job of attacking the problem of providing game statistics and mechanical information for a very wide variety of creatures. There are a lot of strange creatures from fantasy novels and movies, from ancient mythology, and, as time went on, from the twisted minds of game designers and even GMs, for that matter. Anyone today who tried to go about creating an extensive bestiary of all the different cool and interesting fantasy monsters could fill three or four volumes with three hundred monsters each, and still have a long way left to go, with fans crying out for various "forgotten" monsters to get some attention. That kind of breadth doesn't leave a whole lot of room for depth, and that's where *Exotic Encounters* came in.

The goal of the *Exotic Encounters* series, as a whole, was to provide fun and interesting new game statistics for monsters that already existed. While this seems counterintuitive at first, there are actually many reasons why you might not want to use a monster stat-block straight from the core rules. For one thing, your players may have fought that same exact monster dozens of time, and know its exact AC and hit points off the top of their head. For another, the narrative of your game may call for a griffon, a medusa, a harpy, or some other iconic fantasy monster, but your players are at a level that is far removed from the CR for that monster's stat-block. Yes, you could advance the monster (or make it weaker) until it fits, but this is a lot of work for GMs, and may still leave the monster stat-block crippled or overpowered. Finally, the creatures in *Exotic Encounters* all have unique abilities, often providing a different take on iconic abilities, or developing the monster in different ways: such as a medusa or basilisk with a more gradual petrification gaze, or manticores that represent other interpretations of such creatures from other fantasy media.

In order to make *Exotic Encounters* the best that it can be, we took these various problems into account during our design. With very few exceptions, we deliberately avoided making monsters that the same CR as the "original" version, and tried to have a good spread of CRs for each individual monster (each *Exotic Encounters* featured three variants on a single, existing monster), in order to spread the range of CRs at which GMs would have at least *one* version of a given monster available to them. We also made sure that each and every monster in an *Exotic Encounters* product had at least one (and usually two or more) unique special abilities that aren't found in any other bestiary or similar product, ensuring that each of these creatures would have the potential to provide a special memory at the game table, and that they would all feel different from one another, and from other monsters.

In total, 29 *Exotic Encounters* books were produced, and 88 monsters were created. We had so much fun creating new (albeit variant) monsters that we decided to transition them to a weekly article on our website, <u>www.necromancers-online.</u> com, and make them available there, for free, instead. But we wanted a way to make the existing *Exotic Encounters* books more accessible, and gather the monsters all in one convenient location. The result is this book, which contains every monster published in an *Exotic Encounters* product. We're pretty proud of the menagerie that we've assembled here, and we think that it will help you find a new love and appreciation for many fantasy staples (as well as some weird one-offs not seen outside of RPG bestiaries).

But don't let us tell you how great these monsters are. Go take a look for yourself. Try a few at the table. And if you like them (or even if you don't), don't hesitate to drop by our forums or send us an e-mail to let us know about it, because we're always glad to hear back from players and GMs who've been using our products. While you're there, you can take a look at our ongoing weekly *Exotic Encounters* article for a continuing stream of similar monsters that are 100% free.



Ankheg, Sand Devil

In a sudden shower of dirt, a horrible monstrosity erupts from the grown below you. There is a horrible screeching sound, and a rapid slashing sound as huge, powerful mandibles attempt to slice you in two. The horrible creature behind the attack is some sort of giant, ant-like creature, its carapace a dull brown, its huge, alien compound eyes an angry, glowing red.

ANKHEG, SAND DEVIL

CR 5

N Large magical beast

Init +0; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +6

DEFENSE

XP 1,600

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size) hp 51 (6d10+18)

Fort +7, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft., burrow 40 ft. Melee bite +8 (2d6+6 plus 1d4 acid and grab) Space 10 ft.; Reach 5 ft. Special Attacks spit acid

Special Attacks spit ac

STATISTICS

Str 19, Dex 10, Con 17, Int 2, Wis 13, Cha 6 Base Atk +5; CMB +9 (+15 grapple); CMD 19 (27 vs. trip) Feats Improved Grapple, Skill Focus (Climb), Skill Focus (Perception) Skills Climb +13, Perception +9 ECOLOGY

Environment temperate or warm deserts, hills, mountains, or plains

Organization solitary, pair, nest (3-6), or colony (8-14)

Treasure incidental

Spit Acid (Ex): Once every 6 hours, a sand devil ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 16 halves). Once a sand devil ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, a sand devil ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid

when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

Tunneling Ambush (Ex): A sand devil ankheg is capable of erupting from beneath the earth, grabbing a creature in its mandibles, and sinking back down into the ground in but a moment. As a full-round action, a sand devil ankheg that is directly beneath a creature on the surface can burst from the ground and make a single bite attack against the creature above it. If the attack hits, and the sand devil ankheg successfully grabs the target, it may immediately make a combat maneuver check as part of the grapple to move the grapple, carrying its prey back beneath the surface. If this check is successful, or if the sand devil ankheg fails to grab the target in the first place (but not if it grabs the target and fails the grapple check to move it), then the sand devil ankheg may burrow away, moving up to half its burrow speed if it is grappling, or up to its full burrow speed if it isn't. Though the sand devil technically enters and leaves the target's square as part of this attack, that part of the movement does not provoke attacks of opportunity.

Ecology

While all ankhegs are known for their skill at burrowing, and are universally reviled by farmers for their tendency to destroy farmland and ruin crops, sand devil ankhegs are the most terrifying type of ankheg to be lurking beneath one's feet. Ambush predators by nature, these ankhegs are specialized to burst up from beneath the soil with surprising speed, grab their prey in their pincers, and retreat beneath the soil before anyone can make a move to stop them.

Sand devil ankhegs are somewhat more cunning than their more common cousins, and have been known to keep "larders," or sealed-off underground chambers where they deposit their prey to save for later. It is not uncommon for them to deposit such prey in these chambers alive, then wait a day or two to eat them, allowing them to run out of oxygen and die a slow death by suffocation, saving the ankheg the trouble of killing them itself.

Ankheg, Spitting

The creature before you is an insectlike creature the size of a large dog or a child. Its carapace is a glossy, reflective black, and its large compound eyes glitter menacingly in the light. From its mandibles drip a constant stream of dribbling green acid, which dribbles to the ground with a hiss. The creature cocks its head and chitters at you unintelligibly.

ANKHEG, SPITTING

CR 2

N Small magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +8

DEFENSE

XP 600

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +6, **Will** +1

OFFENSE

Speed 20 ft., burrow 20 ft. Melee bite +3 (1d6 plus 1d6 acid) Ranged acid glob +6 touch (1d6 acid) Special Attacks adhesive spit

STATISTICS

Str 10, Dex 17, Con 12, Int 1, Wis 13, Cha 4 Base Atk +2; CMB +1; CMD 11 (19 vs. trip) Feats Skill Focus (Perception) Skills Climb +4, Perception +8 SQ potent acid ECOLOGY

Environment temperate or warm hills, plains, or swamps **Organization** solitary or pair

Treasure incidental

Acid Glob (Ex): A spitting ankheg is capable of spitting globs of deadly acid. The spitting ankheg can make a ranged touch attack with a range increment of 15 feet. If the attack hits, it deals 1d6 points of acid damage to the target.

Adhesive Spit (Ex): In addition to its normal acid, a spitting ankheg can also spit a special acid that is more adhesive, clinging to the target, slowing him down and continuing to damage him. Any time that the spitting ankheg uses its acid spit ranged attack, it can choose to use this ability. It must declare that it is using this ability before the attack roll is made. If the attack hits, the target must succeed on a Reflex save (DC 12) or suffer a -2 penalty on attack rolls and move at half speed, as the clinging acidic substance makes it difficult for him to move. These penalties last for one minute, or until the target takes a full-round action to scrape the adhesive spit from his body, whichever comes first. Additionally, as long as the adhesive spit remains on the target, each round, at the beginning of the target's turn, it suffers an additional 1d6 points of acid damage. Once a spitting ankheg uses this ability, it must wait 2d4 rounds before it can use it again.

Potent Acid (Ex): A spitting ankheg's acid is particularly effective at breaking down and destroying inanimate objects. Acid damage dealt by the spitting ankheg's acid spit is not halved before applying hardness. Additionally, whenever the spitting ankheg confirms a critical hit on a creature with its acid spit attack, one of that creature's held or worn items is damaged by the attack, as well, as though the target had rolled a natural 1 on a saving throw to resist an effect. See the *Pathfinder Roleplaying Game Core Rulebook* for more information on damaging objects.

Ecology

Though spitting ankhegs are much smaller than their more common cousins, they are nearly as dangerous, for they produce much larger quantities of their acidic saliva, and are capable of propelling their deadly payload at much greater distances. Because spitting ankhegs are not limited in the frequency with which they can use their acid spit, they have developed to take down their foes from a range, burrowing beneath the earth, popping up a safe range from their prey, and harassing them with ranged volleys of acid, then popping back into the ground and moving again when their target tries to flee (or, in the case of adventurers and larger predators, when it tries to close to melee). Spitting ankhegs are even more agressive than their larger cousins, and will tenaciously pursue any threat for miles, harassing it from a range until it is worn out and brought low.

Ankheg, Toxic

The creature before you resembles a giant ant, the size of a horse. Its carapace is a slick and oily black-green shade, which seems to shimmer, as though coated in some kind of oil or grease. A greenish foam bubbles between its mandibles, and hisses and steams as it drips slowly onto the ground below.

ANKHEG, TOXIC

CR 7

XP 3,200

N Large magical beast

Init +0; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +8 DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 60 (7d10+42) Fort +11, Ref +7, Will +4

Immune acid, poison

Defensive Abilities acidic blood

OFFENSE

Speed 30 ft., burrow 20 ft. Melee bite +11 (2d8+6 plus 1d8 acid and grab) Space 10 ft.; Reach 5 ft.

Special Attacks noxious breath

STATISTICS

Str 19, Dex 10, Con 22, Int 1, Wis 15, Cha 5 Base Atk +7; CMB +11 (+15 grapple); CMD 21 (29 vs. trip) Feats Improved Natural Attack (bite), Lightning Reflexes, Weapon Focus (bite) **Skills** Climb +10, Perception +8

ECOLOGY

Environment temperate or warm jungles, plains, or swamp

Organization solitary, pair, or brood (1-2 plus 1d4 young toxic ankhegs) Treasure incidental

Acidic Blood (Ex): Whenever a creature deals 5 or more points of slashing or piercing damage to a toxic ankheg in a single attack, the toxic ankheg's acidic blood gushes from the wound, dealing 1d4 points of acid damage to that creature.

Noxious Breath (Ex): As a standard action, a toxic ankheg can breathe out a cloud of acidic, toxic vapor from its mouth. The noxious vapors

quickly expand to fill a 30-ft.-radius area centered on the ankheg. Each creature that enters or begins its turn in the area of the noxious vapors takes 2d6 points of acid damage, and is nauseated for one round. A successful Fortitude save (DC 19) halves the damage and leaves the creature sickened, instead of nauseated. The vapors also provide concealment within the area, as the spell fog cloud. The cloud of noxious breath remains for 2d4 rounds, or until it is dispersed (a moderate wind [11+ mph] disperses the cloud in 4 rounds; a strong wind [21+ mph)] disperses the cloud in 1 round). A toxic ankheg must wait 1 minute after using this ability before it can be used again. Toxic ankhegs are immune to the nauseating effect of the vapors, but not the concealment that the vapors provide. The saving throw DC is Constitution-based.

Ecology

Perhaps the most fearsome variety of ankheg, the toxic ankhegs are so named for their particularly potent acidic breath. Whereas other species of ankheg spit or spray their acidic secretions, the toxic ankheg is instead adapted to breathe out huge clouds of acidic gases, which, not only burn their prey, but also sicken them, taking the fight out of their victims. A toxic ankheg's noxious breath has been known to not only kill a live deer but dissolve its skin in a matter of minutes. Normally, the ankheg would then devour the quickly-liquifying remains, but even without further interference, the flesh would dissolve completely in a matter of minutes. For this reason, some assassins and trapmakers prize toxic ankheg breath, and demand for the product has created a growing industry in toxic ankheg farming, a profession that is fraught with peril beyond even what most adventurers face.

Unlike most ankhegs, toxic ankhegs mate for life, and raise their young to the point of maturity. Toxic ankheg nests can usually be identified from a notable distance, as they mark the edges of their territory with their noxious acid, and in some cases the area as much as a mile around a toxic ankheg nest stinks with an acrid, bile-like scent, which grows stronger as the nest is approached.

Basilisk Snake

At a glance, this creature might be mistaken for an ordinary snake, or even a simple poisonous one, except for the strange red, leathery frill at the top of its head, much like a coxcomb. Its scales are a deep, emerald green, and it rears up slowly, with the front half of its body off the ground, and issues a low, sibilant hiss as its pitch-black eyes rise to meet yours, and you feel a strange, cloying sensation as you meet its gaze.

BASILISK SNAKE

CR 2

XP 600

N Tiny magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size) hp 19 (3d10+3) Fort +4, Ref +5, Will +2

Immune poison

OFFENSE

Speed 20 ft.

Melee bite $+5(1d_{4}-1)$

Special Attack stony gaze

STATISTICS

Str 8, Dex 15, Con 13, Int 2, Wis 13, Cha 11 Base Atk +3; CMB +0; CMD 12 (can't be tripped) Feats Ability Focus (stony gaze), Weapon Finesse Skills Perception +6, Stealth +18; Racial Modifier +4 Stealth

ECOLOGY

Environment warm and temperate forests and plains Organization solitary, pair, or colony (4 – 12) Treasure incidental

Poison Skin (Ex): The skin of a basilisk snake exudes a deadly poison, and it leaves a trail of this toxin everywhere that it goes, which can be harmful to plants and wildlife that cross its path. Any creature to touch a basilisk snake, or the trail of poison that it leaves behind, with their bare skin (including initiating a grapple with it or making an unarmed strike or natural attack against it, but not being hit by its bite attack) is exposed to the following poison.

Basilisk Snake Skin Poison—contact; *save* Fort DC 12, *frequency* 1/round for 6 rounds, *effect* 1d4 Con, *cure* 2 consecutive saves.

This poison trail also withers plants that the basilisk snake slithers over, making it exceptionally easy to track. The DC to follow the tracks of a basilisk snake is reduced by -5. **Stony Gaze (Ex):** The gaze of a basilisk snake can slowly turn its opponents to stone, as long as they continue to stare into its eyes. This is a gaze attack with a range of 30 feet. Affected creatures must succeed on a Will save (DC 13) or be compelled to continue staring into the basilisk snake's eyes. A creature that fails this Will save can still act normally and even attack the basilisk snake, but must retain eye contact with the basilisk snake, and cannot voluntarily close his eyes or look away for 1 round. Each round, the target may make a new Will save to look away.

Additionally, each round that a creature continues to meet the basilisk snake's gaze, he must succeed on a Fortitude save (DC 14). The first time that he fails such a Fortitude save, he becomes staggered for as long as he continues to meet the basilisk snake's gaze. If he fails another of these Fortitude saves before breaking eye contact with the basilisk snake, he becomes stunned, instead. If he fails a third such Fortitude save before breaking eye contact, he becomes paralyzed. Finally, if he fails a fourth Fortitude save in this way before breaking eye contact, he is permanently petrified (as *flesh to stone*). As long as the creature is not petrified, all negative effects of this ability end as soon as the target breaks eye contact with the basilisk snake.

The Will save DC is Charisma-based. The Fortitude save DC is Constitution-based. Both save DCs include a +2 bonus from Ability Focus.

Ecology

These foul serpents are considered by some scholars to be distant relatives of the basilisk, though most are of the opinion that the two are related only through their petrifying gaze—a trait that is shared with creatures like medusas and cockatrices—and the fact that they are reptilian. Whatever the case, the basilisk snake's gaze is, in most respects, far more forgiving than that of the larger and better-known basilisk, but also insidious in the way that it forces their victim to maintain eye contact even as they feel themselves slowly turning to stone.

While there certainly are some who fall victim to the basilisk snake's petrifying gaze, its poisonous skin is actually far more relevant, as it not only tends to kill its victims more quickly, and is much easier to contract (merely touching the toxic creature is enough to transmit it), but the basilisk snake actually leaves a trail of the stuff as it moves, which can be especially damaging to crops when they infest a farmer's fields.

Basilisk, Miasmic

The creature before you resembles a giant lizard with bright green skin. As it notices you, it flicks its tail and spits forth a cloud of hissing, purple smoke, which quickly enshrouds both it and you. You can hear it moving just beyond your vision, can hear its hissing breath, but cannot pinpoint its location. Then, suddenly, you see its eyes, glowing through the poisonous fog like blue-white lanterns, and you feel the terror set in.

BASILISK, MIASMIC

CR₇

XP 3,200

N Medium magical beast

Init +1; **Senses** blindsight 60 ft., darkvision 60 ft., lowlight vision; Perception +10

Aura stench (30 ft., DC 16, 10 minutes)

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural) hp 76 (9d10+27)

Fort +9, Ref +7, Will +6

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +13 (2d6+6), 2 claws +8 (1d6+2)

Special Attack terrifying gaze, toxic smog

STATISTICS

Str 18, Dex 12, Con 17, Int 2, Wis 13, Cha 15 Base Atk +9; CMB +13; CMD 24 (28 vs. trip) Feats Ability Focus (terrifying gaze), Blind-Fight, Improved Natural Attack (bite), Iron Will, Skill Focus (Perception)

Skills Perception +10, Stealth +14; Racial Modifier +4 Stealth

SQ glowing eyes

ECOLOGY

Environment warm and temperate forests, hills, jungles, mountains, and swamps

Organization solitary, pair, or nest (1-4, plus 2-8 young) Treasure incidental

Glowing Eyes (Su): The miasmic basilisk is capable of making his eyes glow with an eerie, supernatural light, which cuts through fog, mist, and darkness. This allows the miasmic basilisk to affect creatures with this gaze attack even if they would not normally be able to see him due to fog, darkness, or other concealment (but not if they would be unable to see him due to cover, closing their eyes, or some other reason). As long as the miasmic basilisk is using this ability, any creature that can see its eyes is able to pinpoint its location, even if they cannot see its body. The light from a miasmic basilisk's eyes is not enough to provide proper illumination. The miasmic basilisk can suppress or resume this ability as a swift action. **Terrifying Gaze (Su):** The gaze of a miasmic basilisk causes intense terror. Treat this as a gaze attack with a range of 30 feet. Each creature affected by the gaze attack must succeed on a Will save (DC 18) or be frightened for 1 minute. A creature that fails its saving throw by 5 or more is paralyzed with fear for 1 minute, instead. A creature that fails its saving throw by 10 or more suffers a heart attack, suffering 9d10 points of damage, and is both exhausted and panicked for 10 minutes. This is a mind-affecting fear effect. The saving throw DC is Charisma-based.

Toxic Smog (Ex): As a standard action, a miasmic basilisk can exhale a cloud of cloying, purple fumes, which fill a 40-ft.-radius area centered on his location when he used this ability. This toxic smog obscures vision as a *fog cloud* (obscures all sight, including darkvision, but not blindsight, beyond 5 feet. A creature within 5 feet has concealment, and attacks against such creatures have a 20% miss chance. Creatures farther away have total concealment, granting 50% miss chance, and preventing creatures from using sight to locate each other at this range). Additionally, any creature that breathes in this toxic smog is affected by the following poison.

Misasmic Basilisk Poison—inhaled; *save* Fort DC 16, *frequency* 1/round for 6 rounds, *effect* 2d3 Str, *cure* 2 consecutive saves. The save DC is Constitution-based.

Under normal circumstances, the toxic smog lasts for one minute before dissipating. A moderate wind (11-20 mph) disperses the toxic smog in 4 rounds; a strong wind (21+ mph) disperses the toxic smog in 1 round.

Ecology

These foul lizards are named basilisks due to the strength of their terrifying gaze, but in reality they have little in common with their better known namesake. Miasmic basilisks have only four legs, like a normal lizard, and their gaze does not petrify their victims, but rather invokes a deep and irrational fear, and, when combined with the toxic gasses that they are able to spew from their mouths, often result in horrific hallucinations, and, in the right circumstances, have even been known to lead to instantaneous death.

For the most part, miasmic basilisks are ambush predators, who prefer to wait for prey to come to them. They then disable the prey with their gaze and/or poison. Though they have only animal intelligence, these creatures display a ruthless cunning, and know how to use their toxic smog to stalk their prey unseen and use the prey's own natural fear to enhance the effectiveness of their gaze.

Basilisk, Mountain

The creature before you is like some sort of horrid, nightmarish lizard, grown to immense proportions, and warped by foul magic. The creature's scales are a dull brown with hints of red, and its back is covered with a small forest of long, dagger-like spines, which grow larger the closer one gets to the end of its tail, which resembles some sort of horrid natural morningstar. It hisses, spraying flecks of bubbling, toxic spittle, and moves to attack.

BASILISK, MOUNTAIN

CR 10

XP 9,600

N Large magical beast

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

Perception +13

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size) hp 123 (13d10+52) fast healing 10

Fort +12, Ref +7, Will +7

Defensive Abilities basilisk regeneration

OFFENSE

Speed 20 ft.

Melee bite +18 (3d6+9), 2 claws +13 (1d8+3), sting +13 (1d8+3 plus poison)

Ranged poison +11 touch (1d4 acid + poison)

Space 10 ft.; Reach 5 ft.

Special Attack deadly gaze, spit poison, unnerving hiss STATISTICS

Str 22, Dex 8, Con 19, Int 2, Wis 13, Cha 11

Base Atk +13; CMB +20; CMD 29 (33 vs. trip)

Feats Ability Focus (unnerving hiss), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Skill Focus (Perception), Skill Focus (Stealth)

Skills Perception +13, Stealth +12; Racial Modifier +4 Stealth

SQ poisonous blood

ECOLOGY

Environment temperate and warm mountains and hills **Organization** solitary **Treasure** incidental

Basilisk Regeneration (Su): A mountain basilisk's fast healing stops functioning for 1 minute after it hears the sound of a cock crowing. This sound can be simulated or illusory, but, if it is illusory, and offers a saving throw to disbelieve, the mountain basilisk is automatically entitled to make such a saving throw, and the sound has no effect if it succeeds.

Deadly Gaze (Su): The gaze of a mountain basilisk kills its victims instantly. This is a gaze attack with a range of 30 feet. Affected creatures must succeed on a Fortitude save (DC 16) or die instantly. This is a death effect. The saving throw DC is Charisma-based.

Poison (Ex): Varies—contact; save Fort DC 20, frequency 1/round for 8 rounds, effect 1d3 Con, cure 2 consecutive saves. The saving throw DC is Constitutionbased.

Poisonous Blood (Ex): A mountain basilisk's very blood is poisonous, and sprays out in great spurts when it is injured. Any time that the mountain basilisk suffers 5 or more points of slashing or piercing damage from a single melee attack, its blood splashes onto each creature adjacent to it, exposing them to its poison. A successful Reflex save (DC 20) allows a creature to avoid being splashed in this way. The saving throw DC is Constitution-based.

Spit Poison (Ex): A mountain basilisk can spit a wad of acidic spittle and poison. Treat this as a ranged touch attack with a range increment of 10 feet and a maximum range of 50 feet. If the attack hits, it deals 1d4 points of acid damage, and exposes the target to the mountain basilisk's poison.

Unnerving Hiss (Su): A mountain basilisk's long tongue is capable of making an unsettling hissing sound. As a standard action, the basilisk can hiss, causing all animals, humanoids, and monstrous humanoids within 60 feet of it that can hear it to gain the shaken condition for 2d4 rounds unless they succeed on a Will save (DC 18). Creatures that fail their saving throw by 5 or more instead suffer a -4 penalty on attack rolls, saving throws, skill checks, and ability checks (they are still considered to be shaken, but the penalty is more severe). This is a mindaffecting fear effect. The saving throw DC is Charismabased.

Ecology

Larger and more fearsome than their more numerous cousins, mountain basilisks are referred to by some sages as "true basilisks," as they better match ancient texts referring to basilisks. Reclusive and rare, mountain basilisks were unknown for some time, which may be why the smaller, eight-legged basilisk has acquired the name. True to legends, the stare of a mountain basilisk outright kills its victim, rather than turning him to stone, though that is only one of the many ways in which the deadly mountain basilisk can kill prey or intruders into its lair.

Some legends state that the ashes of a mountain basilisk—or, in some stories, its deadly poison—hold transmutive properties that, when properly harnessed, can be used to turn silver into gold.

Carbuncle, Gilded

The creature before you appears to be a large lizard with scales that shine in the light with a faintly bronze or golden color. Its eyes are a deep, crystal-blue color, and seem to hold a deep intelligence. In the middle of the creature's forehead is a translucent ruby-red horn, which juts out a full 12 inches and ends in a sharp point.

CARBUNCLE, GILDED

CR 5

XP 1,600

N Small magical beast

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

DEFENSE

AC 17, touch 9, flat-footed 17 (-2 Dex, +8 natural, +1 size) hp 51 (6d10+18) Fort +6, Ref +3, Will +5 Defensive Abilities mental reflection

OFFENSE

Speed 20 ft.

Melee gore +6 (2d6-1 plus spell drain), bite +6 (1d4-1) Special Attacks wound reflection Spell-Like Abilities (CL 8th) At Will—*qhost sound* (DC 13), *hypnotism* (DC 13), *levitate*

(self only), silent image (DC 14)

3/day—blur (self only), hideous laughter (DC 16),

suggestion (DC 16)

1/day—confusion (DC 17), hold person (DC 16), invisibility (self only)

STATISTICS

Str 9, Dex 7, Con 12, Int 10, Wis 13, Cha 16 Base Atk +6; CMB +4; CMD 11 (15 vs. trip) Feats Improved Natural Attack (gore), Iron Will, Toughness Skills Stealth +11, Survival +7; Racial Modifiers -4 Acrobatics when jumping Languages telepathy 100 ft.

Languages telepathy 100

ECOLOGY

Environment any underground **Organization** solitary pair, or colony (4-12) **Treasure** standard

SPECIAL ABILITIES

Mental Boost (Su): Whenever the gilded carbuncle successfully affects a creature with its *suggestion* or *confusion* spell-like abilities, roll a d6. On a result of 1-2, the target gains a +2 morale bonus on attack and damage rolls for the duration of the *suggestion* or *confusion* effect. On a result of 3-4, the target gains a +2 morale bonus to AC for the duration of the *suggestion* or *confusion* effect. On a result of 5-6, the target gains a +2 morale bonus on saving throws for the duration of the *suggestion* or *confusion* effect.

Mental Reflection (Su): Whenever the gilded carbuncle is the target of a mind-affecting spell, spell-like ability, or supernatural ability, if that spell or ability allows a saving throw, and the gilded carbuncle succeeds on that saving throw, then the ability is reflected back upon its source. The creature that originated the spell or ability must make a saving throw or be affected by it, as though the gilded carbuncle were the one that originally cast the spell.

Spell Drain (Su): Whenever a gilded carbuncle hits a creature with its gore attack, if that creature is capable of casting spells or using spell-like abilities with a limited number of daily uses, then the gilded carbuncle drains some of the victim's daily spellcasting ability. If the creature is capable of casting spells, it immediately loses one of the highest-level spells that it currently has prepared and has not yet expended (or one of its highest-level unused spell slots, if a spontaneous caster). If the creature has spell-like abilities that are usable a limited number of times per day, it loses one daily use from one of its spell-like abilities with the fewest daily uses (for example, a 1/day ability would be lost before a use of a 3/day ability, etc.). The victim chooses the exact spell or spell-like ability to be lost, if more than one could be. For each spell or daily use of a spell-like ability drained in this way, the gilded carbuncle gains an additional daily use of one of its own spelllike abilities.

Wound Reflection (Su): Gilded carbuncles have harnessed the simple empathic ability of the standard carbuncle into a potent defense mechanism. Whenever a gilded carbuncle suffers 5 or more points of damage from a single attack, they empathically project their pain back to the attacker, making it more difficult for him to attack the gilded carbuncle again. The attacker must succeed on a Will save (DC 16) or suffer a -2 penalty on attack and damage rolls made against the gilded carbuncle. This penalty is reduced by 1 at the beginning of the gilded carbuncle's turn each round. Multiple instances of this ability stack, but the total penalty that the target suffers is only reduced by 1 each round (so a character who hit the gilded carbuncle three times in one turn and failed his saving throw each time would suffer a -6 penalty to attack and damage rolls made against the gilded carbuncle. At the beginning of the gilded carbuncle's next turn, this would be reduced to 5, not 3).

Ecology

Gilded carbuncles, referred to by some scholars as "true carbuncles" or "greater carbuncles," have a much greater intelligence and magical affinity than their more common, surface dwelling cousins. Some sages believe that gilded carbuncles are offshoots of the more common carbuncle, who have evolved in strange ways due to exposure to magical radiation and aberrant environs in their underground habitat. Others argue that gilded carbuncles are the original species, and that the standard or "common" carbuncle found on the surface is the offshoot, which adapted to life on the surface by changing their skin coloration and becoming less intelligent.

Whatever the case, gilded carbuncles are relatively peaceful, gentle creatures, which attempt to make their living in places of relative quiet and peace in the underdark, out of sight of that realm's many predators. Despite their humanlevel intelligence, they typically do not gather in groups of more than a dozen or so, and do not build structures or cities, for fear of attracting the attention of predators. They depend heavily on their spell-like abilities to avoid confrontations, and their ability to reflect mental attacks to deal with the many magical and psionic predators that inhabit their ecosystem.

Carbuncle, Lunar

The creature before you appears to be a massive, bloated lizard, its rotund, bulging body making its small, stubby legs seem almost comical. Despite this, its mottled grey scales are each as big as a man's fist, and the large, shimmering red gemstone set in its forehead is over six feet tall. It opens its mouth ponderously and wags its tail slightly, seeming to grin at you.

CARBUNCLE, LUNAR

CR 18

XP 153,600

N Huge magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 29, touch 4, flat-footed 29 (-4 Dex, +25 natural, -2 size) hp 337 (25d10+200) Fort +20, Ref +10, Will +11 DR 10/magic; Resist cold 20; SR 29 Weaknesses forehead gem

OFFENSE

Speed 10 ft.

Melee bite +33 (2d8+9/19-20), 2 claws +27 (1d8+4), tail slap +28 (2d10+4) Space 15 ft.; Reach 10 ft. Special Attacks enthrall, gem ray Spell-Like Abilities (CL 16th) Constant—detect thoughts (DC 20) At Will—charm monster (DC 22), major image (DC 21) 3/day—quickened charm monster (DC 22), demand (DC 26), dispel magic, hold monster (DC 23), veil (self only) (DC 24)

1/day—mirage arcana (DC 23), sympathy (DC 26)

1/day—minuge urcuna (DC 23), sympathy (DC 20)

STATISTICS

Str 29, Dex 3, Con 22, Int 12, Wis 13, Cha 26 Base Atk +25; CMB +36; CMD 41 (45 vs. trip) Feats Ability Focus (enthrall), Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (tail slap), Iron Will, Power Attack, Quicken Spell-Like Ability, Skill Focus (Stealth), Skill Focus (Survival), Toughness, Weapon Focus (bite), Weapon Focus (tail slap) Skills Spellcraft +26, Stealth +22 (+26 in rocky areas), Survival +32; Racial Modifiers -4 Acrobatics when jumping, +4 Stealth in rocky areas

Languages telepathy 400 ft.

ECOLOGY

Environment any underground **Organization** solitary or group (2-8) **Treasure** standard

SPECIAL ABILITIES

Enthrall (Su): As a standard action, a lunar carbuncle can attempt to gain control of the mind of a single creature within 500 feet that it can see. The creature must succeed on a Will save (DC 25) or be affected as though by the spell *dominate monster*, with a few exceptions. First, the effect lasts indefinitely, but the creature may attempt a new saving throw each round to end the effect. Second, as long as the creature is affected by this ability, he gains a +6 morale bonus on attack and damage rolls. The lunar carbuncle can have more than one creature enthralled

with this ability at any given time, but for each creature beyond the first that is currently affected by this ability, each affected creature gains a +2 bonus on saving throws made to end the effect (+2 for two creatures, +4 for three creatures, etc.). This is a mind-affecting compulsion effect. The saving throw DC is Wisdom-based.

Forehead Gem (Ex): A lunar carbuncle's forehead gem can be attacked and damaged separately. It has an AC of 20, hardness 10, and 33 hit points. Damage dealt to the forehead gem counts against the lunar carbuncle's hit point total. If the gem is reduced to 0 hit points, the lunar carbuncle can no longer use its gem ray special attack, it loses its spell resistance, and the saving throw DCs of its spell-like and supernatural abilities are decreases by -4. A lunar carbuncle that has its forehead gem destroyed grows a new one in 2d4 weeks.

Gem Ray (Su): As a standard action, a lunar carbuncle can release a powerful beam of magical energy from the gemstone on its forehead. This takes the form of a line 15 feet wide and 300 feet long, which deals 20d6 points of electricity damage to each creature in the affected area. A successful Reflex save (DC 28) halves this damage. Any creature that takes at least 30 points of damage as a result of this ability is infused with an energy that interferes with magic, temporarily suppressing the magical properties of any magic items in the creature's possession, and preventing him from casting spells. Artifacts, as well as magic items with a caster level of 26 or higher, are not affected by this ability. Both of these effects last for 1 minute. The lunar carbuncle can use this ability once every 1d4 rounds.

Spell Steal (Sp): As a full-round action, a lunar carbuncle can attempt to access the mind of a spellcaster within 500 feet that it can see, and forcibly steal his magic. The target must succeed on a Will save (DC 23) or the lunar carbuncle may immediately cast a single spell of the highest spell level that the target has available. The exact spell cast is chosen at random from among those available, and is expended, as though the target himself had cast it. The lunar carbuncle makes all decisions about casting the spell (such as the target, and any modes or choices the spell allows), and uses its own caster level (16th) and Charisma modifier to determine the spell's effects. This is a mind-affecting compulsion effect. The saving throw DC is Wisdom-based.

Ecology

Lunar carbuncles do, in fact, seem to hail from the moon, although recently at least one wizard has, for reasons unknown, taken it upon himself to relocate several of these creatures into caves and caverns locally, introducing them to the planet's ecosystem. In their natural habitat, these massive lizards are apex predators, with little to fear from most other creatures. They typically hunt by using their impressive array of mental powers, like *charm monster* or *sympathy*, to bring their prey to them, rather than actively tracking such creatures down. As a result, they grow to enormous size and bulk, and move even more awkwardly than standard carbuncles.

Unlike a standard carbuncle, the gem on a lunar carbuncle's forehead persists after the creature's death, and is quite valuable. Though the exact value of these gems varies depending on their size and coloration, as well as the buyer, the gem from an adult lunar carbuncle can typically be expected to auction for at least 20,000 gp, assuming it is undamaged.

Carbuncle, Monstrous

The creature before you appears to be an oversized lizard with pale-green, pebbly-looking scales and large red eyes. Its forehead bears an octagonal green gem. Its body is slightly bloated, and it licks its lips and smacks its oversized jaws as it catches sight of you.

CARBUNCLE, MONSTROUS

XP 800

N Medium magical beast

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

Aura unsettling aura (30 ft., DC 12)

DEFENSE

AC 17, touch 7, flat-footed 17 (-3 Dex, +10 natural) hp 34 (4d10+12) Fort +7, Ref +1, Will +4 **Defensive Abilities** vulnerability to magic

OFFENSE

Speed 20 ft.

Melee bite +6 (1d8+2), 2 claws +6 (1d4+2) **Special Attacks** project partner Spell-Like Abilities (CL 4th) 1/day—bull's strength (self only), invisibility (self only), jump (self only)

STATISTICS

Str 15, Dex 5, Con 16, Int 6, Wis 13, Cha 10 Base Atk +4; CMB +7; CMD 14 (18 vs. trip) Feats Improved Natural Attack (bite), Iron Will Skills Stealth +1 (+5 in grass or brush), Survival +3; Racial Modifiers -4 Acrobatics when jumping, +4 Stealth in grass or brush

Languages empathy 30 ft.

ECOLOGY

Environment any forests or swamps **Organization** solitary or group (2-8) **Treasure** standard

SPECIAL ABILITIES

Empath (Su): Monstrous carbuncles possess a crude form of telepathy, allowing them to transmit mild impressions and remembered sensations to other creatures. This form of telepathy cannot convey language or hinder a target in any way (such as by transmitting pain). Thus, a monstrous carbuncle can relate a feeling of fear or the faint smell of leaves, but cannot directly warn an ally of a monster or tell of a treasure under a dirt mound.

Project Partner (Su): Once per day, as a standard action, a monstrous carbuncle can project a quasi-real image of itself. Unlike a standard carbuncle, the monstrous carbuncle uses this ability to create an ally that can fight by its side in a tough situation. This functions as shadow conjuration, except that it can only be used to create a duplicate of the monstrous carbuncle. The monstrous carbuncle created by this ability cannot use any of its special abilities, nor can it use the project partner ability. The

monstrous carbuncle created by this ability lasts for a number of minutes equal to the monstrous carbuncle's Hit Dice. The saving throw DC to disbelieve the monstrous carbuncle created by this ability is equal to 10 + 1/2 the monstrous carbuncle's Hit Dice + the monstrous carbuncle's Charisma modifier (typically 12).

Unsettling Aura (Su): A monstrous carbuncle constantly radiates an empathic aura that causes all creatures within 30 feet of it to be aware of its constant hunger and predatory urges. At the beginning of the monstrous carbuncle's turn each round, each creature within 30 feet of it must succeed on a Will save (DC 12), or be shaken for 1 minute. This ability does not stack with itself, so characters that were shaken on a previous round do not become frightened.

Additionally, as a standard action, a monstrous carbuncle can deliberately focus its predatory urges on a single creature within 30 feet. If it does, that creature must succeed on a Will save (DC 12) or be frightened for 1d4 rounds. A creature that successfully resists the targeted version of this ability is immune to all aspects of the monstrous carbuncle's unsettling aura for 24 hours.

Both versions of this ability are mind-affecting fear effects. A creature does not need to be able to see or hear the monstrous carbuncle to be affected by this ability, but the monstrous carbuncle must be able to see a creature in order to use the targeted version of the ability. The saving throw DC is Charisma-based.

Vulnerability to Magic (Ex): A monstrous carbuncle suffers a -2 penalty on all saving throws made to resist the effects of spells, spell-like abilities, and supernatural abilities. Additionally, any spell, spell-like ability, and supernatural ability can affect a monstrous carbuncle regardless of creature type limitations, and, in the case of spells that have more dramatic effects against certain types of creatures, the monstrous carbuncle is treated as being the least beneficial type of creature possible (for example, it would suffer double damage from a wall of fire, even though it is not actually undead, and could be damaged by a shatter spell even though it is not actually a crystalline creature).

Ecology

CR 3

Commonly mistaken for particularly large specimens of the standard carbuncle, especially when they are young, monstrous carbuncles are quite different from their smaller cousins in a variety of ways. For one, monstrous carbuncles are large, predatory animals, and generally subsist on a diet of small woodland mammals such as rabbits, foxes, and squirrels, although they have been known to go after young deer or even wolves, when the opportunity arises.

Due to their unsettling aura, monstrous carbuncles have great difficulty hunting via traditional methods, as they are unable to approach their prey without alerting them to their presence. As a result, they typically hunt in pairs (or, when that is not an option, by projecting a hunting partner): the first monstrous carbuncle uses its aura to scare prey into running straight into the second monstrous carbuncle, which lies in wait.

Centaur, Nightcharger

The creature before you appears to be a proud, muscle-bound black horse with a midnight-black coat, but where its head should be arises the twisted torso of a coalskinned humanoid, his body misshapen and twisted, with strange growths of unusual muscle. His skin is covered with warts and blisters and his lank black hair obscures his ashen face, except for his eyes, which burn with a crimson glow.

CENTAUR, NIGHTCHARGER

CR 8

XP 4,800

N Large monstrous humanoid

Init +6; Senses darkvision 60 ft.; Perception +15

DEFENSE

AC 20, touch 11, flat-footed 18 (+6 armor, +2 Dex, +1 natural, +2 shield, -1 size) hp 85 (10d10+30) Fort +5, Ref +9, Will +9

OFFENSE

Speed 50 ft.; 35 ft. in armor Melee longsword +14/+9 (1d8+4/19-20), 2 hooves +6 (1d6+2 plus 1d6 fire) Ranged spear +11 (1d8+2/x3) Space 10 ft.; Reach 5 ft. Special Attacks curse of doom, dream haunting, ethereal step

STATISTICS

Str 19, Dex 14, Con 15, Int 11, Wis 14, Cha 16 Base Atk +10; CMB +15; CMD 27 (31 vs. trip) Feats Improved Initiative, Power Attack, Run, Toughness, Weapon Focus (longsword) Skills Diplomacy +13, Intimidate +11, Knowledge (nature) +10, Perception +10, Survival +15 Languages Common, Elven, Sylvan SQ undersized weapons ECOLOGY

Environment temperate forests and plains **Organization** solitary, pair, band (3-10 plus 2 hunters of 3rd level and 1 leader of 6th level) **Treasure** standard (breastplate, heavy steel shield, longsword, spear, other treasure)

SPECIAL ABILITIES

Curse of Doom (Su): As a standard action, a nightcharger centaur can pronounce a curse of doom on a single creature within 60 feet that it can see and hear. That creature must succeed on a Will save (DC 16) or fall under the curse. Creatures affected by the curse are incapable of achieving a critical success on any rolls (including critical hits), and whenever the character rolls a critical failure, he also suffers 2d6 points of damage. Damage inflicted in this way does not heal naturally, and cannot be healed magically unless the caster succeeds on a caster level check (DC 20). A nightcharger centaur's curse of doom can only be lifted by *break enchantment*, or more powerful magic, although the nightcharger centaur can only have one creature affected by his curse of doom at any given time. If he uses the ability on another creature, the first creature is no longer affected.

Dream Haunting (Su): A nightcharger centaur can visit the dreams of chaotic or evil targets by becoming ethereal, then standing over the creature, pinning it down with its ethereal hooves. The sleeper suffers tormenting dreams and takes 1d6 points of damage per hour that the nightcharger centaur maintains this effect. It is very difficult for a character affected by this ability to awaken, as the nightcharger centaur metaphysically "pins" the target's spirit down, and even after eight hours of sleep he will not awaken on his own. The character can attempt a Will save (DC 18) once per hour to awaken. A success ends the effect (although if the creature resumes sleeping, the nightcharger centaur can begin again. Other creatures can attempt to waken the affected creature as a standard action, and this allows the affected creature to make a new saving throw to awaken with a +2 bonus. If the affected creature suffers damage of any kind from any source other than the nightcharger centaur, he awakens immediately, ending the effect. Alternatively, another ethereal being can stop the nightcharger centaur by confronting and defeating it. The saving throw DC is Charisma-based.

Ethereal Step (Sp): A nightcharger centaur can enter the ethereal plane as a standard action. This functions as *etherealness*, except that the nightcharger centaur can remain in the ethereal plane indefinitely. The nightcharger centaur can return from the ethereal plane as a standard action. The nightcharger centaur can use this ability three times per day (returning to the material plane does not count as a daily use of this ability).

Smoke (Su): As a standard action, a nightcharger centaur's can exhale a cloud of black smoke that chokes and blinds foes, filling a 15-foot radius burst centered on the nightcharger centaur. Anyone in the area must succeed on a Fortitude save (DC 17) or become sickened until 1d6 minutes after leaving the area. The smoke acts as *obscuring mist* for the purposes of concealment. The smoke persists for a number of rounds equal to the nightcharger centaur's Constitution modifier (typically 2). The save DC is Constitution-based.

Undersized Weapons (Ex): Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Ecology

These horrible creatures are the result of a night hag coupling with a nightmare, an event that occurs far more frequently than many would care to consider. The horrible, twisted creatures always have incredibly ugly human features, although their equine parts are largely normal in appearance. They are almost universally evil and cruel, often far more so than either of their parents, and their sadistic streak knows no bounds.

Centaur, Plainsrunner

The creature before you appears as a powerful creamcolored stallion from the waist down, but has the appearance of a warrior from the waist up, his bare chest revealing rippling muscles and tan skin, his dark brown hair tied back in a ponytail bound by a leather thong. He hefts his spear in one hand and charges towards you.

CENTAUR, PLAINSRUNNER

CR 4

XP 1,200

N Large monstrous humanoid

Init +11; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +2 shield, -1 size) hp 37 (5d10+10) Fort +3, Ref +7, Will +6; -2 vs. fear

OFFENSE

Speed 70 ft.

Melee longspear +7 (1d8+4/x3), 2 hooves +1 (1d6+1) **Ranged** spear +8 (1d8+3/x3) **Space** 10 ft.; **Reach** 5 ft. (10 ft. with longspear)

STATISTICS

Str 15, Dex 16, Con 15, Int 11, Wis 14, Cha 12 Base Atk +5; CMB +8; CMD 20 (24 vs. trip) Feats Combat Reflexes, Improved Initiative, Run Skills Diplomacy +6, Intimidate +6, Knowledge (nature) +5, Perception +12, Survival +10 Languages Common, Elven, Sylvan SQ burst of speed, fleet of foot, skittish, spear mastery, undersized weapons

ECOLOGY

Environment temperate forests and plains **Organization** solitary, pair, band (3-10 plus 2 hunters of 3rd level and 1 leader of 6th level) **Treasure** standard (heavy wooden shield, longspear, five

spears, studded leather armor, other treasure)

SPECIAL ABILITIES

Burst of Speed (Ex): Once per day, a plainsrunner centaur can call upon reserves of inner energy, which allow it to act with incredible speed. While benefitting from this ability, the plainsrunner centaur's base movement speed is doubled (increasing to 140 feet), and it can take an additional standard action each round. As long as the plainsrunner centaur is benefitting from this ability, at the beginning of its turn each round, it must succeed on a Constitution check (DC 10 + 1 for each previous round) or the effect ends immediately and the plainsrunner centaur becomes exhausted for 1 round, after which it is fatigued for 1 minute.

Fleet of Foot (Ex): A plainsrunner centaur is capable of retaining grace and clarity even while moving swiftly. The plainsrunner centaur suffers no penalty on Survival checks made to track regardless of the speed at which it is moving, even if it is running. Additionally, the plainsrunner centaur suffers only half the normal penalties to Stealth checks for moving faster than half its speed. Finally, whenever the plainsrunner centaur uses the run action, it can make a single turn of up to 90 degrees at any point during its movement. All other rules for running apply normally.

Skittish (Ex): Plainsrunner centaurs are always on alert, giving them unusually keen powers of perception and ensuring that they are always ready for a fight long before it breaks out, but also leaving them vulnerable to tactics that prey on this hyper-awareness. Plainsrunner centaurs gain a +4 bonus on Initiative checks and Perception checks, but suffer a -2 penalty on saving throws made to resist fear effects.

