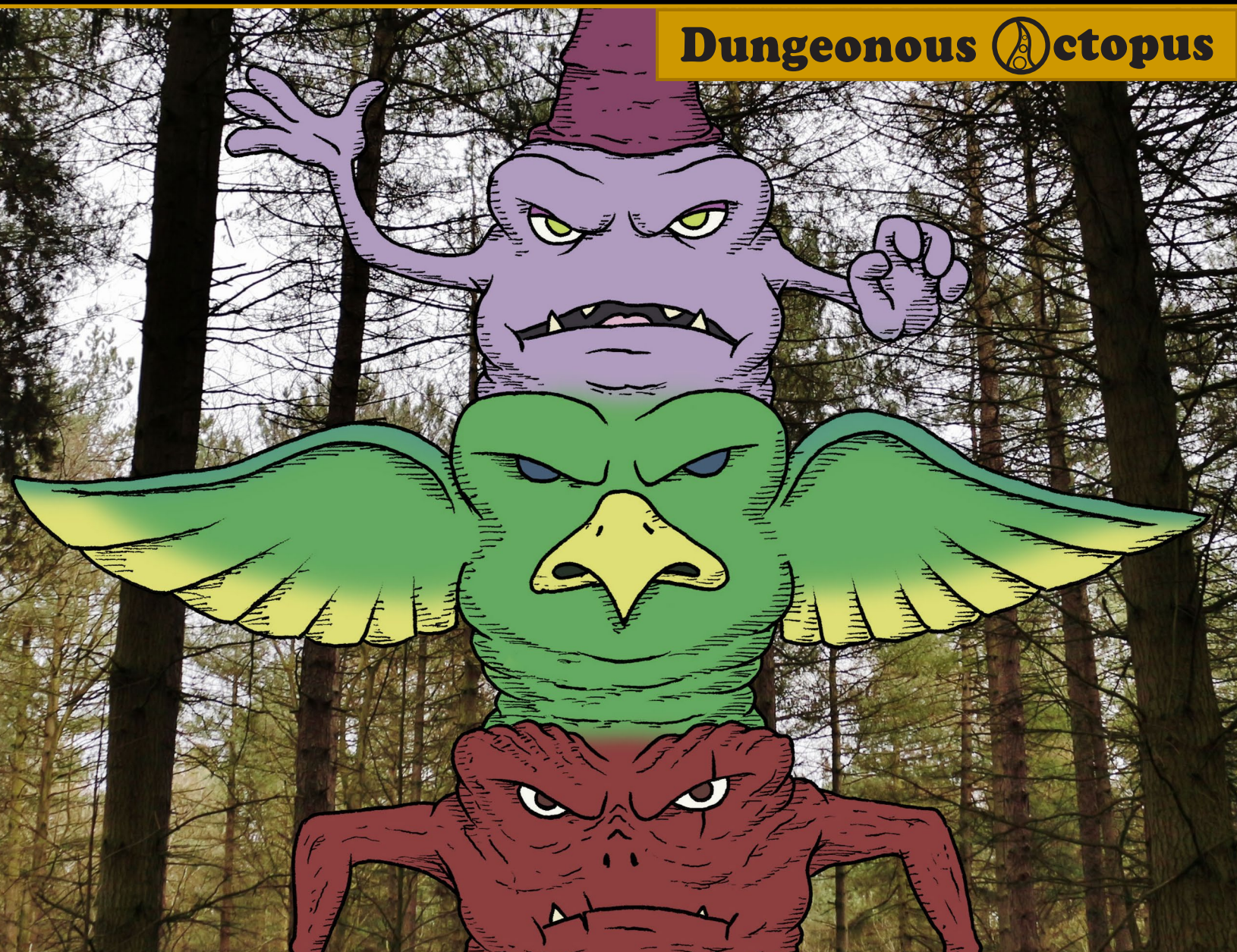


10 ALL-NEW

ABSURD MONSTERS 2

Dungeonous  Octopus



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10 All-New Absurd Monsters 2

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Written, Edited, & Illustrated by Z “*The Mad Bard*” Gosck

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FEROCIOUS PALM

A lone palm sways gently in the breeze, somehow it seems oddly sinister.

FEROCIOUS PALM

CR 5

NE Large plant

XP 1,600
Init: +6 | **Senses:** tremorsense 60 ft. | **Perception:** +7

DEFENSE

AC: 20 | **touch:** 12 | **flat-footed:** 17

Modifiers: +2 Dex, +1 dodge, +8 natural, -1 size

hp: 44 (8d8+6)

Fort: +9 | **Ref:** +5 | **Will:** +2

Defensive Abilities: root | **DR:** 5/magic or axes

Immune: plant traits

OFFENSE

Speed: 50 ft.

Melee: slam +11 (1d8+7/18-20)

Ranged: coconut bomb +8 (3d6+1 fire)

Space: 10 ft. | **Reach:** 15 ft.

Special Attacks: entangling roots, sweep

STATISTICS

Str: 21 | **Dex:** 15 | **Con:** 12 | **Int:** 2 | **Wis:** 10 | **Cha:** 1

Base Atk: +6 | **CMB:** +12 | **CMD:** 25 (cannot be tripped)

Feats: Dodge, Great Fortitude, Improved Initiative, Weapon Focus (slam)

Skills: Perception +7, Stealth +5

ECOLOGY

Environment: any tropical

Organization: solitary

Frequency: very rare

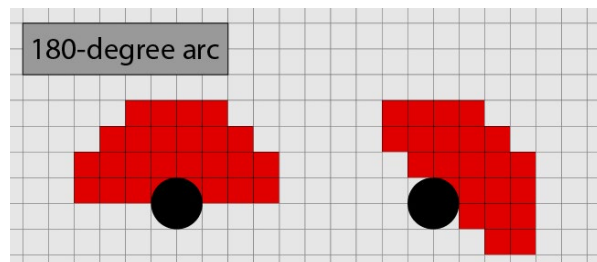
Treasure: none

SPECIAL ABILITIES

Coconut Bombs (Ex): A ferocious palm can hurl exploding coconuts at its enemies, showering them in searing coconut water. Coconut bombs are a splash weapon with a range of 30 feet and deal 3d6+1 damage on a direct hit plus 4 splash damage to adjacent creatures (DC 15 Reflex save negates splash damage). A ferocious palm grows coconut bombs at a rate of 1/day, and can hold up to 8 at a time. Coconuts removed from the palm—but not thrown—will automatically detonate in 1d10 rounds. Save DC is Constitution-based.

Root (Ex): As a move action, a ferocious palm can dig its roots into the ground. This grants the palm a +10 bonus to CMD versus forced movement and the ability to take 20 on Stealth checks made to hide in plain sight as a tree—this does not function against creatures that have witnessed the ferocious palm rooting itself.

Sweep (Ex): As a full-round action, a ferocious palm can sweep its body in a 15-foot 180-degree arc. All creatures in the area must make a DC 19 Reflex save or take 1d8 damage, be pushed 5 feet, and be knocked prone. Save DC is Strength-based.



Standing over 30 feet in height with a thin yet sturdy trunk and long green leaves, the ferocious palm is a tropical cousin to the ferocious pine. However, unlike the furious assaults of its arctic counterpart, the ferocious palm is a much more calculating combatant.

Similar to the ferocious pine, the ferocious palm is an mobile predatory tree which subdues its prey with vicious strikes and then buries the corpse to slowly feed off the nutrients from the decaying remains. However, the ferocious palm prefers much more subtle tactics in combat. The ferocious palm tries to keep its distance from its foes, using its long reach and exploding coconuts to attack from afar. When opponents are insistent on placing themselves near the palm, it will attempt to knock them away with a sweeping attack and retreat to a safe distance to continue its attack. If the tides of battle turn against the ferocious palm, it will often retreat and attempt to hide itself in a grove on non-ferocious palms.

When dealing with a ferocious palm—which is inadvisable, as fighting a tree is rarely a rewarding experience—the best tactic is to beat it at its own game by attacking from outside its own attack range. If this is not possible, one should attempt to corner it against a wall to counter its hit-and-run tactics. Additionally, the ferocious palm is a very poor swimmer and will become mostly helpless if lured—or forced—into a body of water.

FROGLOB

This twisted mass of frog flesh waddles awkwardly on six legs, elemental slime oozing from its horrid mouths.

FROGLOB

CR 4

N Huge magical beast

XP 1,200
Init: -1 | **Senses:** darkvision 60 ft., low-light vision

Perception: +10

DEFENSE

AC: 15 | **touch:** 7 | **flat-footed:** 15

Modifiers: -1 Dex, +8 natural, -2 size

hp: 57 (6d10+24)

Fort: +8 | **Ref:** +4 | **Will:** +2

Resist: cold 5, electricity 5, fire 5

OFFENSE

Speed: 40 ft. | **swim:** 20 ft.