Spear Mastery (Ex): Plainsrunner centaurs are welltrained at fighting with longspears and are able to use their unusual body structure to better suit them while wielding a spear. Plainsrunner centaurs gain a +1 bonus on attack and damage rolls made with a spear or longspear. Additionally, whenever the plainsrunner centaur uses the attack or fullattack action with a longspear, he can choose to treat the weapon as though it did not have reach for the purposes of that attack.

Undersized Weapons (Ex): Although a plainsrunner centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Ecology

Plainsrunner centaurs have much in common with the average centaur, and are notable primarily for their ability to move with incredible speed, both at their natural pace, which is much faster than that of the average centaur, and through their unique bursts of speed, which not only allow them to run incredibly fast, but also transform them into terrifying, lightning-faster berserkers on the battlefield.

As their name implies, plainsrunner centaurs are found primarily in large, flat, open terrain, especially plains and grasslands. They tend to lead nomadic lives, which tend to be very simple. Often, plainsrunner centaurs forgo even simple tents, sleeping beneath the stars. They are generally very wary of outsiders, especially non-centaurs, and are quick to anger and even violence, if they believe that they are being threatened or taken advantage of, but if treated well, they are usually trustworthy, if not precisely friendly, to others. Rarely, a plainsrunner centaur becomes enamored of some aspect of modern living, and decides to leave his clan and set out into the world as an adventurer or merchant. Many of these plainsrunner centaurs eventually join more permanent communities that consist primarily of more standard centaurs.

Centaur, Skyborn

The creature before you appears to be a centaur at first glance, but as you look more closely, you see that it has a pair of snow-white wings tucked up against its side, which unfold with a graceful gesture as the creature springs into the air, its hooves gleaming with a silvery light.

CENTAUR, SKYBORN

CR 6

XP 2,400 NG Large monstrous humanoid Init +6; Senses darkvision 60 ft.; Perception +7 Aura sphere of grace (10 ft.)

DEFENSE

AC 20, touch 11, flat-footed 18 (+6 armor, +2 Dex, +1 natural, +2 shield, -1 size) hp 68 (8d10+24) Fort +8, Ref +8, Will +8

OFFENSE

Speed 50 ft., fly 50 ft. (good); 35 ft. in armor
Melee lance +9/+4 (1d8+3/x3), 4 hooves +4 (1d6+1 plus 1d6 vs. evil creatures)
Ranged spear +9 (1d8+2/x3)
Space 10 ft.; Reach 5 ft. (10 ft. with lance)
Special Attack smite evil (1/day)

STATISTICS

Str 15, Dex 14, Con 17, Int 11, Wis 14, Cha 14 Base Atk +8; CMB +11; CMD 23 (27 vs. trip) Feats Combat Reflexes, Great Fortitude, Improved Initiative, Run Skills Diplomacy +10, Intimidate +9, Knowledge (nature) +8, Perception +9, Survival +13 Languages Common, Elven, Sylvan SQ aerial combatant, celestial shod, superior jousting, undersized weapons

ECOLOGY

Environment temperate forests and plains Organization solitary, pair, squad (4 – 8) Treasure standard (breastplate, heavy steel shield, lance, spear, other treasure)

SPECIAL ABILITIES

Aerial Combatant (Ex): While flying, a skyborn centaur is able to use all four of its hoof natural attacks. When the skyborn centaur is not flying, it is only able to use two of its hoof natural attacks.

Celestial Shod (Su): A skyborn centaur's hooves are as hard as steel, and have a silvery sheen to them. Its hoof natural attacks overcome damage reduction as though they were both silver and good-aligned, and deal an additional 1d6 points of damage to evil targets. **Sphere of Grace (Su):** A skyborn centaur exudes a palpable aura of holy energy which is invigorating for good-aligned characters and frightening to evil-aligned characters. Any good-aligned characters within 10 feet of the skyborn centaur gain the benefits of the *aid* spell for as long as they remain within 10 feet of the skyborn centaur. Evil-aligned characters within 10 feet of the skyborn centaur must succeed on a Will save (DC 16) or become shaken for as long as they remain within 10 feet of the skyborn centaur, and for 1d4 rounds thereafter. An evil-aligned creature that succeeds on this saving throw is immune to this effect for 24 hours. The part of this ability that affects evil-aligned characters is a good mindaffecting fear effect, and the saving throw DC is Charismabased.

Superior Jousting (Ex): Skyborn centaurs are masters of mounted combat, and are experts at using their lances to devastating effect. Whenever a skyborn centaur uses the charge action, he can move up to three times his speed, rather than only up to twice his speed. Additionally, if he moves more than twice his speed as part of the charge, then his lance deals three times as much damage as it normally would (typically 3d8+9). This bonus damage is multiplied in the event of a critical hit.

Undersized Weapons (Ex): Although a skyborn centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most skyborn centaurs).

Ecology

These rare and majestic creatures are the result of a union between a good-aligned outsider and a pegasus, although in rare cases, they can also be born of the union between a good-aligned outsider and a centaur who is pure of heart and mind. Most skyborn centaurs become holy warriors, and they have a fierce and righteous anger towards the wicked, who they slay without remorse. To those with at least reasonably-pure hearts (ie., non-evil characters), a skyborn centaur is typically quite warm and gentle, however, showing a softer side that one could not guess at while watching them trample demonic foes beneath their glorious silver hooves.

Though they are not outsiders and are almost always born on the material plane, skyborn centaurs are typically taken by their outsider parent (oftentimes along with the skyborn centaur's mundane parent) and raised in one of the upper plains, where they cavort amongst the clouds, and, in most cases, eventually join one of several celestial legions. Those that do not wish for a military life are free to do as they choose, however, and many skyborn centaurs choose to return to the material plane, where they often serve as the leader (and moral compass) to a band of roving centaurs.

Couatl, Jet

The creature before you appears to be a massive serpent, at least as large as a man. Its scales are a deep black, but still shimmer with a muted color, as though the glossy black sheen were just a thin layer over a vibrant rainbow of many-colored scales. Two large, angry red scars are visible along its back, as though it had once had appendages there, which have since been severed.

COUATL, JET

CR 11

XP 12,800 CE Large outsider (native)

Init +7; **Senses** darkvision 60 ft., *detect chaos/evil/good/law*; Perception +23

DEFENSE

AC 24, touch 13, flat-footed 20 (+3 Dex, +1 dodge, +11 natural, -1 size) hp 126 (12d10+60)

Fort +9, Ref +13, Will +14

OFFENSE

Speed 20 ft

Melee bite +16 (1d8+7 plus grab and poison) Space 10 ft.; Reach 5 ft. Special Attacks constrict (1d8+7) Spell-Like Abilities (CL 9th)

Constant—detect chaos, detect evil, detect good, detect law

At Will—detect thoughts (DC 15), ethereal jaunt (CL 16th), invisibility, plane shift (DC 20) Spells Known (CL 9th)

spens known (CL 9^{ch})

4th (4/day)—*crushing despair* (DC 17), *bestow curse* (DC 17)

3rd (7/day)—gaseous form, magic circle against good, suggestion (DC 16)

2nd (7/day)—inflict moderate wounds, darkness, hold person (DC 15), scorching ray

1st (7/day)—burning hands (DC 14), mage armor, obscuring mist, protection from law, true strike

o (at will)—daze, ghost sound (DC 13), light, ray of <u>f</u>rost, read magic, resistance, stabilize

STATISTICS

Str 20, **Dex** 16, **Con** 20, **Int** 17, **Wis** 19, **Cha** 17 **Base Atk** +12; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)

Feats Alertness, Dodge, Empower Spell, Eschew Materials^B, Improved Initiative, Iron Will, Lightning Reflexes

Skills Acrobatics +18, Bluff +9, Diplomacy +18, Intimidate +18, Knowledge (arcana) +12, Knowledge (religion) +9, Perception +23, Sense Motive +15, Spellcraft +15, Survival +16, Use Magic Device +18

Languages Abyssal, Common, Draconic; telepathy 100 ft. ECOLOGY

Environment warm forests and jungles

Organization solitary or cult (1 plus 2 - 16 zombies and 4

– 12 humanoids [adept 3]) Treasure standard SPECIAL ABILITIES

Devour the Corrupted (Su): As a full-round action, a jet couatl can consume an adjacent zombie under its control. This destroys the zombie, and grants the jet couatl a +4 profane bonus to attack and damage rolls, and increases the saving throw DC of its poison by +2 and the saving throw DCs of spells that it casts by +1. These benefits last for 1 minute.

Poison (Ex): Injury—bite; *save* Fortitude DC 16; *frequency* 1/minute for 10 minutes; *effect* 1d3 Str and 1d3 Int; *cure* 2 consecutive saves. Any creature whose Strength and Intelligence scores are both reduced to 0 as a result of this poison immediately dies and rises as a zombie under the jet couatl's control. The DC is Constitution-based.

Spells: A jet couatl casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Whispers of Corruption (Su): A jet couatl can use its telepathy to inflict doubts and sow temptations in the minds of its victims. As a standard action, the jet couatl can attempt to weaken the resolve of a single creature within 60 feet that it can communicate with using its telepathy ability. The target must succeed on a Will save (DC 19) or suffer a -1 penalty to Will saves for 1 minute. If the jet couatl uses this ability multiple times on the same creature, these penalties stack. The saving throw DC is Charisma-based.

Ecology

These debased creatures are couatls that have forsaken their calling and good-aligned nature, and been corrupted by selfishness and pride, and have willingly forsaken the brilliant colors and wings that are the hallmarks of the couatl in order to gain greater profane power. A couatl can become a jet couatl by performing a ritual that offers itself up to the forces of darkness and malevolence. Part of this ritual involves that the couatl ignite its wings, which burn away in a cloud of mystic smoke, and when the choking miasma of ash and dark energy settles, the couatl's scales have been permanently stained black.

Jet couatls are naturally flightless, as their wings have been completely and irrevocably destroyed, though those who continue to gain in power often learn spells which allow them to fly again, regardless. Jet couatls and standard couatls hate one another with a passion, and are the bitterest of enemies.

Couatl. Primal

This creature resembles a large snake, but it flies on the air with a pair of oversized hawk's wings. Its scales are a confused pattern of browns and greens that make it difficult to discern from the forest around it.

COUATL, PRIMAL

XP 25,600

N Large magical beast

Init +7; Senses darkvision 60 ft., detect animals or plants, low-light vision, scent, tremorsense 20 ft.; Perception +27 DEFENSE

AC 25, touch 13, flat-footed 22 (+3 Dex, +1 dodge, +13 natural, -1 size)

hp 168 (16d10+80)

Fort +15, Ref +15, Will +11

OFFENSE

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

Melee bite +20 (2d6+9 plus grab and poison) Space 10 ft.; Reach 5 ft.

Special Attacks constrict (4d6+18)

Spell-Like Abilities (CL 16th)

Constant—detect animals or plants

At Will—control weather, gust of wind (DC 15), tree stride, tree shape

Spells Known (CL 12th)

6th (3/day)—wall of stone

5th (5/day)—awaken (DC 18), call lightning storm (DC 18)

4th (6/day)—cloak of wasps^{UM}, control water, dispel magic 3^{rd} (7/day)—ash storm^{UM}, dominate animal (DC 16), meld

into stone, speak with plants 2nd (7/day)—animal messenger, barkskin, bull's strength, heat metal (DC 15), summon swarm

1st (7/day)—endure elements, entangle (DC 14), goodberry, magic fang, obscuring mist

o (at will)—create water, detect magic, detect poison, quidance, know direction, light, purify food and drink, resistance, stabilize

STATISTICS

Str 22, Dex 16, Con 20, Int 17, Wis 19, Cha 17

Base Atk +16; CMB +22 (+26 grapple); CMD 36 (can't be tripped)

Feats Alertness, Combat Reflexes, Dodge, Empower Spell, Eschew Materials^B, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes

Skills Acrobatics +22, Fly +24, Knowledge (nature) +19, Perception +27, Sense Motive +24, Stealth +3 (+11 in forested environments), Survival +20; Racial Modifiers +8 Stealth in forested environments

Languages Celestial, Common, Sylvan

ECOLOGY

Environment warm forests and jungles **Organization** solitary, pair, or flight (3-6) **Treasure** standard SPECIAL ABILITIES

Hypnotic Gaze (Su): As a standard action, a primal couatl can lock gaze with a single creature within 60 feet, attempting to mesmerize the target with its eyes. The target must succeed on a Will save (DC 21) or become fascinated by the primal couatl for 1 round. Once the primal couatl has fascinated a creature in this way, it can maintain the gaze as a swift action in following rounds, though it cannot use its gaze ability on other characters in any round in which it does so. Each round that the primal couatl maintains the effect, the target is entitled to a new Will save (same DC) to end the effect. A creature that remains fascinated for three consecutive rounds is affected as though by the spell charm monster (no additional save, caster level 16th). Creatures that are aware of the primal couatl's hypnotic gaze can attempt to avoid it in the same fashion that standard gaze attacks can be avoided (by averting their eyes or blindfolding themselves).

Poison (Ex): Injury—bite; save Fortitude DC 23; frequency 1/round for 10 rounds; effect the target suffers hallucinations, causing him to be nauseated and suffer a -4 penalty on saving throws to resist becoming fascinated. These effects last 1 round ; cure 3 consecutive saves. The DC is Constitution-based.

Powerful Constriction (Ex): A primal couatl deals more damage than normal with its constrict ability, inflicting twice the damage it would normally deal with its bite attack.

Spells: A primal couatl casts spells as a 9th-level sorcerer, except that the primal couatl draws its spells known from the druid spell list, instead of the sorcerer/ wizard spell list. Druid spells are considered arcane spells for a primal couatl, meaning that the creature does not need a divine focus to cast them. The primal couatl still uses its Charisma score to determine its bonus spells per day and its saving throw DCs, and still casts spells spontaneously, like a sorcerer.

Ecology

CR 13

While couatls are well-known for being servants of various good-aligned deities, not all couatls take up this calling, and some choose to truly "go native," embracing the natural world and the primal forces of the wild. These couatls, known as primal couatls, cease being outsiders entirely, and are wholly embraced by nature. This fundamental change in what the couatl is and does causes its spellcasting abilities to alter dramatically.

Primal couatls are almost always found in the deepest and darkest corners of the most wild and uncharted places, far from the trappings of civilization. They spend much of their time hunting and living a very animalistic lifestyle, but are quick to act on any encroachment on their wild and native paradise. A few more self-serving primal couatls instead set themselves up as deities of small, isolated tribes, using their hypnotic gaze to foster small empires.

Couatl, Radiant

The creature before you appears to be a large snake, its scales a beautiful panoply of every imaginable color. Even more beautiful, however, are its wings, which appear to be made of translucent feathers of every color, which shine like gems as sunlight pierces through them, and resemble nothing so much as stained glass.

COUATL, RADIANT

CR 15

XP 51,200 LG Large outsider (native)

Init +9; Senses darkvision 60 ft., *detect chaos/evil/good/law*; Perception +23

DEFENSE

AC 28, touch 15, flat-footed 22 (+5 Dex, +1 dodge, +13 natural, -1 size)

hp 207 (18d10+108)

Fort +12, Ref +18, Will +17

Defensive Abilities protection from chaos, protection from evil,

universal antidote; SR 26

OFFENSE

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

Melee bite +22 (2d6+7 plus grab and cursed bite) Space 10 ft.; Reach 5 ft.

Special Attacks constrict (1d8+7)

Spell-Like Abilities (CL 13th)

Constant—detect chaos, detect evil, detect good, detect law, protection from chaos, protection from evil

At Will—detect thoughts (DC 17), ethereal jaunt (CL 20th), invisibility, plane shift (DC 22), protection from energy

Spells Known (CL 13th)

6th (4/day)—heal, true seeing

5th (7/day)—break enchantment, hold monster (DC 20), mark of justice (DC 20)

4th (7/day)—charm monster (DC 19), fire shield, freedom of movement, holy smite (DC 19)

3rd (7/day)—daylight, dispel magic, gaseous form, magic circle against evil

2nd (7/day)—cure moderate wounds, eagle's splendor, owl's wisdom, scorching ray, silence (DC 17)

1st (8/day)—endure elements, mage armor, magic missile, obscuring mist, true strike

o (at will)—daze, detect magic, detect poison, disrupt undead, light, ray of frost, read magic, resistance, stabilize

STATISTICS

Str 20, Dex 20, Con 22, Int 17, Wis 19, Cha 20

Base Atk +18; **CMB** +24 (+28 grapple); **CMD** 38 (can't be tripped) **Feats** Alertness, Dodge, Empower Spell, Eschew Materials^B, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes

Skills Acrobatics +26, Bluff +11, Diplomacy +26, Fly +28, Knowledge (arcana) +12, Knowledge (religion) +18, Perception +29, Sense Motive +18, Spellcraft +21, Survival +22, Use Magic Device +26

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

Environment warm forests and jungles **Organization** solitary, pair, or flight (3-6) **Treasure** standard

SPECIAL ABILITIES

Cursed Bite (Su): The bite of a radiant couall carries a powerful curse that punishes any who would dare to raise their hand against such a creature. A creature that is damaged by a radiant couatl's bite must succeed on a Fortitude save (DC 23) or be permanently sickened. The second time that a creature is damaged by a radiant couatl's bite, he must succeed on a Fortitude save (same DC) or be permanently blinded. The third time that a creature is damaged by a radiant couatl's bite, he must succeed on a Fortitude save (same DC) or be permanently blinded. The third time that a creature is damaged by a radiant couatl's bite, and each additional time thereafter, he must succeed on a Fortitude save (same DC) or be affected as though by the spell *bestow curse*. A *break enchantment* or *atonement* spell, or more powerful magic, removes all penalties caused by a radiant couatl's bite. The saving throw DC is Wisdom-based.

Radiant Wings (Su): A radiant couatl's wings create brilliant patterns of light in the proper conditions, which make it difficult to even look at the creature, let alone fight it. As long as the radiant couatl is in an area of normal or brighter light, any creature within 30 feet of it that looks at it must succeed on a Will save (DC 24) each round, or be dazzled for as long as it remains within 30 feet of the radiant couatl, and continues to look at the radiant couatl, and for 1d4 rounds thereafter. If the creature fails a saving throw to resist this effect while it's already dazzled, that creature becomes confused, instead. If the creature fails a saving throw to resist this effect while it is already confused, it becomes nauseated, instead. Any nausea or confusion caused by this ability lasts for the same duration as the dazzled effect. Creatures can avoid the affects of this ability by averting their eyes or blindfolding themselves, as though it were a gaze attack.

Spells: A radiant couatl casts spells as a 13th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a radiant couatl, meaning that the creature does not need a divine focus to cast them.

Universal Antidote (Ex): A radiant couatl is immune to ability damage and drain, energy drain, curses, diseases, and poisons (including magical diseases and poisons), as well as to all of the following conditions: blinded, confused, dazed, dazzled, deafened, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, petrified, shaken, sickened, staggered, and stunned. Additionally, the blood of a radiant couatl is a powerful cure-all, and 5 oz. of the creature's blood can replicate the effects of a *miracle* spell, but only for the purposes of undoing or removing harmful effects.

Ecology

These truly beautiful creatures are paragons of their race, and while most couatls are devoted to virtue and order, radiant couatls are exemplars of these ideals. They are best known for their blood, however, which is said to be able to cure any illness or affliction, including the most powerful of curses. Sadly, for this reason, radiant couatls are frequently hunted by the evil or the desperate. Some radiant couatls actually encourage this to a certain extent, allowing good-hearted creatures in need of their blood to "hunt" them, during which time they test the hunters' worthiness, and, if they deem the hunter worthy, they allow themselves to be "slain," and enough blood to be collected to aid the hunter, without slaying the radiant couatl.

Cyclops Brute

This hulking, stinking creature that towers above you is shaped and proportioned like a human, except for its single glaring, white eye, which stands out from the middle of a dirtstained, unshaven face topped by a tangle of greasy black hair. The creature bellows, hefting a tree trunk as a weapon, and charges.

CYCLOPS BRUTE

CR 12

XP 19,200

CE Huge humanoid (giant)

Init +2; **Senses** darkvision 120 ft., low-light vision; Perception +11

DEFENSE

AC 25, touch 6, flat-footed 25 (+4 armor, -2 Dex, +15 natural, -2 size) hp 190 (20d8+100) Fort +16, Ref +4, Will +9 Defensive Abilities ferocity Weaknesses light sensitivity

OFFENSE

Speed 30 ft. **Melee** greatclub +22/+17/+12 (3d6+13/x3) **Ranged** rock +12 (2d6+13) **Space** 15 ft.; **Reach** 15 ft. **Special Attacks** paralyzing eye, rock throwing (140 ft.), stomp (+12; 2d6+13)

STATISTICS

Str 29, Dex 6, Con 19, Int 10, Wis 13, Cha 8 Base Atk +15; CMB +26; CMD 35 Feats Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatclub), Toughness Skills Intimidate +19, Perception +11, Sense Motive +13, Survival +14; Racial Modifiers +8 Perception Languages Cyclops SQ bloody insight, vengeful fury

ECOLOGY

Environment any underground

Organization solitary, conclave (2-6), or tribe (7-18) **Treasure** standard (hide armor, Huge greatclub, other treasure)

SPECIAL ABILITIES

Bloody Insight (Su): Cyclops brutes are not able to influence the outcome of events on as wide a variety of actions as a standard cyclops, but can do so more frequently in the area in which they specialize: violence. Once per round, when the cyclops brute makes a damage roll for a melee attack, he can roll twice and take the better result. The cyclops brute must declare that he is using this ability before the damage roll is made. Additionally, the cyclops brute automatically confirms any critical threats that he rolls. **Paralyzing Eye (Su):** A cyclops brute can give an intense stare, focusing all its malevolence and hatred in order to paralyze a single opponent with fear. As a standard action, the cyclops brute can force a single living creature within 30 feet to succeed on a Fortitude save (DC 19) or be paralyzed for 1d4 rounds. Characters specifically seeking to avoid this ability can do so in the same fashion as avoiding a standard gaze attack (averting their eyes, wearing a blindfold, etc.), but must do so before the cyclops brute uses this ability in order for the precaution to have any effect. The cyclops brute must wait at least 1d4 rounds between uses of this ability. This is a mind-affecting fear effect, and the saving throw DC is Charisma-based. Creatures that cannot see are immune to this effect.

Stomp (Ex): As long as a brute cyclops does not move or take a 5-ft. step on its turn, it can attempt to stomp on an adjacent creature as a swift action. Treat this as a natural attack with a reach of 5 feet, which deals 2d6+13 points of bludgeoning damage on a successful hit. The brute cyclops cannot use its stomp attack as part of a full-attack action, but can use it as a separate swift action on the same round that it performs a full-attack action.

Vengeful Fury (Ex): A cyclops brute gains a +2 bonus on attack and damage rolls made against the last creature that dealt damage to the cyclops brute. This bonus lasts for 1 minute, or until another creature deals damage to the cyclops brute, whichever comes first. As long as the cyclops brute is benefitting from this ability, it suffers a -2 penalty on attack and damage rolls made against any other creature.

Ecology

Though the average person imagines all cyclopes to be horribly brutish and primal, the fact of the matter is that most sages believe cyclopes were once a very civilized people with great powers of foresight, and some remnants of that ancient past linger on in modern cyclopes, even if it isn't immediately obvious. Cyclops brutes, known among some scholars as primal cyclopes or feral cyclopes, are a distinct breed of cyclopes that are most easily distinguished from their kin by their incredibly pale complexion and the milkywhite color of their eyes.

These creatures are far more bestial than their smaller and less ferocious kin, and it is believed that they may be descendants of ancient cyclopes that were trapped beneath the surface of the earth after an ancient cataclysm, and which, over the eons, devolved into their current state. What they lack in intelligence and manners they more than make up for in strength and viciousness, and in the rare cases that these creatures make their way to the surface world, they almost always cause incredible death and destruction.

Cyclops Seer

This creature resembles a large, muscle-bound human whose body seems to have been sculpted by the gods themselves, except for its face, which has only a single eye. Still, even this one eye seems somehow natural, right, and above all, beautiful. It is a bright blue in color, and seems incredibly deep. As the creature looks upon you, you feel as though it is staring through your soul.

CYCLOPS, SEER

XP 51,200

LN Large humanoid (giant)

Init +11; **Senses** low-light vision, *true seeing*; Perception +30 DEFENSE

AC 29, touch 15, flat-footed 22 (+5 armor, -1 Dex, +7 dodge, +9 natural, -1 size) hp 221 (22d8+132) Fort +18, Ref +6, Will +16

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee greatsword +21/+16/+11/+6 (3d6+7/19-20) Ranged heavy crossbow +14 (2d8/19-20 x3) Space 10 ft.; Reach 10 ft. Special Attacks pronouncement of doom

Spell-Like Abilities (CL 16th)

Constant—detect scrying, true seeing At Will—clairaudience/clairvoyance, detect magic, see alignment^{UC}

3/day-vision

STATISTICS

Str 21, Dex 8, Con 20, Int 10, Wis 24, Cha 8 Base Atk +16; CMB +22; CMD 38

Feats Alertness, Cleave, Great Cleave, Improved Initiative, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Profession [soothsayer]), Toughness, Weapon Focus (greatsword)

Skills Intimidate +21, Perception +30, Profession (soothsayer) +22, Sense Motive +14, Survival +15; Racial Modifiers +18 Perception

Languages Common, Cyclops, Giant SQ flash of insight

ECOLOGY

Environment any temperate or warm Organization solitary, conclave (2-6), or tribe (7-18) Treasure standard (scale mail armor, Large greataxe, Large heavy crossbow, other treasure)

SPECIAL ABILITIES

Cyclopean Intuition (Su): A cyclops seer is constantly aware of a flowing stream of future possibilities, which grants him insights into the immediate future. As a result, he gains a dodge bonus to AC equal to his Wisdom modifier. Additionally, he uses the higher of his Dexterity or Wisdom modifiers to determine his bonus to initiative checks.

Flash of Insight (Su): As an immediate action, a seer cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the seer cyclops only, and cannot be applied to the rolls of others. The seer cyclops can use this ability once every 1d4 rounds.

Pronouncement of Doom (Su): As a move action, a seer cyclops can pronounce doom upon a single creature that he can see. The seer cyclops uses his mystical powers of divination to peer through possible futures, and attempts to influence the flow of destiny towards futures in which the target fails. The seer cyclops must succeed on a Profession (soothsayer) check (DC 10 + the target's Hit Dice + the target's Charisma modifier), or the pronouncement has no effect. If the seer cyclops succeeds on this check, then whenever the target makes any kind of die roll, he must roll twice and take the worse result. The seer cyclops can maintain this effect on subsequent rounds as a swift action as long as he can still see the target, but must succeed on an additional Profession (soothsayer) check at the same DC each round that he maintains the effect. If he ever fails the check or chooses not to maintain the effect then the effect ends immediately, and the target is immune to this ability for 1 minute.

Ecology

CR 15

Cyclops seers are incredibly rare in modern times, but, according to legends and the research of various sages and scholars, there was a time in the ancient past when nearly all cyclopes had the incredible powers of divination and perception that are now the purview of only an incredibly gifted few. While the average cyclops has the ability to affect the flow of fate in small ways every once in a while, with great effort, cyclops seers can regularly bend fate to their will, rendering all their enemies' endeavors to utter failure, and ensuring that their own actions meet with perfect success. Their powers of divination are also staggeringly powerful, and it is all but impossible to fool or deceive a cyclops seer.

It is unknown exactly what causes a standard cyclops to become a cyclops seer, but all evidence seems to suggest that the difference does not occur at birth, but rather happens later in life. Though some sages believe it simply takes time for the cyclops seer's powers to manifest, others suggest that perhaps there is some key element that the cyclopean ancients used to unlock their mystic potential, but which has been lost to time, and that cyclops seers come about when modern cyclopes stumble across this unknown thing by accident. Such sages theorize that perhaps if this element could be identified, it could be used to bring the human race to the heights enjoyed by the ancient cyclopean sages.

Cyclops, Baleye

This hulking creature could pass for an over-sized human, if not for the single giant eye that occupies the majority of its forehead. The whites of this creature's eye are, in fact, black, and its iris slowly shifts color from red to blue, then blue to yellow, and finally back to red as it stares at you intensely.

CYCLOPS, BALEYE

CR 9

XP 6,400

NE Large humanoid (giant) Init -1; Senses low-light vision; Perception +11

DEFENSE

AC 23, touch 8, flat-footed 23 (+6 armor, -1 Dex, +9 natural, -1 size) hp 120 (16d8+48) fast healing 10 Fort +12, Ref +4, Will +8 Defensive Abilities ferocity

Weaknesses sensitive eye

OFFENSE

Speed 30 ft. Melee greataxe +17/+12/+7 (3d6+7/x3) Ranged heavy crossbow +10 (2d8/19-20 x3) Space 10 ft.; Reach 10 ft. Special Attacks eye rays

STATISTICS

Str 21, Dex 8, Con 15, Int 10, Wis 13, Cha 8 Base Atk +12; CMB +18; CMD 27 Feats Alertness, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack, Toughness, Weapon Focus (greataxe) Skills Intimidate +15, Perception +11, Sense Motive +11, Survival +12; Racial Modifiers +8 Perception Languages Common, Cyclops, Giant

ECOLOGY

Environment any temperate or warm **Organization** solitary, conclave (2-6), or tribe (7-18) **Treasure** standard (breastplate armor, Large greataxe, Large heavy crossbow, other treasure)

SPECIAL ABILITIES

Eye Rays (Su): Once every 1d4 rounds, a baleye cyclops can release a torrent of energy from its monstrous eye. Treat this as a ranged touch attack with a maximum range of 60 feet. There are three different types of eye rays that the baleye cyclops can choose from when using this ability, each of which has slightly different effects, as outlined below.

Cold Ray: This ray inflicts 8d6 points of cold damage, and the target must succeed on a Fortitude save (DC 19) or be numbed by the cold, rendering him fatigued for 1 minute. The saving throw DC is Wisdom-based. *Fire Ray:* This ray inflicts 10d6 points of fire damage, and the target must succeed on a Reflex save (DC 19) or catch on fire, suffering 1d6 points of fire damage per round until the fire is put out. See the *Pathfinder Roleplaying Game Core Rulebook* for more information about catching on fire. The saving throw DC is Wisdom-based.

Lightning Ray: This ray inflicts 10d6 points of electricity damage. If the target is wearing metal armor, or wielding a weapon made primarily of metal, then the baleye cyclops gains a +5 bonus on the attack roll made to hit the target.

Sensitive Eye (Ex): A baleye cyclops's large eye is very sensitive to damage, and serves as a weak point that can be exploited by its opponents. Whenever a character makes a ranged or melee attack against the baleye cyclops, he can declare that he is targeting the baleye cyclops's eye, specifically. If he does, then he suffers a -4 penalty on the attack roll. If the attack hits, then the baleye cyclops's fast healing ceases to function for 1 round. Additionally, the baleye cyclops is unable to use its eye rays ability on its next turn. Finally, the baleye cyclops suffers a -2 penalty on attack rolls and CMB, as well as on Perception checks, on its next turn after its eye is successfully hit. A character can only target the baleye cyclops's eye with attacks that specifically require an attack roll.

Ecology

While cyclopes of today are generally thought of as dumb, stupid brutes, many scholars believe that in ancient times, they had a great society that was built upon cyclopean powers of foresight and divination. Though most modern cyclopes are descendants of this fallen civilization, baleye cyclopes are offshoots of a different branch, which separated itself from the other cyclopes in antiquity. Rather than use the mystic power of their single eye to see into alternate futures, they use their eye as a channel for elemental energy, effectively specializing in evocation while other cyclopes specialized in divination.

A few ancient tablets of somewhat questionable origin have been recovered which speak of the rift between the baleye cyclopes and their kin, and, if they are in fact genuine, then it seems that, in antiquity, a cyclops had to undergo an eldritch ritual in order to become a baleye cyclops, and that this was seen as anathema by the rest of cyclops civilization, which branded those who performed it as heretics. Easily recognizable by their eyes—which are forever altered as part of the transformation—these cyclopes were cast out. Exactly what become of them is unknown, and it is unclear whether or not the modern baleye cyclopes are in some way related to these ancient forebears, or if they are simply modern cyclopes that have performed the ritual. If the latter, considering how much the average cyclops' divination ability has degraded over the millennia, one can't help but wonder if ancient baleye cyclopes had even more powerful eye ray powers.

Darkmantle, Death's Hood

The creature before you vaguely resembles a small squid or octopus, though its body is slightly more conical in shape, almost like a slightly floppy, very rubbery conical hat. Tendrils extend from its base in every direction, and a ring of red eyes circumnavigate the midsection of the creature's otherwise black, featureless body.

DARKMANTLE, DEATH'S HOOD

CR 3

XP 800

NE Tiny magical beast

Init +6; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size) hp 30 (4d10+8)

Fort +6, **Ref** +4, **Will** +1

Weaknesses light vulnerability

OFFENSE

Speed 20 ft., fly 30 ft. (poor)Melee slam +4 (1d3 plus grab)Space 2-1/2 ft.; Reach 0 ft.

Special Attacks grab (Medium or smaller), suffocating grasp (DC 10)

STATISTICS

Str 7, Dex 15, Con 14, Int 2, Wis 11, Cha 10 Base Atk +4; CMB +0 (+4 grapple); CMD 12 (can't be tripped) Feats Improved Initiative, Skill Focus (Stealth) Skills Fly +7, Perception +4, Stealth +17; Racial Modifiers +4 Perception, +4 Stealth SQ tenacious grip ECOLOGY Environment any underground Organization solitary, pair, or clutch (3-12)

Treasure none

SPECIAL ABILITIES

Animate Victim (Ex): A death's hood darkmantle can attach itself to the head of a recently-deceased corpse and animate it, controlling it like a puppet. As a standard action, the death's hood darkmantle can attach itself to the corpse of a humanoid creature of Medium or Small size that it is adjacent to or currently grappling, which has not been dead for more than one week. The affected creature gains the zombie template for as long as the death's hood darkmantle is attached to it. The zombie takes no actions on its own, but as a full-round action the death's hood darkmantle can control the zombie, allowing it to take a full round's worth of actions (the staggered quality still applies). If the death's hood darkmantle becomes detached from the zombie for any reason (whether voluntarily releasing it or because it is slain or pried off), the animation effect ends and the creature becomes a corpse. The death's hood darkmantle's thin body ability applies while it is attached to the zombie in this way.

Light Vulnerability (Ex): Death's hood darkmantles are weakened by sunlight. Whenever a death's hood darkmantle is in an area of normal light it becomes fatigued for as long as it remains in conditions of normal light. Whenever a death's hood darkmantle is in an area of bright light, it is exhausted and suffers 1d4 points of nonlethal damage per round that it remains in conditions of bright light. After being removed from bright light, a death's hood darkmantle is fatigued for twice as long as it was in conditions of bright light.

Suffocating Grasp (Ex): When a death's hood darkmantle successfully grapples a creature, it wraps itself around the target's face and throat, potentially suffocating him. As long as the death's hood darkmantle remains in control of the grapple, the target is unable to breathe (treat him as holding his breath). Further, whenever it successfully maintains the grapple, the death's hood darkmantle can constrict around the target's throat, possibly hastening the suffocation process. The target must succeed on a Fortitude save (DC 10) or begin to suffocate. A failure indicates that the target immediately falls unconscious (reduced to o hit points). In the following round, if the death's hood darkmantle continues to maintain the grapple, the victim drops to -1 hit points and is dying. If the death's hood darkmantle continues to maintain the grapple for one additional round, the victim dies of suffocation. The saving throw DC is Strength-based.

Tenacious Grip (Ex): A death's hood darkmantle's tentacles are deceptively strong and covered in a number of suction cups that make it very hard to remove once it is attached. The death's hood darkmantle gains a +5 racial bonus to CMB and CMD for the purposes of maintaining a grapple that it has already initiated, but not for the purpose of initiating or avoiding being grappled. Because these bonuses to not apply to all grapple checks, they are not included in the death's hood darkmantle's statistics.

Thin Body (Ex): It is virtually impossible to harm a death's hood darkmantle that is grappling a creature without also harming the creature it is grappling, as the death's hood darkmantle's body is quite thin, and clings closely to the target's face and neck. Whenever the death's hood darkmantle takes damage, if it is in control of a grapple, the creature that it is grappling takes the same amount of damage of the same type.

Ecology

Named for their tendency to wrap themselves around the heads of their victims, death's hood darkmantles are horrifying foes not only capable of stealing the breath from their victims—who are often attacked in an ambush in dark places—but can even animate and control the bodies of those who they suffocate, turning its victims into what appear to observers to be a faceless killer whose head is shrouded in some sort of black mask or hood.

Darkmantle, Goliath

Looking up, you see a massive creature with pale, rubbery-grey skin. Its body is immense, and resembles some sort of octopus or squid, tightly gripping the ceiling, its tentacles fanned out in every direction, clutching stalactites and reaching into crevices. A thin, fleshy membrane connects the tentacles from the base of the creature's body out to about half of their length. Almost as soon as you notice it, it lets out a shriek and releases its hold on the ceiling, plummeting down towards you.

DARKMANTLE, GOLIATH

CR 8

XP 4,800

NE Huge magical beast

Init +6; Senses blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, -2 size) hp 105 (10d10+50)

Fort +8, **Ref** +6, **Will** +4

DR 5/magic

OFFENSE

Speed 40 ft., climb 20 ft., fly 40 ft. (poor) **Melee** slam +14 (2d6+6 plus grab) and bite +14 (1d8+6 plus acid drool)

Special Attacks acid drool, ambush drop, grab (any size), swallow whole (4d6 acid damage, AC 15, 9 hp)

Spell-Like Abilities (CL 5th)

3/day—blur, deeper darkness, invisibility (self only) 1/day—hallucinatory terrain (DC 16), illusory wall (DC 16) STATISTICS

Str 23, Dex 15, Con 18, Int 13, Wis 11, Cha 14 Base Atk +10; CMB +18 (+22 grapple); CMD 30 (can't be tripped) Feats Improved Initiative, Iron Will, Skill Focus (Fly), Skill Focus (Stealth), Toughness

Skills Climb +14, Fly +10, Perception +17, Stealth +14; Racial Modifiers +4 Perception, +4 Stealth

SQ multi-grapple

ECOLOGY

Environment any underground Organization solitary, pair Treasure none SPECIAL ABILITIES

Acid Drool (Su): A goliath darkmantle's saliva is highly acidic and produces noxious fumes. Any creature hit by its bite attack suffers 2d6 points of acid damage and must succeed on a Fortitude save (DC 19) or suffer a -2 penalty to attack rolls, AC, CMB, CMD, saving throws, skill checks, and ability checks for 1d4 rounds. Additionally, the goliath darkmantle's open maw constantly drips and dribbles its acidic saliva. As a free action once per round, the goliath darkmantle can force all creatures directly beneath it to succeed on a Reflex save (DC 19) or suffer acid damage as though they had been bitten. Characters damaged in this way must also make a Fortitude save to resist the secondary effect. The goliath darkmantle must have line of effect to a creature in order to affect the creature with this ability. The saving throw DCs are Constitution-based.

Ambush Drop (Ex): Goliath darkmantles hunt primarily by dropping down on unsuspecting prey, crushing them beneath its body and grabbing them with its webbed tentacles. As a standard action, a goliath darkmantle that is flying or climbing on a ceiling can fall up to 120 feet and slam into creatures directly below it. Any creatures in the squares that the goliath darkmantle lands in can make an attack of opportunity as it enters their square, if they are not flat-footed. Alternatively, characters that are not flatfooted can attempt a Reflex save (DC 19) to move out of the way, in which case they are deposited prone in the nearest unoccupied square. A character cannot do both.

Any characters still in the area when the goliath darkmantle hits suffer 4d6+12 points of bludgeoning damage, plus an additional point of damage for every 10 feet the goliath darkmantle fell. A successful Reflex save (DC 19) halves this damage. The goliath darkmantle takes half the normal amount of falling damage for the distance fallen (roll the fall damage normally, then halve the result, rounded down). Additionally, the goliath darkmantle can attempt to initiate a grapple as a free action against each creature that failed its Reflex save to halve the damage (the normal -2 penalty for using its multi-grapple ability applies).

Multi-Grapple (Ex): A goliath darkmantle's webbed tentacles allow it to grapple many creatures simultaneously. The goliath darkmantle is capable of maintaining multiple separate grapples at the same time. For each grapple beyond the first, the goliath darkmantle suffers a -2 penalty to its CMB and CMD for the purposes of each of the grapples that it is involved in.

Ecology

Goliath darkmantles are one of the greatest terrors of the deep places of the earth. Ambush predators, they lie in wait on the ceilings of large, vaulted underground caverns, or, in particularly large chambers, fly about in a listless wandering. Either way, when they spot prey they drop down upon it in a sudden burst of speed, crushing their victim with their body and using the element of surprise to get a hold of their victim. Often the first clue a victim receives that it is being stalked by a goliath darkmantle is the creature's noxious spittle raining down on it from above, and by then it is too late.

Much more intelligent than lesser darkmantles, it is not uncommon for goliath darkmantles to position themselves in such a way as to be worshipped by primitive underground-dwelling tribes of humanoids like orcs, goblins, and kobolds, who routinely provide the creatures with sacrifices in exchange for their protection (and not being eaten themselves).

Darkmantle, Shadow Weaver

You notice the room around you dimming, though all the light sources remain where they are, as though a palpable curtain of darkness had fallen over you. Looking up, your eye is drawn to movement, and you can just make out the form of what appears to be a midnight-black cone with several octopus-like tentacles crawling across the ceiling towards you. Its eyes glow with an unnatural dark light that defies explanation, and without warning it drops down, its tentacles reaching towards you.

DARKMANTLE, SHADOW WEAVER

XP 1,600

NE Small magical beast

Init +6; Senses blindsight 90 ft., darkvision 60 ft., lowlight vision; Perception +10

Aura aura of darkness (20 ft.)

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size) hp 45 (6d10+12)

Fort +7, Ref +5, Will +2

Defensive Abilities cloak of shadows

OFFENSE

Speed 20 ft.

Melee 4 tentacles +9 (1d4+2 plus grab) Special Attacks constrict (1d4+4), grab (any size) Spell-Like Abilities (CL 6th) Constant—fly

3/day—ghoul touch (DC 12) scare (DC 12) 1/day—dispel magic, shadow conjuration (DC 14)

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 10 **Base Atk** +6; **CMB** +7 (+11 grapple); **CMD** 19 (can't be tripped)

Feats Improved Initiative

Skills Perception +10, Stealth +10; **Racial Modifiers** +4 Perception, +4 Stealth

ECOLOGY

Environment any underground **Organization** solitary, pair, or clutch (3-12)

Treasure none

SPECIAL ABILITIES

Aura of Darkness (Su): A shadow weaver darkmantle's body is suffused with magical energies that constantly shroud the area within 20 feet of it with darkness. The light level in the affected area decreases by one step (bright light becomes normal light, normal light becomes dim light, dim light becomes darkness, and darkness becomes magical darkness, as the spell *deeper darkness*). **Cloak of Shadows (Su):** As long as a shadow weaver darkmantle is in an area of darkness or supernatural darkness, it gains a +4 competence bonus to AC, and a +1 competence bonus to all saving throws. These bonuses are not included in its statistics entry.

Light Vulnerability (Sp): A shadow weaver darkmantle's spell-like abilities do not function when it is in areas of dim light or brighter, and it cannot use them to target creatures in such conditions. Its *shadow conjuration* spell-like ability only functions in areas of supernatural darkness (such as that created by the *deeper darkness* spell). Any creatures summoned by its *shadow conjuration* cannot leave the area of supernatural darkness in which they were created, nor can they attack creatures outside of that area. Similarly, its *shadow conjuration* ability cannot target creatures that are not in areas of supernatural darkness.

Ecology

CR 5

Shadow weaver darkmantles are an offshoot race of darkmantles that are usually only found deep below the earth, much further down than most normal darkmantles live. They are suffused with some of the strange magical radiation from these buried and forgotten realms, which has altered their bodies and granted them powerful magic. They lack the webbed body of the average darkmantle, and, as such, do not share their gift of flight, though this does give them much greater manual dexterity with their various tentacles, which are somewhat larger and more powerful, as they are the creature's primary means of locomotion.

More importantly, however, the shadow weaver darkmantle is suffused with magical ability, that allows it to perform a variety of feats that the average darkmantle is incapable of. While it is incapable of creating darkness (a generally unnecessary ability so far underground), it is able to fly magically while in dark areas, and it can easily scare away predators and paralyze prey for a swift kill. When truly threatened, shadow weaver darkmantles are capable of molding shadows to create shadowy defenders that can protect them from predators that they are unable to flee from.

Despite their expanded magical ability, shadow weaver darkmantles are not particularly more intelligent than standard darkmantles, and have only basic animal intelligence. They tend to be very territorial, and will fight with each other and other predators in their subterranean realms for prime hunting spots. They primarily prey on creatures smaller than themselves, but have been known to attack and eat humanoids, on occasion, and will certainly attack if they think that their territory is being threatened.

Doppelganger, Cursed

You are amazed to find yourself staring at... yourself! The creature before you looks exactly like you in every way, except for an intangible, unquantifiable air of malevolence and hostility which hangs about it. The dark double before you smiles, and you can feel it draining something vital from you, though you know not how, nor why.

DOPPELGANGER, CURSED

CR 5

XP 1,600

CE Medium monstrous humanoid

Init +3; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural) hp 57 (6d10+24)

Fort +5, Ref +8, Will +7

Immune charm

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d8+4)

Special Attacks curse of the doppelganger, drain life

STATISTICS

Str 18, Dex 17, Con 16, Int 13, Wis 14, Cha 13 Base Atk +6; CMB +10; CMD 23 Feats Alertness, Dodge, Toughness Skills Bluff +11 (+15 while using change shape ability), Diplomacy +4, Disguise +11 (+31 while using change shape ability), Perception +13, Sense Motive +10, Stealth +9; Racial Modifiers +4 Bluff, +4 Disguise Languages Common SQ mimic twin ECOLOGY Environment any

Organization solitary Treasure NPC gear

Curse of the Doppelganger (Su): Cursed doppelgangers have a mystical connection to the creature whose likeness they bear, that allows them to sap strength from that creature. Any time that a cursed doppelganger encounters a creature that is familiar with the creature from which it is copied, the cursed doppelganger attempts to take some action that will hurt the reputation of the creature from which it is copied, or will damage that creature's relationship with this acquaintance. If the doppelganger successfully performs this action and convinces the acquaintance that it was the creature from which it is copied, then, in addition to the damage to his reputation or relationships, that creature also suffers one temporary negative level. A creature cannot accrue more than three negative levels in this way (and if the creature has three or fewer Hit Dice, it cannot accrue more than one less than its Hit Dice in this way). For each negative level inflicted in this way, the cursed doppelganger gains a +2 bonus to each of its ability scores, which lasts for as long as the negative level does.