Melee: 3 bites +6 (1d6+2 plus 2 elemental)

Ranged: 3 elemental globs +4 (2d6 elemental)

Space: 15 ft. | **Reach:** 10 ft.

STATISTICS

Str: 15 | **Dex:** 8 | **Con:** 16 | **Int:** 1 | **Wis:** 10 | **Cha:** 8

Base Atk: +6 | **CMB:** +10 | **CMD:** 19 (27 versus trip)

Feats: Skill Focus (perception), Toughness, Weapon Focus (elemental glob)

Skills: Acrobatics +8 (+12 to jump), Perception +10, Swim +15

Racial Modifiers: Acrobatics +4 (+8 to jump), Perception +2, Swim +8

SQ: leaper

ECOLOGY

Environment: any wetlands

Organization: solitary

Frequency: rare

Treasure: none

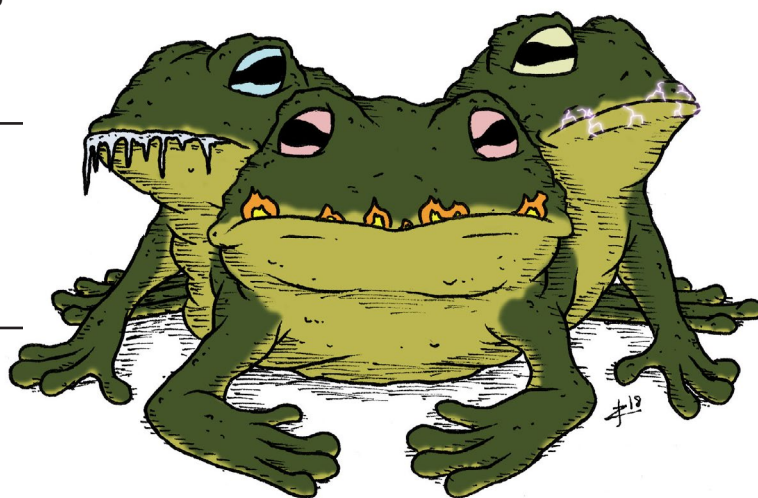
SPECIAL ABILITIES

Elemental Attacks (Su): Each of a froglob's heads deals fire, cold, and electricity damage respectively.

Elemental Globs (Su): Froglobs spit up globs of elemental energy. These globs are a touch attack with a range of 30 ft. Creatures hit with a glob take 2d6 damage of the elemental type of the head making the attack.

Leaper (Ex): Froglobs are always treated as if having a running start when making Acrobatics checks to jump.

The froglob is a remarkably bizarre, and wholly unpleasant creature resembling three giant frogs who melted together on a hot day. A froglob has a total of three heads—at least one more than any decent creature—and six legs—albeit arranged in a manner significantly less elegant than the average insect. While there is general consensus that it is not a naturally-occurring creature, there is no such agreement as to how—or why—such a thing would be created. Some scholars believe the froglob to be a horrid amalgamation of a fire-breathing, ice-breathing, and lightning-breathing toad; however, this theory has several faults. Firstly, the froglob does not so much breath fire, ice, and lightning as much as it spits them up. Second, the froglob is a frog, not a toad. And finally, the existence of the fire, ice, and lightning-breathing toads have still yet to be confirmed.



As previously eluded to, a froglob's most distinctive feature—other than its unnecessary profusion of body parts—is the elementally-charged mucus that it produces. Each head produces a different type of elemental mucus—ice, fire, and electricity respectively from left to right. Most disturbing however, its ability to hurl globs of this mucus at attackers or prey. Aside from its dangerous elemental properties, the mucus is sticky, has a powerfully unpleasant odor, and should be avoided whenever possible. However, some less discerning and less skilled arcane practitioners—alchemists—have been known to actively pursue these beasts and harvest their mucus for refinement into their various alchemical fluids.

Froglobs are vicious predators known for eating anything smaller than themselves. However, due to their complex system of esophagi froglobs usually must dismember their prey before consuming—an act which is as unappealing to watch as one might expect. Despite having a shared stomach, each of the froglob's heads seems to have its own sense of hunger, and will become voracious if not fed, even if the other heads have filled their collective stomach. It's generally believed that this is because the froglob is a profoundly stupid creature.

If one cannot avoid a froglob, it is advisable to keep as much distance as possible between oneself and the creature. While it may seem like a good idea to flee to an area where one has more room to do so, this is a mistake, as the froglob is actually more dangerous here than in its swampy habitat. The best option is to take cover in an area of dense foliage or other thick cover, as this makes it difficult for the froglob to effectively use its elemental globs and natural leaping ability. Another common mistake is to assume that the froglob possesses a complex system of weaknesses based on attacking each head with different element—a textbook example of adventurous over-thinking. In reality no such weakness exists, and the froglob's only real weakness is its slow speed and lack of coordination, which makes it somewhat easy to avoid and attack. It does however pack a serious punch when its attacks are successful, and is capable of taking a significant amount of damage before succumbing to its wounds.

HUMMINGBIRD, VAMPIRE, GIANT

This fluttering horror darts through the air with startling speed.

GIANT VAMPIRE HUMMINGBIRD

CR 5

NE Medium undead

XP 1,600

Init: +8 | **Senses:** darkvision 60 ft. | **Perception:** +12

DEFENSE

AC: 21 | **touch:** 18 | **flat-footed:** 13

Modifiers: +8 Dex, +3 natural

hp: 32 (5d8+10) | **fast healing:** 2

Fort: +3 | **Ref:** +9 | **Will:** +6

Defensive Abilities: channel resistance +2 | **DR:** 5/magic

Immune: undead traits | **Resist:** cold 5, electricity 5

Weaknesses: lesser vampire weaknesses

OFFENSE

Speed: 20 ft. | **fly:** 60 ft. (good)

Melee: gore +11 (1d6+2 plus impale), 2 talons +11 (1d4+2)

Space: 5 ft. | **Reach:** 5 ft.

Special Attacks: blood drain, impale

STATISTICS

Str: 11 | **Dex:** 26 | **Con:** — | **Int:** 2 | **Wis:** 14 | **Cha:** 15

Base Atk: +3 | **CMB:** +11 | **CMD:** 20

Feats: Agile Maneuvers, Hover^B, Skill Focus (Perception),
Weapon finesse

Skills: Fly +12, Perception +12, Stealth +12

SQ: furious wings

ECOLOGY

Environment: cold forests

Organization: solitary or pair

Frequency: very rare

Treasure: none

SPECIAL ABILITIES

Blood Drain (Su): Whenever a giant vampire hummingbird initiates or maintains an impaled grapple, it deals 1 Constitution damage to the target and heals 5 hit points. Healing above maximum from this ability is kept as temporary hit points for up to 1 hour, and up to a maximum number of temporary hit points equal to the hummingbird's maximum hit points.

Furious Wings (Ex): A giant vampire hummingbird's wind beat at an astounding speed, because of this it is treated as a large creature for the purposes of the Hover feat, with the radius reduced to 20 feet. Additionally, the DC for all concentration checks within a 20 feet of a flying giant vampire hummingbird is increased by +4.

Impale (Ex): When a giant vampire hummingbird succeeds on a gore attack against a living creature, it may make a free grapple attempt to bury its barbed beak deep in the target's flesh. If the attack is made as part of a charge, the charge bonus applies to the grapple check in addition to the attack. This functions as a normal grapple, except that the hummingbird cannot pin the target and the target cannot break the grapple with an Escape Artist check. Additionally, the target has the option of attempting to pull the beak out, this is a standard action requiring an opposed Strength check and deals 1d6 damage to the grappled creature.



Lesser Vampire Weaknesses (Su): Giant vampire hummingbirds are not repulsed by mirrors or holy symbols and may enter private dwellings without being invited. They are otherwise affected by vampire weaknesses as normal.

Giant vampire hummingbirds are—as one might expect—hummingbirds that are giant, as well as vampires. Contrary to popular belief, they are not giant hummingbirds that somehow become vampires, but rather vampire hummingbirds that somehow become giants. And while that distinction may seem of little importance, it is essential for differentiating between giant vampire hummingbirds and vampire giant hummingbirds—a distinction that could save one's life in the right circumstances.

Morphologically, giant vampire hummingbirds are nearly identical to their smaller cousins, with the glaring exception of being almost four feet in length—around 20× that of a normal hummingbird—and possessing distinctive barbs at the end of their needle-like beak. The creature's body is covered with jet-black feathers, with the exception of its throat and belly—which are red and white respectively. In addition to their long barbed beak, giant vampire hummingbirds also possess an impressive set of talons which—while not as strong as those of more traditional birds of prey—can deliver some fairly nasty wounds.