Drain Life (Su): Whenever a cursed doppelganger touches the creature that it is a copy of (including hitting with natural attacks) that creature must succeed on a Fortitude save (DC 14) or suffer 1 point of Charisma damage. A character reduced to o Charisma in this way dies. A cursed doppelganger who kills the creature that it is a copy of becomes an exact copy of that creature, including its race, class levels, feats, skill points, ability scores, and so on.

Mimic Twin (Ex): Each cursed doppelganger bears the likeness of a specific, individual humanoid, as well as all of that creature's memories, up to the point that the cursed doppelganger was created. Though it mimics many of that creature's personality traits, cursed doppelgangers are always chaotic evil and always hostile towards the creature that they are based on. A cursed doppelganger is proficient in all weapons, armor, and shields that the creature it is a copy of was proficient with when the cursed doppelganger was created. In addition, a cursed doppelganger can use spell trigger or spell completion item as if he had access to the same spell lists that the creature it is a copy of had when the cursed doppelganger was created. Its caster level is equal to the caster level that the creature it is a copy of had at the time that the cursed doppelganger was created.

Ecology

Cursed doppelgangers get their name not because they, themselves are cursed, but rather because they are a sort of curse upon the creature that they are a copy of. They have little in common with standard doppelgangers: they cannot change shape, and they appear, for all intents and purposes, to be humanoid. In fact, each cursed doppelganger looks exactly like a single, specific individual: the one who was cursed.

Cursed doppelgangers are not naturallyoccuring creatures. Certain schools of scholarly thought propose that they are sometimes created by strong metaphysical pools of suppressed anger or hatred, usually accompanied by a strong feeling of self-loathing, but these theories rely heavily on the influence of unproven metaphysical phenomenon, and are largely disregarded by experts on the subject. Generally speaking, a cursed doppelganger only comes into being when a powerful curse is issued against a specific individual. This curse specifically creates the doppelganger, whose sole purpose in life is to wreak havoc on the life of the creature that it was inflicted upon.

A cursed doppelganger looks exactly like the creature that he is a copy of, and, in fact, tends to have a very similar personality to that person, as well. There have been a few instances where the cursed doppelgangers of particularly good individuals were found to be nearly as charitable and kind as the person they were a copy of, although this did not prevent them from maliciously attacking that specific person. Even in the rare case that a cursed doppelganger adopts a relatively benign attitude, as a creature that was developed expressly to ruin the life of the individual they were copied from, no cursed doppelganger has ever been known to be able to make peace with their twin, or even to simply walk away and live their life without harming them. The need to destroy the creature that they were copied from is the core element of these creatures, and nothing seems to be able to lift them from the pursuing it.

Old folklore suggests that seeing a doppelganger of a friend or family member is an ill portent for that particular person: if someone were to see your doppelganger, you would need to be worried about ill fortune in the near future. These legends also state that if you, yourself, were to see your own doppelganger, it was an almost certain predictor of your death. Most likely, these tales originate from the mystical link between a cursed doppelganger and the creature from which it was created, which allows it to weaken that creature simply by attempting to take its place. Sages and scholars argue and theorize as to why, but the commonly accepted answer is that somehow, when the cursed doppelganger impersonates you successfully in front of people who know you, it somehow steals a part of what makes you you. In essence, if a person is defined, at least in part, by his relationships with others, than when the cursed doppelganger impersonates him, he steals some part of that definition, leaving the original as less than he originally was. This effect is even more pronounced whent he doppelganger confronts his original directly, as his touch can directly drain the original.

Although cursed doppelgangers look exactly like the creature they are a copy of, and have the same memories, they are not actually identical. They do not necessarily possess the same training and skills as the original: a cursed doppelganger of a wizard cannot cast spells, and a cursed doppelganger of a fighter may be considerably weaker in combat. For this reason, cursed doppelgangers usually make the best use of their curse of the doppelganger ability to weaken their other half and strengthen themselves as much as possible before making a final confrontation.

A cursed doppelganger that slays the creature it was made to curse is, effectively, freed, and actually does assume all the training and skills of the original, effectively stealing his place in the universe. While many cursed doppelgangers essentially go on as though nothing happened, most are too thoroughly evil for this to work, and become thieves, rapists, or murderers. Because they are simply duplicates of the original, though, it appears to the rest of the world that the original person simply "went bad."

Doppelganger, Facestealer

The creature before you could pass as human at a glance, but close scrutiny reveals that there is something wrong about it. Its eyes are a strange, pale grey not natural in humans. Its face is unnaturally smooth, almost as though it had been ironed out. The creature's hair is a limp, stringy black affair

DOPPELGANGER, FACESTEALER

XP 400

NE Medium monstrous humanoid (shapechanger) Init +1; Senses darkvision 60 ft.; Perception +7 DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural) hp 15 (2d10+4)

Fort +4, **Ref** +4, **Will** +5; +4 vs. charm and sleep OFFENSE

Speed 30 ft.

Melee 2 claws +2 (1d6 plus grab)

Special Attacks steal identity

Spell-Like Abilities (CL 3rd)

3/day—charm person (DC 12), detect thoughts (DC 13)

STATISTICS

Str 10, Dex 13, Con 14, Int 13, Wis 14, Cha 13 Base Atk +2; CMB +2 (+6 grapple); CMD 13 Feats Great Fortitude Skills Bluff +7 (+11 while using change shape

ability), Disguise +7 (+27 while using change shape ability), Perception +7, Sense Motive +4, Stealth +6; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Common

SQ assume form

ECOLOGY

Environment any

Organization solitary, pair, gang (1-4, plus 2-14 faceless ones) **Treasure** NPC gear

Assume Form (Su): A facestealer

doppelganger can assume the form of any creature that it has successfully used its steal identity ability on. This functions as *alter self*, except that it can only be used to take the forms of those specific individuals, and cannot look like a generic member of any race, nor can it look like specific individuals other than those that it has used its steal identity ability on. This effect lasts indefinitely, but the facestealer doppelganger can end it as a move action.

Steal Identity (Su): A facestealer doppelganger can steal not only the appearance of a humanoid creature, but also their very personality. Whenever a facestealer doppelganger successfully maintains a grapple against a humanoid creature, instead of dealing damage to the creature it is grappling, it can instead deal 1d4 points of Charisma damage. If a humanoid creature is reduced to o Charisma in this way, the facestealer doppelganger can take on that creature's form with its assume form ability. Additionally, a creature reduced to o Charisma in this way must succeed on a Fortitude save (DC 12) or completely lose all traces of their individuality, and become a faceless one (see the next page).

Ecology

CR 1

Considered by many to be a lesser form of the standard doppelganger (especially by those doppelgangers, themselves, who have nothing but contempt for facestealer doppelgangers), these creatures are no less terrifying, despite their limited ability to change shape. While most doppelgangers are simply able to change their shape at will, facestealer doppelgangers must actually take the appearance from their victims. This not only allows the facestealer to take the place of its victim, if desired, but also drains the victim of his personality and very humanity, transforming him into one of the horrifying abominations known as the faceless ones.

Facestealer doppelgangers are rarely found far from humanoid societies, and are nearly always found in positions of wealth, luxury, and power, stolen from some hapless victim. Because the faceless ones that a facestealer creates follow his commands, many facestealers keep a number of their victims-turned-slaves around as muscle, usually taking some pains to keep them from being seen except by the doomed, though others prefer to discard them in favor of hired help, for fear of the faceless ones being discovered and making it clear that a doppelganger is about.

Doppelganger, Mind Drinker

This creature is totally unremarkable.

CR 8

DOPPELGANGER, MIND DRINKER

XP 4,800

LE Medium monstrous humanoid (shapechanger) Init +1; Senses darkvision 60 ft.; Perception +15 DEFENSE

AC 20, touch 16, flat-footed 18 (+4 deflection, +1 Dex, +1 dodge, +4 natural) hp 95 (10d10+40)

Fort +7, **Ref** +8, **Will** +9

Defensive Abilities mental shield; Immune

mind-affecting effects

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d8+2 plus mind drain) Special Attacks drain memories Spell-Like Abilities (CL 18th) Constant—*mind blank*

At will—*detect thoughts* (DC 16)

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 19, **Wis** 14, **Cha** 15 **Base Atk** +10; **CMB** +12; **CMD** 23

Feats Ability Focus (*detect thoughts*), Ability Focus (mind drain), Dodge, Great Fortitude, Skill Focus (Bluff)

Skills Bluff +22 (+26 while using change shape ability), Diplomacy +7, Disguise +16 (+36 while using change shape ability), Knowledge (history) +14, Knowledge (local) +14, Knowledge (nobility) +14, Perception +15, Sense Motive +12, Stealth +8; Racial Modifiers +4 Bluff, +4 Disguise

Languages Common

SQ change shape (*alter self*), perfect copy, mimicry ECOLOGY

Environment any

Organization solitary, pair, or gang (3-6) **Treasure** NPC gear

Drain Memories (Su): A mind drinker doppelganger can steal the memories of a creature that it reduces to o Intelligence with its mind drain ability. This requires that the mind drinker doppelganger touch the target, and takes 10 minutes to perform. The mind drinker doppelganger learns all that the target knows, and gains a perfect copy of all of his memories. If the target survives, he retains the memories, as well. This ability cannot be used to grant class features to the mind drinker doppelganger, but for each Intelligence-based skill that the target has ranks in, the mind drinker doppelganger gains a number of ranks in that skill equal to the number of ranks the target possesses, up to a maximum number of ranks equal to its Hit Dice. These skill ranks are permanent.

Mental Shield (Su): A mind drinker doppelganger gains a deflection bonus to AC equal to his Intelligence bonus.

Mimicry (Ex): A mind drinker doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Mind Drain (Su): Whenever a mind drinker doppelganger hits a creature with its claw attack, that creature must succeed on a Will save (DC 21) or suffer 1d3 points of Intelligence damage. If the target has ranks in any Intelligence-based skills, the mind drinker doppelganger gains a number of temporary ranks in each of those skills equal to the amount of Intelligence damage dealt this way, to a maximum amount equal to the number of ranks that the target possesses. These temporary points last for 1 hour. The mind drinker doppelganger can also use this ability without making a claw attack by making physical contact with the target. If the target is unwilling, this may require a melee touch attack.

Perfect Copy (Su): When a mind drinker doppelganger uses change shape, it can assume the appearance of specific individuals.

Ecology

Mind drinker doppelgangers go a step beyond their more common kin, not only copying faces but also entire personalities and minds. A mind drinker doppelganger can perfectly mimic any creature whose memories it drains, because it knows exactly how they would react in any situation, and knows all that they know.

Dryad, Ashbound

The creature before you resembles a beautiful young woman with alabaster white skin, with flowers in her hair and dressed only in a simple outfit made of leaves and vines. On closer inspection, you realize that her skin, while smooth, is actually a white wood, and that her hair is not filled with flowers, but rather made up of them. She giggles and smirks at your surprise.

DRYAD, ASHBOUND

CR 5

XP 1,600

CN Medium fey Init +4; Senses low-light vision; Perception +11

DEFENSE

AC 17, touch 14, flat-footed 12 (+4 Dex, +3 natural) hp 49 (9d6+18); regeneration 5 (fire) Fort +7, Ref +10, Will +8 DR 5/cold iron Weaknesses ash dependency

OFFENSE

Speed 30 ft.

Melee +1 dagger +9 (1d4+1) Ranged masterwork longbow +9 (1d8) Spell-Like Abilities (CL 9th)

Constant—*speak* with plants

At Will—entangle (DC 16), tree shape, wood shape (1 lb. only)

3/day— cat's grace, eagle's splendor, tree stride 1/day—daylight, remove curse, remove disease

STATISTICS

Str 10, Dex 19, Con 14, Int 14, Wis 15, Cha 20 Base Atk +4; CMB +4; CMD 18 Feats Great Fortitude, Stealthy, Weapon Finesse Skills Climb +12, Craft (sculpture) +14, Handle Animal +14, Escape Artist +18, Knowledge (nature) +14, Perception +14, Stealth +18, Survival +11; Racial Modifiers +6 craft (wood) Languages Common, Elven, Sylvan; *speak with plants* SQ ash bond, tree meld, wild empathy, woodcraft

ECOLOGY

Environment temperate forests

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

Treasure standard (+*1 dagger*, masterwork longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Ash Bond (Su): An ashbound dryad can choose to form a bond with a single, specific ash tree. Doing so requires that she perform a special ritual which requires eight hours of uninterrupted meditation each day for an entire week. Once this ritual is complete, the ashbound dryad gains DR 10/piercing, and any creature that looks at her must succeed on a Will save (DC 19) or be affected as though by the spell *charm monster*. If the ashbound dryad travels further than 300 yards from the tree she is bonded to, she loses these benefits, and suffers a -4 penalty to her Charisma score for as long as she remains more than 300 feet away from her bonded tree. The ashbound dryad can sever her connection to a given tree in a special ritual that requires eight hours of uninterrupted meditation. An ashbound dryad can never be bonded to more than one tree in this way at any given time. The saving throw DC for the *charm monster* ability is Charisma-based.

Ash Dependency (Su): An ashbound dryad does not necessarily bond to a single, specific tree, as a standard dryad does. Instead, she is effectively bound to all ash trees simultaneously. This functions as the tree dependency weakness of the standard dryad, except that the ashbound dryad does not suffer any ill effects as long as she is within 300 yards of any ash tree, rather than one specific tree. Even if the ashbound dryad chooses to form a bond with a specific ash tree (see ash bond), she still does not suffer the normal penalties associated with the tree dependency weakness as long as she is within 300 yards of any ash tree.

Regeneration (**Su**): An ashbound dryad that is currently exposed to bright light (including direct sunlight, and the effects of her *daylight* spell-like ability) gains regeneration 5. This regeneration can be overcome by fire, or simply by removing the ashbound dryad from the bright light.

Vibrant Growth (Sp): With a touch, an ashbound dryad can cause a single plant or animal to grow into a giant version of itself. This functions as the spell *animal growth*, except that it also functions on creatures of the magical beast, plant, and vermin types. While this does not grant the ashbound dryad any direct control over the creature in question, it does cause the animal to have its attitude towards all creatures other than animals, fey, magical beasts, plants, or vermin to become hostile, making it easy for the ashbound dryad to use this ability to cause the creature to attack nearby enemies that are not one of those creature types.

Ecology

While average dryads can be found bonded to a single tree of any sort, some dryads, such as the ashbound dryad, come from a more specific lineage, and their ties to nature manifest somewhat differently. Ashbound dryads are typically the result of dryad unions with druids, sorcerers, or other magically-inclined suitors, although even then they are rare, and it is said that they can only come from a union born of true love. Whatever the case, these fey are even more flighty and mischievous than standard dryads, and almost universally engage in using their beauty to tease and manipulate mortals and others that they encounter. While they enjoy these games immensely, they are aware that sometimes such things end in violence or worse, and are usually prepared to call upon a nearby plant or animal to defend them with their vibrant growth ability. A few ashbound dryads actually develop a taste for the look of surprise on a frustrated would-be attacker's face as she transforms a nearby mouse or bush into a powerful defender.

Dryad, Oakbound

The creature before you resembles a woman with dark, swarthy skin. She is clothed only in moss, and as you look more closely, you see that her skin is hard and marbled with a pattern that resembles wood grain.

DRYAD, OAKBOUND

XP 1,600

CG Medium fey

Init +4; Senses low-light vision; Perception +11

DEFENSE

AC 17, touch 14, flat-footed 12 (+4 Dex, +3 natural) hp 49 (9d6+18) Fort +7, Ref +10, Will +8 DR 5/cold iron Weaknesses oak dependency

OFFENSE

Speed 30 ft.

Melee club +8 (1d6+12) Ranged masterwork longbow +9 (1d8)

Spell-Like Abilities (CL 9th)

Constant—*speak* with plants

At Will—*entangle* (DC 13), *tree shape*, wood shape (1 lb. only)

3/day—barkskin, cure light wounds, tree stride

1/day—bear's endurance, bull's strength, owl's wisdom

STATISTICS

Str 16, Dex 19, Con 14, Int 14, Wis 15, Cha 14 Base Atk +4; CMB +7; CMD 21 Feats Great Fortitude, Power Attack, Skill Focus (Knowledge [history]), Stealthy, Weapon Focus (club) Skills Climb +15, Craft (sculpture) +14, Escape Artist +6, Handle Animal +11, Knowledge (history) +17, Knowledge (nature) +14, Perception +14, Stealth +18, Survival +11; Racial Modifiers +6 craft (wood) Languages Common, Elven, Sylvan; *speak with plants* SQ arboreal awareness, lore of the forest, might of oaks, oaken bond, tree meld, wild empathy, woodcraft

ECOLOGY

Environment temperate forests **Organization** solitary, pair, or conclave (3-8) **Treasure** standard (club, masterwork longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Arboreal Awareness (Su): As a full-round action, an oakbound dryad can reach out with her senses to a nearby oak tree, allowing her to see and hear as though she were looking from a point on the surface of that oak tree. The oakbound dryad does not need to be familiar with the particular oak tree in order to use this ability. Whenever she uses this ability, she intuitively becomes aware of the direction and relative distance of all oak trees within range of the ability, and can choose which one to use as the location for this ability, as well was which direction she will be facing. The oakbound dryad can maintain this effect as a move action each round. As long as she uses this ability, her body is treated as being blind, deaf, and otherwise unable to sense. This ability only allows the dryad to sense things from the location of the tree. While she can use her spells and spell like abilities, move, and attack, she does so at the location of her body, not the tree that she is using for this ability.

Lore of the Forest (Sp): By meditating in front of an oak tree for 1 hour, an oakbound dryad can commune with it, and through it with the essence of nature itself, in order to gain deeper insight into a certain issue. This functions as the spell *commune*, except that the oakbound dryad may always ask up to 20 questions. For all other purposes relating to this ability, her caster level for this effect is equal to her Hit Dice.

Might of Oaks (Ex): An oakbound dryad deals an amount of additional damage on a successful melee attack equal to its Hit Dice. If the oakbound dryad is using the Power Attack feat, this bonus is doubled.

Oak Dependency (Su): An oakbound dryad does not necessarily bond to a single, specific oak tree, as a standard dryad does. Instead, she is effectively bound to all oak trees simultaneously. This functions as the tree dependency weakness of the standard dryad, except that the oakbound dryad does not suffer any ill effects as long as she is within 300 yards of any oak tree, rather than one specific tree. Even if the oakbound dryad chooses to form a bond with a specific oak tree (see oaken bond), she still does not suffer the normal penalties associated with the tree dependency weakness as long as she is within 300 yards of any oak tree.

Oaken Bond (Su): An oakbound dryad can choose to form a bond with a single, specific oak. Doing so requires that she perform a special ritual which requires eight hours of uninterrupted meditation each day for an entire week. Once this ritual is complete, the oakbound dryad gains DR 10/slashing and a +4 bonus to both her Strength and Wisdom scores as long as she is within 300 yards of the tree to which she is bonded. If the dryad travels further than 300 yards from the tree she is bonded to, she loses these benefits, and also suffers a -2 penalty to her Strength and Wisdom scores for as long as she remains more than 300 feet away from her bonded tree. The oakbound dryad can sever her connection to a given tree in a special ritual that requires eight hours of uninterrupted meditation. An oakbound dryad can never be bonded to more than one tree in this way at any given time.

Ecology

CR 5

While average dryads can be found bonded to a single tree of any sort, some dryads, such as the oakbound dryad, come from a more pure lineage, and their ties to nature manifest somewhat differently. Oakbound dryads are able to call upon both the wisdom and might that is commonly associated with their trees. They tend to be much taller than other dryads, and often the pattern of leaves in their hair forms crowns, wreathes, or other signifiers of wisdom an authority. They are typically well-respected by standard dryads, who often come to them seeking advice, or aid in dealing with matters that are outside of the range of their tree.

Dryad, Yewbound

The creature before you appears at first to be a stopped old crone with dark skin and lank, mossy hair. Upon closer inspection, however, you realize that her skin is in fact bark-like and horribly scarred, and that her hair is not moss-like, but actually some kind of plant. She glowers at you sullenly.

DRYAD, YEWBOUND

CR 5

XP 1,600 CE Medium fey

Init +4; Senses low-light vision; Perception +11

DEFENSE

AC 17, touch 14, flat-footed 12 (+4 Dex, +3 natural) hp 49 (9d6+18) Fort +6, Ref +10, Will +8 DR 5/cold iron Weaknesses yew dependency

OFFENSE

Speed 30 ft. Melee +1 dagger +9 (1d4) Ranged masterwork longbow +9 (1d8) Special Attacks touch of ages Spell-Like Abilities (CL 9th)

Constant—speak with plants At Will—entangle (DC 15), tree shape, wood shape (1 lb. only) 3/day—fear (DC 19), ray of enfeeblement (DC 15), tree

stride

1/day—bestow curse (DC 17)

STATISTICS

Str 8, Dex 19, Con 12, Int 14, Wis 15, Cha 18 Base Atk +4; CMB +3; CMD 17 Feats Great Fortitude, Skill Focus (Intimidate), Stealthy, Toughness, Weapon Finesse Skills Climb +11, Craft (sculpture) +14, Intimidate +16, Escape

Artist +18, Knowledge (nature) +14, Perception +14, Stealth +18, Survival +11; **Racial Modifiers** +6 craft (wood) **Languages** Common, Elven, Sylvan; *speak with plants* **SQ** evergreen, tree meld, wild empathy, woodcraft, yew bond

ECOLOGY

Environment temperate forests **Organization** solitary, pair, or coven (3-8)

Treasure standard (+*i* dagger, masterwork longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Evergreen (Su): Yewbound dryads are immune to the effects of aging, including effects that would magically alter their age.

Touch of Ages (Su): A yewbound dryad can alter a creature's age with a touch, causing them to rapidly wither into old age, or restoring them to youthful vigor. If the target is unwilling, the yewbound dryad must succeed on a melee touch attack to use this ability. The touched creature

must succeed on a Fortitude save (DC 18) or have their age altered. The yewbound dryad can choose to either increase or decrease the target's age. In either case, the amount by which the target's age changes is equal to 2d20 years. If this causes the affected creature to change age categories (such as from old to venerable), then their physical ability scores are adjusted accordingly, but changes in age resulting from this ability do not affect a character's mental ability scores. This cannot cause a creature to age beyond its maximum age, and creatures that would be aged to that point are instead aged to exactly 1 year before they would die of old age. Regardless of whether or not the target succeeds its saving throw, it is forever after immune to the touch of ages ability of that particular yewbound dryad. The saving throw DC is Charisma-based.

Yew Bond (Su): A yewbound dryad can choose to form a bond with a single, specific yew. Doing so requires that she perform a special ritual which requires eight hours of uninterrupted meditation each day for an entire week. Once this ritual is complete, the yewbound dryad gains DR io/bludgeoning, and the saving throw DCs of her spelllike abilities are increased by +2. If the yewbound dryad travels further than 300 yards from the tree she is bonded to, she loses these benefits, and the saving throw DCs of her spell-like abilities are decreased by -1 for as long as she remains more than 300 feet away from her bonded tree. The yewbound dryad can sever her connection to a given tree in a special ritual that requires eight hours of uninterrupted meditation. A yewbound dryad can never be bonded to more than one tree in this way at any given time.

Yew Dependency (Su): A yewbound dryad does not necessarily bond to a single, specific tree, as a standard dryad does. Instead, she is effectively bound to all yew trees simultaneously. This functions as the tree dependency weakness of the standard dryad, except that the yewbound dryad does not suffer any ill effects as long as she is within 300 yards of any yew tree, rather than one specific tree. Even if the yewbound dryad chooses to form a bond with a specific yew tree (see yew bond), she still does not suffer the normal penalties associated with the tree dependency weakness as long as she is within 300 yards of any yew tree.

Ecology

While average dryads can be found bonded to a single tree of any sort, some dryads, such as the yewbound dryad, come from a more specific lineage, and their ties to nature manifest somewhat differently. Yewbound dryads are not common, and are usually only born as the result of a union between a mortal and a dryad, which end in the mortal spurning or otherwise betraying the dryad. The bitter resentment and hate that the dryad feels towards the mortal fester within her and affect her offspring, which is born twisted, hideous, and scarred. Yewborn dryads are as hideous in personality as they are in appearance, and petty, sadistic, and vengeful to a fault. Though they are often sought out in order to reverse the effects of aging (magical or otherwise), doing so is a dangerous proposition, as convincing a yew dryad to lend its aid is no small task, and requires a great deal of flattery and bribery.

Ettercap, Feral

The creature before you has a twisted head partway between human and spider. Its skin is a mottled black, and it stands on two legs, though it has six arms ending in wicked-looking claws. Its belly is distended and oversized, like a spider's thorax. It hisses and lunges towards you.

ETTERCAP, FERAL

CR 6

XP 2,400 NE Medium aberration

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

Perception +14

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural) hp 67 (9d8+27)

Fort +8, Ref +6, Will +8

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +9 (1d6+2 plus poison) and 6 claws +8 (1d3+2) **Special Attacks** cocoon, grab, reel in, web (+9 ranged, DC 17, hp 9)

STATISTICS

Str 15, Dex 17, Con 17, Int 4, Wis 15, Cha 8 Base Atk +6; CMB +8; CMD 21 Feats Ability Focus (poison), Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Focus (bite) Skills Climb +22, Perception +14, Stealth +9; Racial Modifiers +8 Climb Languages Common SQ web wall

ECOLOGY

Environment temperate forests Organization solitary Treasure standard

SPECIAL ABILITIES

Cocoon (Ex): As a standard action, a feral ettercap that has pinned an opponent in a grapple or that is adjacent to a creature that is entangled by one of its webs can attempt to wrap the creature in a cocoon. Treat this as the "tie up" action for grappling characters, except that the feral ettercap doesn't suffer the normal -10 penalty on the combat maneuver check to tie up his victim, and he doesn't need to have rope available to use this ability.

Grab (Ex): A feral ettercap that hits a creature with four or more of its claw attacks in a single round can start a grapple with that creature as a free action without provoking attacks of opportunity. Other than needing to hit with multiple claw attacks to activate the ability, this functions as the grab universal monster ability.

Poison (Ex): Bite—injury; *save* Fort DC 19; *frequency* 1/round for 10 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

Reel In (Ex): Feral ettercaps are adept at dragging creatures caught in their webs towards them. Whenever the feral ettercap uses its web ability to throw a web, it automatically creates a trail of webbing that functions as a trailing rope for a net. As a standard action, the feral ettercap can attempt to drag the target towards him. If the target is unwilling and not helpless, this requires an opposed Strength check. A success indicates that the feral ettercap drags the target 20 feet. If the target is helpless, or is not touching the ground and is supported entirely by the web, no opposed Strength check is required, but the feral ettercap cannot drag more than 1,000 lbs. in this way.

Web Wall (Ex): A feral ettercap can create a wall of webbing as a standard action. This wall is 5 feet tall by 5 feet long and six inches thick, and is made of tightlywoven web strands, preventing creatures from being able to see through the wall. Such walls must be anchored on at least three sides, though other web walls can serve as such anchors, so a feral ettercap that has the time can create much larger structures. A web wall has hardness 5 and 30 hit points, but its hardness does not apply to any acid or fire damage dealt to it. A web wall can also be broken through with a successful Strength check (DC 17). At the feral ettercap's discretion, it can choose to make any web wall that it creates a "sticky wall" in which case any object or creature without the web ability that touches the wall adheres to it, and cannot be removed without a successful Strength check (DC 10, a -4 penalty for being caught in the web applies).

Ecology

Feral ettercaps are not truly a different species from standard ettercaps, but rather are normal ettercaps that have undergone some sort of disease or mutation, the exact origin of which is unknown. Called "the maddening" by those few ettercaps willing to talk about it, this affliction causes a normal ettercap to become increasingly agitated and paranoid, often attacking its fellow broodmates and its giant spider pets. Eventually, it is struck with an overwhelming urge to cocoon itself, and, once it does, it undergoes a metamorphosis, growing the extra limbs that make the feral ettercap easy to distinguish.

The transformation also has a negative effect on the feral ettercap's mind, and such creatures are undeniably less intelligent than their normal cousins. Despite this, feral ettercaps retain a primal cunning, and even if their traps are far less sophisticated than that of the standard ettercap (they favor ambush tactics and throwing webs by surprise), they are generally no less effective. Feral ettercaps usually prefer to capture prey alive so that they can slowly devour its still-living organs at a later time.

Ettercap, Spider Lord

The creature before you resembles a spider somehow pressed and molded into humanoid form. Its body bulges in odd places, and its dark brown chitinous skin looks diseased. Small arachnid forms crawl all over its body, including in and out of small holes that appear to have been burrowed all throughout its body.

ETTERCAP, SPIDER LORD

CR 12

XP 19,200

NE Medium aberration

Init +7; Senses darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 25, touch 13, flat-footed 22 (+3 Dex, +12 natural) hp 127 (17d8+51)

Fort +10, Ref +8, Will +12

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +14 (1d6+2 plus spiderform venom) and 2 claws +14 (1d4+2)

Special Attacks traps, web (+15 ranged, DC 15, hp 4)

Spell-Like Abilities (CL 12th)

3/day *giant vermin* (spiders only), *summon swarm* (spiders only)

STATISTICS

Str 14, Dex 17, Con 17, Int 6, Wis 15, Cha 18 Base Atk +12; CMB +14; CMD 27 Feats Great Fortitude, Improved Initiative Skills Climb +14, Craft (trapmaking) +8, Perception +22, Stealth +20; Racial Modifiers +8 on Craft (trapmaking) Languages Common SQ bolster vermin, spider empathy +25, swarmhome

ECOLOGY

Environment temperate forests **Organization** solitary, pair, or nest (1 plus 4-12 ettercaps plus 2-8 giant spiders)

Treasure standard

SPECIAL ABILITIES

Bolster Vermin (Sp): As a standard action, a spider lord ettercap can grant a single vermin within 60 feet that it can see a +4 enhancement bonus to Strength, Dexterity, and

Constitution. These bonuses last for one minute.

Dominate Vermin (Sp): A spider lord ettercap can mentally control vermin. This functions as the spell *dominate monster*, except that it only affects vermin, and it can affect vermin even if they are mindless. Spiders suffer a -4 penalty on saving throws to resist this effect. A spider lord ettercap can use this ability three times per day.

Spider Empathy (Ex): This ability functions as the druid's wild empathy, save that a spider lord ettercap can only use this ability on spiders. A spider lord ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this

empathic communication imparts on them a modicum of implanted intelligence, allowing spider lord ettercaps to train giant spiders and use them as guardians.

Spiderform Venom (Su): Any creature damaged by a spider lord ettercap's bite must succeed on a Fortitude save (DC 21) or be transformed into a giant spider. This functions as vermin shape I^{UM}, except that it can only transform the target into a Medium-sized giant spider. Creatures transformed in this way may make a new saving throw to return to their normal form after 1 minute, and again after 10 minutes, one hour, twelve hours, and one day, and then once each day thereafter. They remain transformed until they succeed on a saving throw to resist the effect, or until affected by remove curse or more powerful magic. Creatures under the effects of this ability are treated as vermin (and spiders) for the purposes of all of the spider lord ettercap's other special abilities, including its bolster vermin and dominate vermin abilities. If the creature is returned to its normal form, any spells or effects that can normally only affect vermin cease affecting it immediately.

Swarmhome (Ex): A spider lord ettercap's body includes a large cyst that holds a massive swarm of spiders. Whenever a creature scores a critical hit on the spider lord ettercap, these spiders rush out to attack the offender, producing 1d4+1 spider swarms. Though mindless, these spider swarms intuitively recognize the spider lord ettercap as their ally and do not damage it or its allies, including each other. The spider swarms are capable of sharing a space, allowing them to all attack the offending creature simultaneously. Additionally, this ability means that the spider lord ettercap always has a spider on hand to use his *giant vermin* spell-like ability on.

Traps (Ex): Spider lord ettercaps are just as proficient with traps as normal ettercaps, and can make the same kinds of traps. For more information on ettercap traps, see the *Pathfinder RPG Bestiary*.

Ecology

Spider lord ettercaps are not a separate breed of ettercap. One out of every thousand or so ettercaps that are born possesses special abilities, and grows into a spider lord ettercap. It is believed amongst ettercaps that these special paragons are touched by their strange spider deity, of which they are generally unwilling to speak to non-ettercaps, and that the spider lord's powers are divine in nature. Most scholars that have researched the matter instead believe that spider lords are the ettercap equivalent of psions for humans, and the one instance where a spider lord ettercap was able to be tested for psionic aptitude, it scored remarkably well, indicating that the specialized nature of these powers may have more to do with ettercap culture than anything else. In general, spider lord ettercaps tend to exert about as much influence over their kin as they do over spiders, though this is generally believed to be merely an expression of the ettercaps' reverence for what they see as a herald of their deity.

Ettercap, Webspinner

The creature before you has a spiderlike head, and its hands end in three hooklike claws. Its body is covered in thick, chitinous black plating and studded with barblike hairs. A set of massive spinnerets are visible where a human would have a bellybutton, and thick, off-white ooze drips from this hole.

ETTERCAP, WEBSPINNER

CR 9

NE Medium aberration

Init +7; Senses darkvision 60 ft., low-light vision; Perception +19

DEFENSE

XP 6,400

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural) hp 119 (14d8+44)

Fort +9, Ref +7, Will +11

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +14 (1d8+3) and 2 claws +14 (1d6+3) Special Attacks inject eggs, special webs, web (+13 ranged,

DC 20, hp 14), wrap in webs

STATISTICS

Str 17, Dex 17, Con 17, Int 6, Wis 15, Cha 8 Base Atk +10; CMB +13; CMD 26

Feats Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Toughness, Weapon Focus (bite), Weapon Focus (claw) Skills Climb +15, Craft (trapmaking) +8, Perception +19, Stealth +17; Racial Modifiers +8 on Craft (trapmaking) Languages Common SQ spider empathy +17

ECOLOGY

Environment temperate forests and swamps **Organization** solitary, pair, or nest (3-6 plus 2-8 giant spiders and 1-4 spider swarms)

Treasure standard

SPECIAL ABILITIES

Inject Eggs (Ex): As a standard action, a webspinner ettercap can inject its eggs into an adjacent helpless creature. The creature suffers damage as though it had been hit by the webspinner ettercap's bite attack, and his body is injected with thousands of tiny eggs. These eggs generally hatch 1d4 days later, in the form of a spider swarm. Once hatched, the swarm is trapped within the creature until they eat their way out, inflicting their swarm damage to the target each round until it is reduced to o hit points, then erupting from the target's body. If desired, the webspinner ettercap can empathically quicken or slow the eggs' growth, and can essentially cause eggs that they have injected to hatch at any time as a standard action, beginning 1d4 hours after they have been injected. A *remove disease* spell, or more powerful magic, can purge the eggs safely.

Special Webs (Ex): A webspinner ettercap is capable of creating a number of different kinds of specialized webs.

Any time a webspinner ettercap uses its web ability to throw a web, it can change the properties of that web to one of the specialized webs included below. Doing so is a free action. A webspinner ettercap can use this ability a total number of times per day equal to its Constitution modifier (typically 3). A webspinner ettercap can create any of the following three specialized webs. Save DCs are Constitution-based.

Acid Web: The sticky substance that coats these webs is also highly acidic, and burns the flesh of creatures that are not either ettercaps or spiders. An creature entangled by the web suffers 2d6 points of acid damage at the beginning of each of its turns. These webs are slightly less sticky than other webs, however, and creatures caught in the web do not suffer the normal -4 penalty to attempt to burst it.

Anchor Web: These webs are shaped in a special way that allows them to better be able to trap the target in place. An anchor web that successfully entangles a creature also sticks to the ground in that spot, making it impossible for the entangled creature to move from that square without first breaking free of the web.

Steel Web: This type of specialized web is much harder than others, making it more difficult to break. The web has twice as many hit points as normal, and has DR 10/- instead of DR 5/-. Further, the DC to burst the web is increased by +5, although the DC to escape the web with Escape Artist is reduced by 5 due to its rigid nature.

Spider Empathy (Ex): This ability functions as the druid's wild empathy, save that a webspinner ettercap can only use this ability on spiders. A webspinner ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing webspinner ettercaps to train giant spiders and use them as guardians.

Traps (Ex): Webspinner ettercaps are just as proficient with traps as normal ettercaps, and can make the same kinds of traps. For more information on ettercap traps, see the *Pathfinder RPG Bestiary*.

Wrap in Webs (Ex): As a full-round action, a webspinner ettercap that is adjacent to a creature that is entangled by one of her webs can wrap that creature more tightly in the webbing, rendering them helpless. This requires a successful combat maneuver check, and provokes attacks of opportunity from all creatures other than the target. If the combat maneuver check is successful, the target becomes helpless. The target can attempt to escape with an Escape Artist or Strength check (both DC 30). Alternatively, the web can be cut, and inflicting 14 points of slashing damage is enough to free the wrapped character (the web has DR 5/-). If the wrapped creature has a light or one-handed slashing weapon, he can also attack the web from inside it. Drawing the weapon, if it is sheathed, requires a successful Escape Artist check (DC 20).
Ettin Mage

The creature before you appears to be a giant, but with two heads. One of the heads is slightly bulbous, and is covered in blue runic tattoos, which extend down its neck and over its half of the body, but not onto the other side, which is instead criss-crossed with scars and other battle damage, and is much bulkier and better-muscled than the tattooed half.

ETTIN MAGE

XP 12,800

CE Large humanoid (giant) Init +3; Senses low-light vision; Perception +12/+14

DEFENSE

AC 22, touch 12, flat-footed 22 (+4 deflection, -1 Dex, +10 natural, -1 size) hp 120 (16d8+48) Fort +12, Ref +4, Will +7/+9

Defensive Abilities arcane armor

OFFENSE

Speed 40 ft.

Melee +2 flail +20/+15/+10 (2d6+8) Ranged javelin +10 (1d8+6) Space 10 ft.; Reach 10 ft. Special Attack arcane multiattack

Spell-Like Abilities (CL 16th)

At will—*burning hands* (DC 16), shocking grasp (DC 16) 3/day—acid arrow (DC 16), bull's strength, scorching ray, web (DC 16)

1/day—fireball (DC 18), lightning bolt (DC 18), vampiric touch

STATISTICS

Str 23, Dex 8, Con 15, Int 6/8, Wis 10/14, Cha 11/19 Base Atk +12; CMB +19; CMD 32 Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Spell Focus (evocation), Toughness, Weapon Focus (flail)

Skills Handle Animal +8/+12, Perception +12/+14, Spellcraft +9 (mage head only); **Racial Modifier** +4 Perception **Languages** pidgin of Giant, Goblin, and Orc

SQ primitive magic, split mind

ECOLOGY

Environment any forests, hills, and mountains Organization solitary Treasure standard (+2 *flail*, 4 javelins, other treasure)

SPECIAL ABILITIES

Arcane Armor (Su): An ettin mage gains a deflection bonus to AC equal to it's mage head's Charisma modifier.

Arcane Multiattack (Ex): Because each of its heads controls part of its body, an ettin mage can activate a spelllike ability and make an attack with a single standard action. Similarly, whenever the ettin mage uses the full-attack action, its mage head can also use a single spell-like ability as part of that action. The ettin mage does not suffer any penalty for attacking and using its spell-like abilities simultaneously.

Split Mind (Ex): Unlike a normal ettin, an ettin mage's two heads have dramatically different capabilities, and are treated in some ways as different characters. One head (referred to as the mage head) has higher Intelligence, Wisdom, and Charisma scores than the other head, which also impacts its Will save and skills. Any time that an ettin mage would make an Intelligence-, Wisdom-, or Charisma-based skill check, each head rolls separately, and applies the appropriate bonus to determine its result (if only one head participates, only that head makes the check). Further, for the purposes of mind-affecting spells and effects, the ettin mage is treated as two separate creatures: a *charm monster* spell would only affect the head it was targeted on, and a *mass charm monster* spell would allow each of them to save against the effect separately (at the appropriate bonus).

If the ettin mage's two heads are opposed about what course of action to take (whether due to magical means or otherwise), the two heads make opposed Wisdom checks each round to determine which one gains dominance. The winning head controls the creature's actions that turn. The mage head cannot attack with the hand wielding the +2 *flail*, and the other head cannot access its spell-like abilities. If the controlling head either attacks or uses a spell-like ability, the other head can do the opposite, choosing whatever target it likes (including itself, in order to stop the dominant head).

Primitive Magic (Ex): An ettin mage's mage head may be somewhat smarter than the other head, but its magic is more a result of instinct than intellect. The ettin mage uses its Charisma modifier to adjust its Spellcraft checks, rather than its Intelligence modifier.

Ecology

CR 11

Ettin mages are normal ettins which have had one of their two heads blessed with unusual intelligence and raw magical talent. Such ettins are usually identified by their parents at a relatively young age, when the ettin first begins to harness its magical power. Ettin mages are shunned by others of their kind, and are quickly driven out of their parent's care and forced to fend for themselves. Only one of the ettin mage's heads possesses magical power and talent, and the other head typically develops great resentment and hatred of its unnatural half. In some rare cases, the "normal" ettin head attempts to slay its magical counterpart. If it succeeds, it will typically be accepted by other ettins, though it is still considered a cripple and will never truly be a full member of the society.

Ettin mages show much more individuality in each head than most ettins, due in large part to the fact that the heads themselves have much more wildly varied capabilities. The mage head usually takes on a commanding role over the other, which is usually subservient to its "big brother."

Ettin, Primal

The hulking creature before you is vaguely humanoid, from the neck down. Its body is covered in thick, curly brown hair, which is only barely shy of being fur, and the muscles in his arms and legs are so thick and bulging that his shape seems distorted and wrong. Its fingernails end in bloodstained, claw-like points. Its most noticeable feature, however, are its two heads, which are not humanoid at all, and resemble those of ferocious, oversized boars.

ETTIN, PRIMAL

CR 8

CE Large humanoid (giant)

Init +6; Senses low-light vision, scent; Perception +14 DEFENSE

XP 4,800

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size) hp 113 (13d8+65)

Fort +12, Ref +5, Will +6

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee 2 claws +15 (1d6+6 plus grab), 2 gores +15 (1d8+6) Space 10 ft.; Reach 10 ft.

Special Attack rend (2 gores, 1d8+9), superior grappler, tear apart, thunderous bellow

STATISTICS

Str 23, Dex 14, Con 19, Int 4, Wis 10, Cha 11 Base Atk +9; CMB +16; CMD 27 Feats Ability Focus (thunderous bellow), Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack,

Toughness

Skills Perception +14, Survival +9; Racial Modifier +4 Perception

Languages cannot speak normally, but knows a handful of words in a mix of Giant, Goblin, and Orc

ECOLOGY

Environment warm forests, hills, and jungles **Organization** solitary, pair, pack (3-6 plus 1-4 young), Treasure incidental SPECIAL ABILITIES

Superior Grappler (Ex): A primal ettin uses one head to control each half of its body, allowing it to respond faster and with more cunning in a grapple. If the primal ettin initiates a grapple with its grab ability, it can choose to use only one half of its body to hold the opponent. If it does, it suffers no penalty for doing so. Further, while maintaining the grapple in this way, the primal ettin is free to act with the other half of its body: it can maintain the grapple and make a single claw attack and a single gore attack as a full-round action. Alternatively, it can maintain the grapple and make a single claw attack or a single gore attack as a standard action. The primal ettin can also use this ability to maintain two separate grapples with the same action, if it has grabbed two

separate characters. Finally, the primal ettin can also choose to grapple a single foe with both sides of his body. This grants it a +8 bonus to CMB and CMD for the purposes of that grapple, and allows him to perform two actions each time he maintains the grapple (such as damaging the target twice, damaging the target and pinning him, etc.).

Tear Apart (Ex): As a full-round action that provokes attacks of opportunity, a primal ettin can skewer a creature it has pinned in a grapple with a tusk from each of its heads, and then attempt to rip the victim apart in a gory display, with each head gobbling up half of the unfortunate victim. The target must succeed on a Fortitude save (DC 22) or suffer 13d8 points of piercing and slashing damage. If this reduces the target to o or fewer hit points, he dies instantly, is ripped apart, and consumed by the primal ettin. Even in the event of a successful save, the target still takes 3d8 points of piercing and slashing damage, and remains pinned. The saving throw DC is Strength-based.

Thunderous Bellow (Ex): Primal ettins are capable of letting out enormous, deafening roars, which they use to warn other primal ettins away from their territory. As a standard action, the primal ettin beats its chest and lets out two simultaneous bellows from its two heads. All creatures within 120 feet that can hear it must succeed on a Will save (DC 18) or be shaken for 10 minutes. Creatures that fail the saving throw by 5 or more are frightened, instead. The bellow can be heard clearly from 500 feet away with a successful DC o Perception check. Because the noise is so loud and resonant, the DC only increases by +1 for every 20 feet beyond that distance. The saving throw DC is Charisma-based.

Ecology

These feral monstrosities are bestial throwbacks, ettins that are far more animalistic and primitive than even their more common cousins, who, it is worth pointing out, are rarely considered paragons of civilization and sophistication in the first place. Barely more intelligent than the boars that they resemble, these territorial two-headed giants are not capable of proper speech, though they do tend to pick up a few random words. Particularly intelligent primal ettins have been known to approach travelers and demand "food," or "ale." If they are not immediately given giant-sized portions of what they demand, they attack and devour their victim. If they are immediately given what they demand, they usually attack and devour their victim, anyway.

Primal ettins are virtually always enraged, and are ruled by the same fight-or-flight response that most animals are, except that they never flee. The savagery with which they fight is unparalleled even by their more civilized kin, and primal ettins have been known to slay larger giants who imposed upon their territory, using their savage cunning and ferocity to outfight even bigger opponents.

Ettin, Three-Headed

The creature looming before you is more thicklybuilt and stocky than a giant, and its entire body ripples with muscles beneath the tarnished scale armor. The creature has not one head, not two, but three, each of which sneers at you through beady black eyes. When it speaks, it does so with all of its heads, each speaking a single word in the sentence "you die now!"