Giant vampire hummingbirds generally build their nests inside caves, where they are protected from the sun, although they have been known to roost in hollow trees and abandoned structures. Whatever the specifics of their nesting place, it is usually in remote wooded areas with an ample supply of herd animals for the hummingbird to feast on. While still technically true vampires, giant vampire hummingbirds do lack some of the strengths and weaknesses associated with humanoid vampires. Most notably, they are immune to the effects of a presented mirror or holy symbol—as they don't understand what such things are—and may enter personal dwelling without being invited—as they possess neither the concept of property ownership nor that of invitations.

IMPOSSIBLE HEXAGON

A perfect hexagon hangs in midair, it seems impossible that it's anything other than a trick of the mind.

IMPOSSIBLE HEXAGON

CR 6

CN Tiny outsider (impossibility) XP 2,400

Init: +5 | **Senses:** blindsight 60 ft. | **Perception:** +1

DEFENSE

AC: 20 | **touch:** 18 | **flat-footed:** 14
Modifiers: +5 Dex, +1 dodge, +2 natural, +2 size
hp: 59 (7d10+21)
Fort: +5 | **Ref:** +10 | **Will:** +3
Immune: bleed, critical hits, precision damage

OFFENSE

Speed: fly 40 ft.
Melee: touch +12
Space: 2.5 ft. | **Reach:** 0 ft.
Special Attacks: flatten

STATISTICS

Str: — | **Dex:** 21 | **Con:** — | **Int:** — | **Wis:** 12 | **Cha:** 16
Base Atk: +7 | **CMB:** +5 | **CMD:** 20 (cannot be tripped)
Feats: Dodge^B, Hover^B, Mobility^B
Skills: Perception +1, Stealth +13
SQ: surface movement, two-dimensional

ECOLOGY

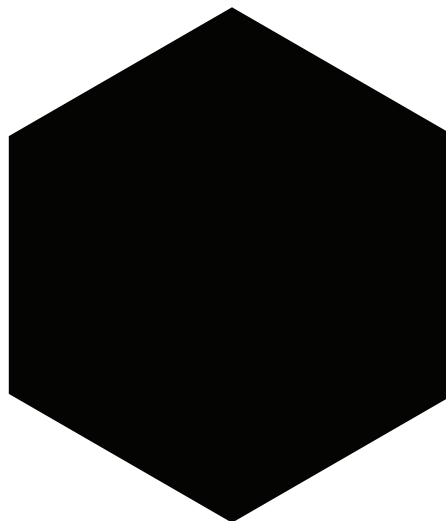
Environment: any (Two-Dimensional Reality)
Organization: solitary or grid (3–7)
Frequency: very rare
Treasure: none

SPECIAL ABILITIES

Flatten (Su): Any three-dimensional creature that comes in contact with an impossible hexagon must make a DC 16 Fortitude save or take 6d6 damage. This can occur as the result of a successful touch attack from the hexagon, or a successful unarmed strike, natural attack, or touch attack against the hexagon—gauntlets or magical gloves are sufficient to protect against this effect. A creature reduced to zero of fewer hit points by this ability must make an additional DC 16 Fortitude save, creatures who fail this save—or are otherwise slain by this effect—become two-dimensional, being flattened onto the nearest surface. This ability can affect constructs and undead as if they were living creatures but deals only half damage against such creatures. Save DC is Charisma-based.

Surface Movement (Ex): As part of a move action, an impossible hexagon can move onto or off of any relatively flat surface. The hexagon can move freely about the surface and gains damage reduction equal to the surface's hardness. While on a surface the hexagon cannot use its flatten ability and does not impose a penalty on attack rolls.

Two-dimensional (Ex): As two-dimensional creatures, impossible hexagons lack Strength and Constitution scores—using Charisma to determine hit points. Additionally, all attack rolls made against an impossible hexagon while in three-dimensional space suffer a –2 penalty if the attacker is using vision as their primary targeting sense.



Calling an impossible hexagon a creature is being more than a bit generous. They are, in fact, little more than a mathematical concept, stray bits of geometry from a two-dimensional reality much unlike any conceivable to us properly three-dimensional beings. As they appear in the physical world, impossible hexagons are the deepest black and measure exactly 16.43 inches from point to point. When existing in three-dimensional space, the mere sight of an impossible hexagon can be somewhat unsettling, as—lacking mass and volume—they always appear to the viewer as a perfect hexagon, regardless of the angle from which it is viewed.

Finding themselves in a three-dimensional world causes a great deal of confusion for an impossible hexagon—insofar as a hexagon can experience confusion. To alleviate the situation, they often seek flat surfaces on which they can live in a pseudo-two-dimensional way similar to that which they would in their home reality. As long as the hexagon remains on a surface, it is relatively harmless, although its presence will cause the surface to gradually flatten until it is perfectly smooth. However, once it enters three-dimensional space it becomes a danger to all of three-dimensionality.

While its appearance may be unnerving, the hexagon's incompatibility with three-dimensional space is also quite destructive. As a general rule, whenever an object from one reality finds itself in another reality with conflicting laws of physics, it is natural for that reality to force its own physics upon that object. However, as a hexagon cannot be given three-dimensionality, it is instead three-dimensional reality that is forced to conform to the hexagon's two-dimensional ways. The impossible hexagon does this by generating a quasi-two-dimensional plain around itself capable of collapsing three-dimensional objects into two-dimensions. While living creatures and complex machines are the most vulnerable to this effect, an impossible hexagon can also flatten simple objects, and even entire structures given sufficient time.

KAMIGAMI

What at first appears to be a giant animate pile of hair is just that.

KAMIGAMI

CR 4

N Large construct

XP 1,200
Init: -2 | **Senses:** tremorsense 60 ft. | **Perception:** +0

DEFENSE

AC: 12 | **touch:** 7 | **flat-footed:** 12

Modifiers: -2 Dex, +5 natural, -1 size

hp: 57 (5d10+30)

Fort: +1 | **Ref:** -1 | **Will:** +1

DR: 10/slashing | **Immune:** cold, construct traits

Weaknesses: flammable, vulnerability to fire

OFFENSE

Speed: 20 ft. | **swim:** 30 ft.

Melee: slam +6 (1d4+2 plus ensnare)

Space: 10 ft. | **Reach:** 10 ft.

Special Attacks: engulf, ensnare, pull

STATISTICS

Str: 14 | **Dex:** 7 | **Con:** — | **Int:** — | **Wis:** 10 | **Cha:** 1

Base Atk: +5 | **CMB:** +8 | **CMD:** 16 (cannot be tripped)

Skills: Stealth +2 (+6 in shallow water)

Racial Modifiers: Stealth +8 (+12 in shallow water)

SQ: hair tendrils

ECOLOGY

Environment: any (usually swamps or underground)

Organization: solitary

Frequency: very rare

Treasure: none

SPECIAL ABILITIES

Engulf (Ex): As a standard action, a kamigami can attempt to pull an adjacent ensnared creature into its body with a grapple check. If successful, the target creature is pulled into the kamigami's space, gains the pinned condition, and takes 2d6+3 damage. As long as the target is engulfed it takes an additional 2d6+3 damage each round and is unable to breathe. If the pin is escaped, the target creature emerges into the nearest vacant space, but is still ensnared.

Ensnare (Ex): Creatures hit by a kamigami's slam attack must make a DC 14 Reflex save or become ensnared. The kamigami may also attempt to ensnare any creature within the area of its hair tendrils as a standard action. Ensnared creatures gain the entangled condition and cannot move away from the kamigami. Breaking free of the ensnarement requires a move action and a DC 14 Strength check, a standard action and a DC 14 Escape Artist check, or a full-round action and slashing weapon to cut oneself free. Save DC is Strength-based.

Flammable (Ex): Any time a kamigami takes fire damage it must make a DC 15 Reflex save or catch on fire. A flaming kamigami takes 1d6 fire damage at the start of each turn, takes a -4 penalty to CMB and CMD, and releases all ensnared—but not engulfed—creatures. Any creature starting its turn in the area of the kamigami's hair tendrils also take 1d6 fire damage unless they succeed on a DC 15 Reflex save. Additionally, this adds 1d6 fire damage to the kamigami's slam attack. A damp kamigami loses this ability and its vulnerability to fire.



Hair Tendrils (Ex): The animated hair which makes up a kamigami's body extends outward 20 feet from its space creating an area of non-magical difficult terrain. Additionally, any creature who falls prone in the area must make an immediate DC 14 Reflex save or be ensnared by the kamigami, unattended objects dropped in the area are automatically ensnared. Save DC is Strength-based.

Pliable (Ex): A kamigami can fit through any space large enough for a small creature, although it must squeeze to do so.

Pull (Ex): At the start of its turn, a kamigami may make a free combat maneuver check against each creature it has ensnared. If successful, the targets take 1d6 damage and are pulled 5 feet towards the kamigami.