ETTIN, THREE-HEADED

CR 13

XP 25,600

NE Large humanoid (giant)

Init +5; Senses low-light vision; Perception +17

DEFENSE

AC 27, touch 10, flat-footed 26 (+5 armor, +1 Dex, +12 natural, -1 size)

hp 180 (19d8+76)/60 per head

Fort +14, **Ref** +7, **Will** +8; +8 vs. mind-affecting effects Defensive Abilities multi-headed, multi-minded

OFFENSE

Speed 40 ft. **Melee** 2 +1 *flaming* flails +22/+17/+12 (2d6+8 plus 1d6 fire/19-20 x2) **Ranged** 2 javelins +14 (1d8+6)

Space 10 ft.; Reach 10 ft.

Special Attack superior two-weapon fighting

STATISTICS

Str 25, Dex 12, Con 17, Int 9, Wis 10, Cha 11 Base Atk +14; CMB +22; CMD 31 Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (flail), Improved Initiative, Improved Overrun, Iron Will, Power Attack, Toughness, Weapon Focus (flail) Skills Handle Animal 412, Percention 417; Pacial

Skills Handle Animal +12, Perception +17; Racial Modifier +4 Perception

Languages pidgin of Giant, Goblin, and Orc SQ tactical mind

ECOLOGY

Environment cold hills

Organization solitary, pack (1 plus 3-6 ettins), or tribe (1 plus 4 – 12 ettins plus 1-4 bears plus 6-12 goblins or orcs) **Treasure** standard (scale mail armor, 2 +1 flaming flails, 4 javelins, other treasure)

SPECIAL ABILITIES

Multi-Headed (Ex): A three-headed ettin has three heads, each of which are responsible for performing different functions. These heads can be targeted separately, and individual heads can be incapacitated before the ettin is slain. Any attack that is not targeted against a specific head targets the three-headed ettin's body, instead. Targeting a specific head imposes a -4 penalty on attack rolls made against the three-headed ettin. If the attack hits, then the chosen head suffers the damage. Damage dealt to one of the three-headed ettin's heads is subtracted from its hit point total, as normal, but is also subtracted from the head's specific hit point total (each head has an amount of hit points equal to 1/3 the three-headed ettin's maximum hit points). If a head is reduced to o hit points, it is incapacitated. If a head is reduced to a number of negative hit points equal to the three-headed ettin's Constitution score, the head is killed. This reduces the three-headed ettin's maximum hit points by an amount equal to the killed head's hit points, and renders the head permanently incapacitated. Healing applied to the three-headed ettin's body also heals the same amount of hit points to its heads, divided evenly amongst them.

Multi-Minded (Ex): A three-headed ettin's three minds are all linked psychically, making it extremely resilient to mind-affecting effects. The three-headed ettin gains a +8 bonus on saving throws made to resist mindaffecting effects. For each head that is incapacitated, this bonus is reduced by -4 (to a minimum of o).

Superior Two-Weapon Fighting (Ex): A threeheaded ettin fights with a flail or javelin in each hand. Because two different heads each control a separate arm, the it does not take a penalty on attack or damage rolls for attacking with two weapons. If two of the three-headed ettins heads have been incapacitated, the three-headed ettin loses this ability as long as they are incapacitated.

Tactical Mind (Ex): A three-headed ettin's middle head does not normally control one of its arms, but rather is constantly analyzing the battle situation and adjusting the actions of its other heads in slight but meaningful ways. At the beginning of each of its turns, as a free action, the three-headed ettin can gain one of the following benefits: +4 to attack rolls, +4 AC, +4 to saving throws, or increasing the critical threat range and multiplier of all weapons it wields by 1. Regardless of the bonus chosen, it remains until the beginning of the threeheaded ettin's next turn. The three headed ettin cannot use this ability if one or more of its heads is incapacitated.

Ecology

Like ettin mages, three-headed ettins are accidents of birth, freaks of nature even by ettin standards, which occur perhaps once out of 100 ettins born. Unlike ettin mages, however, three-headed ettins are considered to be a blessing upon their clan, and are almost automatically promoted to clan leader when they come of age. While some two-headed ettins do try to fight this challenge to their power, the additional cunning and skill that threeheaded ettins gain from their additional head tend to make them more than a match for any two-headed rivals, which may be why other ettins are so quick to step aside and let them become leaders.

Faceless One

The creature before you looks like a normal human...except that he has no face. Where its mouth should be is simply a featureless expanse of skin. Similarly, it has no nose, and though there are very shallow depressions where a normal man would have eyes, these too are featureless, leaving it with the appearance of being some sort of template, a blank body onto which a person could be imprinted.

FACELESS ONE CR 1/2	v
XP 200	r
N Medium monstrous humanoid	f
Init +1; Senses blindsight 60 ft.; Perception +2	8
DEFENSE	C
AC 16, touch 12, flat-footed 14 (+1 Dex, +1 dodge, +4	C
natural)	r
hp 9 (1d10+4)	8
Fort +1, Ref +2, Will +4	a
Immune mind-affecting effects	ł
OFFENSE	t
Speed 30 ft.	S
Melee 2 slams+3 (1d4+1)	
STATISTICS	
Str 13, Dex 10, Con 12, Int -, Wis 14, Cha 6	V
Base Atk +1; CMB +2; CMD 12	a
SQ stare of silence, subservient spawn	t i
ECOLOGY	
Environment any	u t
Organization solitary or herd (2+)	S
Treasure NPC gear	6

Stare of Silence (Su): Any creature looking at a faceless one must succeed on a Will save (DC 13) or be unable to speak or make any vocalizations for as long as it continues to see the faceless one, and for 1d4 rounds thereafter. The creature can still make noise with its hands or feet, but cannot make any noise with its mouth. This also prevents the creature from casting any spells with verbal components. This is a mind-affecting fear effect.

Subservient Spawn (Su): A faceless one is naturally subservient to the facestealer doppelganger that created it. It obeys all orders given to it by the facestealer doppelganger as though under the effects of the *dominate person* spell. Unlike *dominate person*, the facestealer doppelganger cannot issue telepathic commands nor can it share the facestealer's senses.

Ecology

Faceless ones are not doppelgangers, and they are not a naturally occuring race. Rather, faceless ones are what is left of a humanoid creature whose identity has been stolen by a facestealer doppelganger. These poor, pathetic wretches not only have no faces, but also have no minds, for their personalities were stripped rom them by the doppelganger, as well. They are generally mindless, and not prone to act without orders from the facestealer doppelganger that created them. Those that are separated from their master or abandoned by him usually wind up going insane and berserk within a few months, after which they wander aimlessly in search of numanoid creatures to kill. As mindless creatures, hey fight with no regard whatsoever for their own afety, and completely without malice.

Faceless ones are somehow able to survive without the need to eat or breathe, no doubt a product of whatever strange magic allows the facestealer doppelgangers to create them in the first place. There have been rare and unsubstantiated reports of individual faceless ones becoming sentient, and these reports universally state that they tend to develop overly rational, emotionless personalities.

A creature that has been transformed into a faceless one is practically dead, but is not actually dead. They cannot be raised or resurrected as long as the faceless one remains. A *remove curse* spell, or more powerful magic, can restore a faceless one to its original state, returning both its mind and its face. Similarly, if the faceless one is slain and then returned to life, it will no longer be a faceless one.

It is unclear exactly what it is about the faceless one that prevents those who look upon it from speaking. Some sages believe it is a sort of sympathetic muteness, while others believe that their face (or lack thereof) is somehow hypnotic.

Froghemoth, Arctic

This oversized, frog-like creature's slimy skin is a mottled mix of whites and greys. Multiple inhuman eyes survey its surroundings on miniature stalks that protrude from its head, and it sports a number of long, flexible tentacles that end in cruel-looking barbs and spikes.

FROGHEMOTH, ARCTIC

CR 8

XP 4,800 N Large aberration

Init +6; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size) hp 105 (10d8+60)

Fort +9, Ref +5, Will +8

Immune cold; Resist electricity 5

Weaknesses slowed by fire, vulnerability to fire

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +13 (1d8+7 plus grab), 4 tentacles +11 (1d6+3 plus harpoon), tongue +11 (grab)

Space 10 ft.; **Reach** 5 ft. (15 ft. with tentacles, 20 ft. with tongue)

Special Attacks breath weapon (30-ft. cone, 6d6 cold damage plus deep freeze, Reflex DC 21 half, usable every 1d4 rounds), swallow whole (2d6+6 acid and cold damage, AC 15, hp 10)

STATISTICS

Str 24, Dex 15, Con 22, Int 2, Wis 13, Cha 11 Base Atk +7; CMB +15 (+19 grapple); CMD 26 Feats Improved Initiative, Lunge, Multiattack, Power Attack, Skill Focus (Stealth) Skills Perception +14, Stealth +15 (+23 in snow), Swim +15; Racial Modifiers +8 Perception, +8 Stealth in snow ECOLOGY Environment cold coasts, swamps, and water Organization solitary Treasure standard

SPECIAL ABILITIES

All-Around Vision (Ex): An arctic froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.

Deep Freeze (Su): The inside of an arctic froghemoth is supernaturally cold, and any creature that is suffers cold damage from the arctic froghemoth's breath weapon or as a result of being swallowed whole by the froghemoth must succeed on a Fortitude save (DC 21) or be affected as though by the spell *slow* for 1d4 rounds. Creatures that fail this saving throw by 10 or more are paralyzed for 1d4 rounds, instead. The saving throw DC is Constitution-based. Harpoon (Ex): Whenever an arctic froghemoth hits a creature with one of its tentacle natural attacks, it attempts to impale them with the barbed, harpoonlike end of the tentacle. The arctic froghemoth may immediately attempt to start a grapple with the target as a free action, without provoking attacks of opportunity. If the arctic froghemoth succeeds in starting a grapple in this way, it automatically conducts the grapple using only the tentacle that it hit with, though it only suffers a -8 penalty for doing so, instead of the normal -20 penalty for conducting a grapple with only part of its body. Any creature that is successfully grappled by the arctic froghemoth's tentacle as a result of this ability suffers 5 points of bleed damage.

While conducting a grapple with just one tentacle, the arctic froghemoth cannot freely end the grapple, and must succeed on a combat maneuver check to do so. Any time that the arctic froghemoth succeeds on a combat maneuver check to maintain the grapple, instead of dealing damage, it can choose to automatically pull the grappled creature within range of its mouth, allowing it to make a bite attack against the grappled creature as a free action. If this bite attack hits, the grappled creature is grabbed by the arctic froghemoth's mouth, and is no longer grappled by its tentacle

Slowed by Fire (Ex): In addition to taking additional damage from fire-based attacks, an arctic froghemoth that suffers fire damage is affected as though by the spell *slow* for 1 round.

Ecology

Smaller than their more common and temperate cousins, arctic froghemoths are no less fierce. Easily distinguished by their pale coloration, their smaller size, and their very long, sinewy tentacles tipped with harpoon-like barbs, arctic froghemoths are well-adapted to their chosen climate. They can typically be found along coastlines in particularly cold regions, although rumors abound that the creatures are alien in nature, and that their natural habitat is a frozen moon. Whatever their role in the stars might be, here they tend to be a nuisance to fishermen and hunters in the areas in which they take up residence, and a deadly threat to those who don't know to prepare for them.

Ambush predators by nature, arctic froghemoths pose relatively little threat to those that are able to spot them in advance and keep their distance, as the creatures will rarely roam or chase after prey. Anyone travelling through land inhabited by arctic froghemoths would also be wise to keep a few flasks of alchemist's fire with them, or better yet a spellcaster capable of casting fire spells, as heat is not only a very effective means of combatting the creature, but slows it, allowing potential victims to escape, or even turn the tide.

Froghemoth, Deep

The creature looming over you resembles a frog of incredible size, but with four tentacles in place of its front legs, and three massive eyes which stare down at you curiously from atop strange, twisting stalks. The creature's body is an unhealthy, bruised purple, and slick with a viscous, stinking slime.

FROGHEMOTH, DEEP

CR 19

XP 204,800

N Gargantuan aberration

Init +5; Senses all-around vision, darkvision 120 ft., see in darkness; Perception +36

DEFENSE

AC 29, touch 7, flat-footed 28 (+1 Dex, +22 natural, -4 size) hp 348 (24d8+240) Fort +17, Ref +11, Will +17 Immune acid, electricity; Resist cold 20, fire 20 Weaknesses light weakness

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +28 (2d8+14/19-20 plus grab), 4 tentacles +27 (2d6+7 plus 1d6 acid plus grab), tongue +26 (1d6+7 plus grab) Space 20 ft.; Reach 20 ft. (40 ft. with tongue) Special Attacks constrict (tentacle, 1d8+14), swallow whole (6d6+14 damage, AC 21, hp 32)

STATISTICS

Str 38, Dex 13, Con 28, Int 11, Wis 13, Cha 11 Base Atk +18; CMB +36 (+40 grapple); CMD 47 Feats Awesome Blow, Cleave, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth), Toughness, Weapon Focus (tentacles)

Skills Knowledge (dungeoneering) +24, Perception +36, Stealth +22 (+30 underground), Swim +49; **Racial Modifiers** +8 Perception, +8 Stealth underground

ECOLOGY	
Environment any underground	
Organization solitary	
Treasure standard	
SPECIAL ABILITIES	

Acidic Mucus (Ex): A deep froghemoth's body is covered in a thick, acidic slime. This causes its tentacle attacks to deal an additional 1d6 points of acid damage. Additionally, whenever a creature hits a deep froghemoth with a natural attack, that creature suffers 1d6 points of acid damage, and whenever a creature hits a deep froghemoth with a manufactured melee weapon, that weapon suffers 1d6 points of acid damage, which ignores hardness.

Additionally, this particular acid works its way into the victim's blood stream and weakens them: any creature that has suffered acid damage from the deep froghemoth is fatigued until that damage is healed. All-Around Vision (Ex): A deep froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.

Death Spores (Ex): A deep froghemoth's body is covered with clusters of strange, alien fungi, which it can shake to release a cloud of deadly spores. Once per hour, as a full-round action, the deep froghemoth can release a cloud of spores in a 20-ft.-radius burst centered on itself. All creatures in the area other than the deep froghemoth are immediately exposed to the deep rot spores poison (see below).

Light Weakness (Su): A deep froghemoth's eyes are exceptionally sensitive to light. If it is ever in an area of normal or brighter light, it is blinded for as long as it remains exposed to that light, and for 1d4 rounds thereafter. Additionally, whenever a character casts a spell with the light descriptor that either targets the deep froghemoth or has the edge of its area within 30 feet of the deep froghemoth, in addition to the spell's normal effect, the deep froghemoth must succeed on a Will save (DC equal to the spell's saving throw DC + 5) or be stunned for 1d4 rounds.

See in Darkness (Su): A deep froghemoth can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

DEEP ROT SPORES

Type poison (inhaled); **Save** Fortitude DC 24 **Frequency** 1/round for 6 rounds **Initial Effect** 1d6 Con damage; **Secondary Effect** stunned for 1 round; **Cure** 2 saves.

Ecology

It has long been theorized that froghemoths might originate from beyond the stars, and the deep froghemoth may serve as the greatest evidence in support of this theory. While any given species of froghemoth—the arctic, volcanic, and common—could easily be envisioned as belonging to an alien world, it would be a stretch to believe that they all originated on the same alien world. And of course the idea that froghemoths were from another planet begs the question of how they got here, in any event. Most froghemoths are far too stupid to use magic or artifice to accomplish such a task.

Some scholars now believe that the froghemoths we know today may all be descended from a single highlyadvanced race capable of travelling the stars. These protofroghemoths colonized many worlds, leading to the evolution of froghemoths like the arctic and volcanic froghemoths, which were adapted to the world they lived on. Eventually, several froghemoths became stranded here, and over time, lost their intelligence, except for a few, who remain secreted beneath the earth. These, it is argued, became the deep froghemoths, who still display sentient levels of intelligence and cunning. Whatever their origin, these creatures now carve out small (and sometimes large) kingdoms for themselves beneath the earth, enslaving cities of drow, duergar, or other underdark races, which serve as both a workforce and a food source. Though they almost never venture above the surface themselves, it is believed that these shadowy creatures are the ultimate masterminds behind many a raid on the surface world.

Froghemoth, Volcanic

The creature before you has sleek, shiny skin in a brilliant pattern of reds and yellows, with occasional black spots that give it the overall appearance of being on fire. Its body is vaguely froglike, but it sports four long tentacles instead of forearms, and it has a trio of angry-looking eyestalks which swivel towards you as the creature's throat expands and then contracts, and a giant ball of flaming goo erupts from its throat.

FROGHEMOTH, VOLCANIC

CR 16

XP 76,800

N Huge aberration **Init** +5; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +17 **Aura** heat aura (5 ft., 4d6 fire damage, Fort DC 27 half) DEFENSE

AC 31, touch 9, flat-footed 30 (+1 Dex, +22 natural, -2 size) hp 250 (20d8+160); fast healing 10 (see below) Fort +13, Ref +9, Will +13 Immune fire Weaknesses stunned by cold, vulnerable to cold

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +23 (2d6+10/19-20 plus grab), 4 tentacles +22 (1d8+5 plus grab), tongue +21 (1d4+5 plus grab) Space 15 ft.; Reach 15 ft. (30 ft. with tongue) Special Attacks constrict (tentacle, 1d6+10), spit fire, swallow whole (6d6+10 fire damage, AC 21, hp 25)

STATISTICS

Str 30, Dex 13, Con 24, Int 2, Wis 13, Cha 11 Base Atk +15; CMB +27 (+31 grapple); CMD 38 Feats Cleave, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth), Toughness, Weapon Focus (tentacles) Skills Perception +17, Stealth +17, Swim +18; Racial Modifiers +8 Perception

ECOLOGY	
Environment any warm	
Organization solitary	
Treasure standard	
SPECIAL ABILITIES	

All-Around Vision (Ex): A volcanic froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.

Fast Healing (Ex): A volcanic froghemoth gains fast healing 10 as long as it is in an area where the temperature is severe heat or higher (110 ° F or warmer). It also benefits from this fast healing on any round after one in which it would have taken fire damage, were it not immune to fire, from a source other than its own heat aura.

Heat Aura (Su): A volcanic froghemoth's body is incredibly hot, and any creature that enters or begins its turn within 5 ft. of a volcanic froghemoth suffers 4d6 points

of fire damage. A successful Fortitude save (DC 27) halves this damage. The saving throw DC is Constitution-based. Additionally, any cold damage that would be dealt to a creature within range of this aura (including the volcanic froghemoth) is reduced by 15 points. The saving throw DC is Constitution-based.

Spit Fire (Su): As a standard action, a volcanic froghemoth can spit 1d3 blobs of flaming pitch from its mouth. Determine how many attacks will be made first, then treat each attack as a thrown splash weapon with a range increment of 10 feet and a maximum range of 30 feet. A direct hit deals 4d6 points of fire damage, and the splash damage is half that amount. Creatures or objects that suffer a direct hit must succeed on a Reflex save (DC 27) or catch on fire. Regardless of whether or not a given blob of flaming pitch hits its target, it remains where it lands and continues to burn with incredible intensity for 1d4 rounds. During this time, any creature that enters or begins its turn within 5 feet of the blob of flaming pitch suffers 2d4 points of fire damage, and any creature that enters or begins its turn within 10 feet of the blob of flaming pitch suffers 1d4 points of fire damage. Creatures that are within range of multiple blobs of flaming pitch do not suffer damage twice: they simply take damage from the blob of flaming pitch that they are nearest to. The volcanic froghemoth can use this ability once per minute. The saving throw DC is Constitution-based.

Stunned by Cold (Ex): In addition to being vulnerable to cold damage, whenever a volcanic froghemoth suffers cold damage, it is stunned until the end of its next turn.

Ecology

Volcanic froghemoths are similar in many ways to their more temperate and well-known cousins, but what they lack in the way of the standard froghemoth's camouflage, they more than make up for with their ability to spit flaming balls of pitch, and the intense heat that their body radiates. Those that believe that froghemoths are not native to this world believe that volcanic froghemoths are natives of a planet that is much warmer and closer to its sun, but most scholars dismiss such outlandish claims.

Unlike most of its cousins, the volcanic froghemoth is not typically an ambush predator, and actively searches for prey. When it finds it, it typically begins by firing one or more balls of burning fluid from its mouth in an attempt to block off its prey's means of escape. Once it has its victim cornered, it moves in for the kill and attacks savagely.

Volcanic froghemoths have unusual physiology, and radiate immense amounts of heat. This seems to be a natural defense mechanism to protect it from cold, which has an extreme toll on the volcanic froghemoth. In the few cases where volcanic froghemoths have been observed at length, it was reported that, at night, their bellies actually take on a fiery glow, as though lit from within, which thankfully makes it easier to avoid these creatures during the night time.

Gargoyle, Draconic

The creature before you appears to be a dragon the size of a horse, but made entirely of earth and stone. Its eyes glow with a malevolent red light, and it rears up its long, serpentine neck, and roars with a voice that sounds like an earthquake.

GARGOYLE, DRACONIC

CR 6

XP 2,400

NE Large monstrous humanoid (earth)

Init +6; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size) hp 66 (7d10+28)

Fort +6, Ref +7, Will +5

Defensive Abilities reflexive petrification, wing shield; **DR** 10/magic

OFFENSE

Speed 60 ft., fly 120 ft. (poor)

Melee 2 claws +9 (1d8+3), bite +9 (1d6+3)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks breath weapon (30-ft. cone, 7d10 damage, Reflex DC 17 for half, usable twice)

STATISTICS

Str 17, Dex 14, Con 18, Int 6, Wis 11, Cha 7 Base Atk +7; CMB +11; CMD 23 Feats Flyby Attack, Hover, Improved Initiative, Skill Focus (Fly) Skills Fly +8, Perception +7, Stealth +7 (+13 in stony areas); Racial Modifiers +2 Stealth (+6 in stony areas) Languages Common, Terran ECOLOGY Environment any

Organization solitary, pair, patrol (4-8) Treasure standard SPECIAL ABILITIES

Breath Weapon (Su): A draconic gargoyle can spit out a spray of rocks, gravel, and other earthy debris, which deals 7d10 points of piercing and bludgeoning damage to each creature in a 30-ft. cone. A successful Reflex save (DC 17) halves this damage. The draconic gargoyle can store enough debris within its body to use this ability twice, and cannot use it again after that until it consumes enough rocks and debris to "recharge" this ability. Consuming this debris requires that sufficient material be present, and takes 2d4 rounds per use of this ability restored. The saving throw DC is Constitutionbased.

Reflexive Petrification (Su): Whenever a draconic gargoyle is the target of a spell or spell-like ability, it transforms into a stone statue of itself. The spell has no effect unless it specifically affects objects, in which

case it affects the draconic gargoyle as though it were a stone statue. In this form, the draconic gargoyle has hardness 10, and a number of hit points equal to 5 times the hit points it had when it turned to stone. The draconic gargoyle remains petrified until the beginning of its next turn, at which point it returns to normal as a free action. When it transforms back, the draconic gargoyle suffers only 1/5 the amount of damage that was dealt to it while it was petrified (for example, a draconic gargoyle that had 10 hit points and was targeted by charm monster would transform into a statue with 50 hit points. If he suffered 15 points of damage while petrified, then at the beginning of his next turn, when he returned to normal, he would have 7 hit points remaining.). The draconic gargoyle is not aware of anything that happens while it is petrified. A stone to flesh spell can end this effect prematurely. A draconic gargoyle that is petrified by other means (such as a flesh to stone spell), recovers from its petrification at the beginning of its next turn.

Wing Shield (Ex): A draconic gargoyle can shield its body with its wings, which are exceptionally hard and difficult to damage. Activating or ending this ability is a move action that does not provoke attacks of opportunity. While using its wing shield, the draconic gargoyle loses its fly speed, cannot use its breath weapon, and is unable to use its bite natural attack. Further, it suffers a -2 penalty on attack rolls made for its claw attacks. On the other hand, its damage reduction increases to 10/adamantine, it gains cold and fire resistance 10, and its natural armor bonus to AC increases by +6.

Ecology

These powerful gargoyles are favored guardians of very important buildings, and boast a number of powerful abilities similar to those of the dragons that they mimic. Despite their close resemblance to dragons, and their ability to use many similar powers (including a breath weapon and an ability remarkably similar to a dragon's inherent spell resistance), they do not actually have any draconic heritage. Rather, draconic gargoyles were first created by the wizard Elias Prismar, who found more conventional gargoyles insufficient to protect his tower, and wanted to create a more imposing form of guardian that could perch endlessly upon the facades and frescoes that decorated the exterior of his home.

Unlike some gargoyles, draconic gargoyles actually take very well to guard duty, and seem to have a natural instinct for guarding important things. When left to their own devices, they will often claim a building as their own, simply moving in on a roof or ledge and barring entrance to any that it finds unworthy, which, unfortunately, sometimes includes the actual owners. If recruited to guard a specific building or treasure, draconic gargoyles tend to be quite zealous and relatively easy to please, but sometimes develop a distressing habit of considering the object of their protection to be their own property.

Gargoyle, Figurine

You encounter a small, stone statuette, perhaps a foot tall, carved from a strange grey rock you can't quite place. It has been carved to resemble an imp, or perhaps a mephit, and leers at you with a mischievous grin. Its wicked, claw-tipped hands are held up to its mouth, as though to conceal its evil smirk. Suddenly, when you look away for just a moment, the statuette springs to life with a peal of evil laughter, and attacks!

GARGOYLE, FIGURINE

CR 2

XP 600

CE Tiny monstrous humanoid (earth)

Init +6; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size) hp 22 (3d10+6)

Fort +2, **Ref** +5, **Will** +3

DR 2/magic

OFFENSE

Speed 20 ft., fly 40 ft. (average) **Melee** 2 claws +6 (1d4+1) **Space** 2-1/2 ft.; **Reach** o ft.

Special Attacks improved drop, mob tactics

STATISTICS

Str 13, Dex 14, Con 14, Int 6, Wis 11, Cha 7 Base Atk +3; CMB +2; CMD 14 Feats Hover, Improved Initiative Skills Fly +11, Perception +5, Stealth +17 (+23 in stony areas); Racial Modifiers +2 Stealth (+6 in stony areas) Languages Common, Terran SQ group lift, stony body ECOLOGY Environment any

Organization solitary, pair, flight (3-12), or mob (6-24) Treasure standard

SPECIAL ABILITIES

Group Lift (Ex): Figurine gargoyles are well-adapted for working together to carry objects that would normally be too heavy for any one of them to carry. A group of figurine gargoyles can move together while carrying a single object, as long as that object does not weigh more than 25 lbs. per figurine gargoyle involved in carrying it (50 lbs. for two figurine gargoyles, 75 lbs. for three figurine gargoyles, etc.). This ability can also allow them to carry creatures in tandem in the same way, provided that the carried creature is willing or helpless, or the figurine gargoyles are all involved in a grapple that they are in control of, and succeed on a check to move the grapple, as normal. This does not allow the group to move further in a round than any one figurine gargoyle would normally be able to.

Improved Drop (Ex): Figurine gargoyles take great delight in dropping objects on the heads of unsuspecting victims. A figurine gargoyle that is directly above another

character can drop objects on him in order to harm him. Treat this as a ranged attack with a -1 penalty for every 10 feet above the target that the figurine gargoyle is. In the event of a successful hit, the damage dealt depends on the object's weight and how far it fell. If the object weights 10 – 50 lbs., then it deals 1d6 points of damage per 10 feet it fell. If the object weighs 51 – 100 lbs, then it deals 1d8 points of damage per 10 feet it fell. If the object weighs 100 – 200 lbs., then it deals 1d10 points of damage per 10 feet it fell. If the object weighs more than 200 lbs., then it deals 1d12 points of damage per 10 feet it fell. Regardless of its size, the object never deals additional damage for falling more than 100 feet (meaning that maximum damage is always 10 dice).

Mob Tactics (Ex): Figurine gargoyles prefer to fight in large groups, when possible, and have adapted their tactics for this purpose. If at least one of the figurine gargoyle's allies is adjacent to a creature that the figurine gargoyle is also adjacent to, the figurine gargoyle gains a bonus on all attack rolls and combat maneuver checks against that creature equal to 1 + the number of allies that are adjacent to that creature. This bonus does not stack with that provided by flanking.

Stony Body (Su): A figurine gargoyle very closely resembles a stone statuette of an imp or similar creature, allowing it to easily disguise itself as such. A figurine gargoyle can attempt to disguise itself in this way, appearing as a mundane statuette. It gains a +40 bonus on Disguise checks made to look like a statuette, though it cannot disguise itself as a statuette of anything other than an imp-like creature, and it loses this bonus if it moves. Creatures that are familiar with the figurine gargoyle may be able to logically deduce that it is not a normal statuette, especially if they see it move before it attempts to use this ability.

Ecology

These diminutive gargoyles have all the mischief and malice of the imps that they resemble. While one is merely a menace, in a group they become outright deadly, as one of their favorite pastimes is to grab humanoid creatures, fly them up high into the air, and then drop them, taking bets on where they will land or what sort of sound their body will make upon impact. Other times, the pests rain rocks and bricks down on communities from above, forcing townsfolk to cower indoors or else suffer their projectile wrath.

Sometimes, a mob of figurine gargoyles can be led by a more intelligent creature—either an exceptional figurine gargoyle or a humanoid charismatic enough to keep them in line. Such organized mobs are usually used to perform thefts, and it is not unheard of for the creatures to be sold as statuettes (sometimes after they, themselves, threaten the merchant into doing so), and use this disguise to infiltrate the homes of their victims, who they then rob blind, working together to steal larger objects, and carrying them off into the night.

Gargoyle, Soul Eater

Before you is a horrible demonic-looking creature. Its body is made of black, glossy obsidian, which gleams evilly in the emerald-green light cast by the creature's two eyes. Its mouth opens in what appears to be a laugh, but the only sound is a horrible creaking, scraping sound which is disturbingly alien and inhuman. The creature spreads its wings menacingly, and moves to attack!

GARGOYLE, SOUL EATER

CR 11

XP 12,800

NE Medium monstrous humanoid (earth)

Init +6; Senses darkvision 60 ft.; Perception +17

DEFENSE

AC 25, touch 12, flat-footed 23 (+2 Dex, +13 natural) hp 119 (14d10+42) Fort +7, Ref +11, Will +9

DR 10/adamantine

OFFENSE

Speed 40 ft., fly 60 ft. (average) **Melee** 2 claws +18 (1d8+4), bite +18 (1d6+4), gore +18

(1d4+4)

Special Attacks drain essence, paralyzing gaze

STATISTICS

Str 19, Dex 14, Con 16, Int 13, Wis 11, Cha 18 Base Atk +14; CMB +18; CMD 30 Feats Greater Grapple, Hover, Improved Grapple, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Skill Focus (Fly) Skills Fly +25, Intimidate +21, Perception +17, Spellcraft +15, Stealth +21 (+28 in stony areas); Racial Modifiers +2 Stealth (+6 in stony areas) Languages Common, Terran SQ stone form ECOLOGY Environment any Organization solitary, pair, or cabal (1 plus 2-8 spawn)

Treasure standard

SPECIAL ABILITIES

Drain Essence (Su): Whenever a soul eater gargoyle successfully starts or maintains a grapple with a living creature, it inflicts 1d2 points of Charisma damage to that creature as it slowly sucks the creature's life essence out of its mouth in a glowing white miasma which the soul eater gargoyle greedily sucks up. A creature that suffers at least 4 points of Charisma damage in this way becomes fatigued, while one that suffers at least 8 points of Charisma damage becomes exhausted. These conditions cannot be removed until the ability damage is restored. A creature that suffers Charisma damage equal to or greater than its Charisma score as a result of this ability dies, and his body quickly hardens to a flaky grey stone. After 2d4 hours, the petrified corpse breaks open and the soul eater gargoyle's spawn emerges. A soul eater gargoyle spawn has identical statistics to a soul eater gargoyle, but cannot create spawn as a result of its drain essence ability.

Paralyzing Gaze (Su): As a standard action, a soul eater gargoyle can stare intently into the eyes of a single living creature within 30 feet. The target must succeed on a Will save (DC 21) or be overcome with fear, gaining the paralyzed condition. Once a creature is paralyzed in this way, the soul eater gargoyle can maintain the effect with a swift action, though it must remain eve contact with the target to do so, and is treated as averting its eyes from all other creatures (granting such creatures concealment from the soul eater gargoyle). Each round that the soul eater gargoyle maintains the effect, the target is entitled to a new Will save (same DC) to break free of the effect. A single success ends the effect and allows the target to act normally. This ability can be avoided by averting one's eyes in the same fashion as a gaze attack, but is only active when the soul eater gargoyle uses an action to use the ability. This is a mind-affecting fear effect. The saving throw DC is Charisma-based.

Stone Form (Su): A soul eater gargoyle can harden its body, making it stronger and tougher, but limiting its use of special abilities. The soul eater gargoyle can activate or end this ability as a move action. As long as the soul eater gargoyle is in stone form, its damage reduction increases to 10/-, it gains acid, cold, electricity, fire, and sonic resistance 15, its natural armor bonus increases by +4, and its Strength and Constitution scores increases by +4. At the same time, however, it suffers a -4 penalty to Dexterity, its maneuverability decreases to clumsy (-8 on Fly checks), and it can't use either its drain essence or paralyzing gaze abilities.

Ecology

The fearsome soul eater gargoyles were once believed to be a type of horrible shadow demon that had somehow gained a corporeal form, but are in fact a far more down-to-earth threat. Despite their name, their ability to consume life essence from their victims and reduce their bodies to stone has nothing to do with the victim's soul, which is, in fact, free to ascend to whatever afterlife awaits it, though this was a relatively recent discovery, made by a researcher who was unfortunate enough to be slain while observing a soul eater gargoyle, but fortunate enough to have been resurrected, afterward.

Those whose life force is completely drained by a soul eater gargoyle are reduced to stone, as their entire body turns to a sort of densely-packed dust. Within this rocky cocoon gestates a new soul eater gargoyle, which bursts forth a few hours later. This seems to be the main means of reproduction for the soul eater gargoyle, and while the spawn are "born" fully-formed adults, they aren't capable of creating spawn of their own for several months after they are created.

Girallon, Behemoth

There is a great and terrible cracking sound, and the foliage above you splits apart suddenly, with a great snapping of branches and a shower of green leaves. The damage is caused by a massive, six-armed creature that resembles a gorilla, except for its massive size and extra limbs. Still holding the canopy apart with two of its arms, it beats its chest with the other four, and lets out a bellowing roar of primal rage that shakes you to your very core.

GIRALLON, BEHEMOTH

CR 15

XP 51,200

N Gargantuan magical beast Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +28

DEFENSE

AC 19, touch 9, flat-footed 16 (+3 Dex, +10 natural, -4 size) hp 189 (18d10+90) regeneration 10 Fort +15, Ref +14, Will +9 SR 26 (arcane spells only) Defensive Abilities reflective hide

OFFENSE

Speed 50 ft., climb 50 ft.

Melee bite +20 (2d6+6), 6 claws +20 (1d8+6 plus rend) **Space** 20 ft.; **Reach** 20 ft.

Special Attack powerful rend

STATISTICS

Str 23, Dex 17, Con 18, Int 2, Wis 12, Cha 7 Base Atk +18; CMB +28; CMD 41 Feats Combat Reflexes, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Iron Will, Power Attack, Skill Focus (Perception), Snatch, Toughness Skills Climb +14, Perception +28 ECOLOGY Environment warm forests Organization solitary or pair Treasure none

SPECIAL ABILITIES

Powerful Rend (Ex): A behemoth girallon that hits one creature with multiple claw attacks can rend his flesh, dealing extra damage. This functions as the rend special ability, except that the damage dealt depends on the number of claw attacks that the girallon hits the creature with. A creature hit with 4 claw attacks suffers an additional 1d8+6 points of damage. One hit with 5 claw attacks suffers an additional 2d8+12 points of damage, instead. A creature hit with all 6 claw attacks suffers an additional 3d8+18 points of damage, instead. A behemoth girallon cannot use this ability more than once per turn.

Reflective Hide (Su): Any arcane spell that targets a behemoth girallon but fails to penetrate its spell resistance might be reflected. If the caster level check to penetrate its spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. Non-arcane spells (including most spelllike abilities) are not affected by the behemoth girallon's spell resistance and can't be reflected in this way. This otherwise functions as *spell turning*.

Regeneration (Su): A behemoth girallon's regeneration can only be suppressed if it suffers both acid damage and cold damage in the same round.

Ecology

These truly terrifying creatures are only encountered in the deepest and darkest depths of primal jungles, much to the relief of the civilized races. Relatively little is known about these mysterious creatures, due to their relative scarcity, their fondness for remote locations, and the fact that very few who encounter them live to tell the tale. Despite this, however, most sages are fairly confident that these creatures are the few remaining members of an ancient and primordial species from which the more common girallons evolved.

Behemoth girallons look much like exceptionally large versions of their lesser cousins, and if not for the extra pair of arms (giving them a total of six), they might have been mistaken for simply being particularly ancient girallons. A closer examination reveals that the fur coating the behemoth girallon's body is silvery in color, rather than the pure white that the better known and much smaller girallon is known for.

The fact that the behemoth girallon's hide reflects arcane magic has been much debated by scholars specializing in rare and unusual creatures, and some use it to support the theory that these girallons were actually created by some kind of mad wizard, who decided to make a larger, more powerful girallon who was resistant to magic, likely as some kind of enforcer. Others believe that this trait may have been a naturally-evolved one: since so few natural creatures could possibly threaten a behemoth girallon, it only makes sense that they would develop resistances to the one thing likely to be a threat: magic. A few posit that this resistance is evidence of an ancient proto-girallon civilization, which somehow found a way to grant their entire race resistance to magic. According to this theory, the ancient proto-girallons angered the gods with their arrogance, and were stripped of their intelligence and made into mindless beasts, and their descendants went on to become the various girallons that exist today, including both the behemoth girallons and the more common, smaller versions. Many scholars are skeptical of this explanation, however, as it fails to explain why the behemoth girallon is the only remaining species to possess this spell resistance.

Girallon, Howler

This creature appears to be an overgrown monkey, except for the additional pair of arms jutting from the middle of its torso. Its fur is mostly dark, with a few patches of white on the chest and around the face. It opens its mouth wide, revealing several sharp-looking yellow fangs, and then begins screeching, creating a terrible racket and forcing you to cover your ears to escape the din.

GIRALLON, HOWLER

CR 5

XP 1,600

N Medium magical beast

Init +8; Senses darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural) hp 52 (5d10+25)

Fort +8, Ref +8, Will +2

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +7 (1d4+2), 4 claws +7 (1d3+2 plus rend) **Space** 10 ft.; **Reach** 10 ft.

Special Attack rend (4 claws, 1d3+3), unnerving screech

Str 15, Dex 18, Con 18, Int 4, Wis 12, Cha 7 Base Atk +5; CMB +7; CMD 21 Feats Improved Initiative, Skill Focus (Stealth), Toughness Skills Acrobatics +12, Climb +10, Perception +6, Stealth +13; Racial Modifiers Acrobatics +8

ECOLOGY

Environment warm forests and jungles **Organization** solitary, company (5-8), or troupe (9-16)

Treasure none

SPECIAL ABILITIES

Debilitating Shriek (Su): A howler girallon is capable of emitting an ear-piercing shriek that dazes nearby creatures. As a standard action, the howler girallon can force all creatures within 5 feet of him that can hear him to succeed on a Fortitude save (DC 16) or be staggered for 1 round. Creatures that fail the saving throw by 5 or more are dazed for 1 round, instead, and those that fail by 10 or more are stunned for 1 round, instead. The howler girallon cannot use this ability in the same round that he uses his unnerving screech ability. This is a sonic mindaffecting effect. The saving throw DC is Constitutionbased.

Sonic Howl (Su): As a full-round action, a howler girallon can unleash a powerful blast of sound from its mouth, which damages and deafens nearby creatures. All creatures in a 30-ft.-cone originating from the howler girallon's square suffer 5d10 points of sonic damage, and are deafened for 10 minutes. A successful Fortitude save

(DC 16) halves this damage, and negates the deafened condition. Using this ability strains the howler girallon's throat, and not only can it not use this ability again for one hour after doing so, but the saving throw DCs of its unnerving screech and debilitating shriek abilities are decreased by -2 for one hour after using this ability, as well. The howler girallon cannot use this ability in the same round that he uses his unnerving screech ability. This is a sonic effect. The saving throw DC is Constitutionbased.

Unnerving Screech (Ex): While in combat, a howler girallon emits an almost constant series of loud, short bursts of high-pitched noise, which it uses to intimidate its opponents. As a swift action, the howler girallon can force all creatures within 30 ft. that can hear it to succeed on a Will save (DC 16) or suffer a -2 morale penalty to AC for 1 round. This is a mind-affecting sonic fear effect. The howler girallon cannot use this ability in the same round that he uses his debilitating shriek or sonic howl abilities. The saving throw DC is Constitution-based.

Ecology

Somewhat smaller than their more traditional cousins, howler girallons possess all of their territorial fierceness, as well as their ferociousness in battle, and, in fact, have been known to be even more aggressive than their larger cousins, ganging up and attacking even creatures far larger than themselves. What they lack in strength they make up for in attitude, numbers, and their impressive vocal abilities, which they uses as a weapon to take down prey and intruders alike, as well as to communicate with one another over very long distances, and warn away other packs of howler girallons from their territory.

Instead of the traditional girallon's trademark pure-white fur, howler girallons tend to be covered mostly in a dark brown fur that is nearly black, with patches of cream-colored, off-white fur on the front of their torsos (their chest and belly region) and in a ring around their leathery faces. Howler girallons also have long, prehensile tails which they use to balance while climbing, but which are not flexible enough or strong enough to use as a weapon. For the most part, howler girallons do not walk upright, and use all four of their arms when they walk, which is part of why they are able to move so fast. Howler girallons only rear up onto their legs when they are fighting, as they use their four sets of claws to devastate and tear into opponents. In the rare cases that howler girallons have been domesticated and taught to walk upright (such attempts usually end in a bloody tragedy), they tend to move much slower, walking at about half their normal pace, and with a curious, shifting gait.

Girallon, Pollen-Back

The massive creature before you resembles a gorilla, except for the extra pair of muscle-bound arms, thicker than your legs, which jut out from the middle of its torso. It studies you warily for a moment, its beady black eyes seemingly deep in thought. It is then that you notice the spear that it holds in its hand, and it throws it at you, then snarls and charges towards you on all six limbs, a cloud of yellow-green dust erupting from its black fur as it does so.

GIRALLON, POLLEN-BACK

CR 8

XP 4,800 CE Large magical beast

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

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size) hp 94 (9d10+45)

Fort +12, **Ref** +9, **Will** +6

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +12 (1d6+4 plus poison) and 4 claws +12 (1d4+4 plus grab), or spear +12 (2d6+6/x3), net +6 touch (entangle) and bite +7 (1d6+2)

Ranged spear +11 (2d6+4/x3)

Space 10 ft.; Reach 10 ft.

Special Attack pollen, pollen cloud

STATISTICS

Str 19, Dex 17, Con 18, Int 7, Wis 12, Cha 7 Base Atk +9; CMB +14; CMD 27 Feats Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness Skills Climb +12, Perception +11, Stealth +7 (+11 in forests and jungles); Racial Modifiers +4 Stealth in forests and jungles Languages Giant SQ natural grappler

ECOLOGY

Environment warm jungles

Organization solitary, patrol (3-5), tribe (12-24, plus 4-8 young)

Treasure incidental (net, spear, other treasure)

SPECIAL ABILITIES

Natural Grappler (Ex): A pollen-back girallon's four arms make it exceptionally well-suited for grappling. If the pollen-back girallon initiates a grapple with its grab ability, it can choose to use only two of its arms to hold the opponent. If it does, it suffers only a -4 penalty to its CMB checks to make and maintain the grapple, instead of the normal -20 penalty. It still does not gain the grappled condition itself. Further, while maintaining the grapple in this way, the pollen-back girallon can still attack with its other arms: it can maintain the grapple and make two claw attacks as a full-round action, or maintain the grapple and make a single attack as a standard action. Finally, the pollen-back girallon can use this ability to maintain two separate grapples with the same action, if it has grabbed two separate characters (it still suffers the -4 penalty on both grapples).

Poison (Ex): Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* target is staggered for 1 round. If the target fails its saving throw by 5 or more, he is stunned for 1 round, instead; *cure* 1 save.

Pollen (Ex): A pollen-back girallon's hairs produce a thick pollen, which irritates the skin of those who touch it. Each round that the girallon is involved in a grapple with a non-girallon creature, that creature must succeed on a Fortitude save (DC 18) or be affected by the pollen, which imposes a -3 penalty to attack rolls, damage rolls, AC, CMB, CMD, skill checks, and ability checks. A character affected by the pollen can temporarily suppress these penalties by scratching his body as a standard action, which temporarily removes the penalties for 1d4 rounds. The character continues to suffer from the effects of the pollen for 1 hour after he stops being exposed to it, or until he receives a remove disease or neutralize poison spell, or more powerful magic. Characters with immunity or resistance to poison apply it to this ability. The saving throw DC is Constitutionbased.

Pollen Cloud (Ex): As a standard action, a pollenback girallon can shake its body vigorously, filling the air within 10 feet of it with a cloud of its pollen. All creatures in the area other than pollen-back girallon are affected by its pollen ability. The pollen-back girallon can use this ability once per hour.

Ecology

Pollen-back girallons are far more intelligent than their more common, white-furred cousins, and are capable of using tools and wielding weapons. They are no more friendly than their kin, however, and are exceptionally aggressive and warlike towards any non-girallons in their territory, especially those that show any signs of intelligence.

While primitive, the pollen-back girallon's tactics are actually quite effective. They regularly rub their bodies with a special kind of moss, whose pollen is very irritating, but which they grow desensitized to through exposure, and then use the pollen trapped in their fur to distract and weaken their foes. Similarly, from a young age they are conditioned to eat a certain fruit which bears a numbing poison. Not only do they become immune to the poison, but by maintaining a steady diet of the fruit, they are able to coat their teeth in the venom and poison those they bite.

It is a well-established fact that pollen-back girallons prefer to capture prey alive, if at all possible (this is likely the reason behind their poison use, and certainly why they regularly carry nets). Exactly what they do with these captives is unknown: to date, there are no records of anyone escaping after being brought back to the tribe's lair.

Griffon, Dwarf

This creature resembles a small bobcat, with covered in short, tan fur. Its head resembles that of a falcon or other bird of prey, and two sleek, pointed wings, seemingly too large for its body, are folded above its back. The creature stretches them, revealing an impressive, 5-foot wingspan, then, with a shriek, begins to soar down towards you, talons outstretched.