Kamigami are large piles of sentient hair. While their exact origins are unknown, there are several hotly-debated theories as to what would cause such a large pile of hair to become sentient. One popular theory has it that a kamigami forms from the hair of young lovers who's parents have forbade their union, leading the lovers to take their own lives by jumping into the Forbidden River, so they may be together in the afterlife. While this theory is popular, its critics are quick to point out that in addition to the overly romantic nature of the narrative, evidence supporting the existence of the Forbidden River is dubious at best. Another popular theory suggests that a kamigami is the animated hair of an unjustly executed witch, returning to take vengeance upon those who persecuted her. This theory also has its detractors, most of whom will point out that a kamigami has never been observed doing anything so purposeful that it could be interpreted as vengeance. However, the most popular opinion is that it's a sentient pile of hair, and the circumstances of its creation are not particularly the sort of thing upon which one should waste their valuable mental resources; this theory has the least opposition.

Regardless of where they come from or how they came to be, kamigami can be found lurking in caves and swamps, catching whatever creatures wander near and crushing them within its hairy mass. Despite their size kamigami are quite pliable, allowing them to squeeze through small openings or move unseen through the shallow waters of bogs and swamps. The kamigami's greatest weakness is fire, which deals it substantial damage and negates some of its abilities. Of course fire can also transform it into a large flaming pile of sentient hair, which is arguably worse.

LASER EYE SWARM

Thousands of disembodied eyeballs float in midair, without warning they begin firing beams in every direction.

LASER EYE SWARM

CR 7

N Diminutive aberration (swarm)

XP 3,200
Init: +2 | **Senses:** darkvision 60 ft. | **Perception:** +8

DEFENSE

AC: 16 | **touch:** 16 | **flat-footed:** 15

Modifiers: +2 Dex, +4 size

hp: 71 (11d8+22)

Fort: +4 | **Ref:** +5 | **Will:** +7

Defensive Abilities: swarm traits | **Immune:** mind-affecting effects, weapon damage

OFFENSE

Speed: 5 ft. | **fly:** 20 ft. (perfect)

Melee: swarm (3d6 fire plus distraction)

Space: 10 ft. | **Reach:** 0 ft.

Special Attacks: distraction (DC 16), stray lasers

STATISTICS

Str: 1 | **Dex:** 15 | **Con:** 13 | **Int:** — | **Wis:** 10 | **Cha:** 5

Base Atk: +8 | **CMB:** — | **CMD:** —

Feats: Toughness^B
Skills: Fly +16, Perception +8 | **Racial Modifiers:** Perception +8

ECOLOGY

Environment: usually underground

Organization: solitary or observation (2–5 swarms)

Frequency: rare

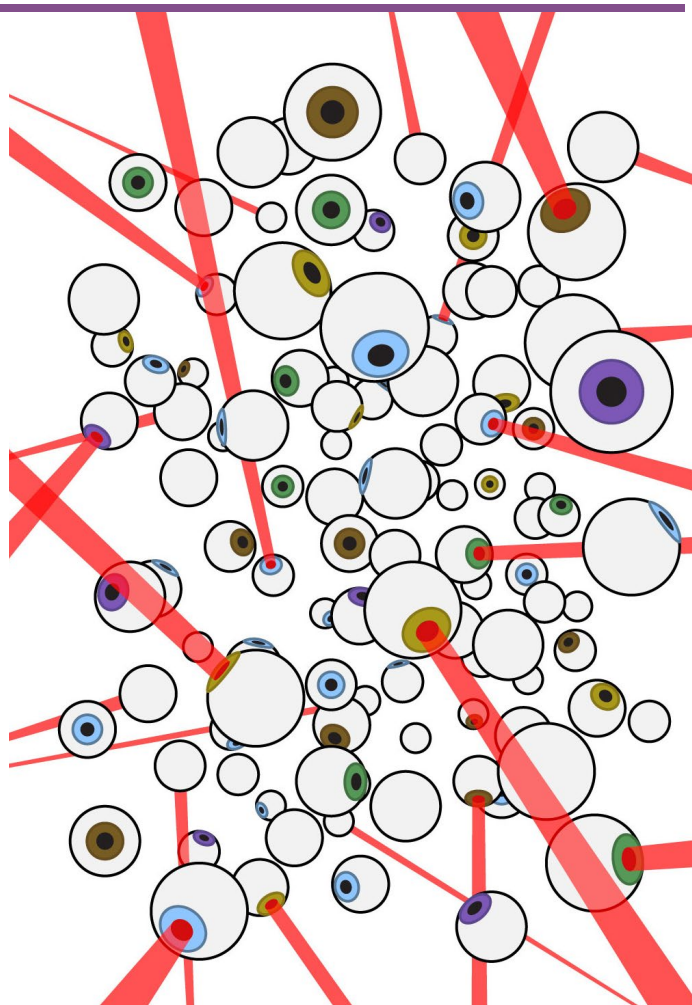
Treasure: none

SPECIAL ABILITIES

Eye Lasers (Su): The laser eyes' eye lasers are concentrated light beams that deal fire damage and are considered to be a light effect. Eye lasers cannot penetrate an area of supernatural darkness, but will pass harmlessly through invisible creatures and objects. Creatures that are vulnerable to light take 2x damage from eye lasers.