GRIFFON, DWARF

CR 2

N Small magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

XP 600

AC 18, touch 15, flat-footed 14 (+4 Dex, +3 natural, +1 size)

hp 16 (3d10)

Fort +3, Ref +7, Will +2

OFFENSE

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

Melee bite +3 (1d4-1), 2 talons +4 (1d6-1)

Special Attacks diving charge, go for the eyes,

pounce, rake (2 claws + 3, 1 d - 1)

STATISTICS

Str 8, Dex 19, Con 10, Int 2, Wis 13, Cha 8 Base Atk +3; CMB +1; CMD 15 (19 vs. trip) Feats Skill Focus (Perception), Weapon Focus (talons)

Skills Fly +14, Perception +12, Stealth +12; Racial Modifiers +4 Fly, +4 Perception

SQ hunting talons

Languages none

ECOLOGY

Environment temperate forests, hills, mountains, and plains

Organization solitary or pair Treasure incidental

Diving Charge (Ex): Whenever a dwarf griffon uses the charge action while flying, after making its attack, it may continue its movement. If it chooses to do so, the dwarf griffon must continue moving in the same direction that it was moving before attacking, and its combined movement before and after the attack must not exceed twice its fly speed. **Go for the Eyes (Ex):** Whenever a dwarf griffon scores a critical hit with a talon or rake attack, the target must succeed on a Fortitude save (DC 11) or be blinded for 2d4 rounds. The saving throw DC is Constitution-based.

Hunting Talons (Ex): Dwarf griffons fight and hunt primarily with their talons, and as a result their talons deal damage as though the dwarf griffon were two size categories larger than it actually is.

Ecology

Dwarf griffons are so named for their size, as they are much smaller than the better known griffons, being closer to the size of a dog or wild cat than the horse-like stature of their better known cousin. In fact, dwarf griffons are actually much more common than their larger and more famous relatives, and can survive in a much wider variety of climates. In general, dwarf griffons tend to live in a fashion similar to most birds of prey, and are primarily ambush predators, swooping down on prey from above and killing it before it even knows that it is there. Their preferred hunting tactic is to find a good tree branch or similar perch and wait until they find movement, then soar down upon their victim with incredible speed and accuracy.

While the average dwarf griffon subsists primarily on small rodents and occasionally larger animals, like young cats, dogs, and, occasionally even deer or antelope, depending on their environment, they usually do not bother attacking humans or other Medium-size creatures. This is not a hard and fast rule, however, and it is not unknown for particularly hungry dwarf griffons to attack creatures much larger than themselves, in which case they feature hit-and-run tactics, swooping down and clawing their target in passing, then circling and attacking again. They are smart enough to target a foe's eyes first, in order to blind him. It's also not uncommon for a dwarf griffon to attack larger creatures if they come near its nest, and, unlike birds of prey, they generally prefer to make their nests on the ground, in caves, or, when no caves are available, in a hole it digs itself. Of course, the dwarf griffon needs no excuse to attack halflings and other Small humanoids, as it considers creatures of its own size to be prey.

Griffon, Myllisthor

This beautiful creature resembles a blending of earth and sky. Its body is like that of a lion, with a burnished-gold coat, and four catlike paws. Its back is covered with silvery-white feathers, however, as are its wings, which have a span of nearly 12 feet. Its head resembles that of a majestic eagle, and its golden eyes reflect an intelligence beyond that of a mere animal.

GRIFFON, MYLLISTHOR

CR 6

XP 2,400

N Large magical beast

Init +6; Senses darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 19, touch 15, flat-footed 13 (+6 Dex, +4 natural, -1 size)

hp 60 (8d10+16)

Fort +8, Ref +12, Will +4

OFFENSE

Speed 30 ft., fly 80 ft. (good)

Melee bite +10 (1d6+2), 2 claws +9 (1d6+2; 19-20/ x2)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce, rake (2 claws +7, 1d4+3) STATISTICS

Str 14, Dex 22, Con 14, Int 8, Wis 15, Cha 12 Base Atk +8; CMB +12; CMD 28 (32 vs. trip) Feats Flyby Attack, Skill Focus (Fly), Weapon Focus (bite), Wingover

Skills Acrobatics +15, Fly +13, Perception +12; Racial Modifiers +4 Acrobatics, +4 Perception SQ burst of speed, headlong dive, razor claws Languages Common (cannot speak)

ECOLOGY

Environment temperate forests and mountains **Organization** solitary, pair, or pride (6-10) **Treasure** incidental

Burst of Speed (Ex): As a full-round action, a myllisthor griffon can move up to six times its fly speed. Its movement must be in a straight line, and it cannot increase its altitude as part of this movement.

Headlong Dive (Ex): Whenever a myllisthor griffon is flying, if it descends at an angle of at least 45 degrees, it can move up to one and a half times as far as it would normally be able to (for example, if the myllisthor griffon used the charge action, and moved downward at at least a 45 degree angle while doing so, it could move a total of 240 feet, which is one and a half times as far as it could normally charge).

Razor Claws (Ex): A myllisthor griffon naturally sharpens its claws with its beak, honing them to razor points and making them more lethal. A myllisthor griffon's claw attacks threaten a critical hit on a roll of 19 or 20. For the purposes of advanced myllisthor griffons, this effect stacks with the Improved Critical feat.

Ecology

Myllisthor griffons are not naturally occuring in nature. Instead, these masterpieces of animal husbandry and training are the result of centuries-long breeding programs by certain elven communities, who originally bred them in order to serve as mounts for their soldiers. True to typical elven sensibilities, the myllisthor griffons ("myllisthor" being elven for "silver wing") were bred primarily for their speed, grace, and beauty. They are among the fastest known species of griffons, and can reach truly unparalleled speeds while diving.

More than simply being fast, however, myllisthor griffons are bred for combat situations, and serve as much more deadly mounts than their better-known and more common cousins. Further, they are prized for their uncommon intelligence, and are sometimes said to be smarter than those who ride them.

Not all myllisthor griffons are raised in captivity, however. It is the custom of most elven griffon-breeders to release their griffons into the wild once they reach a certain age, as a sort of reward for their years of service. This has led to several isolated prides of myllisthor griffons taking up territory of their own, and these communities have slowly grown and expanded over time. So far, these myllisthor griffons have not had much of an impact on the ecosystems where they take up residence, but time will tell if this trend will continue, as their numbers continue to swell.

Myllisthor griffons are highly prized, and fetch a much higher price than normal griffons. In most elven lands, the price for poaching a myllisthor griffon, or stealing one of their eggs, is death: assuming the griffon doesn't see to it first.

Griffon, Redclaw

The creature before you is a fearsome blend of two terrible predators. Its long, sleek body resembles that of a lion, except that each of its four powerful legs ends in the talons of a hawk or eagle, but with dark red scales, instead of yellow. The creature's head is also avian, with a fierce, sharplycurved beak designed for ripping and tearing, and two large wings covered in golden feathers.

GRIFFON, REDCLAW

CR 9

XP 6,400

N Large magical beast

Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +13 DEFENSE AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size) hp 102 (12d10+36)

Fort +9, Ref +9, Will +3 Defensive Abilities ferocity

OFFENSE

Speed 30 ft., fly 50 ft. (average) **Melee** bite +15 (1d8+3), 2 talons +15 (1d8+3) **Space** 10 ft.; **Reach** 5 ft.

Special Attacks avenging strike, pounce, rake (2 claws +15, 1d4+3)

STATISTICS

Str 17, Dex 16, Con 16, Int 4, Wis 11, Cha 11 Base Atk +12; CMB +17; CMD 30 (31 vs. trip) Feats Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (talon), Weapon Focus (bite), Weapon Focus (talon) Skills Fly +10, Perception +13; Racial Modifiers +4 Perception SQ wounded rage Languages Common (cannot speak) ECOLOGY

Environment temperate or cold mountains **Organization** solitary, pair, or pride (6-10) **Treasure** incidental

Avenging Strike (Ex): Whenever a creature attacks a redclaw griffon and misses, the redclaw griffon may make an attack of opportunity against that creature. The redclaw griffon cannot make more than one attack of opportunity in this way against a single creature in any given round, though it can still make other attacks of opportunity against that creature, if it provokes other attacks of opportunity and the redclaw griffon has not already used all of its attacks of opportunity for that round.

Wounded Rage (Ex): When a redclaw griffon's hit points are reduced to less than 1/2 its maximum hit points, it enters a furious frenzy of destruction. The redclaw griffon gains a +4 bonus to its Strength, Dexterity, and Constitution scores, and suffers a -2 penalty to AC. Additionally, a redclaw griffon that is raging in this way must attack a living creature each round, if able. The rage lasts for 1 minute, or until the redclaw griffon goes at least 3 rounds without making an attack. Once the rage ends, the redclaw griffon is fatigued for 1 minute.

Ecology

This particularly rare breed of griffon is only found in a few isolated regions, and they have adapted themselves to survive in the harsh and barren terrain in which they are found. Redclaw griffons, named as much for their violent attitude as for the coloration of their talons, are a highly territorial species of griffons that can only be found roosting in the sides of towering cliffs or near the tops of craggy, barren mountains.

Somewhat slower than their more common cousins, redclaw griffons more than make up for their lack of speed with their terrible tempers and their deadly and ferocious combat ability, and some redclaw griffons have been known to take down creatures as much as twice their size. Social animals, redclaw griffons nearly always make their roosts in large prides, but they are very territorial and agressive, and most of their interaction with other griffons, redclaw or otherwise, involves constant squabbling, fighting, and shows of dominance. Redclaw griffons never hunt as a group, and always do their killing on their own. Sages and scholars speculate as to why they would bother roosting together, since they seem to derive no benefit from it, and to date the prevailing theory is that these griffons actually enjoy and thrive on the constant battling with their kin. This theory is supported by the fact that redclaw griffons are notoriously difficult to domesticate, and while some attempts to use them as combat mounts have met with limited success, even the best trained redclaw griffons have a distressing tendency to maul their handlers, which has prevented them from becoming popular as mounts.

Harpy, Abyssal

This creature is some terrible mix of woman and bird. Her torso resembles that of a beautiful woman, but she has wings instead of arms, covered in fine black feathers. Her shapely legs transform into hideous talons below the knee. Her face is like that of a beautiful woman, but twisted into a hard, curved beak.

HARPY, ABYSSAL

CR 10

XP 9,600

CE Medium outsider

Init +5; **Senses** darkvision 60 ft.; Perception +18 DEFENSE

AC 26, touch 15, flat-footed 21 (+5 armor, +5 Dex, +6 natural)

hp 123 (13d10+52)

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

OFFENSE

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

Melee 2 talons +17 (2d6+4 plus 1d6 bleed/19-20 x2) Special Attacks eviscerating talons, song of

interrogation

STATISTICS

Str 19, Dex 21, Con 18, Int 15, Wis 14, Cha 19 Base Atk +13; CMB +17; CMD 32

Feats Combat Reflexes, Flyby Attack, Improved Critical (talon), Improved Natural Attack (talon), Skill Focus (Intimidate), Weapon Focus (talon), Wingover

Skills Appraise +18, Bluff +23, Fly +25, Intimidate +29, Perception +18, Sense Motive +18, Sleight of Hand +21, Stealth +21

Languages Abyssal, Common, Infernal SQ sadistic glee

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or flight (3-12) **Treasure** standard (+2 *studded leather armor* and other treasure)

Eviscerating Talons (Ex): An abyssal harpy's talons are wickedly sharp and cruelly serrated, opening wounds that do not heal easily. Each time the abyssal harpy hits with a talon attack, she inflicts 1d6 points of bleed damage. This bleed damage stacks (so a creature hit twice would suffer 2d6 points of bleed damage each round). Additionally, whenever an abyssal harpy scores a critical hit with a talon attack, she deals an additional 2d6 points of bleed damage, as she slices open her victim's stomach in a gory display. The target must succeed on a Fortitude save (DC 21) or be nauseated for 1d4 rounds. Even if he succeeds on the saving throw, he is sickened, instead. The saving throw DC is Strength-based.

Sadistic Glee (Ex): Abyssal harpies delight in causing pain. Whenever an abyssal harpy successfully damages a creature, she gains a +2 morale bonus on all attack rolls made before the end of her next turn. This bonus does not stack with itself.

Song of Interrogation (Su): As a standard action, an abyssal harpy is capable of producing a supernaturally sweet melody, which causes other creatures to confess their deepest and darkest secrets. When an abyssal harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a Will save (DC 21) or be compelled to confess their deepest darkest secrets to anyone who will listen. Affected creatures are able to act normally while confessing in this way, although they suffer a -2 morale penalty to attack rolls and damage rolls while affected, as their guilt stays their hand. Affected creatures continue to confess for as long as the abyssal harpy continues to sing (a standard action), and the morale penalties last for an additional round thereafter. Regardless of whether or not a creature succeeds on its saving throw, any creature exposed to the song is immune to this ability for 24 hours. This is a sonic mind-affecting compulsion effect. The save DC is Charisma-based.

Ecology

Thought by some to be the origin of harpies on the material plane, abyssal harpies serve as torturers to elite inhabitants of the lower planes. Some scholars believe that they actually feed on suffering, and derive their sustenance from inflicting pain on others, both physical and emotional. Unlike their more common, lesser cousins, the human features of abyssal harpies are actually quite striking, making them both appealing and repulsive at the same time.

Harpy, Hag

The creature before you is one of the vilest sights you have ever seen. It looks like some sort of hideous mockery of a woman, with ash-grey skin and eyes that are completely filled with blackness. Its features are twisted and crooked, with a sharp, protruding nose that resembles a beak more than any human visage, and a mouth full of crooked, stained, and pointed teeth. Its hair is lank, greasy, and matted, and its fingers end in nails so long and sharp that they look like claws. Ironically, its least disturbing features are also its least human ones: it has a pair of large wings, covered in grey-black feathers, where its arms should be, and the lower half of its legs are the talons of some carrion-eating bird.

HARPY, HAG

XP 3,200

CR₇

CE Medium monstrous humanoid Init +3; Senses darkvision 60 ft.; Perception +14 DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural) hp 75 (10d10+20) Fort +5, Ref +10, Will +8

OFFENSE

Speed 20 ft., fly 80 ft. (average) Melee 2 talons +11 (2d6+2) Special Attacks deafening shriek, vicious counter STATISTICS

Str 15, Dex 17, Con 15, Int 9, Wis 12, Cha 13 Base Atk +10; CMB +11; CMD 23

Feats Ability Focus (deafening shriek), Combat Reflexes, Flyby Attack, Improved Natural Attack (talon), Skill Focus (Bluff) Skills Bluff +8, Fly +16, Intimidate +8, Perception +14, Perform (song) +3 Languages Common SQ hideous visage

ECOLOGY

Environment temperate or warm forests, hills, mountains, and swamps Organization solitary, trio, or coven (4-13) Treasure standard

Deafening Shriek (Su): As a standard action, a hag harpy can emit a shrill, piercing noise which deafens and disorients her victims. All

creatures aside from other harpies within a 300foot spread must succeed on a DC 18 Fortitude save or be deafened for 1 minute. All creatures aside from other harpies that are within a 60-foot spread must also succeed on a separate DC 18 Fortitude save or be dazed for 1 round. A hag harpy can use this ability up to three times per day, but must wait a full minute after each use before it can use it again. This is a sonic effect. The saving throw DC is Charisma-based.

Hideous Visage (Su): Hag harpies are truly reviling creatures to behold, and any humanoid creature within 60 feet of a hag harpy that looks at it must succeed on a Will save (DC 16) or be sickened for as long as he continues to view the hag harpy, and for 2d4 rounds thereafter. Creatures can avert their eyes from the harpy in order to avoid this effect, as though it were a gaze attack. If a creature spends at least 2 hours each day for a week looking at a hag harpy, he becomes immune to this effect, as long as he continues to spend at least two hours each week looking at a hag harpy.

Vicious Counter (Ex): Petty and vindictive creatures, hag harpies never let an injury go unpunished. The first time that a hag harpy is damaged by a melee attack each round, it may make an attack of opportunity against the creature that damaged it. This does not allow the hag harpy to make more attacks of opportunity in a single round than it would normally be able to.

Ecology

These wretched creatures are often mistaken for some sort of hag, which led to their name. Less subtle than the more common breeds of harpy, hag harpies cannot pass for humanoids nearly as well, and have not adapted themselves to lure potential prey in. Instead, they can produce deafening shrieks that disorient their prey and prevent them from communicating, making it easy to snatch a straggling member of a group and make off with it, while its companions are conveniently unable to her its screams. Scholars and sages continue to debate why a hag harpy's appearance has such a profound effect, when objectively uglier creatures do not, but the answer remains elusive.

Harpy, Miniature

The creature on the branch before you seems at first glance to be a normal crow or raven, but a second glance reveals that it is something far stranger. Its head is not that of a bird, but instead resembles a human woman's, with pale blue-grey skin and long, tangled black hair. Its irises are an angry red, but more disturbing is its mouth full of needle-sharp teeth, which are also red, stained with the remains of the creature's last meal.

HARPY, MINIATURE

CR 2

XP 600

CE Tiny fey

Init +3; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 15, flat-footed 16 (+3 Dex, +1 natural, +2 size) hp 14 (4d6)

Fort +1, Ref +7, Will +5

OFFENSE

Speed 20 ft., fly 60 ft. (good) Melee 2 talons +7 (1d2) Space 2-1/2 ft.; Reach o ft. Special Attacks lulling warble, snatch STATISTICS

Str 10, Dex 17, Con 10, Int 11, Wis 12, Cha 15 Base Atk +2; CMB +0 (+4 disarm or steal); CMD 14 Feats Flyby Attack, Weapon Finesse Skills Bluff +9, Fly +19, Perception +8, Perform (song) +9, Sleight of Hand +11, Stealth +19 Languages Common SQ evasive approach

ECOLOGY

Environment temperate forests or swamps Organization solitary, pair, or mob (8-24) Treasure standard

Evasive Approach (Ex): A miniature harpy bobs and weaves naturally while flying, and uses its talons to fend off its attackers. As a result, a miniature harpy does not provoke attacks of opportunity due to entering another creature's square in order to attack it.

Lulling Warble (Su): Miniature harpies are capable of producing a beautiful song that lulls their victims into a false sense of complacency. When a miniature harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 14 Will save or suffer a -2 penalty to AC and CMD. These penalties last for as long as the miniature harpy continues to sing (a standard action), and for 1 round thereafter. A creature that succeeds on its saving throw is immune to the lulling warble of all miniature harpies for 24 hours. Multiple instances of this ability do not stack. This is a mind-affecting charm effect. The saving throw DC is Charisma-based.

Snatch (Ex): Miniature harpies are adept at stealing small trinkets from unsuspecting victims. Whenever a miniature harpy hits a single creature with both of her talon attacks in the same round, she may make a disarm or steal combat maneuver against that creature as a free action without provoking attacks of opportunity. If the attempt is successful, she grabs the disarmed or stolen item in one of her talons, and cannot make attacks with that talon as long as she continues to hold the item. The miniature harpy also gains a +4 racial bonus on combat maneuver checks made to disarm or steal.

Ecology

Though these creatures are called harpies, due to their mix of bird and female anatomy, and the fact that they share the same general disposition as true harpies (greedy, evil, and bloodthirsty, for the most part), they are completely separate creatures, and are, in fact, fey.

Miniature harpies are, above everything else, ruled by greed. The hierarchy of miniature harpy society is based almost entirely on each creature's collection of shiny baubles, and so miniature harpies spend most of their time stealing trinkets from passerby (and each other). It is not unheard of for these creatures to use trinkets to lay traps using their stolen goods as bait, however: in these cases, the miniature harpies steal a valuable item and fly off slowly enough for their victim to follow, then lead the poor fool into a pit trap or a waiting ambush where several of their friends are ready to gnaw his flesh from his bones.

Kraken, Barbed

The creature before you resembles a giant squid. Its bulbous, glaring eye is larger than your head, and its two incredibly long arms, which stretch out far past its many lesser tentacles, end in a forest of jagged barbs as long as your arm.

KRAKEN, BARBED

CR 8

XP 4,800 NE Huge magical beast (aquatic) **Init** +4; **Senses** darkvision 120 ft., low-light vision; Perception +18

DEFENSE

AC 18, touch 8, flat-footed 18 (+10 natural, -2 size) hp 105 (10d10+50)

Fort +12, Ref +7, Will +8

Resist cold 10

OFFENSE

Speed 10 ft., swim 40 ft., jet 280 ft.

Melee 2 arms +12 (1d6+4 plus barbs), 8 tentacles +10 (1d4+2 plus grab), bite +12 (2d4+4)

Space 15 ft.; **Reach** 15 ft. (40 ft. with arm, 30 ft. with tentacle) **Special Attacks** burst of ink, constrict (tentacles, 1d4+2), eye of malice

STATISTICS

Str 18, Dex 10, Con 21, Int 17, Wis 20, Cha 15 Base Atk +10; CMB +16 (+20 grapple); CMD 26 (can't be tripped) Feats Blind-Fight, Cleave, Improved Initiative, Multiattack, Power Attack Skills Intimidate +12, Perception +18, Stealth +5, Survival +15, Swim +31 Languages Aquan, Common SQ tenacious grapple ECOLOGY Environment any ocean Organization solitary Treasure standard SPECIAL ABILITIES

Barbs (Ex): A barbed kraken's arms are covered in two-foot long poisonous spines, which pump the barbed kraken's poison into a victim's body, and break off in the target when he is struck. Any creature damaged by a barbed kraken's arms has 1d₃-1 barbs embedded in his flesh. A creature with one or more barbs embedded in its body suffers a penalty to attack rolls and AC equal to the number of barbs embedded in it, to a maximum penalty of -5. Additionally, at the beginning of each round in which a creature has one or more barbs embedded in it, that creature must succeed on a Fortitude save (DC 15 + 2 per barb embedded in the creature, to a maximum DC of 25) or be sickened for 1 round, as the barbs inject their venom. A creature can remove up to two barbs from itself or an adjacent creature as a move action, but doing so without succeeding on a DC 20 Heal check (a free action made as part of removing the barbs) inflicts an additional 1d4 points of damage.

Burst of Ink (Ex): A barbed kraken can emit a cloud of black, venomous ink in a 6o-foot cone once every 1d4 rounds as a free action while underwater. This cloud provides concealment to creatures that are separated by at least 5 feet of the ink, and provides total concealment to creatures that are separated by at least 20 feet of the ink. In addition, the ink is toxic, functioning as a contact poison against all creatures caught within it. The ink cloud persists for 1d4 rounds before dispersing. The save DC against the poison effect is Constitution-based.

Barbed Kraken Ink: Ink cloud—contact; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d2 Str damage and 1d2 Dex damage; cure 2 consecutive saves.

Eye of Malice (Su): A barbed kraken's glare is capable of driving those it turns its dark gaze upon into fits of hysteria. As a standard action, the barbed kraken can glare at a single creature within 60 feet that can see it. The target must succeed on a Will save (DC 17) or be confused for 1d4 rounds. This is a mind-affecting compulsion effect, and can be avoided by the same methods that a character can avoid a standard gaze attack, such as averting his eyes or wearing a blindfold. The saving throw DC is Charisma-based.

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

Tenacious Grapple (Ex): A barbed kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles.

Ecology

These creatures are often mistaken for young or juvenile krakens by fishermen and other sailors who don't know any better, but sages have determined that they are actually a separate breed altogether, and while they are distantly related to their larger and much more powerful cousins, they possess a number of key differences.

Barbed krakens lack the magical talent and raw size of standard krakens, and are not as adept at destroying ships, but they make up for these drawbacks largely by maturing quickly and propagating rapidly, and most sages estimate that, were a census of the ocean depths possible, barbed krakens would outnumber their larger cousins at least 5 to 1. They are less commonly seen by sailors, however, because they do not prey on ships nearly as often as their larger kin do. Instead, they spend most of their time battling other underwater denizens for territory. Though they mostly try to avoid true krakens, they tend to be bitter enemies of the aboleths, and spend much of their time warring with these creatures for food, territory, and slaves.

Kraken, Dominator

The creature before you resembles a giant squid, though its arms and tentacles seem somewhat short and underdeveloped, its head is massive, and, looking closely, you can actually see the creature's head pulsing and throbbing even as you feel its mind brush across yours, and you realize that this is a being of enormous intellect.

KRAKEN, DOMINATOR

CR 15

XP 51,200

NE Gargantuan magical beast (aquatic) Init +4; Senses darkvision 120 ft., low-light vision; Perception

+24 DEFENSE

AC 26, touch 6, flat-footed 26 (+20 natural, -4 size) hp 216 (16d10+138)

Fort +18, Ref +10, Will +10

Immune cold, poison

OFFENSE

Speed 10 ft., swim 40 ft., jet 200 ft. **Melee** 2 arms +18 (2d6+6/19-20 plus grab), 8 tentacles +16

(1d8+3 plus grab), bite +22 (2d8+6) Space 20 ft.; Reach 20 ft. (40 ft. with arm, 20 ft. with tentacle)

Special Attacks constrict (tentacles, 1d8+6), domination field, psionic blast, ink cloud

Spell-Like Abilities (CL 16th)

At Will—detect thoughts (DC 19) 3/day—demand (DC 25), insanity (DC 24)

1/day—dominate monster (DC 26), power word stun

STATISTICS

Str 22, **Dex** 10, **Con** 27, **Int** 24, **Wis** 20, **Cha** 21 **Base Atk** +16; **CMB** +26 (+30 grapple); **CMD** 36 (can't be tripped)

Feats Blind-Fight, Cleave, Combat Expertise, Improved Critical (arm), Improved Initiative, Improved Trip, Multiattack, Power Attack

Skills Bluff +21, Intimidate +21, Knowledge (arcana) +23, Knowledge (geography) +23, Knowledge (nature) +23, Perception +24, Stealth +7, Swim +34, Use Magic Device +21 Languages Aquan, Common, telepathy 120 ft.

SQ genius magic, tenacious grapple

ECOLOGY
Environment any ocean
Organization solitary
Treasure triple
SPECIAL ABILITIES

Domination Field (Su): As a full-round action, a dominator kraken can produce a psychic field that allows it to control nearby creatures like puppets. Each creature other than the dominator kraken within 30 feet of the dominator kraken must succeed on a Will save (DC 25) or be affected by this ability. For each affected creature, the dominator kraken may have that creature perform a full round's worth of actions as a free action during the dominator kraken's turn. The dominator kraken chooses what actions the affected creature takes, and can have the creature do anything, including cast spells with a casting time of 1 round or less, make attacks, move, etc. Creatures affected this way are not considered helpless, however, so the dominator kraken cannot have one affected creature perform a coup de grace on another affected creature (unless the second creature was already helpless). Any actions taken in this way do not count against the number of actions that an affected creature can take in a turn. Creatures that have been stunned or confused by one of the dominator kraken's abilities are able to act normally for the purposes of this ability. This ability only functions on creatures in water or other liquids, and the dominator kraken must also be in water to use this ability. The saving throw DC is Intelligence-based.

Genius Magic: A dominator kraken uses its Intelligence modifier, rather than its Charisma modifier, to determine the saving throw DCs of its spell-like abilities.

Ink Cloud (Ex): A dominator kraken can emit a cloud of sickly-green, venomous ink in a 40-foot spread once per minute as a free action while underwater. This cloud provides total concealment to creatures within the affected area, preventing even darkvision from functioning. In addition, the ink is toxic, functioning as a contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based.

Dominator Kraken Ink: Ink cloud—contact; save Fort DC 26; frequency 1/round for 10 rounds; effect 1d2 Wis; cure 2 consecutive saves.

Jet (Ex): A dominator kraken can jet backward as a fullround action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Psionic Blast (Su): As a standard action, a dominator kraken can create a 6o-ft. cone of psychic energy. Each creature in the affected area suffers 4d6 points of damage that is not subject to damage reduction, and are stunned for 1d2 rounds. A successful Will save (DC 25) halves the damage and negates the stunned condition. The dominator kraken can use this ability once every 1d4 rounds.

Tenacious Grapple (Ex): A dominator kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles.

Ecology

Dominator krakens are physically weaker than their better known cousins, but are nonetheless still terrifying denizens of the deep, and more than make up for their lesser stature with their incredible mental abilities. Dominator krakens' most fearsome ability, their domination field, actually transmits the dominator kraken's thought waves through the water around it, creating an electrical field in the water that allows it to reach and control the brains of dozens of creatures at once. This field is unstable and short-lived, mercifully, allowing some slim chance of escaping the creature's slimy clutches for those poor souls unfortunate enough to meet one face to face.

Kraken, Seaquake

You notice a faint shimmering on the ocean floor below you, and then, suddenly, there is a great rushing of water as a massive vortex forms around you, and the current rushes you downwards, towards the waiting maw of what appears to be an enormous octopus, which seems to be slowly fading into being in the spot that you saw the shimmer before.

KRAKEN, SEAQUAKE

CR 13

XP 25,600

NE Gargantuan magical beast (aquatic) Init +4; Senses darkvision 120 ft., low-light vision;

Perception +21

DEFENSE

AC 28, touch 6, flat-footed 28 (+22 natural, -4 size) hp 188 (13d10+117)

Fort +17, Ref +8, Will +9

Resist cold 10

Weaknesses vulnerability to electricity

OFFENSE

Speed 10 ft., swim 40 ft.

Melee 8 tentacles +12 (1d8+2 plus grab), bite +14 (2d6+5 plus grab)

Space 20 ft.; **Reach** 5 ft. (40 ft. with tentacle)

Special Attacks ink cloud, rend ship, swallow whole (10d6 acid damage, AC 21, 18 hp)

Spell-Like Abilities (CL 13th)

At Will—shatter (DC 17)

1/day—control water, disintegrate (DC 21), telekinesis (DC 20)

STATISTICS

Str 20, Dex 10, Con 29, Int 21, Wis 20, Cha 21

Base Atk +13; CMB +22 (+26 grapple); CMD 32 (can't be tripped)

Feats Blind-Fight, Cleave, Combat Expertise, Improved Initiative, Improved Trip, Multiattack, Power Attack Skills Intimidate +18, Knowledge (geography) +18, Knowledge (nature) +18, Perception +21, Stealth +4, Swim +34, Use Magic Device +18

Languages Aquan, Common

SQ tenacious grapple

ECOLOGY

Environment any ocean

Organization solitary

Treasure triple

SPECIAL ABILITIES

Camouflage (Ex): A seaquake kraken can change the color of its skin at will, allowing it to blend in with its environment and lay a deadly ambush. As a standard action, a seaquake kraken can gain a +40 bonus on Stealth checks. This bonus lasts indefinitely, but only as long as the seaquake kraken does not move. Once the seaquake kraken moves, the bonus is reduced to +10, and lasts for 1 round before fading entirely. **Tenacious Grapple (Ex):** A seaquake kraken does not gain the grappled condition if it grapples a foe with its arms or tentacles.

Vortex (Su): A seaquake kraken can create a massive vortex which sucks its prey down through the rushing water and into its waiting maw. The base of the vortex forms at the seaquake kraken's mouth, and is 5 feet wide. The height of the vortex, and the width at the top, are always the same, and are either 80 feet or the distance from the seaquake kraken to the surface of the water, whichever is less. Creatures that enter the area of the vortex or begin their turn within it must succeed on a Swim check (DC 32) or suffer 10d6 points of damage and be swept along by the vortex, moving 5 feet towards the seaquake kraken's mouth for every 5 points by which they fail to meet the DC. Ships that enter the area of the vortex or begin their turn within it must succeed on a Profession (sailor) check (DC 32) made by the pilot or captain, or suffer the same consequences.

Further, creatures and ships in the area cannot move away from the seaquake kraken's mouth unless they succeed on a Swim check (DC 42) for each such attempt. If a creature of Huge size or smaller moves adjacent to the seaquake kraken's mouth while the seaquake kraken is using this ability, the seaquake kraken can make a combat maneuver check to swallow the creature as an immediate action.

The seaquake kraken must spend a full-round action each round to maintain this ability, and can maintain it for one minute, after which it must succeed on a Constitution check (DC 10 + 5 per previous attempt) each round in order to be able to continue using the ability.

Vulnerability to Electricity (Ex): A seaquake kraken is vulnerable to electricity, and takes half again as much (+50%) damage from attacks that deal electricity damage. Additionally, whenever the seaquake kraken takes at least 10 points of electricity damage, it must succeed on a Fortitude save (DC 10 + the amount of electricity damage dealt) or be stunned for 1 round.

Ecology

Seaquake krakens are not technically krakens, as they are more octopuslike than squidlike, and like a kraken's long arms. They are also incapable of producing an ink cloud, though they more than make up for these deficiencies with their other abilities. Their name comes from their most terrifying ability: the power to create a giant vortex. Seaquake krakens prey primarily on the seagoing vessels of humanoids, and will use their spell-like abilities to damage a ship's hull, then use its vortex to finish the job, if necessary, and suck up the crew into its waiting maw.

Manticore, Poisonous

The creature that stands before you seems to be an amalgamation of as many deadly creatures as possible. It has the body of a lion, its fur black with a few red highlights. It has a pair of massive leathery, bat-like wings, also black, and with red at the tips. Its head is like that of a man, though with sharp, pointed teeth, but the feature that stands out the most is the giant scorpion-like tail that curls up over its body, covered in a slick, black carapace, and tipped with an eight-inch long stinger that glistens, as though with blood, or venom.

MANTICORE, POISONOUS

CR 9

XP 6,400

NE Large magical beast

Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 115 (11d10+55)

Fort +11, Ref +9, Will +4

OFFENSE

Speed 30 ft., fly 50 ft. (poor)

Melee bite +15 (2d6+5), 2 claws +15 (2d4+5), and sting +16 (1d8+5 plus poison)

Space 10 ft.; Reach 5 ft.

Special Attacks fearsome roar, paralyzing venom STATISTICS

Str 20, Dex 17, Con 21, Int 6, Wis 12, Cha 11 Base Atk +11; CMB +17; CMD 30 (34 vs. trip) Feats Ability Focus (paralyzing venom), Flyby Attack, Improved Natural Attack (bite), Improved Natural Attack (sting), Power Attack, Weapon Focus (sting) Skills Fly +5, Perception +12, Survival +4 (+8 tracking); Racial Modifiers +4 Perception, +4 Survival when tracking Languages Common

ECOLOGY

Environment warm hills and swamps **Organization** solitary, pair, or pride (3-6) **Treasure** standard

Fearsome Roar (Ex): As a full-round action, a poisonous manticore can let loose a terrifying roar, which is not only frightening to hear, but also has enough force to push back its opponents. This has two effects. First, each creature within 60 feet must succeed on a Will save (DC 20) or be shaken for 1 minute. This is a mind-affecting fear effect. Additionally, the force of the roar pushes back all creatures in a 15-ft. cone. The poisonous manticore makes a single bull rush combat maneuver and applies the result to each creature in the affected area. This does not provoke attacks of opportunity, and the poisonous manticore cannot choose to move with any of the targets, but this otherwise functions as a normal bull rush attempt.

Paralyzing Venom (Ex): When necessary, a poisonous manticore can secrete a powerful paralyzing agent on the tip of its tail. As a move action, the poisonous manticore can cover its stinger with this substance. The next time that the poisonous manticore hits a creature with its sting attack, it does not deliver its normal poison. Instead, the target must succeed on a Fortitude save (DC 22) or be paralyzed. The target may make a new saving throw each round to end the effect, and the effect ends automatically after one minute. Any resistance or immunity to poison that the target may possess is applied to this effect, and anything that can remove or suspend the effects of poisons applies to this, as well. A poisonous manticore may use this ability once per hour. The saving throw DC is Constitution-based.

Poison (Ex): Sting—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d4 Dex damage; *cure* 1 save.

Ecology

This subspecies of manticore is easily identified by its large scorpion-like tail, which it can use to deliver a paralyzing toxin that allows it to slowly devour its prey alive and fully conscious, and these creatures are just intelligent enough to be able to derive a cruel, sadistic satisfaction from doing so. While they are much better hunters and killers than more common breeds of manticores, their propensity for killing their mates (and eating their offspring) has gone a long way toward keeping their population under control.

Manticore, Razor

The creature that stands before you looks like a nightmare escaped from some insane wizard's laboratory. It has the body of a lion, with reddishbrown fur and huge, razor claws on its feet. It has a pair of monstrous bat wings, with wicked spikes at their ends, and a tail that resembles a club studded with hundreds of wicked, scythe-like barbs. Its head is disturbingly humanoid, but its mouth is filled with no less than three rows of shark-like, interlocking razor teeth. Finally, a huge, serrated horn grows from beneath its limp, greasy, tangled mane of hair, jutting a full foot from the top of the creature's head.

MANTICORE, RAZOR

CR₇

XP 3,200 N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size) hp 84 (8d10+40)

Fort +11, Ref +8, Will +3

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy) Melee bite +12 (1d8+5 plus gnaw) and 2 claws +12 (1d6+5), or gore +13 (2d6+5) and 2 claws +12 (1d6+5) Ranged 4 spikes +9 (1d6+5) Space 10 ft.; Reach 5 ft. Special Attacks hurl horn

STATISTICS

Str 20, Dex 15, Con 20, Int 3, Wis 12, Cha 7 Base Atk +8; CMB +16 (+20 to grapple); CMD 26 (30 vs. trip) Feats Flyby Attack, Improved Grapple, Improved

Natural Attack (gore), Weapon Focus (gore) **Skills** Fly -2, Perception +10, Survival +4 (+8 tracking); **Racial Modifiers** +4 Perception, +4 Survival when tracking

ECOLOGY

Environment warm deserts, hills, jungles, and mountains

Organization solitary, pair, or pride (3-6) Treasure incidental **Gnaw (Ex):** When a razor manticore hits with its bite attack, it can choose to gnaw the target, biting down and refusing to let go. This functions as the grab universal monster ability, except that the razor manticore does not have the option to conduct the grapple normally, and must use only its mouth for the grapple, suffering the normal -20 penalty for doing so (and not gaining the grappled condition, as a result). The razor manticore cannot make bite attacks while it is grappling in this way, but it can maintain the grapple as a free action, and each round that it succeeds in maintaining the grapple it automatically inflicts its bite damage on the creature it is gnawing.

Hurl Horn (Ex): With a snap of its neck, a razor manticore can fire the horn on its head, in the same way that an average manticore can fire spikes from its tail. This attack has a range of 30 feet with a range increment of 10 feet. If the attack hits, it deals damage as normal for the razor manticore's gore attack, except that the razor manticore adds twice its Strength modifier to the damage (for a total of 2d6+10 damage). This attack also has a critical multiplier of x3.

Spikes (Ex): With a snap of its tail, a razor manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. A razor manticore can launch up to 32 spikes in any 24-hour period.

Ecology

The exact origins of these fearsome creatures is unknown. Also known as "horned manticores" in some lands, it is generally believed that the origin of this subspecies of manticore can be traced back to the laboratory of a mad wizard who hoped to create an even more deadly version of the manticore, a race well known for being a conglomerate of different deadly predators, by giving it even more natural weapons. Whether or not this is true, there's no questioning that these more animalistic manticores are twice as violent are their more common cousins.

Manticore, Regal

The creature that stands before you appears to be some sort of majestic blend of man and beast. It has the body of a lion, with a reddish-gold coat. Its face is like that of a man, except that its eyes have feline pupils, with rich gold irises, and its mouth is full of hundreds of long, slender, needlelike teeth. Finally, emerging from the creature's head are a pair of stag-like antlers, which catch the light and glint with a golden hue.

MANTICORE, REGAL

CR 3

XP 800

LE Large magical beast

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

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

hp 30 (4d10+8)

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

OFFENSE

Speed 30 ft.

Melee bite +6 (1d8+3), 2 claws +6 (1d6+3) Space 10 ft.; Reach 5 ft. **Special Attacks** staggering shout

STATISTICS

Str 17, Dex 17, Con 15, Int 13, Wis 14, Cha 17 Base Atk +4; CMB +8; CMD 21 (25 vs. trip) Feats Ability Focus (staggering shout), Iron Will Skills Knowledge (arcana) +5, Intimidate +7, Perception +6 Languages Common SQ regal blessing ECOLOGY

Environment warm hills and swamps **Organization** solitary, pair, or pride (3-6) **Treasure** standard

Regal Blessing (Su): A regal manticore can grant a blessing or impose a curse on a creature as a standard action. If the regal manticore chooses to grant a blessing, then the target gains a + 1 luck bonus to ability checks, AC, attack rolls, saving throws, and skill checks. If the regal manticore chooses to impose a curse, then the target suffers a -1 penalty to those things, instead. Either way, the effect lasts indefinitely, but the regal manticore

can only maintain a total number of blessings and curses equal to its Hit Dice. If the regal manticore is slain, all blessings that it is currently granting end immediately, but all curses that it is currently imposing remain in effect for a number of days equal to the regal manticore's Charisma bonus. A curse imposed by a regal manticore can be removed by remove curse or more powerful magic.

Staggering Shout (Su): As a standard action, a regal manticore can shout, its voice making a majestic, trumpeting sound that causes other creatures to be overcome with awe at the incredible noise. Each creature within 60 feet that can hear the regal manticore must succeed on a Will save (DC 17) or be staggered for 1d4+1 rounds. Any creature that fails its saving throw by 5 or more is dazed for 1d4+1 rounds, instead. Regal manticores are immune to the staggering shouts of other regal manticores. This is a mind-affecting effect. The saving throw DC is Charisma-based.

Ecology

Regal manticores are only very distantly related to their more common cousins, and some scholars believe it a misnomer to call them manticores at all, and that they are in fact more closely related to sphinxes. Whatever the case, regal manticores have the trademark body of a lion and head of a man, and they also share the average manticore's fondness for feasting on flesh.

Regal manticores get their name as much from their arrogant attitude as they do from the fact that their appearance, bearing, and demeanor are far more refined than that of the standard manticore. Regal manticores disdain hunting, and prefer to bully or persuade other creatures to procure live human sacrifices for them, often insisting that their victims be brought to them bound and gagged, to be devoured alive. In order to procure such help, the regal manticores generally fall back on their mystical ability to provide blessings (or grant curses) and their skill at intimidation. If unable to find someone willing to do their dirty work for them, regal manticores generally use their staggering shout to disable prey, and then devour their staggered or dazed victim.

Medusa, Headsman's

This horrible monstrosity resembles the severed head of a beautiful woman, but its hair is a writhing nest of snakes, and beneath its chin is another writhing mass of pale green tendrils, which support it like legs. It glares at you malevolently, and lets out a hiss that seems to come from all its mouths at once.

MEDUSA, HEADSMAN'S

CR 5

XP 1,600

LE Tiny aberration

Init +7; **Senses** all-around vision, darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 52 (8d8+16)

Fort +4, Ref +5, Will +7

OFFENSE

Speed 10 ft.

Melee snake bite +11 (1d4-2 plus poison) Space 2-1/2 ft.; Reach o ft.

Special Attacks petrifying gaze

STATISTICS

Str 7, Dex 17, Con 14, Int 12, Wis 13, Cha 15 Base Atk +6; CMB +2; CMD 15 (can't be tripped) Feats Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse Skills Bluff +10, Disguise +10, Intimidate +13, Perception +16, Stealth +14; Racial Modifiers +4 Perception Languages Common SQ claim body ECOLOGY

Environment temperate swamps and underground Organization solitary Treasure none

All-Around Vision (Ex): A headsman's medusa's snake-hair allows her to see in all directions. Headsman's medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Claim Body (Su): A headsman's medusa that encounters the corpse of a female humanoid creature that has been dead for no more than 48 hours can decapitate it (severing the neck with her snake-hair's teeth), and then attach herself to the body with the tendrils on her underside. This process takes 1 hour, and it takes a further 24 hours for her to gain control over the body she attaches herself to. During this time, the headsman's medusa releases enzymes that mutate the body into that of a standard medusa, and, once the process is complete, the headsman's medusa becomes a standard medusa that bears a striking resemblance to the stolen corpse from the neck down. The headsman's medusa then adopts the statistics of a standard medusa, except that if she is ever reduced to o hit points, or is specifically decapitated, her head detaches, and she regains the statistics of a headsman's medusa, with 1/2 her maximum hit points (26).

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

Poison (Ex): Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves. The save DC is Constitutionbased.

Ecology

These strange creatures are believed to come from an alternate dimension, and their connection to more mundane medusas is unclear. In their natural state, they look like the severed head of a medusa, though they usually spend most of their time attached to a hijacked humanoid body. In this form, they are indistinguishable from a standard medusa by any non-magical means.

Some scholars believe that these creatures were the precursors of the modern medusas, who have somehow lost the ability to survive as just a head. A few scholars proclaim that all medusa must actually be these creatures, and that the "standard" medusas simply play dead and avoid detection, but they are generally ignored.

If a headsman's medusa is encountered while in the form of a normal medusa, treat it as a single CR 8 creature for the purposes of determining the difficulty of the encounter.

Medusa, Snake Queen

The creature before you has the head and torso of a woman, but is unmistakably monstrous. Its skin is covered in fine, emerald-green scales, and where its legs should be, instead, is a thick, snakelike body, nearly seven feet long, and three feet around at the thickest point. Most striking of all is her hair, a nest of writhing snakes of all different sorts. They hiss at you, as does the woman herself, revealing a pair of huge fangs, dripping venom.

MEDUSA, SNAKE QUEEN

CR 11

XP 12,800

LE Medium monstrous humanoid

Init +8; Senses all-around vision, darkvision 60 ft.; Perception +21

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

hp 123 (13d10+52)

Fort +8, Ref +12, Will +9 DR 10/magic; SR 22

OFFENSE

Speed 30 ft.

Melee bite +18 (1d6+2 plus poison), four snake bites +13 (1d4+1 plus poison) **Ranged** +1 composite longbow [+2 Str] +18/+13/+8

(1d8+3/x3)

Str 14, Dex 19, Con 18, Int 12, Wis 13, Cha 15 Base Atk +13; CMB +15; CMD 29

Feats Ability Focus (poison), Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (bite), Weapon Focus (snake bite) Skills Bluff +15, Intimidate +18, Knowledge (nature) +14, Perception +21, Stealth +20; Racial Modifiers +4 Perception

Languages Common

SQ serpent blood

ECOLOGY

Environment temperate swamps and underground Organization solitary

Treasure double (+*1 composite longbow* [+2 *Str*] with 20 arrows, other treasure)

All-Around Vision (Ex): A snake queen medusa's snake-hair allows her to see in all

directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Poison (Ex): Bite—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d4 Str; *cure* 2 consecutive saves. The save DC is Constitutionbased, and includes a +2 bonus from Ability Focus.

Poison (Ex): Snake bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

Serpent Blood (Su): A snake queen medusa's blood, when spilled, transforms into a writhing mass of serpents. Whenever a snake queen medusa takes 10 or more points of piercing or slashing damage in a single round, a venomous snake swarm appears adjacent to the snake queen medusa (as a swarm, it can share its square with other creatures). This swarm obeys the snake queen medusa's commands and fights on her behalf, and does not harm her, even if it shares her square. If the venomous snake swarm is not dispersed within five minutes, it disperses automatically, as the snakes wander off.

Stony Glare (Su): A snake queen medusa's gaze is not as potent as that of their more common kin. As a standard action, the snake queen medusa can glare at a single living creature within 60 feet. If that creature can see her, it must succeed on a Fortitude save (DC 20) or become staggered for 2d4 rounds. If the target is already staggered, and fails his saving throw, he is petrified permanently, instead. The saving throw DC is Constitution-based.

Ecology

These creatures, sometimes known as medusa queens, are larger and more primal than their smaller relatives. Though their gaze is somewhat less lethal than that of the average medusa, their venom is far deadlier, and the fact that their blood transmutes into deadly snakes makes them even more dangerous. Some snake queen medusas have been known to deliberately injure themselves in order to create serpent minions, usually in a place their vanity can abide.

Medusa, Vampiric

The woman before you is an image of beauty perverted, twisted, and made desolate. She has flawless alabaster skin and an appealing shape, which makes a terrible contrast with the crimson blood that constantly trickles from what appear to be empty eye sockets. Her hair is a tangled mass of black snakes, whose eyes glow with a faint red light.

MEDUSA, VAMPIRIC

CR 5

XP 1,600

NE Medium monstrous humanoid

Init +2; **Senses** all-around vision, darkvision 60 ft.; Perception +14

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 57 (6d10+24)

Fort +6, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft.

Melee four snake bites +8 (1d4 plus blood drain) Ranged mwk shortbow +9/+4 (1d6/x3) Special Attacks mournful gaze

Special Attacks mourne

STATISTICS

Str 10, **Dex** 15, **Con** 18, **Int** 12, **Wis** 13, **Cha** 19 **Base Atk** +6; **CMB** +8; **CMD** 20

Feats Point-Blank Shot, Precise Shot, Weapon Finesse

Skills Bluff +10, Disguise +10, Intimidate +13, Perception +14, Stealth +11; Racial Modifiers +4 Perception

Languages Common

SQ partially blind

ECOLOGY

Environment temperate swamps and underground Organization solitary

Treasure standard (masterwork shortbow with 20 arrows, other treasure)

All-Around Vision (Ex): A vampiric medusa's snake-hair allows her to see in all directions. Vampiric medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Blood Drain (Su): Whenever a vampiric medusa successfully damages a living creature with a snake bite attack, it deals an additional 2 points of damage as it drinks blood from the target. For each point of additional damage dealt in this way, the vampiric medusa heals 1 point of damage.

Mournful Gaze (Su): A vampiric medusa's gaze does not turn the target to stone, but rather cripples him with overwhelming depression, eventually rendering him unable to act. Treat this as a gaze attack with a range of 30 feet. A successful Will save (DC 17) negates the effect. On the first failed saving throw, the target suffers a -4 morale penalty to AC, attack rolls, damage rolls, and saving throws. On the second failed saving throw, the target is also slowed, as the spell *slow*. On the third failed saving throw, the target is stunned. These penalties remain until the target goes for a full minute without failing a saving throw to resist this effect (the target must either avoid the gaze attack, or must succeed on the saving throw for the entire minute). This is a mind-affecting emotion effect. The saving throw DC is Charisma-based.

Partially Blind (Su): A vampiric medusa sees through the eyes on the serpents that make up its hair. This renders it immune to any vision-based attacks (such as gaze attacks or blinding effects) that affect a limited number of creatures. She is still susceptible to vision-based attacks that affect all creatures in an area.

Ecology

Also known in some regions as the mournful medusa, these creatures are not actually vampires in the traditional sense, as they are not undead, although they do drink blood. While the gaze of most medusas turn their victims to stone, a vampiric medusa's gaze instead causes those who view her to be overcome with despair and despondency, and a profound sense of nihilism, which quickly renders them just as helpless. Once they have successfully incapacitated their victim, vampiric medusae drain it of blood.

Scholars are uncertain as to why vampiric medusas lack traditional eyes. Some believe that all vampiric medusas are ritually maimed at birth, others believe it is somehow a natural trait. Either way, this deformity may well be the source of the creature's ability to invoke despair.

Minotaur, Bronze

This creature appears to be a minotaur, but its skin is smooth, and appears to have been made of burnished bronze. The creature moves far too fluidly to be a proper golem, however, and you can see steam escaping from its nostrils as it snorts at you angrily and hefts its flaming, golden axe above its head.

MINOTAUR, BRONZE

CR 10

XP 9,600

LN Large monstrous humanoid Init +0; Senses darkvision 60 ft.; Perception +15

DEFENSE

AC 24, touch 9, flat-footed 24 (+15 natural, -1 size) hp 142 (15d10+60) Fort +10, Ref +9, Will +11 DR 10/magic; Immune magic; Resist fire 10; Defensive Abilities natural cunning Weaknesses fire weakness

OFFENSE

Speed 30 ft.

Melee +1 flaming greataxe +19/+14/+9 (3d6+7 plus 1d6 fire/19-20 x3) and gore +13 (1d8+2) Space 10 ft.; Reach 10 ft. Special Attacks intimidating steps, powerful charge (gore +20, 2d6+6)

STATISTICS

Str 19, Dex 10, Con 17, Int 7, Wis 10, Cha 8 Base Atk +15; CMB +20; CMD 30 Feats Great Fortitude, Improved Bull Rush, Improved Critical (greataxe), Improved Natural Attack (gore), Iron Will, Power Attack, Step Up, Toughness Skills Craft (traps) +16, Intimidate +9, Perception +15, Stealth +7; Racial Modifiers +8 Craft (traps), +4 Perception Languages Giant

ECOLOGY

Environment any ruins or underground **Organization** solitary, pair, or patrol (4-6) **Treasure** standard (+*1 flaming greataxe*, other treasure)

SPECIAL ABILITIES

Elite Trapsmith (Ex): Bronze minotaurs are masters of creating and working around traps. A bronze minotaur can create and reset traps in half the time that it normally costs to create or reset them. In addition, a bronze minotaur never accidentally triggers his own traps, and is immune to any damage inflicted by traps that he created.

Fire Weakness (Ex): Whenever a bronze minotaur suffers at least 1 point of fire damage (after applying its fire resistance), it is staggered until the end of its next turn.

Immunity to Magic (Ex): A bronze minotaur is immune to all spells of 4th level or lower. Additionally, any spell that requires a ranged touch attack that targets the bronze minotaur is reflected off its metallic skin and back towards the caster. The bronze minotaur makes a new attack roll for the spell, using its own base attack bonus and Dexterity modifier. It suffers a -4 penalty on attack rolls made in this way. If the second attack roll hits, the source of the spell is affected by it as though he had been the initial target. This ability also applies to spell-like abilities, but not supernatural abilities, even if they mimic spells.

Intimidating Steps (Ex): The sound of a bronze minotaur's footsteps slowly stalking through its territory is enough to unnerve even hardened adventurers. As a fullround action, the bronze minotaur can move up to its speed while walking in an intimidating fashion. If he does so, then he may make a special Intimidate check with a +5 bonus, which applies to all characters that can hear him but cannot see him. This otherwise functions as the demoralize function of the Intimidate skill. Creatures that cannot hear the bronze minotaur, or can both see and hear him, are not affected.

Natural Cunning (Ex): Although bronze minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Ecology

Bronze minotaurs are not a true subspecies of minotaur, but rather the result of strange arcane forces. Bronze minotaurs are incapable of breeding, either with each other or with other minotaurs, and so cannot have offspring of any kind. Instead, each bronze minotaur was once a standard minotaur, who was affected by a powerful and mysterious curse, which transforms his flesh to have the appearance of bronze, among other changes. The transformation occurs over the course of one week, during which a small patch of bronze-colored skin slowly spreads across the minotaur's entire body. The process also warps the bronze minotaur's mind, making it much more rigid and orderly (although not any more intelligent), and compelling it to seek out treasures and relics to guard.

While a bronze minotaur's skin has the appearance of bronze, and is quite hard, it is not actually metallic. A bronze minotaur is warm to the touch, and its movements are not hindered in any way by the transformation. One sage, who conducted very thorough experiments on the matter, noted that the bronze minotaur's internal organs appear to undergo the same transformation, and it is bronze-colored throughout. This may explain why the bronze minotaur does not need to eat, though it still needs to breathe and sleep. The same sage also noted that, after death, a bronze minotaur's body does decompose, and that while it is resistant to fire, if its body is heated sufficiently, it burns, rather than melting.

The exact nature of the curse is unknown, though it does not spread by contact from one minotaur to another. Some scholars postulate that it is in fact a powerful and secret spell, which archwizards use to draft guardians for their treasures, while others, pointing out the lack of any known spell that does such a thing, postulate that it is the work of the gods, perhaps punishing minotaurs who are extremely wicked, or even rewarding those that serve them well.

Minotaur, Maze Master

The creature before you appears entirely human from the neck downwards, dressed only in a kilt made of gold cloth. His body is muscular and tan, and appears to gleam, as though oiled. From the neck up, instead of a human head, it has the head of a bull, its eyes glowing an angry shade of red, its curved horns sharpened to points.

MINOTAUR, MAZE MASTER

CR 15

XP 51,200

CE Large monstrous humanoid Init +0; Senses darkvision 60 ft.; Perception +40

DEFENSE

AC 27, touch 9, flat-footed 27 (+18 natural, -1 size) hp 210 (20d10+100) Fort +12, Ref +14, Will +19 Defensive Abilities exceptional cunning

OFFENSE

Speed 30 ft.

Melee +2 flaming greataxe +25/+20/+15/+10 (3d6+6 plus 1d6 fire/19-20 x3) and gore +17 (1d6+1) Space 10 ft.; Reach 10 ft. Special Attacks deadly maze (3/day, DC 27), powerful charge (gore +24, 2d6+4) Spell-Like Abilities (CL 15th) Constant—nondetection 3/day—alarm, arcane lock, obscure object

1/day—hungry pit^{APG} (DC 22), solid fog

STATISTICS

Str 17, Dex 10, Con 19, Int 11, Wis 24, Cha 8 Base Atk +20; CMB +24; CMD 34 Feats Great Fortitude, Improved Critical (greataxe), Improved Bull Rush, Lightning Reflexes, Power Attack, Skill Focus (Intimidate), Skill Focus (Perception), Step Up, Toughness, Weapon Focus (greataxe) Skills Intimidate +28, Perception +40, Stealth +19, Survival +34; Racial Modifiers +4 Perception, +4 Survival Languages Aklo, Common

SQ maze minion

SQ maze min

ECOLOGY

Environment any ruins or underground Organization solitary Treasure standard (+2 *flaming greataxe*, other treasure) SPECIAL ABILITIES

Deadly Maze (Sp): Three times per day, as a fullround action, a maze master minotaur can consign a single creature within 60 feet to an extradimensional maze full of deadly horrors. This functions as the *maze* spell, with a few exceptions. First, in order to escape the maze, instead of succeeding on a DC 20 Intelligence check, the trapped creature must succeed on an opposed Wisdom check against the maze master minotaur. If desired, the trapped creature may substitute an Intelligence check instead of a Wisdom check. Additionally, whenever the trapped creature fails an opposed check in this way, he suffers 3d6 points of damage, plus an additional 1d6 points of damage for every 2 points by which the maze master minotaur's resulted exceeded his own (to a maximum of 8d6). Finally, the effect lasts indefinitely, and the trapped creature is not automatically released after 10 minutes.

The maze master minotaur can only affect one creature with this ability at a time. If the maze master minotaur uses this ability while a creature is already trapped within the maze, the first creature is released. If the maze master minotaur is ever the target of a *maze* spell, in addition to being immune to it, he also regains a daily use of this ability. The saving throw DC to resist this ability is 27, and is Constitution-based.

Exceptional Cunning (Ex): Maze master minotaurs have a much greater natural cunning and logical ability than the average minotaur. In addition to being immune to *maze* spells and becoming lost, and never being flat-footed, a maze master minotaur cannot be flanked except by a character with 4 or more rogue levels than the maze master minotuar's CR. Additionally, the maze master minotaur automatically disbelieves any spells of the illusion school that are subject to disbelief.

Maze Minion (Su): Whenever a creature dies while affected by the maze master minotaur's deadly maze ability, the maze master minotaur gains the ability to create a simulacrum of that creature. This functions as the *simulacrum* spell, except that the maze master minotaur can create the simulacrum as a full-round action, and can only have one simulacrum created in this way at any one time. If the maze master minotaur creates a new simulacrum while a previous simulacrum exists, the previous simulacrum of a creature in this way, he loses the ability to create further simulacrums of that creature, so if the simulacrum is destroyed, he cannot create another. Unlike the *simulacrum* spell, this ability does grant the maze master minotaur direct telepathic control over the simulacrum created in this way.

Spell-Like Abilities: A maze master minotaur uses his Wisdom, rather than his Charisma, to determine the saving throw DCs of his spell-like abilities.

Ecology

While minotaurs of all sorts are often associated with mazes, due primarily to their keen navigational sense and occasional penchant for making their lairs in such locales, maze master minotaurs truly deserve their name, and are masters of navigating tricky and winding paths both physically and mentally. These strange creatures do not seem to have much in common with their lesser kin other than a few superficial features. While most standard minotaurs have bull-like features throughout their body, including fur and often hooves or a tail, the maze master minotaur has a much stranger appearance, with only its head marking it as different from a normal man. The maze master minotaur does not speak Giant, as most minotaurs do, but rather speaks Common and Aklo. Further, maze master minotaurs do not associate with other types of minotaurs, and vice versa.

Minotaur, Two-Headed

This creature is humanoid, but covered in coarse, thick red fur. Its hands end in sharp claws, and its two heads both resemble that of an angry bull, their eyes rolling in their heads and their four horns stained red with blood.

MINOTAUR, TWO-HEADED

CR₇

XP 3,200

CE Large monstrous humanoid

Init +0; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size) hp 85 (10d10+20) Fort +7, Ref +7, Will +7

Defensive Abilities natural cunning

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d8+4) and 2 gores +8 (2d6+4) Space 10 ft.; Reach 10 ft.

Special Attacks bestial rage 12 rounds/day, powerful charge (2 gores +15, 4d6+8), rend (2 gores, 2d6+6 plus 1d6 bleed damage)

STATISTICS

Str 19, Dex 10, Con 15, Int 5, Wis 10, Cha 6 Base Atk +10; CMB +15; CMD 25 Feats Great Fortitude, Improved Bull Rush, Improved Natural Attack (gore), Power Attack, Toughness Skills Intimidate +8, Perception +12, Stealth +4, Survival +12; Racial Modifiers +10 Intimidate, +4 Perception, +4 Survival Languages Giant SQ fractured mind ECOLOGY Environment any temperate Organization solitary Treasure standard SPECIAL ABILITIES

Bestial Rage (Ex): As a free action, a two-headed minotaur can fly into a deadly rage. This functions as the barbarian's rage class feature, with a few exceptions. First, while raging, the bestial minotaur gains a +8 bonus to Strength and a -4 penalty to Dexterity, instead of the normal amounts. He does not gain a bonus to his Constitution score as a result of raging in this way. Additionally, at the end of the rage, instead of being fatigued, the two-headed minotaur suffers a -4 penalty to Strength and Dexterity. The duration of this penalty is the same as the normal duration of the fatigue effect at the end of a barbarian's rage. Finally, the number of daily rounds of bestial rage that a two-headed minotaur can use is equal to its racial Hit Dice + its Constitution modifier.

Fractured Mind (Ex): A two-headed minotaur's

mind is divided between its two heads, which both makes it more resilient to mental assault, and more fragile. Whenever the two-headed minotaur is forced to make a Will save, it can roll twice and take the better result. However, whenever the two-headed minotaur fails a Will save for any reason, in addition to the normal effects of failing the Will save, the two-headed minotaur becomes confused for 1d4 rounds.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Powerful Charge (Ex): In addition to the normal effects of a powerful charge, whenever a two-headed minotaur uses the charge action, he can make two gore attacks instead of making a single attack.

Two-Headed Combatant (Ex): A two-headed minotaur cannot be flanked (it is still subject to critical hits and precision-based damage). Additionally, the twoheaded minotaur has two gore natural attacks. While twoheaded minotaurs do not typically wield manufactured weapons, if one did, it would not suffer a penalty on attack or damage rolls for attacking with two weapons, because each of its two heads controls an arm.

Ecology

These strange, mutated minotaurs are very uncommon, and generally only occur in one out of a thousand or so minotaur births. Of these staggeringly low numbers, only a small fraction survive the first few days after being born. Most minotaur traditions hold that two-headed minotaurs are a sign of divine displeasure, as well as metaphysically tainted and unclean, and are a curse upon any tribe that harbors them. As a result, most minotaurs that give birth to a two-headed minotaur will slay it outright rather than have to face the shame that their child would cause them. Even when the parents are not willing to destroy their "abomination" offspring, the rest of the tribe will often band together to stone the child to death, and sometime the parents, as well. A few of the more tolerant tribes simply leave infant two-headed minotaurs exposed to the elements, where most still die, but a few manage to survive and grow to adulthood. Because they are almost universally shunned by their kin (and rarely welcomed by other intelligent races, for that matter), two-headed minotaurs are more feral and less intellectually developed than other minotaurs, though some believe that this is due instead to the fact that their brains are split between their two heads: whereas creatures like ettins have two distinct heads with different personalities, a two-headed minotaur has a single, if slightly fractured, mind. As a result, they have extreme difficulty focusing for extensive periods, though the dual nature of their minds can sometimes allow them to reach complex conclusions much more quickly than other species, making them a dangerously cunning foe.

Mummy, Curse Lord

The creature before you is clearly undead, its body wrapped in bandages that bear arcane runes inscribed upon their length, and glow with a dark light that pulses eerily.

MUMMY, CURSE LORD

XP 9,600

CR 10

LE Medium undead

Init +0; Senses darkvision 60 ft.; Perception +26 Aura aura of wretchedness (30 ft., Will DC 19)

DEFENSE

AC 24, touch 10, flat-footed 24 (+14 natural) hp 112 (15d8+45)

Fort +7, Ref +5, Will +13

DR 10/magic; SR 21; Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +19 (2d6+10 plus 2d6 negative energy plus accursed touch)

Special Attacks death curse

STATISTICS

Str 24, Dex 10, Con —, Int 6, Wis 15, Cha 15

Base Atk +11; CMB +18; CMD 28

Feats Improved Natural Armor, Improved Natural Attack (slam), Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Toughness, Weapon Focus (slam) Skills Perception +26, Stealth +24

Languages Common

ECOLOGY

Environment any Organization solitary Treasure standard

SPECIAL ABILITIES

Accursed Touch (Su): Any living creature hit by a curse lord mummy's slam attack must succeed on a Will save (DC 19) or be affected by one of the curse lord mummy's dire curses. The curse lord mummy chooses which curse to apply. The saving throw DC is Charismabased.

Aura of Wretchedness (Su): Any living creature that enters or begins its turn within 30 feet of the curse lord mummy must succeed on a Will save (DC 19) or be affected as though by the spell *bestow curse*. The exact effect (such as a -6 penalty to one ability score, or a 50% chance not to act each round, etc.), are determined in advance by the curse lord mummy. As a full-round action, the curse lord mummy can change the effect of its aura of wretchedness from among the different options available for *bestow curse*. Doing so only affects creatures that have not yet been affected by its aura, and does not retroactively change the curse's effects on characters that were cursed already. A creature that is currently suffering one form of curse from this ability cannot be affected by a different form of curse, even if the curse lord mummy changes the type of curse it is using. The saving throw DC is Charismabased.

Death Curse (Su): When the curse lord mummy is destroyed, its spirit lingers on just long enough to issue a final curse on the creature that slew it. That creature must succeed on a Will save (DC 23) or be affected by one of the curse lord mummy's dire curses. The exact dire curse is chosen by the curse lord mummy. The saving throw DC is Charisma-based, and includes a +4 bonus.

Dire Curse (Su): As a standard action, the curse lord mummy can point to a single living creature within 60 feet and pronounce its undying wrath towards that creature, invoking a dreaded dire curse. These curses cannot be broken by any means short of a *wish* or *miracle* spell, and even then, the caster must succeed on a DC 30 caster level check. Each individual dire curse has a specific action that can be performed in order to lift the curse. The target does not inherently know how to remove the curse, but any failed attempt to remove the curse (such as using *remove curse*) imparts this information, as do a variety of divination spells. A creature can be affected by multiple dire curses at once, but multiple instances of the same dire curse do not stack. In all cases, the saving throw DC is Charisma-based.

Curse of age: Each day, the target must succeed on a Fortitude save (DC 19) or age one year. This curse can be overcome by submerging oneself in a pure mountain stream untouched by civilization. Removing the curse does not reverse the aging process.

Curse of famine: The target is unable to derive sustenance from anything that he eats, and begins to starve. This curse can be overcome by consuming a homecooked meal made specifically for the cursed character by someone who cares about them.

Curse of fear: Whenever the target sees a creature with a creature type other than his own (such as monstrous humanoid, fey, dragon, etc.), he must succeed on a Will save (DC 19) or become frightened for 1d4 rounds. This curse can be overcome for each creature type individually by slaying a creature of that type.

Curse of retribution: Whenever the target deals damage to a creature, he suffers half that much damage, himself. Any damage reduction or resistances that the target possesses do not apply to this damage. This curse can be overcome by going for an entire week without physically harming any living creature.

Ecology

Curse lord mummies are infused with the power to bestow truly powerful curses on those who would defile the tombs that they protect. Despite their name, curse lord mummies are servants, not masters, and it is very rare for a curse lord mummy to show initiative or interest in anything other than punishing those that enter the tomb it was created to guard.

Mummy, Possessed

The creature before you is a dried and desiccated corpse, still wrapped in its funeral shroud, its ancient body shriveled and dry. Its eyes glow with an unnatural red light, and it hefts its great, flaming sword above its head to attack.

MUMMY, POSSESSED

CR 12

XP 19,200 LE Medium undead

Init +0; Senses darkvision 60 ft.; Perception +28

Aura cursed aura (30 ft.)

DEFENSE

AC 25, touch 15, flat-footed 25 (+10 natural +5 profane) hp 144 (17d8+68)

Fort +10, **Ref** +7, **Will** +14

DR 10/good; SR 23; Resist cold 10, electricity 10, fire 10 Weaknesses banishing weakness

OFFENSE

Speed 20 ft.

Melee +*1 flaming greatsword* +21/+16/+11 (2d6+11 plus 1d6 fire plus strike of despair/19-20 x2)

Special Attacks Call ally

Spell-Like Abilities (CL 17th)

3/day—animate dead, unholy blight (DC 17)

1/day—blasphemy (DC 20), desecrate, harm (DC 19)

STATISTICS

Str 24, Dex 10, Con —, Int 15, Wis 15, Cha 17 Base Atk +12; CMB +19; CMD 34

Feats Ability Focus, Great Fortitude, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Skill Focus (Perception), Toughness, Weapon Focus (greatsword)

Skills Bluff +23, Climb +27, Knowledge (planes) +22, Knowledge (religion) +22, Perception +28, Sense Motive +22, Spellcraft +22, Stealth +20

Languages Abyssal, Common, Infernal

ECOLOGY

Environment any

Organization solitary, band (2-6), or squadron (6-18) Treasure standard

SPECIAL ABILITIES

Banishing Weakness (Su): Because a possessed mummy is the result of an evil outsider possessing a corpse, it is susceptible to spells like *banishment*, even though it is technically not extraplanar in origin. Whenever a possessed mummy is affected by a spell or ability that forces creatures back to their home plane, if the possessed mummy fails its saving throw or would otherwise be affected, the evil outsider possessing the possessed mummy is banished, as normal for the spell or effect, and the possessed mummy becomes a lifeless corpse. The evil outsider can automatically return to the corpse after 24 hours (or as specified by the spell or effect that banished it, whichever is longer), but only if the corpse has not been destroyed.

Call Ally (Su): As a standard action, a possessed mummy can touch a humanoid corpse in order to call one of its allies into that corpse, creating another possessed mummy. In order to do so, the corpse in question must be largely in-tact (possessing all of its limbs, still possessed of most of its flesh, etc.). The corpse becomes possessed 1d4 rounds later, and rises as a possessed mummy. A possessed mummy that is called in this way cannot use this ability for 24 hours, and wields whatever weapon the corpse was wielding, but is otherwise identical to a standard possessed mummy in every way.

Cursed Aura (Su): Living creatures within 30 feet of a possessed mummy are unable to benefit from the effects of magical healing. This includes spells like *cure light wounds*, as well as supernatural and spell-like abilities, including the channel energy class feature of the cleric class or the lay on hands class feature of the paladin class. Extraordinary abilities are not affected.

Fiendish Intelligence (Su): Because a possessed mummy is the result of an evil outsider possessing a corpse, a possessed mummy's skills are determined as though it were an outsider, rather than an undead creature.

Strike of Despair (Su): The first time that a creature is hit by a possessed mummy's melee attack each round, that creature must succeed on a Will save (DC 23) or suffer a -2 morale penalty on attack rolls, ability checks, skill checks, and saving throws until the beginning of the possessed mummy's next turn. This ability can affect multiple creatures in a single round, if the possessed mummy hits multiple creatures, but can only affect any given creature once, regardless of whether or not he succeeds on the saving throw.

Ecology

Demons, devils, and other fiends have many ways of entering the material plane and spreading evil. One of these ways is to take control of the corpses of honored warriors, causing them to rise from their biers and take up arms to spread misery and destruction in their wake. Once one such corpse becomes possessed in this way, it is easy for the newly-made possessed mummy to spread the fiendish taint to other corpses, but getting that initial foothold is not so easy. Sometimes, if the warrior in question was evil, or made a pact with some infernal power in order to rise to power, then the seed is already there, and taking control of the body is easy. In other cases, fiends rely upon the aid of mortal cultists and followers to perform elaborate rituals, desecrating the corpse's tomb in order to summon forth the fiend into its undead body.

Mummy, Relic-Bound

The creature before you is the shambling husk of a man, his body dried and desiccated from countless ages of vigil, wrapped in linen bandages yellowed from age. A gleam of malevolence shines in its undead eyes.

MUMMY, RELIC-BOUND

CR₇

XP 3,200 LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 22, touch 10, flat-footed 24 (+12 natural) hp 82 (11d8+33) Fort +5, Ref +3, Will +9 Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft. Melee 2 slams +16 (2d6+7) Special Attacks Relic curse

STATISTICS

Str 24, Dex 10, Con —, Int 12, Wis 15, Cha 15 Base Atk +8; CMB +15; CMD 25 Feats Ability Focus (relic curse), Improved Natural Attack (slam), Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (slam) Skills Intimidate +16, Knowledge (religion) +15, Perception +19, Spellcraft +15, Stealth +14 Languages Common SQ Deathless, relic-bound ECOLOGY Environment any Organization solitary, warden squad (2-4)

Organization solitary, warden squad (2-4) Treasure standard SPECIAL ABILITIES

Deathless (Su): Relic-bound mummies are difficult to destroy completely without also destroying the treasure that they protect. As long as a relic-bound mummy's relic exists, any time that the mummy is destroyed, it rejuvenates 2d4 days later at the location that its relic is supposed to rest in. If the relic-bound mummy's relic is not currently in its resting place when this occurs (such as because it has been stolen), the relic-bound mummy gains a cumulative +1 bonus to attack and damage rolls, as well as a +1 profane bonus to AC and saving throws each time that it rejuvenates in this way (to a maximum bonus of +5). These benefits last until the relic-bound mummy's relic is returned to its intended resting place, or the relic-bound mummy's relic is destroyed.

Relic-Bound (Su): Each relic-bound mummy has a single, specific item that it is mystically linked

with, referred to as the relic-bound mummy's relic. A relic-bound mummy inherently know the direction and relative distance to its relic, as long as it is on the same plane as the relic, or knows the plane that the relic is on, if they are on different planes. The relicbound mummy is compelled above all else to guard and protect its relic. It will not willingly travel more than 500 feet from its relic, and if it is ever further forced to be further from its relic than this (such as because the relic is stolen, or the relic-bound mummy is taken away from the relic against its will), the relic-bound mummy feels compelled to seek out the relic and return it to its proper resting place. If another creature takes a relic-bound mummy's relic, the relic-bound mummy attempts to kill that creature to the exclusion of all other threats. If a relic-bound mummy's relic is destroyed, the relic-bound mummy does its best to slay the creature that destroyed it.

A relic-bound mummy's relic has its hardness increased by 10, and has 10 times the normal amount of hit points for an object of its kind. Only non-animated objects of Large size or smaller can be made into relics in this way.

Relic Curse (Su): By meditating for a full minute, a relic-bound mummy can place a curse on any creature that is currently in possession of the relic-bound mummy's relic, regardless of distance and whether or not the relic-bound mummy knows who possesses the relic. The creature in possession of the relic must succeed on a Will save (DC 19) or suffer a -4 morale penalty on attack rolls, AC, ability checks, skill checks, and saving throws. Further, if the target fails this initial Will save, then he must succeed on a Fortitude save (same DC) each day or suffer 1 point of Constitution drain. A creature that dies under the effects of this ability becomes a relic-bound mummy who is bound to the stolen relic. The curse can be lifted by break enchantment or more powerful magic, or by returning the relic to its intended resting place (simply ridding oneself of the relic is not sufficient). The relicbound mummy can use this ability once per week. The saving throw DC is Charisma-based.

Ecology

While it is certainly not uncommon for undead of any sort to be found guarding tombs and catacombs, relic-bound mummies are found almost exclusively in ancient, treasure-filled ruins, and are largely the reason that these ruins remain filled with treasure to this day. Relic-bound mummies were created in the distant past as a means to guard treasures, and they are very good at doing so, virtually ensuring between their own deathless perseverance and the effects of their deadly curse, that any stolen relics are returned to their rightful place.

Nightmare, Dread Steed

The creature before you almost seems to be a normal horse, though its coat is almost supernaturally black, and somehow seems to be darker than even a starless sky. More troubling are its eyes, which are wreathed in a pale blue flame which seems to chill the soul simply to look upon it. It rears up on its back legs, its front legs flailing, and releases a horrible scream that almost sounds human.

CR 3

NIGHTMARE, DREAD STEED

XP 800

NE Large outsider (evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., scent; Perception +10 DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size) hp 34 (4d10+12)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +6 (1d4+3), 2 hooves +1 (1d6+1) Space 10 ft.; Reach 5 ft. Spell-Like Abilities (CL 4th)

1/day (self only)—fly

STATISTICS

Str 17, Dex 15, Con 16, Int 13, Wis 13, Cha 12 Base Atk +4; CMB +8; CMD 20 (24 vs. trip) Feats Alertness, Run Skills Fly +11, Intimidate +8, Knowledge (planes) +8, Perception +10, Sense Motive +10, Stealth +7, Survival +8 Languages Abyssal, Infernal SQ dark bond, dark jaunt, smoke form

ECOLOGY

Environment any (lower planes) Organization solitary Treasure none

Dark Bond (Su): Any evil-aligned character can bond himself to a dread steed nightmare, making him better suited to being its rider. To do so, the character must perform a one-minute ritual which requires physical contact with the dread steed nightmare, which must be either willing or helpless. Once the ritual is performed, the dread steed nightmare and the character remain bonded until one of them dies.

This bond confers several benefits. First, the dread steed nightmare and the character it is bonded to are both constantly affected as though they had cast the *status* spell on one another. Additionally, while the bonded character is riding the dread steed nightmare, both the nightmare and the rider gain a +2 profane bonus to AC and saving throws, and the rider gains a +1 profane bonus on attack and damage rolls.

Dark Jaunt (Sp): As a move action, a dread steed nightmare can disappear into darkness and reappear somewhere else, bringing its rider with it (if it is currently being ridden). This functions as *dimension door*, except that the maximum range is 100 feet, and the dread steed nightmare is able to act normally after its movement. The dread steed nightmare is unable to use this ability while in areas of bright light, and must wait 1d4 rounds between each use of this ability.

Smoke Form (Su): Once per hour, as a standard action, a dread steed nightmare can transform itself (and its rider, if it is currently being ridden) into living smoke. This functions as *gaseous form*, with a few exceptions. First both the rider and the dread steed nightmare are treated as a single Large creature while in this state, and the rider is unable to take any actions. If the rider is bonded to the dread steed nightmare (see dark bond, above), he can make an opposed Charisma check as a free action at the beginning of the dread steed nightmare's turn in order to control the dread steed nightmare's actions that turn.

The duration of this effect is only 1 round/ level, although the dread steed nightmare can end it prematurely as a move action. Additionally, the dread steed nightmare has a fly speed of 30 feet while in smoke form, instead of 10 feet, and all squares the dread nightmare occupies are treated as an obscuring mist spell for the purposes of obscuring vision. Finally, while in smoke form, the dread steed nightmare can move into and through squares occupied by other creatures without making an Acrobatics check. Any creature whose square it enters is entitled to an attack of opportunity, as normal. At the end of the dread steed nightmare's turn, any creature whose square it entered during its turn must succeed on a Fortitude save (DC 15) or be sickened for 1 minute. Creatures that fail this saving throw by 5 or more a nauseated on their next round, as well. If the dread steed nightmare is still in a creature's square at the end of its movement, that creature suffers a -4 penalty on its saving throw. The saving throw DC is Constitution-based.

Ecology

Though not as individually powerful as standard nightmares, and more limited in their ability to fly and *planeshift*, dread steed nightmares are still prized for their ability to enhance their riders, as well as their powerful smoke form and dark jaunt abilities, which allow them to take their rider into very well-protected places with little difficulty. Scavengers that prey on the corpses of those who die on the lower planes, these creatures nonetheless are very proud, and typically resist attempts by mortals to bond with them.

Nightmare, Dreamstalker

Your peaceful dreams are interrupted by a horrible screeching sound, as though of tearing metal, and a black portal appears through which spring a dark rider atop a horrible steed. The rider is shrouded in darkness, but his mount is terribly clear to behold: a horse that is coal-black, streaked with faint spider-web lines of glowing red, as though it were made of still-burning coal. Its head is bare of flesh, with an exposed skull wreathed in crackling red flame.

NIGHTMARE, DREAMSTALKER CR 9

XP 6,400

NE Large outsider (evil, extraplanar)

Init +7; Senses darkvision 60 ft.; Perception +22

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size) hp 102 (12d10+36) Fort +11, Ref +11, Will +7

Resist cold 10, fire 10

OFFENSE

Speed 50 ft., fly 50 ft. (good) **Melee** bite +16 (1d4+5 plus 1d6 fire), 2 hooves +11 (1d8+2 plus 1d4 fire)

Space 10 ft.; Reach 5 ft. Special Attacks dream smoke, poison dreams Spell-Like Abilities (CL 12th)

At Will—obscuring mist

1/day (self plus 1 rider only)—plane shift

STATISTICS

Str 20, Dex 17, Con 16, Int 13, Wis 17, Cha 14 Base Atk +12; CMB +18; CMD 31 (35 vs. trip) Feats Ability Focus (dream smoke), Ability Focus (poison dreams), Alertness, Improved Initiative, Improved Natural Attack (hoof), Run

Skills Fly +20, Intimidate +17, Knowledge (planes) +16, Perception +22, Sense Motive +22, Stealth +14, Survival +18 SQ dreamwalker

Languages Abyssal, Infernal

ECOLOGY

Environment any (astral plane, lower planes) Organization solitary, or herd (6 – 24) Treasure none

Dream Smoke (Su): As a standard action, a dreamstalker nightmare can breathe out a 30-foot cone of hazy blue smoke. This smoke acts as *obscuring mist* for the purposes of obscuring vision, and any creature that enters or begins its turn in the mist must succeed on a Will save (DC 21) or enter a state of waking sleep. Such creatures are dazed for 2d4 rounds. While in this state, the creature is unaware of the world around him, and is considered to be sleeping and dreaming for the purposes of any effects that specifically affect sleeping or dreaming creatures (the creature is not unconscious or helpless, however). Anything other than loud noise that would cause an affected creature to wake up ends the effect and cures the creature of the dazed condition. The dreamstalker nightmare and any creature riding it are immune to the effects of this smoke. The smoke lingers for 1d4 rounds before dissipating. The saving throw DC is Constitution-based.

Dreamwalker (Su): As a full-round action, the dreamstalker nightmare can actually transport itself (and its rider, if any) into another creature's dreams. To use this ability, the dreamstalker nightmare must be within 60 feet of the creature whose dreams it intends to enter, and that creature must currently be dreaming. Entering a creature's dreams causes the dreamstalker nightmare and its rider to vanish from the material plane entirely, as they are physically transported inside the target's dreams.

Once in a creature's dreams, the dreamstalker nightmare (and its rider, if applicable), can speak to the target as though they had entered its dreams with a *dream* spell, except that the target can respond without difficulty. Alternatively, the dreamstalker nightmare can fill the target's dreams with nightmares, as the spell *nightmare*, except that the dreamstalker nightmare need not enter a trance to do so.

The dreamstalker nightmare may leave the target's dream whenever it chooses, and is forced out if the target awakens. Regardless of how it leaves, the dreamstalker nightmare can either return to the material plane in the same location that it left, or, if it prefers, can attempt to return in any location on the material plane with which the dreamer is very familiar (as the entry on the familiarity table for *teleport*), or it can attempt to enter the dreams of any creature that is well known to the target. Doing either requires a successful Wisdom check by the dreamstalker nightmare (DC 10), and if the desired location does not exist or the desired person is not currently dreaming, then the dreamstalker nightmare returns to the material plane 50100 miles from where it left, as the spell *plane shift*.

Poison Dreams (Su): As a standard action, the dreamstalker nightmare can corrupt the dreams of a single creature within sight that is currently dreaming. The creature's dreams turn into horrible nightmares, which cause the target to suffer psychosomatic wounds. The target must succeed on a Will save (DC 20) or suffer 10d8 points of damage. Even on a successful save, the target still suffers 3d8 points of damage. The target may then make a Will save (DC 20) to wake up. If the target suffered at least 15 points of damage as a result of this ability, he gains a +4 bonus on the saving throw to wake up. The saving throw DC is Charisma-based.

Ecology

When left to their own devices, these fearsome steeds tend to wander the ethereal lands of dreams in great herd. For the most part, they stick to the part of the dream lands that do not correspond to the dreams of any one individual, but should a herd wander into a person's dreams, terrible nightmares, the likes of which are not normally seen, are sure to follow.
Nightmare, Harbinger

These horrifying creatures seem to be made entirely of solid nothingness. Their flesh is beyond simple black, and they are easily distinguishable in even the darkest darkness as being somehow darker still, silhouetted against their surroundings. Only their eyes have any light at all, two sickly-green pinpricks of light that glow with a soul-piercing intensity.

NIGHTMARE,HARBINGER

CR 15

CE Large outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +28

Aura flames of perdition (10 ft., DC 25)

DEFENSE

XP 51,200

AC 29, touch 19, flat-footed 25 (+6 deflection, +4 Dex, +10 natural, -1 size)

hp 230 (20d10+120); regeneration 5 (good weapons, good spells)

Fort +17, Ref +16, Will +7

DR 10/good; Immune ability damage, disease, energy drain, fire; SR 26

OFFENSE

Speed 60 ft., fly 90 ft. (perfect) Melee bite +26 (1d8+7), 2 hooves +21 (2d6+3 plus 3d6 fire) Space 10 ft.; Reach 5 ft. Special Attacks death portal, doom gaze

Spell-Like Abilities (CL 20th)

Constant—magic circle against good

At Will—crushing despair (DC 20), darkness, wall of fire

3/day (self plus 1 rider only)—plane shift

STATISTICS

Str 25, Dex 19, Con 21, Int 13, Wis 13, Cha 22 Base Atk +20; CMB +28; CMD 42 (46 vs. trip) Feats Alertness, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (hoof), Run,

Toughness

Skills Fly +30, Intimidate +29, Knowledge (planes) +24, Perception +28, Sense Motive +28, Stealth +23, Survival +24

Languages Abyssal, Infernal

ECOLOGY

Environment any (abyss) Organization solitary Treasure none

Death Portal (Su): When a harbinger nightmare dies, its body transforms into an open rift in the multiverse, which connects the spot of its death to the abyss. This immediately causes 1d₃ demons of CR 12 or lower (determined randomly by the GM) to appear in the area. The creatures are not necessarily allies of the harbinger nightmare, and may or may not attack the

creatures that killed it, but will typically attack anything that they see.

In addition to the creatures summoned immediately, the portal remains open for a number of days equal to the harbinger nightmare's Hit Dice, meaning that other demons may wander through. The portal is two-way, and characters can use it to gain access to the abyss, as well. The portal can be closed prematurely with a *dispel magic* spell, or more powerful magic.

Doom Gaze (Su): Any non-evil creature that lays eyes on a harbinger nightmare is filled with an inescapable feeling of dread and impending doom. This functions as a gaze attack with a range of 30 feet. Affected creatures must succeed on a Will save (DC 26) or become shaken permanently. If the affected creature is good-aligned, the penalties that he suffers for being shaken are doubled (he suffers a -4 penalty on attack rolls, saving throws, skill checks, and ability checks), though he is still considered to have the shaken condition. Affected creatures can be cured of the condition with a *break enchantment* spell, or more powerful magic.

Flames of Perdition (Su): The area around a harbinger nightmare is filled with a supernatural fire that spares the wicked, and damages only those of good heart. Any non-evil creature that begins its turn within 10 feet of the harbinger nightmare suffers 3d6 points of fire damage. If the affected creature is good-aligned, he suffers 6d6 points of fire damage, instead. A successful Reflex save (DC 25) halves this damage, regardless of the target's alignment. The saving throw DC is Constitution-based.

Ecology

These horrific steeds are the offspring of the horses that serve as mounts to the four riders of the apocalypse. Though their powers are somewhat less than those of their progenitors, and they are not necessarily directly associated with the end of the world, they nonetheless represent the ultimate doom of all things, and harbor a great malevolence and hatred for the multiverse as a whole. Many sages wonder why these fiends are found only on the abyss, if they are in fact the spawn of the four horsemen's mounts, and the best answer thus far is that they have been corrupted in some way by the chaotic nature of the abyss, and become more at home with demons than their own kind.

Whatever the case, these fearsome creatures serve as champions against the forces of good, lending their services as mounts to paragons of wickedness, and occasionally serving as masterminds and true villains in their own right.

Treant, Bonfire

The creature before you resembles the charred and blackened remains of a tree, though its shape is vaguely humanoid, with long, spindly arms ending in raking claw-like branches, and a face formed of knotholes and other patterns in its bark, which appears to be screaming in agony and rage. The tree-creature's most noticeable feature, however, is the fact that it is on fire, and burns with a blazing intensity.

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CR 14

XP 38,400

NE Huge plant Init -1; Senses low-light vision; Perception +15 Aura heat aura (30 ft., DC 27)

DEFENSE

AC 27, touch 7, flat-footed 27 (-1 Dex, +20 natural, -2 size) hp 210 (20d8+120) Fort +17, Ref +7, Will +11 Defensive Abilities plant traits; DR 15/slashing Immune fire; Resist cold 10

OFFENSE

Speed 30 ft.

Melee 2 slams +23 (2d8+9 plus burn/19-20) Ranged rock +13 (2d8+13) Space 15 ft.; Reach 15 ft. Special Attacks burn (2d8, DC 25), rock throwing (180 ft.), trample (2d8+13 plus burn, DC 29) STATISTICS

Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 13 Base Atk +15; CMB +26; CMD 35 Feats Ability Focus (heat aura), Alertness, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (slam) Skills Diplomacy +15, Intimidate +15, Knowledge (nature) +15, Perception +15, Sense Motive +12, Stealth -19; Racial Modifiers -10 Stealth Languages Common, Sylvan, Treant SQ bonfire's light ECOLOGY

Environment any forest Organization solitary Treasure standard SPECIAL ABILITIES

Blazing Trail (Su): A bonfire treant causes the very ground that it walks on to catch fire. If the bonfire treant enters a square that contains flammable objects (such as grass or other undergrowth, a wooden floor, etc.), those squares immediately catch on fire, inflicting 1d6 points of fire damage to any creature or object that enters or begins its turn in that square. These flames are not affected by the bonfire treant's undying flames ability, and such fires last for only 5 rounds before fading.

Bonfire's Light (Su): A bonfire treant causes the light level within 60 feet of it to increase to bright light, and increases the light level by one step in the area between 60 and 120 feet away from it. Additionally, within 60 feet of a bonfire treant all invisible creatures become visible as translucent versions of themselves, as the intense and mystical light of the bonfire treant renders them visible.

Heat Aura (Su): The air around a bonfire treant is supernaturally hot. Any creature that enters or begins its turn within 30 feet of the bonfire treant must succeed on a Fortitude save (DC 27) or suffer 1d6 points of nonlethal fire damage, and become fatigued. Characters wearing heavy clothing or armor of any kind suffer a -4 penalty on this saving throw. The saving throw DC is Constitution-based.

Undying Flames (Su): Fires lit by a bonfire treant's burn ability are extremely difficult to put out as long as it is still alive. Such fires last indefinitely as long as the creature or object being burned is not entirely destroyed. Non-magical means of putting out the fire (including immersing the creature or object entirely in water) have no effect on the flames. A *remove curse* spell, or more powerful magic, can allow the flames to be put out normally, and any spell of 7^{th} level or higher with the water descriptor can also be expended in order to automatically put out such a fire, but otherwise the flames cannot be put out by any means until the bonfire treant is slain or the creature or object that is on fire is completely consumed by the flames.

Ecology

These horrific and vengeful denizens of the forest tend to be fairly short-lived, though they often wreak horrible destruction before they can be destroyed. The exact process by which a bonfire treant is created is unknown, but it is closely linked with forest fires, and most sages agree that there is a certain set of circumstances that, when combined, allow a forest fire to create a bonfire treant. It is widely believed that these circumstances include that the forest fire be of a certain size, and that it result in the death of a treant, whose charred corpse transforms into this hideous creature. Some scholars believe that the fire must have been set deliberately, by an intelligent creature, while others believe that its source must be fiendish in origin (ie., hell fire), while others still believe that the thing that provides the spark for the transformation is that the death of the treant must be particularly traumatic, painful, or terrifying.

Whatever the case, bonfire treants live for no purpose other than to spread death, destruction, and fire in their wake, and quickly go about doing precisely that. They are viewed by normal treants in much the same way that humanoid creatures view undead, and treants that learn of a nearby bonfire treant will band together to destroy it, no matter the cost.

Treant, Jungle

This massive jungle tree is covered in long, snaking vines and a web of large, green leaves which turn its crown into an impenetrable mass of green. Dangling and crisscrossing vines surround it like a wall of ropy green flesh. The bark at the base of the tree forms the image of a face, which snarls at you as the tree shakes into liveliness.

TREANT, JUNGLE

CR 10

XP 9,600

CN Huge plant Init -1; Senses low-light vision; Perception +13

DEFENSE

AC 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size) hp 142 (15d8+75) Fort +14, Ref +6, Will +10 Defensive Abilities plant traits; DR 10/slashing Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +19 (2d8+9/19-20) Ranged rock +9 (2d8+13) Space 15 ft.; Reach 15 ft. Special Attacks animate vines, rock throwing (180 ft.), trample (2d8+13, DC 26)

STATISTICS

Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 13 Base Atk +11; CMB +22; CMD 31 Feats Alertness, Improved Critical (slam), Improved Natural Attack (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam) Skills Diplomacy +10, Intimidate +11, Knowledge (nature) +10, Perception +13, Sense Motive +10, Stealth -9 (+7 in jungles); Racial Modifiers +16 Stealth in jungles Languages Common, Sylvan, Treant SQ creeping destruction, swarmhost, treespeech

ECOLOGY

Environment any jungle Organization solitary Treasure standard SPECIAL ABILITIES

Animate Vines (Sp): A jungle treant is covered in various vines and creepers, which it can animate to defend it. Each round, as a swift action, the jungle treant can direct up to two of these vines to entangle or trip nearby foes. In either case, the vines make a combat maneuver check, using the jungle treant's CMB. If the combat maneuver check is successful, the target is either knocked prone or gains the entangled condition. Characters that become entangled in this way can free themselves as a move action, without needing to make a check. The vines have a reach of 30 ft. **Creeping Destruction (Su):** A jungle treant can extend various creepers and vines from its body into a structure or object, pulling it apart from the inside. This inflicts 2d10 points of damage to the structure or object each round, which ignores hardness. Activating this ability is a full-round action, and maintaining the effect each round is a swift action. The jungle treant can affect up to a 10-ft. cube of structure at any given time with this ability, and must be adjacent to the structure or object to use this ability.

Swarmhost (Ex): A jungle treant's upper branches are packed with large numbers of insects, which have a symbiotic relationship with the treant. At any one time, a given jungle treant has 1d6+3 wasp swarms in its branches. For the most part, they remain where they are, but certain things can cause them to emerge and defend their treant home. Any time that the jungle treant suffers 15 or more points of damage from a single hit, a wasp swarm will emerge from its branches and begin attacking the jungle treant's enemies. Additionally, any time that the jungle treant is subject to a spell with an area of effect that deals hit point damage (such as a fireball spell), all remaining swarms in the jungle treant emerge and begin attacking the jungle treant's enemies. The jungle treant's boughs protect swarms that have not yet emerged, and they do not suffer damage from area of effect spells, and cannot be targeted while they are within the treant. Finally, if the jungle treant dies, all remaining was swarms emerge in 1d4 rounds and begin attacking all nearby creatures. The jungle treant does not directly control the wasps, but it does have an empathic connection with them, and they know which creatures are its enemies and which are its allies.

Treespeech (Ex): A treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.

Ecology

It is uncertain whether jungle treants are so hostile because they were raised in the much more dangerous and dog-eat-dog world of the jungle, or because they are in some way linked with the jungles that they come from, in the same way that normal treants are linked to quiet and peaceful old growth forests, but either way, jungle treants are well known for having a violent reaction to humans and other humanoids, and typically attack first, and don't bother to ask questions. That said, they are not actually evil, and a jungle treant that is beaten in combat and allowed to surrender can prove to be a valuable ally. In general, jungle treants respect personal and individual strength, and respect those who are able to look after themselves in hostile environments. Of course, at the end of the day, most jungle treants prefer simply to be left alone.

Treant, Old Growth

To your horror, the immense tree that towers before you suddenly groans and shifts, and you see now that the strange patterns in bark that looked almost like an old, wizened face blink, and a massive mouth opens, emitting a thunderous sound as the behemoth treefolk stirs to life.

TREANT, OLD GROWTH

CR 16

XP 76,800 NG Colossal plant

Init +3; Senses low-light vision; Perception +20

DEFENSE

AC 31, touch 1, flat-footed 31 (-1 Dex, +30 natural, -8 size) hp 252 (24d8+144)

Fort +20, Ref +9, Will +16

Defensive Abilities plant traits; **DR** 20/adamantine and slashing; **SR** 27

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +26 (4d8+17/19-20)

Space 30 ft. (60 ft. tall); Reach 30 ft.

Special Attacks needle spray (60 ft. cone, 12d10 piercing damage, Reflex DC 28 for half, usable every 1d4 rounds), trample (4d6+25, DC 28)

STATISTICS

Str 45, Dex 8, Con 23, Int 12, Wis 22, Cha 13 Base Atk +18; CMB +45; CMD 54

Feats Alertness, Awesome Blow, Blind-Fight, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Diplomacy +18, Intimidate +18, Knowledge (nature) +18, Perception +20, Sense Motive +16, Stealth -17 (-1 in forests); Racial Modifiers +16 Stealth in forests Languages Common, Sylvan, Treant

SQ animate trees, tree body, treespeech

ECOLOGY

Environment any forest

Organization solitary or escort (1 plus 2-12 standard treants)

Treasure standard

SPECIAL ABILITIES

Animate Trees (Sp): An old growth treant can animate any trees within 180 feet at will, controlling up to ten trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a standard treant (although it has only one slam attack and lacks the standard treant's animation and rock-throwing abilities), gaining the standard treant's vulnerability to fire. If the old growth treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Needle Spray (Ex): As a standard action, an old growth treant can unleash a barrage of needles in a 6o-ft. cone, inflicting 12d10 points of piercing damage to each creature in the affected area. A successful Reflex save (DC 28) halves this damage. The old growth treant can use this ability once every 1d4 rounds. The saving throw DC is Constitution-based.

Tree Body (Ex): An old growth treant's bark is particularly dense and thick at its base, but is less resilient higher up on its body. The bottom 20 ft. of the old growth treant has DR 20/admantine and slashing, as indicated in its statistics entry, but 20 ft. or higher off the ground, its damage reduction is only 10/slashing. Characters that have climbed the old growth treant to this height and make melee attacks against it, or which make ranged attacks against it and specifically state that they are attacking this part of its body are only subject to this lesser damage reduction.

A character that is on the ground and adjacent to the old growth treant can attempt to climb onto it. Doing so is a move action that requires a successful Acrobatics check (DC 15) followed by a successful Climb check (DC 20). Attempting to climb onto the old growth treant in this way does not provoke attacks of opportunity. If the attempt is successful, the character moves into the old growth treant's space and can begin climbing up the old growth treant's body. Such characters can attack the old growth treant, using the normal rules for fighting while climbing. The old growth treant can attack creatures climbing on it, but suffers a -8 penalty on such attacks.

Reaching this section of an old growth treant by means other than climbing is difficult. Branches extend from its body and provide this area with both cover and concealment (20% miss chance) from ranged attacks. Further, any character attempting to reach this area of the old growth treant's body by flying must succeed on a DC 25 Fly check or be repelled by the old growth treant's needlecovered branches, being unable to move into the old growth treant's space and suffering 4d6 points of piercing damage.

Treespeech (Ex): An old growth treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.

Ecology

Old growth treants are truly ancient specimens of their race, which have existed since before the dawn of civilization. They are from a long-lost, primordial time, and to them humanity is merely a passing trend. They are revered and practically worshipped by most younger treants, who do everything in their power to protect these ancients, and the wisdom and experience that they possess, as well as the link to the past that they symbolize.

Unicorn, Purifier

The creature before you resembles a horse of perfect white hue, which seems to literally glow with a radiant golden purity. From its forehead juts a conical horn, perfectly smooth on every side, which appears to be made of pure gold.

UNICORN, PURIFIER

XP 9,600

NG Large magical beast (extraplanar, good) Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +15 Aura circle of purity (20 ft.)

DEFENSE

AC 25, touch 13, flat-footed 21 (+3 Dex, +1 dodge, +12 natural, -1 size; +4 deflection vs. evil) hp 110 (13d10+39) Fort +11, Ref +11, Will +9; +4 resistance vs. evil Immune charm, compulsion, disease, poison

OFFENSE

Speed 60 ft.

Melee gore +19 (2d6+6 plus 2d6 vs. evil), 2 hooves +15 (1d6+3)

Space 10 ft.; Reach 10 ft.

Special Attacks blinding purity, powerful charge (gore, 4d6+8)

Spell-Like Abilities (CL 16th)

At Will— daylight, detect evil (as free action) 3/day—cure critical wounds, restoration 1/day—banishment (DC 23), heal, greater teleport, plane shift (willing creatures only)

STATISTICS

Str 22, Dex 17, Con 16, Int 11, Wis 21, Cha 24 Base Atk +13; CMB +20; CMD 33 (37 vs. trip) Feats Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (gore), Improved Natural Attack (hooves), Multiattack, Weapon Focus (gore) Skills Acrobatics +12, Perception +15, Stealth +12, Survival +12; Racial Modifiers +4 Stealth Languages Celestial, Common SQ healing tears, pure strike, wild empathy +26

ECOLOGY

Environment temperate forests Organization solitary Treasure none

SPECIAL ABILITIES

Blinding Purity (Su): A purifier unicorn's inner purity is so strong that evil creatures that if it is viewed by creatures who are spiritually unworthy, they are likely to lose their sight altogether. Any non-good creature that sees the purifier unicorn must succeed on a Will save (DC 23) or be blinded permanently. Non-evil creatures gain a +4 bonus on this saving throw. **Circle of Purity (Su):** A purifier unicorn is constantly surrounded by an aura of purifying magic. This functions as a *magic circle against evil*, except that it has a radius of 20 feet, and the bonuses granted to AC and saving throws are increased to +4. Additionally, any evil creature that enters or begins its turn within the affected area suffers 4d8 points of damage. A successful Fortitude save (DC 23) halves this damage. Undead creatures and evil outsiders are considered vulnerable to this damage, and suffer half again as much (150%).

Healing Tears (Su): A purifier unicorn's tears have powerful curative effects. A single dose of these tears (roughly 1 oz.) functions as a *greater restoration* spell. Further, a creature that drinks a dose of these tears is affected as though by the spell *heroism* for 24 hours after doing so.

Pure Strike (Su): A purifier unicorn's gore attack is treated as a magic good weapon for the purposes of overcoming damage reduction. Additionally, its gore attack automatically overcomes any damage resistance possessed by evil-aligned outsiders and undead, even if it would not normally do so. Finally, a purifier unicorn's gore attack deals an additional 2d6 points of damage to evil creatures.

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

Ecology

CR 10

These incredibly rare and noble creatures are paragons of celestial virtue and purity, and are symbols of virtue and hope. Purifier unicorns are not born, as normal unicorns are, but actually spring into being fully-formed in Celestia in rare occasions when truly selfless deeds of great proportions are performed by mortals. Whether or not they are biologically capable of breeding is unknown, but the creatures do not take mates, in any event, and devote themselves wholly to what they view as their divine purpose in life. The exact nature of this purpose varies from one purifier unicorn to the next, but all are noble and self-sacrificing causes, and in some ways these beautiful creatures are as tragic as they are inspiring, for they truly live only to serve.

Perhaps the best example of this is the magical properties of a purifier unicorn's tears, which are highly sought after as a cure-all panacea. While purifier unicorns have been known to willingly endure painful ordeals in order to freely give tears to those who are deserving, it is not uncommon for evil creatures to attempt to hunt down purifier unicorns, capture them, and proceed to painfully "milk" the tears from them. While most such endeavors end only in blindness for the would-be hunters, the success of some such groups has led to a rapid decrease in the number of remaining purifier unicorns.

Unicorn, Storm

The creature before you appears to be a purewhite horse, though a large, jagged silver horn juts forth from its forehead, and it bears a pair of feathered wings.

UNICORN, STORM

XP 4,800

CN Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

scent, reiception

DEFENSE

AC 22, touch 19, flat-footed 19 (+7 deflection, +3 Dex, +3 natural, -1 size) hp 85 (10d10+30) Fort +10, Ref +10, Will +10 Immune charm, compulsion, electricity, sonic

OFFENSE

Speed 60 ft., fly 60 ft. (good) Melee gore +8 (1d8+4 plus 3d6 electricity), 2 hooves +5 (1d3+2 plus 1d6 electricity) Space 10 ft.; Reach 10 ft. Special Attacks powerful charge (gore, 2d8+8 plus 3d6 electricity), thunder stomp (5d8, DC 19) Spell-Like Abilities (CL 14th) At Will—call lightning (DC 20) 3/day—lightning bolt (DC 20)

1/day—call lightning storm (DC 23), control weather

STATISTICS

Str 18, Dex 17, Con 16, Int 11, Wis 21, Cha 24 Base Atk +10; CMB +15; CMD 35 (39 vs. trip) Feats Combat Reflexes, Improved Initiative, Iron Will, Multiattack, Weapon Focus (gore) Skills Acrobatics +11, Fly +5, Perception +13, Stealth +11, Survival +10 (+13 in forests); Racial Modifiers +3 Survival in forests, +4 Stealth Languages Common, Sylvan SQ lightning armor, storm horn, storm lord

ECOLOGY

Environment temperate forests **Organization** solitary, or thunder (4-12) **Treasure** none

SPECIAL ABILITIES

Lightning Armor (Su): A storm unicorn is constantly surrounded by a potent field of electricity, which grants it a deflection bonus to AC equal to its Charisma modifier. Additionally, any time that a creature successfully hits a storm unicorn with a melee attack made with either a natural attack or a weapon made primarily of metal, the attacker suffers 1d6 points of electricity damage.

CR 8

Storm Horn (Ex): A storm unicorn's gore attack is treated as a magic weapon for the purposes of overcoming damage reduction. Additionally, its gore attack deals an additional 3d6 points of electricity damage on a successful hit. This damage is not multiplied in the event of a critical hit, nor is it affected by the storm unicorn's powerful charge ability.

Storm Lord (Ex): A storm unicorn is empowered by thunder, lightning, and stormy weather. It never has to make Fly checks to avoid being checked or blown away, regardless of wind speed. Additionally, as long as the storm unicorn is in stormy weather and is not in contact with the ground, it gains a +4 competence bonus on attack and damage rolls.

Thunder Stomp (Su): A storm unicorn can create a great thunderous boom with its hooves, even when it isn't currently standing on solid ground. As a standard action, the storm unicorn can create a violent sonic burst which deals 5d8 points of sonic damage to each other creature within 30 feet of the storm unicorn, and causes those creatures to become deafened for 1d4 rounds. A successful Fortitude save (DC 19) halves the damage and prevents the deafened condition. The saving throw DC is Strength-based.

Ecology

Even more elusive than their landbound kin, storm unicorns could just as easily be considered pegasi as they could unicorns, and in fact have quite a bit in common with both, though they are far more than the sum of their parts. Storm unicorns have both the trademark horn of the unicorn (although in their case the horn appears to be made out of a silvery, mithrallike metal), as well as the bird-like wings of a pegasus. Beyond that, however, they seem to have a close, mystical connections to storms and lightning, and, indeed, it is rare to find a storm unicorn very far from a lightning storm.

These strange creatures spend most of their time in the clouds, travelling in large herds that follow large storms across the land. Some scholars believe that they do this because the storm sustains them in some way (they do still need to land and graze from time to time), while others believe that they understand the advantages that they gain from being close to storms, and seek to take advantage of it to protect themselves from predators.

Whatever the case, these creatures' unique bodies are able to harmlessly channel electricity, rendering them immune to the lightning bolts, and even allowing them to hurl lightning of their own, which discharges from their strangely metallic horn.

Unicorn, Sylvan Guardian

This creature resembles a chestnut-brown horse, with a shaggy mane, and a large, black horn emerging from the center of its forehead. The horn forms a tight, thin spiral pattern that comes to a jagged-looking point about two feet from the creature's head.

UNICORN, SYLVAN GUARDIAN

CR 5

LN Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

XP 1,600

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size) hp 51 (6d10+18) Fort +8, Ref +8, Will +7

Immune compulsion, disease, poison

OFFENSE

Speed 60 ft.

Melee gore +10 (2d6+4), 2 hooves +7 (1d3+2)

Space 10 ft.; Reach 10 ft.

Special Attacks horn of nature's purity, powerful charge (gore, 4d6+8)

Spell-Like Abilities (CL 7th)

Constant—speak with animals, speak with plants At Will—tree shape

3/day—charm animal (DC 18), entangle (DC 18), heat metal (DC 19)

1/day— dominate animal (DC 20), summon nature's ally IV

STATISTICS

Str 18, Dex 17, Con 16, Int 11, Wis 21, Cha 24 Base Atk +6; CMB +11; CMD 24 (28 vs. trip) Feats Improved Natural Attack (gore), Multiattack, Weapon Focus (gore) Skills Acrobatics +9, Perception +11, Stealth +9, Survival

+8 (+11 in forests); **Racial Modifiers** +3 Survival in forests, +4 Stealth

Languages Common, Sylvan

SQ forest jaunt, graceful step, nature's weapon, wild empathy +19

ECOLOGY

Environment temperate forests **Organization** solitary, mated pair, or thicket (3-6) **Treasure** none

SPECIAL ABILITIES

Forest Jaunt (Su): The elusive sylvan guardian unicorn is capable of slipping through forested areas with a speed and grace that borders on magical. As a swift action, a sylvan guardian unicorn can teleport to a nearby location, as the spell *dimension door*, except that the sylvan guardian unicorn is not prevented from taking other actions after using this ability. Both the location that the sylvan guardian unicorn activates this ability in and its destination must be in a forested area, or the ability fails. The sylvan guardian unicorn can use this ability once every 104 rounds.

Graceful Step (Su): A sylvan guardian unicorn can move through any sort of undergrowth at its normal speed and without taking damage or suffering any other impairment. This applies to natural obstacles as well as to those that have been magically manipulated to impede motion, but only applies to undergrowth or other forms of vegetation.

Horn of Nature's Purity (Su): A sylvan guardian unicorn's gore attack is more effective against enemies of nature. It deals an additional 2d6 points of damage on each successful hit against creatures of the aberration or construct types. Further, against such creatures, it threatens a critical hit on a result of 18-20, and has a critical multiplier of x₃. These benefits also apply to humanoid creatures, but only if those creatures have cut down a tree or other inanimate plant, or slain a creature of the animal type, in the last 24 hours.

Nature's Weapon (Ex): A sylvan guardian unicorn's gore attack is treated as though it were made of adamantine, cold iron, and silver for the purposes of overcoming damage reduction.

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

Ecology

While unicorns are often associated with purity, the sylvan guardian unicorn is an excellent example that one person's definition of "pure" might not be the same as another's. These unicorns are guardians of the forest and other wild places, and will not hesitate to turn to violence in order to protect their territory from the encroachment of civilization or other unnatural things. Their purity comes not from a gentle heart, as their more common kin, but rather from their righteous indignation at the plight of the natural world, and their whole-hearted devotion to it.

Sylvan guardian unicorns are quite intelligent, and often gain levels in druid or ranger. They live fairly solitary lives, maintaining a constant vigil to ensure the purity of their lands. Many sylvan guardian unicorns long for someone with which to have a conversation, as the various and animals and plants that inhabit their home make for poor conversationalists, and, unless their particular territory happens to be the home of one or more fey, they often spend their lives with no one to talk to.

Vargouille, Bloodsucking

The creature before you resembles a severed human head, but its skin is an unnatural shade of white, as though it had never been exposed to the sun. Its eyes gleam with a malevolent red glow, and its black hair is slicked back over its milky-white scalp. Its bloated, lifeless lips hid two pairs of oversized, needle-sharp fangs, and a pair of black, leathery bat wings extend from the sides of its head.

VARGOUILLE, BLOODSUCKING

CR 5

XP 1,600

NE Small outsider (evil, extraplanar) Init +2; Senses blindsight 60 ft., darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size) hp 51 (6d10+18)

Fort +7, Ref +7, Will +3

OFFENSE

Speed fly 30 ft. (good)

Melee bite +9 (1d4+2 plus attach)

Special Attacks blood drain, create spawn, stunning shriek STATISTICS

Str 14, Dex 15, Con 15, Int 5, Wis 12, Cha 8 Base Atk +6; CMB +7; CMD 18 Feats Skill Focus (Stealth), Toughness, Weapon Finesse Skills Fly +17, Intimidate +8, Perception +10, Stealth +9 Languages Infernal

ECOLOGY

Environment any

Organization solitary, solitary with spawn (2-4 wights and/ or 2-4 standard vargouilles) or mob (3-6 plus 6-12 wights and/or 6-12 standard vargouilles) **Treasure** none

SPECIAL ABILITIES

Attach (Ex): Whenever a bloodsucking vargouille damages a creature with its bite attack, it can sink its fangs into the target's flesh, automatically starting a grapple with that creature. The bloodsucking vargouille loses its Dexterity bonus to AC and has an AC of 16, but holds on with great tenacity. An attached bloodsucking vargouille can be struck with a weapon or grappled itself. If the creature it is attached to succeeds on a combat maneuver check or Escape Artist check made to escape the grapple, the bloodsucking vargouille is removed. Each round that the bloodsucking vargouille maintains the grapple, it automatically inflicts bite damage to the target.

Blood Drain (Ex): At the beginning of each round in which a bloodsucking vargouille is attached to a creature, it inflicts 1d4 points of Constitution damage to that creature. For every point of Constitution damage inflicted in this way, the bloodsucking vargouille heals 5 hit points (or gains 5 temporary hit points, if the bloodsucking vargouille has not suffered any damage). Creatures with 4 or more points of Constitution damage that were inflicted in this way become fatigued, while creatures with 8 or more points of Constitution damage that were inflicted in this way become exhausted. These conditions cannot be healed normally, but are cured automatically as the Constitution damage heals. Creatures that die as a result of Constitution damage inflicted in this way die and rise as spawn.

Create Spawn (Su): A creature that dies as a result of a bloodsucking vargouille's blood drain ability rises as a wight 1d4 rounds later. Wights created in this way have two unique qualities. First, they cannot create spawn of their own. Second, if the wight is destroyed, its head separates and becomes a standard vargouille. Characters can attempt to deliberately sever the wight's head with a special melee attack. This is a standard action, and if the attack hits, and deals at least 10 points of slashing damage, the wight is destroyed automatically, though its head still becomes a standard vargouille. Wights created in this way obey the bloodsucking vargouille's commands, as do vargouilles created by the destruction of such wights, although the bloodsucking vargouille cannot control more than 24 total Hit Dice of wights and vargouilles.

Stunning Shriek (Su): A vargouille can release a high-pitched shriek which stuns its victims, making them easy prey. As a standard action, the vargouille can force all creatures in a 60-ft. cone to succeed on a Fortitude save (DC 12) or be stunned for 1d4 rounds. A creature that is stunned in this way that suffers damage is automatically cured of the stunned condition. Regardless of whether or not a creature succeeds on its Fortitude save, it gains a +4 competence bonus on saving throws made to resist the stunning shriek ability of all bloodsucking vargouilles for 24 hours.

Ecology

Originally mistaken as a strange breed of vampire, or the result of some obscure shape-shifting power available to certain rare kinds of vampires, bloodsucking vargouilles are not undead at all, and, in fact, do not need blood to survive, though they do find it intoxicating, and ingesting it allows them to heal their wounds, providing a powerful boost to their metabolism. Bloodsucking vargouilles do not kiss their victims quite like their more common cousins do, but they do lock their lips onto their targets bodies, and it is no less horrifying to watch a bloodsucking vargouille literally drain the life from their victims than it is to watch the victim of a standard vargouille's kiss slowly undergo that dread transformation.

It is unknown exactly how bloodsucking vargouilles propagate, as their spawn become standard vargouilles, rather than bloodsucking vargouilles. While it was once believed that bloodsucking vargouilles might be vargouilles that had somehow contracted vampirism, this is simply not true, as the creatures are clearly alive, horrific though they may be.

Vargouille, Giant

This creature resembles a humanoid head, but it is the size of a boulder, with rows of needle-sharp teeth as long as swords filling its gaping maw. Its skin is red and leathery, and its eyes glow with an unholy green light, while its long ears from giant bat-like wings that allow it to glide through the air. Where its neck should be there is a slightly bulbous sac of semi-transparent green skin, which appears to be full of a foul, sloshing liquid.

VARGOUILLE, GIANT

CR 7

XP 3,200

NE Huge outsider (evil, extraplanar) Init -1; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size) hp 85 (9d10+36)

Fort +9, **Ref** +5, **Will** +4

OFFENSE

Speed fly 50 ft. (average)
Melee bite +12 (2d8+9 plus 1d6 acid plus grab)
Special Attacks flesh-eating acid, spit up, swallow whole (5d6 acid damage, AC 16, 8 hp), weakening wail

STATISTICS

Str 22, Dex 9, Con 17, Int 5, Wis 12, Cha 8 Base Atk +9; CMB +17; CMD 26 Feats Flyby Attack, Hover, Improved Natural Attack (bite), Snatch, Toughness Skills Fly +9, Intimidate +11, Perception +13 Languages Infernal ECOLOGY

Environment any Organization solitary, pair, murder (3–9) Treasure none SPECIAL ABILITIES

Flesh-Eating Acid (Ex): A giant vargouille's saliva and digestive juices are particularly nasty, and wounds inflicted by them are difficult to heal. Any acid damage inflicted by the giant vargouille's bite attack or swallow whole ability does not heal naturally, and any attempts to heal it magically fail unless the caster succeeds on a caster level check (DC 25).

Spit Up (Ex): As a standard action, a giant vargouille that currently has a creature grabbed in its mouth or swallowed whole can violently spit that creature out of its mouth, launching it through the air at high speed. In order to do so, the giant vargouille must first succeed on a combat maneuver check, although it gains a +4 bonus on this check. The target is propelled 1d8 x 10 feet horizontally through the air, in the direction of the giant vargouille's choice, and then falls to the ground. For every 5 points by which the giant vargouille's combat maneuver check exceeds the victim's CMD, the target moves an additional 10 feet

horizontally before falling. The victim suffers a total amount of damage equal to 1d6 per 20 feet travelled horizontally (to a maximum of 10d6) plus 1d6 per 10 feet fallen (to a maximum of 10d6).

Swooping Gobble (Ex): As a full-round action, a giant vargouille can move up to twice its speed in a straight line. If this movement would cause the giant vargouille to move through the square of a Large or smaller creature, the vargouille can attempt to catch that creature in its mouth as a free action. To do so, the vargouille must succeed on a combat maneuver check, and attempting to swallow a creature in this way provokes an attack of opportunity from the target. If the vargouille succeeds on the combat maneuver check, the target is automatically held in the vargouille's mouth, as though the vargouille had successfully used its grab ability. If the vargouille's combat maneuver check beats the target's CMD by 10 or more, the target is automatically swallowed whole. The vargouille cannot grab or swallow creatures with this ability of there is no room for them in its mouth or stomach.

Weakening Wail (Su): As a standard action, a giant vargouille can unleash a terrible moaning wail, forcing all creatures that can hear it to succeed on a Will save (DC 15) or suffer a -2 penalty to AC and CMD for 1 minute, as the horrible sound saps the victim's will to resist. This is a mind-affecting fear effect. That saving throw DC is Wisdom-based.

Ecology

Terrors of the skies of several lower planes, giant vargouilles are both more and less than simply large versions of their more common smaller kin. Thankfully, these creatures lack the ability to transform their victims with a kiss, like standard vargouilles are, though some scholars theorize that this is simply because most humanoid creatures are too small to properly be kissed by such a large mouth, and that Gargantuan and Colossal creatures may very well be able to be transformed through a similar kissing ability.

Their lack of a kiss hardly defangs these horrific monstrosities, however, and giant vargouilles make a habit of swooping down and swallowing humanoid creatures whole. Swallowed creatures wind up in the transparent sac of green skin at the base of the vargouille's body, which is filled with foul and cursed acid that inflicts wounds that are difficult to heal. While it was originally believed that this sac was the giant vargouille's stomach, further study indicates that the creatures do not typically eat their swallowed victims, and derive no sustenance from devouring such creatures, other than the sadistic pleasure that they feel as the trapped victim continues to struggle inside them. In fact, if their prey becomes too quarrelsome, they frequently spit them out, causing them to fly through the air to a sudden, violent death.

Vargouille, Singing

The creature before you appears to be the severed head of what once might have been a beautiful woman, though her features are now gaunt and her skin pallid, her hair lank and greasy. Her mouth forms a permanent snarl, and her ears have been twisted into some kind of strange, leathery wings, which allow her to flit about in the air.

VARGOUILLE, SINGING

XP 800

NE Small outsider (evil, extraplanar) Init +1; Senses darkvision 60 ft.; Perception +7 Aura aura of subversive sound (60 ft.)

DEFENSE

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size) hp 26 (4d10+4)

Fort +5, Ref +5, Will +2

OFFENSE

Speed fly 30 ft. (good) Melee bite +6 (1d4 plus curse of silence) Special Attacks lullaby

STATISTICS

Str 10, Dex 13, Con 13, Int 5, Wis 12, Cha 14 Base Atk +4; CMB +3; CMD 14 Feats Ability Focus (lullaby), Skill Focus (Stealth), Weapon

Finesse Skills Fly +14, Intimidate +9, Perception +8, Stealth +8

Languages Infernal

ECOLOGY

Environment any

Organization solitary, cluster (1-2 and 4-8 standard vargouilles) or mob (3-4 and 6 – 12 standard vargouilles) **Treasure** none

SPECIAL ABILITIES

Aura of Subversive Sound (Su): A singing vargouille is constantly surrounded by an aura that manipulates sound, enhancing the power of its own voice and weakening any other audible effects. Any sonic or language-dependent effects, as well as spells and abilities that require the target be able to hear the spell or ability's originator in order to function, automatically fail if either the originator or the target is within 60 feet of the singing vargouille. This makes the singing vargouille immune to all such abilities. Any sonic or language-dependent effects of vargouilles are not affected by this ability. This effect can be temporarily suppressed by a *dispel magic* spell, which causes the effect to cease for 1 hour.

Curse of Silence (Su): Any creature struck by a singing vargouille's bite attack must succeed on a Will save (DC 14) or be unable to speak or otherwise communicate verbally for 24 hours. This also prevents the creature from casting spells with verbal components. A *remove curse* spell, or more powerful magic, ends the effect.

Lullaby (Su): As a standard action, a singing vargouille can sing a soothing song that causes nearby humanoid creatures that hear it to fall asleep. All humanoid creatures within 60 feet of the singing vargouille that can hear it must succeed on a Will save (DC 16) or be rendered unconscious for as long as the singing vargouille maintains the song (a standard action), and for 1d4 rounds thereafter. No amount of noise can awaken a creature that has fallen asleep in this way, but any physical damage will awaken the creature immediately, and the creature's allies can awaken him by shaking or slapping him, as a full-round action, as long as they are adjacent. Additionally, creatures put to sleep in this way may make a new Will save (at the same DC) every 2d4 rounds in order to wake up. For each full minute that a creature continues to sleep in this way, he must succeed on a Fortitude save (DC 16) or have his head suddenly detach from his body (which promptly dies) and transform into a standard vargouille.

A creature that succeeds on its Will save to resist the singing vargouille's lullaby ability, or that succeeds on a Will save to wake up after being put to sleep, is immune to the effects of that vargouille's lullaby for 24 hours. The lullaby's initial effect is a language-dependent sonic sleep effect, but the effect of transforming into a vargouille is not. In all cases, the saving throw DC is Charisma-based.

Shattering Song (Su): As a standard action, a singing vargouille can direct its voice with destructive force. This takes the form of a 30-ft. cone. Creatures and objects within the cone suffer 5d6 points of sonic damage. A successful Reflex save (DC 14) halves this damage. The singing vargouille can use this ability once every 1d4 rounds.

Ecology

CR 3

Sometimes referred to as "matron vargouilles" or "mother vargouilles," due to the fact that they are always feminine in appearance and that they are able to spawn standard vargouilles, but cannot produce more of their own kind, singing vargouilles are much deadlier than their lesser kin. While standard vargouilles spread through their terrible and deadly kiss, which can only affect one creature at a time and takes hours to completely transform a victim, singing vargouilles propagate with their unearthly, haunting lullaby, allowing them to affect whole villages in short order, and transforming their victims in a matter of minutes. It typically takes several days for the vargouilles formed in this way to take on the appearance of vargouilles, and during this time they look largely like severed heads, but they are able to use all of their abilities immediately on separating from the victim's shoulders.

There are several different beliefs about the origins of singing vargouilles. The most popular belief is that they are born from the souls of women who sell their soul to become talented and popular singers and performers. Others believe that singing vargouilles were simply the original vargouilles, and that their lesser spawn (standard vargouilles) are simply so numerous that they seem to be the "parent" race.

Will-O'-Wisp, Dark Guide

A dancing ball of dark purple flames hangs in the air before you. In the center of the flames is the clear, shadowed outline of a human skull, which grins at you evilly as it hangs in the air.

WILL-O'-WISP, DARK GUIDE

XP 6,400

CE Small aberration (air)

Init +11; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 25, touch 25, flat-footed 17 (+6 deflection, +7 Dex, +1 dodge, +1 size) hp 78 (12d8+12) Fort +5, Ref +11, Will +11

Defensive Abilities natural invisibility; **Immune** divination OFFENSE

Speed fly 60 ft. (perfect)

Melee drain +17 touch (4d6 negative energy plus unnerving touch)

Special Attacks guidelights

STATISTICS

Str 1, Dex 25, Con 12, Int 15, Wis 16, Cha 23 Base Atk +9; CMB +3; CMD 26 Feats Ability Focus (guidelights), Alertness, Dodge, Improved Initiative, Toughness, Weapon Finesse Skills Acrobatics +22, Bluff +18, Escape Artist +22, Fly +32, Perception +20, Stealth +26 Languages Aklo, Common SQ eater of death ECOLOGY Environment any swamp Organization solitary, pair, or string (3-4) Treasure incidental

SPECIAL ABILITIES

Eater of Death (Su): Any time a dark guide will-o'wisp is within 30 feet of a dying creature or the corpse of a creature that died within the last hour, it gains fast healing 10.

Guidelights (Sp): As a standard action, a dark guide will-o'-wisp can create a spectral light that compels those who see it to approach it. This functions as *dancing lights*, except that each creature that sees the lights must succeed on a Will save (DC 18), or be compelled to spend each round moving towards the light as quickly as they can. If an affected creature's path would cause it to pass through some obvious peril (such as over a cliff, through a river of lava, or through a square threatened by a foe), he may make a new saving throw with a +4 bonus. If the second saving throw is successful, he stops himself before entering the immediate peril, and can act normally thereafter. Creatures affected by this ability gain a new saving throw each minute, even if their path does not lead them to immediate peril. Creatures that reach the lights are fascinated by them until they succeed on their saving throw or the lights move away from them, at which point they begin moving towards the lights again. Creatures that are currently shaken, frightened, or panicked, or are suffering from a fear effect suffer a -2 penalty on their saving throws to resist this ability. This is a mind-affecting compulsion effect. The saving throw DC is Charisma-based.

Immunity to Divination (Ex): Dark guide willo-wisps cannot be detected by magical or supernatural means. Any divination spell that targets a dark guide willo'-wisp fails, and the dark guide will-o'-wisp is treated as automatically succeeding on any saving throw offered by a spell of the divination school. Spells of the scrying subschool that do not target the dark guide will-o'-wisp directly, but which reveal an area that the dark guide will-o'-wisp, as though it were not actually there.

Natural Invisibility (Ex): Dark guide will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell. This ability is inherent, and not subject to the *invisibility* purge spell, nor can a dark guide will-o'-wisp that is using this ability be viewed with *see invisibility*, though it can be seen with *true seeing*.

Unnerving Touch (Su): Any creature struck by a dark guide will-o'-wisp's touch attack must succeed on a Will save (DC 22) or become shaken for 1 minute. Targets that are already shaken become frightened, instead. This is a fear effect. The saving throw DC is Charisma-based.

Ecology

CR 9

It is unclear exactly what causes a dark guide willo'-wisp to come into being, but it is well established that under the right conditions, a standard will-o'-wisp can transform itself into this even more malicious and deadly creature. In addition to having a more potent touch attack than a standard will-o'-wisp, the main thing that sets a dark guide will-o'-wisp apart from more common versions is the fact that they feed primarily on death, rather than on fear. Though a dark guide will-o'-wisp certainly enjoys and revels in fear nearly as much as their kin, they do not derive true sustenance from anything besides the energies of death. As a result, while a normal will-o'-wisp may well let their victim go after they have drunk their fill of fear, a dark guide willo'-wisp is interested in nothing but leading victims to early graves, so that it can sup on their demise.

Scholars theorize that the transformation from a normal will-o'-wisp to a dark guide will-o'-wisp is caused by excessive exposure to death energies, either from killing too many of their victims, or simply being in a place where creatures die particularly frequently. Others believe that the progression from will-o'-wisp to dark guide will-o'-wisp is a simple matter of age. Still others believe that it is exposure to certain necromantic energies that causes the change, and that certain rituals can be used to change any will-o'-wisp into a dark guide instantaneously.

Will-O'-Wisp, Devil's Eye

Before you is a floating cloud of some strangely luminescent green gas, which seems to sparkle in the dim light that it, itself, sheds. It hovers curiously, flitting this way and that, perhaps three feet in diameter, leaving a tiny trail of sparkling green dustmotes in the air behind it as it circles about, before suddenly erupting into half a dozen identical clouds, which begin to spin around you menacingly.

WILL-O'-WISP, DEVIL'S EYE

CR 13

XP 25,600 CE Small aberration (air, incorporeal) Init +13; Senses darkvision 60 ft.; Perception +17 DEFENSE AC 29, touch 29, flat-footed 19 (+8 deflection, +9 Dex, +1 dodge, +1 size) hp 117 (18d8) Fort +6, Ref +15, Will +14 Defensive Abilities incorporeal, reflect magic; DR 5/ good; Resist electricity 10, cold 10, fire 10; SR 24 OFFENSE **Speed** fly 50 ft. (perfect) Melee shock +23 touch (6d8 electricity) **Ranged** 2 electricity rays +23 touch (2d8 electricity) Special Attacks drain life Spell-Like Abilities (CL 18th) At Will—dancing lights, darkness, silent image (DC 14) 3/day—invisibility (self only), phantasmal killer (DC 17) 1/day—hallucinatory terrain (DC 17), veil (DC 19) STATISTICS Str -, Dex 29, Con 12, Int 15, Wis 16, Cha 16 Base Atk +13; CMB +21; CMD 48 Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Toughness, Weapon Finesse Skills Acrobatics +29, Bluff +19, Intimidate +19, Fly +39, Perception +25, Stealth +33 Languages Aklo, Common **SO** refraction ECOLOGY **Environment** any swamp **Organization** solitary, pair, or string (3-4) Treasure incidental

SPECIAL ABILITIES

Drain Life (Su): As a standard action, a devil's eye will-o'-wisp that is in the same square as a living corporeal creature can attempt to drain the life essence from that creature. This inflicts 4d8 points of negative energy damage, and causes the devil's eye will-o'-wisp to heal a number of hit points equal to the damage dealt in this way.

Reflect Magic (Su): Whenever a devil's eye willo'-wisp's spell resistance protects it from a spell, it reflects that magic back against the caster, causing the caster to suffer the spell's effects, instead. This functions even if the devil's eye will-o'-wisp wasn't directly targeted by the spell (for example, if a devil's eye will-o'-wisp is in the area of a fireball spell, and its spell resistance prevents it from taking damage, then the creature that cast that fireball spell will suffer the damage, instead, even if he is not within the spell's area of effect). This has no effect on spell-like abilities, supernatural abilities, or spells that do not offer spell resistance.

Refraction (Su): As a standard action, a devil's eye will-o'-wisp can cause 1d6 refracted images of itself to emerge from it. These refracted devil's eye will-o'wisps act on the devil's eye will-o'-wisp's initiative, and have identical statistics to the devil's eye will-o'-wisp that created them, except that they have exactly 1 hit point and do not have any damage reduction, energy resistance, or spell resistance. Further, they cannot use the drain life, refraction or witchlight special abilities, or any of the devil's eye will-o'-wisp's spell-like abilities. The refracted devil's eye will-o'-wisps fade after 10 minutes if they have not already been destroyed. A devil's eye will-o'-wisp can use this ability once per hour.

Witchlight (Su): As a move action, a devil's eye will-o'-wisp can cause its nebulous body to be wreathed in a pale, eerie light, which subtly shifts color and intensity in an eerie, bewitching way. The devil's eye will-o'-wisp is affected as though covered in *glitterdust* (imposing a -40 penalty on Stealth checks). Further, any creature that can see the devil's eye will-o'-wisp must succeed on a Will save (DC 22) or become confused. The creature may make a new saving throw each round to end the effect. Otherwise, it remains confused for as long as it can see the devil's eye will-o'-wisp (and the devil's eye will-o'-wisp continues to use this ability), and for 1d4 rounds thereafter. The willo'-wisp can end this effect with another move action, and it lasts indefinitely until it does. The saving throw DC is Charisma-based.

Ecology

Devil's eye will-o'-wisps are attributed as spies for demons, devils, and other evil outsiders in a wide variety of myths and superstitions, but the fact of the matter is that these animated clouds of malice and hatred do not need fiends to make them perform the horrible acts that they are so fond of. Devil's eye will-o'-wisps are sadistic and cruel creatures that delight in causing suffering, especially of a psychological nature. They use their special abilities to confuse their prey, driving them to frustration and desperation, and herding them towards their inevitable demise. When threatened, devil's eye will-o'wisps use their refraction ability to create an army of allies who can quickly take down foes with their electrical rays, ganging up to attack their victims from every angle.

Will-O'-Wisp, Wispling

A tiny ball of eldritch-blue flame hangs in the air before you, bobbing and weaving ponderously. When the ambient light catches it from just the right angle, it almost appears as though you can see a face outlined in its glowing frame, but only just for a brief moment. It slowly advances on you, as though curious...or perhaps menacing.

WILL-O'-WISP, WISPLING

CR 2

XP 600

CE Tiny aberration (air) Init +9; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 19, touch 19, flat-footed 14 (+2 deflection, +5 Dex, +2 size)

hp 13 (3d8)

Fort +1, Ref +4, Will +5

Defensive Abilities limited magic immunity

OFFENSE

Speed fly 40 ft. (perfect) Melee chill +7 touch (1d4 cold plus unnerving touch) Special Attacks feast on fear, ghostly lights Spell-Like Abilities (CL 3rd) 3/day—invisibility (self only) STATISTICS

Str 1, Dex 17, Con 10, Int 11, Wis 13, Cha 14 Base Atk +2; CMB -5; CMD 8 Feats Improved Initiative, Weapon Finesse Skills Acrobatics +9, Fly +21, Perception +8, Stealth +17 Languages Common ECOLOGY **Environment** any forest or swamp **Organization** solitary, pair, or swarm (4 – 32)

Treasure incidental SPECIAL ABILITIES

Feast on Fear (Su): As a standard action, a wispling can feed on the fear of all creatures within 30 feet of it. Each living, non-wispling creature within range that is shaken or subject to a fear effect suffers 2d6 points of negative energy damage. Any creatures that are frightened or panicked suffer 2d10 points of negative energy damage, instead. Undead creatures cannot be healed in this way. The wispling gains a number of temporary hit points equal to the amount of damage dealt this way. Further, for every 10 points of damage dealt, its deflection bonus to AC increases by +1, and it gains a +1 bonus on all attack rolls, damage rolls, ability checks, skill checks, and saving throws. These bonuses last for 1 minute. Multiple uses of this ability do not stack: the wispling uses the higher bonus. This ability has no effect on creatures that are not shaken, frightened, panicked, or otherwise subject to a fear effect.

Ghostly Lights (Sp): A wispling can create eerie, dancing lights which frighten those who gaze upon them. This functions as dancing lights, except that any creature that sees the lights must succeed on a Will save (DC 12) or become shaken for 1d4 rounds. The wispling can use this ability at will. The saving throw DC is Charisma-based.

Limited Magic Immunity (Ex): Any time a wispling is targeted or affected by a spell that offers spell resistance, it becomes immune to that spell for 24 hours. The wispling gains this protection even if it successfully avoids the spells effects (such as by succeeding on a saving throw). In general, there is a 20% chance that a randomly generated wispling is currently immune to 1d4 spells of 3rd level or lower.

Unnerving Touch (Su): Any creature struck by a wispling's touch attack must succeed on a Will save (DC 13) or become shaken for 1 round. Targets that are already shaken become frightened, instead. This is a fear effect. The saving throw DC is Charisma-based.

Ecology

It is unknown—and hotly debated amongst scholars—whether the wispling is an immature version of a more common will-o'-wisp, or whether it is a separate species altogether. On the one hand, those who believe that they are young will-o'-wisps point out that they have many abilities in common, which seem to be less developed, and that it is easy to imagine a wispling growing to become a will-o'-wisp. On the other hand, those who believe that they are a unique species point out that wisplings have some powers (such as their feast on fear and unnerving touch abilities) that standard will-o'-wisps lack, and that their touch is icy, rather than shocking.

Whatever the case, wisplings may be smaller than more conventional will-o'-wisps, but that doesn't mean that they are any less dangerous. Their touch instills a supernatural sense of fear, as do the lights that they are able to spawn at will, and the wisplings, like the more common will-o'-wisps, feed on this fear, though they do so in a much more dramatic fashion, literally ripping the life essence out of all frightened creatures within close range to them. They tend to burn through the sustenance that they gain in this way rather quickly, and so are constantly on the lookout for new creatures to terrorize in order to remain in peak condition.

Worg, Great Speaker

The creature before you appears to be a monstrously-large wolf. Its fur is a deep shade of midnight, a black tinted ever so slightly with blue, and its beady black eyes shine with a faintly-reddish glow, reminiscent of the last coals in a dying fire. As the creature opens its mouth, you are surprised that it does not snarl or howl, but speaks a word of profound and obviously mystical power, which shakes you to your core.

WORG, GREAT SPEAKER

CR 9

XP 6,400

NE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size) hp 162 (12d10+96)

Fort +15, Ref +9, Will +8

Defensive Abilities dire healing

OFFENSE

Speed 50 ft. Melee bite +18 (3d6+7 plus trip) Space 10 ft.; Reach 5 ft. Special Attacks retributive word, word of power STATISTICS

Str 25, Dex 13, Con 25, Int 13, Wis 18, Cha 10 Base Atk +12; CMB +20; CMD 30 (34 vs. trip) Feats Improved Initiative, Improved Natural Attack (bite), Power Attack, Run, Skill Focus (Perception), Toughness Skills Knowledge (arcana) +13, Perception +14, Stealth +12; Racial Modifiers +2 Perception, +2 Stealth Languages Common, Goblin ECOLOGY

Environment temperate forests and plains **Organization** solitary, pair, or pack (3-11) **Treasure** incidental SPECIAL ABILITIES

Dire Healing (Su): As long as the great speaker worg has less than half his maximum hit points (80 hp or fewer) he has fast healing 5. If the great speaker worg has less than 25% of his maximum hit points (40 hp or fewer), then he has fast healing 15, instead.

Retributive Word: Whenever a great speaker worg takes damage, if it causes him to pass one of the hit point thresholds outlined in his words of power ability, granting him access to a new spell-like ability, then at the beginning of his next turn, he may cast that spell-like ability as a swift action. He can only cast the spell-like ability as a swift action on the turn immediately after he takes enough damage to gain access to it, and can only do so once during that turn. **Words of Power (Sp):** A great speaker worg knows several words of power, which have powerful effects, but the more powerful of which can only be used as the great speaker worg grows nearer and nearer to death. These words of power function like normal spelllike abilities, except that they have verbal components (and a great speaker worg that is unable to speak, such as because of a *silence* spell, cannot use them), and the great speaker worg can only use them when his remaining hit points are equal to or lower than a certain amount, which varies from one word to another. The saving throw DC for each of these abilities is 20, regardless of the spell's level.

90% health (146 hp or fewer): The great speaker worg can cast eyebite as a spell-like ability as long as it has less than 90% of its maximum hit points.

75% health (121 hp or fewer): The great speaker worg can cast bestow curse as a spell-like ability as long as it has less than 75% of its maximum hit points. Unlike the standard bestow curse spell, this ability has a range of 60 feet, and does not require that the great speaker worg touch the target.

50% health (80 hp or fewer): The great speaker worg can cast blindness/deafness as a spell-like ability as long as it has less than 50% of its maximum hit points.

25% health (40 hp or fewer): The great speaker worg can cast *phantasmal killer* as a spell-like ability as long as it has less than 25% of its maximum hit points.

Ecology

According to some legends, great speaker worgs are ancient embodiments of malice and death, who predate civilization as we know it. Some even believe that these fell creatures are ageless beings, and that the ones encountered today have actually been alive since the dawn of time. Whatever the case, it is certainly true that great speaker worgs seem to have access to a special brand of magic that even the most dedicated of sages and arcane theoreticians have not been able to explain, which seems to grow more powerful the closer that the great speaker worg comes to death. For their own part, many great speaker worgs are all too keen to play the role of an antediluvian being, and it is not uncommon for a great speaker worg to deliberately foster a following around itself. This often includes a "great pack" of worgs, which consists of a "pack" of about a dozen worgs who are, themselves, the leaders of normal worg packs. In other cases, the great speaker worg creates a following from humanoids, and many a dark cult has formed around the worship of these supposedly ancient fonts of natural power and mysticism.

Worg, Mocking

The creature before you resembles a wolf with a coat of black fur, but there is an intelligent gleam in its yellow eyes that betrays a more malevolent and capable entity. Though most of the creature's coat is a deep, midnight-black, the fur around its head has streaks of white, which make it look as if it had some kind of eldritch mark or tattoo upon its face.

WORG, MOCKING

CR 3

XP 800 NE Medium magical beast

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 32 (5d10+5)

Fort +5, **Ref** +6, **Will** +3

OFFENSE

Speed 50 ft. **Melee** bite +8 (1d6+4 plus trip)

Special Attacks pin down

STATISTICS

Str 17, Dex 15, Con 13, Int 11, Wis 14, Cha 16 Base Atk +5; CMB +6; CMD 19 (24 vs. trip) Feats Ability Focus (steal voice), Skill Focus (Bluff), Skill Focus (Perception) Skills Bluff +14, Perception +11, Stealth +10, Survival +5; Racial Modifiers +4 Bluff, +2 Perception, +2 Stealth, +2 Survival Languages Common, Goblin SQ mimicry ECOLOGY Environment temperate forests and plains Organization solitary, pair, or pack (3-11) Treasure incidental SPECIAL ABILITIES

Mimicry (Ex): A mocking worg can adjust its voice in order to sound like a humanoid child or young woman. Anyone that hears its voice is entitled to a Sense Motive check (opposed by the mocking worg's Bluff check, with a +5 bonus if the target cannot see the worg, or a -15 penalty if the target can) to see through the ruse and realize that the voice is a fake.

Pin Down (Ex): Whenever a mocking worg successfully trips a creature, it can automatically start a grapple with that creature as a free action. Additionally, the mocking worg gains a +4 bonus to its CMB and CMD for the purposes of maintaining a grapple with an opponent that is prone. **Steal Voice (Ex):** Whenever a mocking worg successfully maintains a grapple, instead of moving the grapple, damaging its opponent, pinning its opponent, or another action, the mocking worg can attempt to steal its opponent's voice, instead. The target must succeed on a Will save (DC 17) or become unable to speak or make vocal noises (this also prevents him from casting spells with verbal components). If the target fails his saving throw, the mocking worg gains the ability to speak in his voice, mimicking it perfectly and in such a way that no means, magical or mundane, can distinguish the voice from the victim's own (characters that can see the mocking worg can still determine that it is the one speaking). This effect lasts for 1 hour, though the death of either the mocking worg or the victim ends the effect early.

Stolen Spells (Sp): Whenever the mocking worg successfully uses its steal voice ability, if the target is a spellcaster, the mocking worg also steals some of their spellcasting ability, as well. When the mocking worg steals the target's voice, it gains complete knowledge of the target's prepared spells (or spells known, if the target is a spontaneous caster), and can choose 1d4 spells with verbal components and which have not yet been expended to steal. The target loses access to those spells along with his voice, and as long as the mocking worg has the victim's voice, it can cast each of the chosen spells once as a spelllike ability. When the steal voice effect ends, the target regains the lost spells, but any spells that were cast by the mocking worg remain expended. The mocking worg's caster level for this ability is equal to the caster level of the creature from whom the spells were stolen, but the mocking worg uses its Charisma score as its spellcasting ability score, even if the target did not.

Ecology

Mocking worgs are deadly and dangerous creatures that use cunning and guile to hunt their prey. They have a strong preference for humanoid prey, as the meat of unintelligent animals rarely sates their sadistic lusts. Typically lone predators, these creatures are wolflike only in appearance, and prefer to hunt by luring their victims to them by posing as a damsel or child in distress, only to ambush their victim and devour him. Particularly cunning hunters, mocking worgs will frequently stalk their prey for some time before striking, and are careful to pick off their victims one at a time. A favored tactic for the mocking worg is to lure one member of a group astray with its mimicry ability, then steal the victim's voice and use it to lure one of his allies away, as well, slowly whittling down a large group one at a time.

In areas where intelligent prey is scarce, mocking worgs often act as scavengers, rather than hunters. In the rare cases that these creatures have been observed in their natural element, they seem to communicate with one another in a language of their own, which sounds to human ears as a series of wheezing laughs and coughs.

Worg, Shadow

The creature before you resembles a wolf, except that its fur is blacker than black, and at first it seems as though you are looking at some sort of living shadow. Even its teeth—visible as it snarls at you menacingly—appear to be made of ebony or obsidian, and only its eyes, which glow with a dull and eldritch purple, give any indication that there is more to the creature than pure darkness.

WORG, SHADOW

CR 5

XP 1,600 CE Medium magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 17, touch 12, flat-footed 12 (+2 Dex, +5 natural) hp 51 (6d10+18)

Fort +8, Ref +7, Will +4

Defensive Abilities mending shadows **Immune** ability damage

OFFENSE

Speed 50 ft.

Melee bite +9 (1d6+4 plus trip) Special Attacks summon shadow wolves

Str 17, Dex 15, Con 17, Int 8, Wis 14, Cha 10 Base Atk +6; CMB +9; CMD 20 (25 vs. trip) Feats Power Attack, Run, Skill Focus (Perception) Skills Perception +11, Stealth +17, Survival +5; Racial Modifiers +2 Perception, +8 Stealth, +2 Survival Languages Common, Goblin SQ shadow jump ECOLOGY Environment temperate forests and plains

Organization solitary, pair, or pack (3-11) Treasure incidental SPECIAL ABILITIES

Mending Shadows (Su): As long as the shadow worg is in an area of darkness or supernatural darkness, it gains fast healing 10.

Shadow Jump (Su): A shadow worg can travel between shadows as if by means of a *dimension door* spell. Because the worg travels through shadows to move in this way, it does not function in well-lit areas or in areas of total darkness. This transportation must begin and end in a location that is in dim light, and the maximum distance for any given jump cannot exceed 120 feet. Unlike *dimension door*, the shadow worg can still act, provided it has any actions left to do so. The shadow worg can use this ability at will. **Summon Shadow Wolves (Su):** A shadow worg can mold the shadows around it into the form of wolves, animating them to aid him. As a standard action, the shadow worg can create up to four shadow wolves in unoccupied squares of the shadow worg's choice that are in dim light and are within 60 feet. These shadow wolves are identical to standard worgs, except that they have only 1 hit point, and are dazzled in areas of normal or brighter light. The shadow wolves serve the shadow worg faithfully, as though they had been summoned by *summon monster I*, and remain for 1 minute or until they are slain, after which they fade into nothingness. The shadow worg can use this ability once per hour.

Ecology

The exact nature of shadow worgs is not entirely clear. It is well-known that shadow worgs have an affinity for darkness and shadows, and it is also well-known that they frequently keep the company of the undead creatures known as shadows, in much the same way that their more mundane cousins keep the company of goblins, but it is unclear exactly why this is or how it came to be. Some scholars believe that these creatures were once normal worgs who were touched in some way by the plane of shadow, though even those who agree on this point often fall into arguing over whether or not the shadow worgs are a separate race whose ancestors were affected this way, or if each individual shadow worg was once a normal worg who was transformed. Other scholars believe that the creatures are not truly worgs at all, but are rather more closely related to the shadows that they so frequently associate with. This second group remains insistent, despite the fact that shadow worgs have been proven to be immune to channeled positive energy, and it is generally accepted that they are not undead of any sort.

It is not uncommon to find shadow worgs living amongst the undead creatures known as shadows. While it was originally believed that this was an arrangement similar to that found between normal worgs and goblins, more recent theories posit that the shadow worgs are simply living off of the shadows' victims, taking advantage of their immunity to the shadows' strength-draining attack and simply waiting for the shadows to weaken victims so that they are easier to devour. In fact, shadow worgs who are living with shadows seem to be particularly territorial, even for canines, as though the shadows were a particularly valuable asset. It is rumored that particularly old or powerful shadow worgs actually have the ability to command shadows, or that those they slay rise as shadows, but these are merely unsubstantiated rumors, and such powers are certainly outside the reach of the average shadow worg.

Wraith, Doom

The creature before you floats through the air as though it were not quite real. It appears to be vaguely humanoid, although it is translucent. It is clothed in tattered robes that are darker than the darkest night, but its skin beneath is a cold, unnatural shade of blue. The figure's face is obscured by a hood, except for two azure flames which dance in the darkness that serves as its face. As it turns towards you, you feel a certain sense of doom creep over you.

WRAITH, DOOM

CR 14

XP 38,400 NE Medium undead (incorporeal)

Init +7; Senses darkvision 120 ft., lifesense 120 ft.; Perception +22

Aura aura of oblivion (30 ft.)

DEFENSE

AC 25, touch 25, flat-footed 21 (+7 deflection, +3 Dex, +1 dodge, +4 profane)

hp 195 (17d8+119) Fort +12, Ref +8, Will +12

Port +12, Rei +0, Will +12

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

Weaknesses positive thoughts vulnerability, sunlight vulnerability

OFFENSE

Speed fly 60 ft. (good) **Melee** incorporeal touch +15 (8d6 negative energy plus apathetic touch)

Special Attack create spawn

STATISTICS

Str —, Dex 16, Con —, Int 14, Wis 14, Cha 25 Base Atk +12; CMB +15; CMD 34 Feats Ability Focus (apathetic touch), Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Flyby Attack, Skills Diplomacy +24, Fly +7, Intimidate +27, Knowledge

(planes) +19, Perception +22, Sense Motive +22, Stealth +23

Languages Common, Infernal

ECOLOGY

Environment any

Organization solitary, pair, gang (3-6), or pack (7-12) **Treasure** none

SPECIAL ABILITIES

Aura of Oblivion (Su): A doom wraith constantly drains the life force of all living creatures within 30 feet of it. Whenever a creature enters or begins its turn within this area, it must succeed on a Fortitude save (DC 25) or suffer 1d2 points of ability drain to each of his ability scores (roll 1d2 once and apply the result to all ability scores). A creature that has any of its ability scores reduced to 0 in this way immediately crumbles to dust, and is affected by the doom wraith's create spawn ability. **Apathetic Touch (Su):** Any creature hit with a doom wraith's incorporeal touch attack must succeed on a Will save (DC 21) or be overcome with thoughts of grief and doom, and dazed for 1d3 rounds. Any other creature can attempt to snap the affected creature out of his daze with a successful Diplomacy or Intimidate check (DC 37) as a full-round action (the normal penalty for a rushed Diplomacy check does not apply). A success cures the target of the dazed condition. This is a mind-affecting emotion effect. The saving throw DC is Wisdom-based.

Create Spawn (Su): A humanoid creature slain by a doom wraith has his soul ripped to pieces and corrupted by the doom wraith's dark powers. As a result, the slain creature becomes 1d6 wraiths immediately upon dying. These wraiths have statistics identical to the wraith included in the *Pathfinder Bestiary*, including their ability to create spawn, but if the doom wraith is slain, all wraiths created this way, as well as any spawn that those wraiths created, are instantly destroyed. Wraiths created by this ability are free-willed and can act as they choose, though they are incapable of attacking or harming the doom wraith that created them.

Any humanoid creature that dies in this way cannot be resurrected by any means until each and every one of the wraiths that were created from him are destroyed.

Lifesense (Su): A doom wraith notices and locates living creatures within 120 feet, just as if it possessed the blindsight ability.

Positive Thoughts Vulnerability (Su): Doom wraiths are sensitive to positive thoughts and hope in particular, and can actually be harmed by nearby creatures specifically focusing their minds on happy things. Any creature within 30 feet of the doom wraith can spend a standard action concentrating on positive thoughts. In order to do so to the degree necessary to affect the doom wraith, the creature must succeed on a Wisdom check (DC 22). If the check is successful, the wraith suffers 8d10 points of damage. Additionally, at the beginning of each of the wraith's turns, if it suffered 1 or more points of damage in this way since the beginning of its last turn, it must succeed on a Will save (DC 15 + 2 for each additional time it took damage in this way since the beginning of its last turn) or be dazed for 1 round.

Sunlight Vulnerability (Ex): A doom wraith caught in sunlight is staggered and suffers an amount of damage equal to 1/2 its maximum hit points (rounded up) each round that it remains exposed to the sunlight.

Ecology

One of the most powerful types of wraiths, doom wraiths are thankfully much rarer than others of their kind. These terrible undead are created by the spirits of those who reach the deepest, darkest pits of total despair just before their death, and are completely devoid of any sort of hope or love at the time of their death. Most doom wraiths are the result of suicides, but this is not always the case.

Wraith, Lifedrinker

You feel a sense of palpable dread surrounding you, but you cannot determine the source. There is a horrible shrieking sound, and you feel your strength ebbing, but still no foe is in sight. Suddenly, a horrible figure of living darkness coalesces as though from nowhere before your eyes, its only discernible feature a pair of glowing red eyes that smolder at you hatefully.

WRAITH, LIFEDRINKER

CR 9

XP 6,400

NE Medium undead (incorporeal)

Init +10; Senses darkvision 60 ft., lifesense; Perception +17

Aura wretched presence (30 ft.)

DEFENSE

AC 22, touch 22, flat-footed 15 (+5 deflection, +6 Dex, +1 dodge) hp 114 (12d8+60)

Fort +9, Ref +10, Will +10

Defensive Abilities channel resistance +5, incorporeal, natural invisibility; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +15 (4d6 negative energy plus lifedrinker's curse)

Special Attack baleful gaze, life drain

STATISTICS

Str —, Dex 22, Con —, Int 14, Wis 14, Cha 21 Base Atk +9; CMB +15; CMD 33 Feats Ability Focus (lifedrinker's curse), Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Flyby Attack Skills Diplomacy +17, Fly +10, Intimidate +20, Knowledge

(planes) +14, Perception +17, Sense Motive +17, Stealth +21

Languages Common, Infernal

ECOLOGY

Environment any

Organization solitary, pair, gang (3-6), or pack (7-12)

Treasure none

SPECIAL ABILITIES

Baleful Gaze (Sp): Any creature that looks at a lifedrinker wraith (either with *see invisibility* or because the lifedrinker wraith suspends its natural invisibility) must succeed on a Will save (DC 21) or be affected by the spell *bestow curse*. The lifedrinker wraith chooses what specific curse to apply. A creature that succeeds on this saving throw is permanently immune to the baleful gaze of that particular lifedrinker wraith.

Lifedrain (Su): As a standard action, a lifedrinker wraith can drain life force from nearby creatures. This takes the form of a 30-ft. cone that deals 6d4 points of negative energy damage to each living creature in the affected area. A successful Fortitude save (DC 21) negates this damage. For every 2 points of damage inflicted by this ability, the lifedrinker wraith heals 1 hit point. The lifedrinker wraith can use this ability once every 1d4 rounds.

Lifedrinker's Curse (Su): Any living creature hit by a lifedrinker wraith's incorporeal touch attack must succeed on

a Fortitude save (DC 23) or suffer a curse of inevitable doom. Affected creatures do not heal naturally, and regain only 1/4 as many hit points from magical healing as they normally would. This effect lasts indefinitely, and can be removed with break enchantment or more powerful magic. Additionally, the lifedrinker wraith is able to siphon away the lost healing that would be gained by the last creature to be affected by its lifedrinker's curse ability, and it regains all the hit points that the target does not heal as a result of this ability (including the target's natural healing and 3/4 of any magical healing the target is subject to), regardless of the lifedrinker wraith's distance from the target. The lifedrinker wraith can only siphon hit points in this way from the last creature it affected with its lifedrinker's curse ability, and if it uses the ability on another creature, it begins siphoning hit points from that creature, instead.

Lifesense (Su): A lifedrinker wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Natural Invisibility (Ex): A lifedrinker wraith is invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell, though creatures viewing the lifedrinker wraith with *see invisibility*, or similar effects, perceive it as an inky blackness. Against foes that cannot pinpoint it, the lifedrinker wraith gains a +20 bonus on Stealth checks when moving, or +40 when standing still. These bonuses are not included in the statistics above. The lifedrinker wraith can suppress or resume this ability as a move action, if desired.

Sunlight Powerlessness (Ex): A lifedrinker wraith caught in sunlight cannot attack and is staggered.

Wretched Presence (Su): A lifedrinker wraith emits an aura of despair and hopelessness. Any creature that enters or begins its turn within 30 feet of a lifedrinker wraith must succeed on a Will save (DC 21) or suffer a -2 morale penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 hour. This is a mind-affecting emotion effect. The saving throw DC is Charisma-based.

Ecology

These fell creatures are much rarer than other wraiths, as they have no way to propagate on their own. They are most often created deliberately by powerful necromancers who use them to guard their lairs, but they can also occur naturally, usually as a result of someone being abandoned to die a violent death by one of his or her trusted friends or allies.

Many lifedrinker wraiths have been driven mad by centuries of servitude or by the circumstances of their death, and attack with reckless abandon, attempting to snuff out all life that they encounter. Those lifedrinker wraiths that maintain more of their sanity, however, take advantage of their lifedrinker's curse ability to weaken its foes, then wait one or more days, striking the death blow once its victims are ragged from their inability to heal.

Wraith, Plague

The creature before you floats effortlessly through the air. Its body is translucent, and it seems to be made of little more than tattered and filthy rags and robes. Though most of its body is obscured, you can see a famished and almost skeletal frame beneath the robes, covered in pustules, blisters, and other unsightly blemishes. Its face is obscured beneath a hood, but a pair of glowing green eyes glares out accusingly from the darkness within.

WRAITH, PLAGUE

CR₇

XP 3,200

NE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +14 **Aura** plague wind (30 ft.)

DEFENSE

AC 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)

hp 85(9d8+45)

Fort +8, Ref +6, Will +8

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weaknesses water aversion

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +9 (1d6 negative energy plus wraith's wasting)

STATISTICS

Str —, Dex 16, Con —, Int 14, Wis 14, Cha 21 Base Atk +6; CMB +9; CMD 24 Feats Ability Focus (possess the unclean), Blind-Fight, Combat Reflexes, Dodge, Improved Initiative Skills Diplomacy +14, Fly +7, Intimidate +17, Knowledge (planes) +11, Perception +14, Sense Motive +14, Stealth +15 Languages Common, Infernal

ECOLOGY

Environment any

Organization solitary, pair, gang (3-6), or pack (7-12)

Treasure none

SPECIAL ABILITIES

Lifesense (Su): A plague wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. Additionally, a plague wraith can intuitively sense whether or not any living creature that it detects with its lifesense ability is currently affected by any diseases, and whether or not they are potential targets for its possess the unclean ability.

Plague Wind (Su): A plague wraith exudes an aura of disease. Any creature that enters or begins its turn within 30 feet of a plague wraith is exposed to 1d4-1 of the following diseases, determined at random: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease's

onset period is bypassed, causing it to have its initial effect immediately, and the saving throw DC to initially resist the disease is 19, regardless of what disease it is, though any subsequent saving throws to resist the disease's effects use the disease's normal saving throw DC. The initial saving throw DC is Charisma-based.

Possess the Unclean (Su): As a standard action, a plague wraith can attempt to possess an adjacent corporeal creature that is suffering from one or more diseases. In order to use this ability, the target must have at least 1 point of ability damage or ability drain from a disease. The plague wraith moves into the target's square (provoking an attack of opportunity) and merges its incorporeal body with the target's physical body. This ability is similar to a *magic jar* spell (caster level 9th), except that it does not require a receptacle. The target can resist this ability with a successful Will save (DC 21). A creature that succeeds on this saving throw is immune to the possess the unclean ability of that particular plague wraith for 24 hours. The saving throw DC is Charisma-based.

Water Aversion (Ex): A plague wraith cannot enter clean water, nor do any of its abilities function on creatures that are submerged in clean water. This restriction does not apply to water that is dirty, diseased, or otherwise unfit to drink.

Wraith's Wasting (Su): Any creature hit by a plague wraith's incorporeal touch attack is exposed to the wraith's wasting disease (see below).

WRAITH'S WASTING

Type disease (injury); Save Fortitude DC 19 Onset 1d4 minutes; Frequency 1/minute Effect 1d4 Con drain. A creature that suffers at least 5 points of Constitution drain as a result of this disease becomes incorporeal for as long as he has at least 5 points of Constitution drain as a result of wraith's wasting. A creature that dies while infected with this disease becomes a plague wraith after 1d4 rounds; Cure 2 consecutive saves.

Ecology

Plague can be a grave danger to small and large communities alike, and sometimes, when a particularly virulent or widespread plague occurs, sometimes a fearful populace will lock the sick in their homes or exile all of the infected to a ghetto in order to prevent the disease from spreading. Sometimes, the souls of those who die after being abandoned and condemned in this way are animated by their sense of betrayal and hatred at the way that they were left to die, and they rise again as plague wraiths. These spectral figures exude a potent cocktail of different diseases, and quickly leave epidemics in their wake. Some plague wraiths take great delight in bringing the horrors of disease to the wealthy and privileged, while others spread their dark curse indiscriminately.

Wyvern, Greenscale

This dragon-like creature is covered in sicklylooking yellow-green scales. It has two large, leathery wings, and a sinuous, snake-like body supported by two powerful legs ending in fierce talons, and ending in a vicious, scorpion-like stinger. It bears a crude saddle and harness on its back, but its eyes gleam with malevolent intelligence.

WYVERN, GREENSCALE

CR₄

XP 1,200

N Large dragon

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size) hp 52 (5d12+20) Fort +8, Ref +6, Will +5

Immune sleep, paralysis

OFFENSE

Speed 15 ft., fly 60 ft. (good)

Melee sting +7 melee (1d6+3 plus poison), bite +7 melee (2d6+3 plus grab) Space 10 ft.; Reach 5 ft. (10 ft. with sting) Special Attack rake (2 talons +7, 1d4+3)

STATISTICS

Str 17, Dex 14, Con 18, Int 5, Wis 12, Cha 9 Base Atk +5; CMB +9 (+13 grapple); CMD 21 Feats Flyby Attack, Hover, Wingover Skills Fly +12, Perception +13, Stealth +6; Racial Modifier +4 Perception Languages Draconic

ECOLOGY

Environment temperate or warm forests, hills, and swamps

Organization solitary, scout (one plus one CR 2 rider), squadron (3-6 plus one CR 4 rider each) **Treasure** none

Poison (Ex): Sting—injury; *save* DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution damage; *cure* 1 save. The save DC is Constitution-based.

Secrete Poison (Ex): A greenscale wyvern can secrete concentrated poison from the tip of its tail, releasing a few ounces of an acrid-smelling, thin yellow fluid. Poison secreted in this way does not remain potent for long, and is useless after 1 minute, but is often used by those who ride such creatures to conveniently poison their weapons during battle. This requires a move action by both the greenscale wyvern and the wielder of the weapon to be poisoned, and allows a single melee weapon, or up to three pieces of ammunition, to be coated in the greenscale wyvern's poison. There is no chance that either the wielder or the greenscale wyvern is accidentally poisoned as a result of this ability. The greenscale wyvern can use this ability once every 10 minutes.

Tail Sweep (Ex): Greenscale wyverns are specially trained to be able to fly into a very low charge, extending their tail below them and stinging everything that they fly over with its poisonous barb. As a fullround action, a greenscale wyvern that is flying 5 or 10 feet above the ground can move in a straight line up to its fly speed, sweeping its tail below it in this fashion. If it does, it makes a single sting attack, and applies the result to the AC of each creature whose square it flies over. Any creature whose AC is less than the result is hit with the greenscale wyvern's sting attack. Any creature attacked in this way is entitled to an attack of opportunity as the greenscale wyvern's tale flies through their square, but such attacks are made with a -4 penalty.

Ecology

Though they do bear green scales, these wyverns are actually named for a tribe of troglodytes, which were the first to domesticate and breed them from the more common species of wyvern. Broken and bred for captivity, these wyverns are usually found serving as either mounts for elite warriors or scouts, or occasionally as beasts of burden. Though they were originally exclusive to the greenscale troglodytes, raids from other reptilian humanoids and a brisk livestock trade has seen these creatures spread to a number of other tribes, and they are not uncommon sights at encampments of lizardfolk, orcs, bugbears, or even humans and elves.

Weaker and less intelligent than their distant ancestors, greenscale wyverns make much better mounts. Their reduced intelligence makes them much less belligerent, and a well-trained greenscale wyvern can be as obedient as a spirited horse. Further, they are more maneuverable in the air than standard wyverns, which can be of value when facing other airborne opponents or adverse weather. Further, their tails have been bred to be longer, allowing them to perform a devastating charge attack that can poison dozens of foes. Perhaps the best reason to have a greenscale wyvern mount is their ability to secrete their poison in a way that allows a rider to rain poisoned arrows down on their victims.

Wyvern, Spinetail

The creature before you is unmistakably draconic, with two large leathery wings and a reptilian body and head, though it has no legs, and its tail ends in a sharp, curved stinger. While its body is mostly covered in pale white-green scales, along its back are a series of long, white spines with bright-red, razor-sharp tips, that run from the base of its neck down to the end of its tail.

|--|

CR 8

XP 4,800 N Large dragon

Init +5; Senses darkvision 60 ft., low-light vision,

scent; Perception +20

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 103 (9d12+45)

Fort +11, Ref +7, Will +9

Immune sleep, paralysis

OFFENSE

Speed fly 60 ft. (average)

Melee sting +14 melee (1d6+6 plus poison), bite +14 melee (1d10+6), tail slap +9 (2d8+9 plus grab/19-20 x2) **Space** 10 ft.; **Reach** 10 ft. (5 ft. with bite)

Special Attack constrict (2d8+9), poisonous breath (30 ft. cone, poison, Fortitude DC 19 negates, usable once per day)

STATISTICS

Str 23, Dex 12, Con 20, Int 7, Wis 12, Cha 9

Base Atk +9; CMB +16 (+20 grapple); CMD 27 (can't be tripped)

Feats Ability Focus (poison breath), Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception) **Skills** Fly +11, Perception +20, Sense Motive +13, Stealth +9; **Racial Modifier** +4 Perception

Languages Draconic

ECOLOGY

Environment temperate or warm hills, mountains, and plains

Organization solitary, pair, or nest (2-12, plus 2-8 young)

Treasure standard

Poison (Ex): Sting—injury; *save* Fortitude DC 19; *frequency* 1/round for 1 minute; *effect* 1 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poisonous Breath (Ex): A spinetail wyvern is able to breathe out a cone of concentrated poison fumes, which are more potent than the poison in its tail. This takes the form of a 60-ft. cone. Each creature in the cone is exposed to the following poison: breath weapon—inhaled; *save* Fortitude DC 21; *frequency* 1/ round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitutionbased.

Razor Spines (Ex): A spinetail wyvern's tail slap attack deals piercing damage, as the spines in its tail pierce the target's flesh. Further, they are razorsharp, giving them a critical threat range of 19-20, and the wyvern adds 1-1/2 times his Strength modifier to damage rolls made with his tail slap attack, even though it is a secondary natural attack.

Tail Lash (Ex): A spinetail wyvern can wildly lash about with its tail in rage and frustration, typically devastating everything nearby. The spinetail wyvern deals damage to each creature in a 10-ft. radius, including the spinetail wyvern itself, as though it had hit that creature with its tail slap attack. The spinetail wyvern cannot grab creatures it damages in this way. A successful Reflex save (DC 20) halves this damage. A creature that rolls a natural 1 on its Reflex save is also struck by the spinetail wyvern's stinger, taking the appropriate damage and being exposed to the spinetail wyvern's poison. The saving throw DC is Strengthbased.

Ecology

Spinetail wyverns are stronger, more brutish variations on the more common wyvern, and tend to rely less on their poison and more on brute force and natural adaptations to defeat their foes. The spinetail wyvern's most famous distinguishing features are the barb-like spines that grow down its back and encompass its tail. These bony growths are quite sharp (and spinetail wyverns keep them sharpened by rubbing them against rocks or other hard surfaces), and serve as their main weapon. A hunting spinetail wyvern typically prefers to swoop down on its prey, grab it in its tail, and skewer it with a spiny embrace. Aside from these barbs, spinetail wyverns are easy to spot due to the fact that they lack the legs of the average wyvern.

A spinetail wyvern's stinger poison is much weaker than those of the average wyvern, though it does last somewhat longer. This is not because the spinetail wyvern doesn't use its poison, but rather because it actually constantly siphons poison away from its tail and into a sac-like bulge in its throat, where it keeps a reserve of poison that allows it to spray a concentrated, airborne dose, allowing it to poison prey from a range.

Wyvern, Twintail

Before you, you see a winged serpent, its body long and snaking, with a pair of oversized, bat-like wings, and the head of a viper. Its body splits near the end, leaving it with two tails, each of which has a single oversized stinger on the end, reminiscent of a scorpion's. Its body is covered in sleek black scales, except near the base of the stinger, where it features several bright yellow bands.

WYVERN, TWINTAIL

CR 10

XP 2,400

N Huge dragon Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 21, touch 8, flat-footed 21 (+13 natural, -2 size) hp 126 (12d12+48)

Fort +12, Ref +8, Will +11

Immune paralysis, poison, sleep

OFFENSE

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

Melee left sting +16 melee (2d8+6 plus numbing poison), right sting +16 melee (2d8+6 plus weakening poison), bite +11 melee (2d6+4 plus grab) Ranged spit poison +12 touch (numbing or weakening

poison) Space 15 ft.; Reach 10 ft. (15 ft. with stings) Special Attack swallow whole (4d6 acid damage, 2d6

bludgeoning damage, AC 14, 13 hp)

STATISTICS

Str 22, **Dex** 10, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9 **Base Atk** +12; **CMB** +20 (+24 grapple); **CMD** 30 (can't be tripped)

Feats Flyby Attack, Improved Initiative, Improved Natural Attack (sting), Iron Will, Skill Focus (Perception)

Skills Fly -1, Perception +23, Sense Motive +16, Stealth +7 (+15 in dim or lower light); Racial Modifier +4 Perception, +8 Stealth in dim or lower light Languages Draconic

ECOLOGY

Environment temperate or warm jungles and swamps **Organization** solitary, pair, or flight (3-6) **Treasure** standard

Numbing Poison (Ex): Left sting—injury; save DC 20; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage. If the target is also affected by the twintail wyvern's weakening poison, it also takes 1 point of Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based. **Shed Skin** (Ex): The snakelike twintail wyvern can shed its skin when necessary. This leaves it with less natural armor, but more maneuverability, allowing it to better evade touch attacks. As a full-round action, the twintail wyvern can reduce its natural armor bonus to AC by 6. If it does, it gains a +8 enhancement bonus to its Dexterity score.

These bonuses and penalties last for 24 hours, and the twintail wyvern cannot shed skin again until after that time has passed.

Additionally, the act of shedding its skin causes the twintail wyvern's natural healing to increase, and it gains fast healing 5 for 10 minutes after using shed skin. For the next hour after that, its fast healing is reduced to 2, and after that it has fast healing 1 until the full 24 hours have passed and it is able to shed its skin again, at which point it loses its fast healing altogether.

Spit Poison (Ex): The twintail wyvern can spit either of its two poisons. Treat this as a ranged touch attack with a range increment of 10 feet and a maximum range of 30 feet (90 feet if the twintail wyvern is spitting directly downward). The twintail wyvern must choose which poison it is spitting before making the attack roll, but may select a different poison each time it uses the ability. An affected creature is exposed to the poison as though they had been injured by the appropriate sting attack.

Weakening Poison (Ex): Right sting—injury; save DC 20; frequency 1/round for 6 rounds; effect 1d4 Strength damage. If the target is also affected by the twintail wyvern's numbing poison, it also takes 1 point of Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

Ecology

The fearsome twintail wyverns look more like winged serpents than they do like actual dragons, but they are nonetheless closely related to the more common wyverns, and, more distantly, to the true dragons, and their kin. Named for their distinctive split tails, these wyverns literally offer double the poison of their smaller and more numerous cousins.

Each of the twintail wyvern's two stingers produces a different kind of toxin: the numbing poison slows its victims, while the weakening poison saps their strength. Most fearsome of all, when the two toxins are mixed, they actually respond to one another to become more virulent, virtually ensuring the death of any creature that is victim to both poisons.

Monsters by CR

Table 1-1: Monsters by CR

The following table provides a listing of each of the monsters in this book by their CR rating.

Creature	CR
Faceless One	1/2
Facestealer Doppelganger	1
Basilisk Snake	2
Dwarf Griffon	2
Figurine Gargoyle	2
Miniature Harpy	2
Spitting Ankheg	2
Wispling Will-O'-Wisp	2
Death's Hood Darkmantle	3
Dread Steed Nightmare	3
Mocking Worg	3
Monstrous Carbuncle	3
Regal Manticore	3
Singing Vargouille	3
Greenscale Wyvern	4
Plainsrunner Centaur	4
Ashbound Dryad	5
Bloodsucking Vargouille	5
Cursed Doppelganger	5
Gilded Carbuncle	5
Headsman's Medusa	5
Howler Girallon	5
Oakbound Dryad	5
Sand Devil Ankheg	5
Shadow Weaver Darkmantle	5
Shadow Worg	5
Sylvan Guardian Unicorn	5
Vampiric Medusa	5
Yewbound Dryad	5
Draconic Gargoyle	6
Feral Ettercap	6
Myllisthor Griffon	6
Skyborn Centaur	6
Giant Vargouille	7
Hag Harpy	7
Miasmic Basilisk	7
Plague Wraith	7
Razor Manticore	7
Relic-Bound Mummy	7
Toxic Ankheg	7
Two-Headed Minotaur	7
Arctic Froghemoth	8
Barbed Kraken	8
Goliath Darkmantle	8
Mind Drinker Doppelganger	8
Nightcharger Centaur	8
Pollen-Back Girallon	8
Primal Ettin	8

Dark Guide Win-O - Wisp	9
Dreamstalker Nightmare	9
Great Speaker Worg	9
Lifedrinker Wraith	9
Poisonous Manticore	9
Redclaw Griffon	9
Webspinner Ettercap	9
Abyssal Harpy	10
Baleye Cycplos	10
Bronze Minotaur	10
Curse Lord Mummy	10
Jungle Treant	10
Mountain Basilisk	10
Purifier Unicorn	10
Twintail Wyvern	10
Ettin Mage	11
Jet Couatl	11
Snake Queen Medusa	11
Soul Eater Gargoyle	11
Cyclops Brute	12
Possessed Mummy	12
Spider Lord Ettercap	12
Devil's Eye Will-O'-Wisp	13
Primal Couatl	13
Seaquake Kraken	13
Three-Headed Ettin	13
Bonfire Trant	14
Doom Wraith	14
Behemoth Girallon	15
Cyclops Seer	15
Dominator Kraken	15
Harbinger Nightmare	15
Maze Master Minotaur	15
Radiant Couatl	15
Old Growth Treant	16
Volcanic Froghemoth	16
Lunar Carbuncle	18
Deep Froghemoth	19

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Spinetail Wyvern

Dark Guide Will-O'-Wisp

Storm Unicorn

Monsters by Terrain

The following section lists the monsters in this book by the terrain in which they appear. Within each terrain type, the monsters are presented in alphabetical order.

Any (any): bloodsucking vargouille, curse lord mummy, cursed doppelganger, doom wraith, draconic gargoyle, facestealer doppelganger, faceless one, figurine gargoyle, giant vargouille, life drinker wraith, mind drinker doppelganger, plague wraith, possessed mummy, relic-bound mummy, singing vargouille, soul eater gargoyle.

Any (temperate): baleye cyclops, cyclops seer, twoheaded minotaur. Any (warm): baleye cyclops, cyclops seer, volcanic froghemoth.

Aquatic (cold): arctic froghemoth.

Coast (cold): arctic froghemoth.

Deserts (temperate): sand devil ankheg.

Deserts (warm): razor manticore, sand devil ankheg

Extraplanar (abyss): abyssal harpy, harbinger nightmare.

Extraplanar (astral plane): dreamstalker nightmare.

Extraplanar (lower planes): dread steed nightmare, dreamstalker nightmare.

Forests (any): bonfire treant, ettin mage, monstrous carbuncle, old growth treant, wispling will-o'-wisp.

Forests (temperate): ashbound dryad, basilisk snake, dwarf griffon, feral ettercap, great speaker worg, greenscale wyvern, hag harpy, mocking worg, miasmic basilisk, miniature harpy, nightcharger centaur, myllisthor griffon, oakbound dryad, plainsrunner centaur, purifier unicorn, shadow worg, skyborn centaur, spider lord ettercap, storm unicorn, sylvan guardian unicorn, webspinner ettercap, yewbound dryad.

Forests (warm): basilisk snake, behemoth girallon, greenscale wyvern, hag harpy, howler girallon, jet couatl, miasmic basilisk, primal couatl, primal ettin, radiant couatl.

Hills (any): ettin mage.

Hills (cold): three-headed ettin.

Hills (temperate): dwarf griffon, greenscale wyvern, hag harpy, miasmic basilisk, mountain basilisk, sand devil ankheg, spinetail wyvern, spitting ankheg.

Hills (warm): hag harpy, greenscale wyvern, miasmic basilisk, mountain basilisk, poisonous manticore, primal ettin, razor manticore, regal manticore, sand devil ankheg, spinetail wyvern, spitting ankheg.

Jungle (any): jungle treant.

Jungle (temperate): miasmic basilisk, toxic ankheg, twintail wyvern.

Jungle (warm): jet couatl, howler girallon, miasmic basilisk, pollen-back girallon, primal couatl, primal ettin, radiant couatl, razor manticore, toxic ankheg, twintail wyvern.

Mountains (any): ettin mage.

Mountains (cold): redclaw griffon.

Mountains (temperate): dwarf griffon, hag harpy,

miasmic basilisk, mountain basilisk, redclaw griffon, sand devil ankheg, spinetail wyvern.

Mountains (warm): hag harpy, miasmic basilisk, mountain basilisk, razor manticore, sand devil ankheg, spinetail wyvern.

Ocean (any): barbed kraken, dominator kraken, seaquake kraken.

Plains (temperate): basilisk snake, dwarf griffon, great speaker worg, mocking worg, myllisthor griffon, nightcharger centaur, plainsrunner centaur, sand devil ankheg, shadow worg, skyborn centaur, spinetail wyvern, spitting ankheg.

Plains (warm): basilisk snake, sand devil ankheg, spinetail wyvern, spitting ankheg.

Swamp (any): dark guide will-o'-wisp, devil's eye will-o'-wisp, monstrous carbuncle, wispling will-o'-wisp.

Swamp (cold): arctic froghemoth.

Swamp (temperate): greenscale wyvern, hag harpy, headsman's medusa, miasmic basilisk, miniature harpy, snake queen medusa, spitting ankheg, toxic ankheg, twintail wyvern, vampiric medusa, webspinner ettercap.

Swamp (warm): greenscale wyvern, hag harpy, miasmic basilisk, poisonous manticore, regal manticore, spitting ankheg, toxic ankheg, twintail wyvern.

Underground (any): bronze minotaur, cyclops brute, death's hood darkmantle, deep froghemoth, gilded carbuncle, goliath darkmantle, headsman's medusa, lunar carbuncle, maze master minotaur, shadow weaver darkmantle, snake queen medusa, vampiric medusa.

Monsters by Type

The following section lists the monsters in this book by their creature type. Within each creature type, the monsters are presented in alphabetical order.

Aberration: arctic froghemoth, dark guide willo'-wisp, deep froghemoth, devil's eye will-o'-wisp, feral ettercap, headsman's medusa, spider lord ettercap, volcanic froghemoth, webspinner ettercap, wispling will-o'-wisp.

Dragon: greenscale wyvern, spinetail wyvern, twintail wyvern.

Fey: ashbound dryad, miniature harpy, oakbound dryad, yewbound dryad.

Humanoid: baleye cyclops, cyclops brute, cyclops seer, ettin mage, primal ettin, three-headed ettin.

Magical Beast: barbed kraken, basilisk snake, behemoth girallon, death's hood darkmantle. dominator kraken, dwarf griffon, gilded carbuncle, goliath darkmantle, great speaker worg, howler girallon, lunar carbuncle, miasmic basilisk, mocking worg, monstrous carbuncle, mountain basilisk, myllisthor griffon, poisonous manticore, pollen-back girallon, primal couatl, purifier unicorn, razor manticore, redclaw griffon, regal manticore, sand devil ankheg, seaquake kraken, shadow weaver darkmantle, shadow worg, spitting ankheg, storm unicorn, sylvan guardian unicorn, toxic ankheg.

Monstrous Humanoid: bronze minotaur, cursed doppelganger, draconic gargoyle, facestealer doppelganger, faceless one, figurine gargoyle, hag harpy, mind drinker doppelganger, maze-master minotaur, nightcharger centaur, plainsrunner centaur, skyborn centaur, snake queen medusa, soul eater gargoyle, two-headed minotaur, vampiric medusa.

Outsider: abyssal harpy, bloodsucking vargouille, dread steed nightmare, dreamstalker nightmare, giant vargouille, harbinger nightmare, jet couatl, radiant couatl, singing vargouille.

Plant: Bonfire treant, jungle treant, old growth treant.

Undead: curse lord mummy, doom wraith, life drinker wraith, plague wraith, possessed mummy, relicbound mummy.

Gargoyle Guardians

In many forms of fantasy media, gargoyles serve as actual protectors of buildings and other treasures, spending most of their time as inanimate statues and only transforming to their normal form in order to fight off intruders, much the same way that real historical gargoyles were supposedly intended to ward away evil spirits. GMs who are inclined to encourage such behavior can make the following spell, which was originally included in *Exotic Encounters: Gargoyles*, available to their players.

BIND GARGOYLE

School abjuration; Level cleric 4, sorcerer/wizard 4, summoner 3, witch 4 Casting Time 1 minute Components V, S, M/DF (a 10-ft.-diameter circle of granite dust) Range touch Area 10-ft.-radius emanation from touched spot Duration 24 hours/level Saving Throw Will negates; Spell Resistance yes

Any gargoyle that enters the affected area is unable to leave it for the spell's duration . The first time it attempts to do so it may make a single Will save, and its spell resistance is applied to the spell, if any. If it succeeds its save or resists the spell, it can leave without any particular difficulty. Otherwise, it is trapped within the spell's area for the spell's duration. It cannot make attacks or use its abilities across the edge of the spell's area. It can still leave via teleportation, or similar effects if it has them. If anything disrupts the circle of granite dust that forms the barrier of the spell's area, the spell immediately ends, though any gargoyles trapped inside the spell's area). While the gargoyle is bound in the circle, the caster can attempt to coerce it into serving as a guardian of the nearby area. This functions identically to the process used to compel a creature to perform a service with the spell *lesser planar binding*, except that the creature cannot be compelled to perform any service other than guarding a specified building or area (you can still attempt to bargain with the gargoyle, but it is not required to uphold its end of the bargain once released, except for any agreement to guard an area).

The area to be guarded can be defined however you like, up to a maximum radius of 1 mile per caster level. The gargoyle can be instructed to only guard it from certain individuals or certain types of creatures, or to only allow certain individuals or types of creatures to pass unmolested. If desired, the gargoyle can be instructed to disable intruders non-lethally.



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A Memorable Menagerie

The Pathfinder Bestiary, and the long line of monstrous encydopedia that came before it, do a great job of attacking the problem of providing game statistics and mechanical information for a very wide variety of creatures. There are a lot of strange creatures from fantasy novels and movies, from ancient mythology, and, as time went on, from the twisted minds of game designers and even GMs, for that matter. Anyone today who tried to go about creating an extensive bestiary of all the different cool and interesting fantasy monsters could fill three or four volumes with three hundred monsters each, and still have a long way left to go, with fans crying out for various Torgotten" monsters to get some attention. That kind of breadth doesn't leave a whole lot of room for depth, and that's where Gzetic Gneounters came in.

The Gzotic Gneounters series focused on providing new and creative twists on well-known, iconic monsters, providing new options for GMs to use creatures like cyclopes, medusas, nightmares, and all manner of other monsters at a wider range of QRs. But the monsters included here are more than just existing stat-blocks with hit Dice added or subtracted: each monster has at least one unique ability never seen anywhere else, and each of the monsters has been reimagined and east in a new, creative light that transforms it into something that is both familiar and resonant, while still being new and exciting.