Stray Lasers (Su): A laser eye swarm fires its lasers indiscriminately in every direction, making the swarm a danger to all near it. Creatures stating their turn adjacent to the swarm must make a DC 17 Reflex save or take 1d6 fire damage plus 1d6 per 5 points by which the save failed. Creatures that start their turns within 20 feet of—but not adjacent to or inside—the swarm have a 50% of being affected by this ability. Save DC is Dexterity-based.

Floating eyes are fascinating creatures consisting of a single disembodied eyeball with the curious ability to float and fire beams of intense light. Given these unusual qualities, they can be an interesting thing to keep around for study or just as an oddity to show off to friends and colleagues. And while their beams can give a nasty sting, they're more or less harmless, provided they're only kept in small numbers. The danger comes once they begin congregating in the thousands—which they are prone to do if given the opportunity. In these numbers their normally harmless eye beams become an assault of tiny blasts capable of chipping through the strongest defenses.



Given their lack of any type of lid, floating eyes are quite sensitive to bright lights and dry conditions, as such they are most commonly found in caves and dungeons—although they may be found in any sufficiently dark and damp area. Whether alone or in swarms, the eyes are mostly content to float around minding their own eye-related business. However, if startled—an unsurprisingly easy thing to do—they will begin wildly firing their eye beams in every direction. Due to this behavior, the presence of countless small burn marks on the walls, floors, and ceiling of a cavern is a telltale sign that the area is inhabited by a large number of floating eyes. Once startled, an eye swarm becomes a considerable inconvenience, as their indiscriminate firing poses a danger to all unfortunate enough to be in the general area.

Despite the obvious danger, some have been known to attempt to utilize eye swarms as a defensive strategy, as they can feel quite at home in a number of common lairs and require little upkeep. There have even been accounts of some skeletons of higher than average—but still fairly low—intelligence attempting to fit the creatures into their vacant eye sockets to gain use of their eye beams. This is of course a profoundly stupid plan, as the skeleton has no control over the beams and ends up blocking their own sight. The eyes however, are fairly content to ride around in the skeleton's skull, blasting whatever it happens to turn in the direction of.

If conflict is unavoidable, the best tactic for dealing with an eye swarm is to turn oneself invisible—rendering oneself immune to the effects of the eyes' beams—and simply pass through. If one cannot turn oneself invisible, it is advisable to learn to do so, as it is a useful ability to have in a number of survival situations.

SLUGLORD

This creature's slug-like visage hides a vast and diabolical intellect.

SLUGLORD

CR 2

LE Diminutive aberration (extraterrestrial)

XP 600
Init: -2 | **Senses:** darkvision 60 ft. | **Perception:** +7

DEFENSE

AC: 12 | **touch:** 12 | **flat-footed:** 12

Modifiers: -2 Dex, +4 size

hp: 13 (3d8)

Fort: +1 | **Ref:** -1 | **Will:** +5

Defensive Abilities: mind shield

Weaknesses: disease vulnerability -1

OFFENSE

Speed: 10 ft. | **climb:** 10 ft.

Melee: bite +4 (1d2-5 plus paralysis)

Ranged: PK slam +4 (1d6+3)

Space: 1 ft. | **Reach:** 0 ft.

Special Attacks: paralysis (1d4+1 rounds, DC 12)

Spell-Like Abilities: CL 3

At-Will—mage hand
1/day—charm person (DC 14), mage armor

STATISTICS

Str: 1 | **Dex:** 7 | **Con:** 10 | **Int:** 17 | **Wis:** 12 | **Cha:** 8

Base Atk: +2 | **CMB:** -7 (+5 PK) | **CMD:** 1 (cannot be tripped)

Feats: Ability Focus (paralysis), Weapon Finesse

Skills: Bluff +2, Knowledge (arcana, astronomy*, dungeoneering, engineering, and nature) +7, Knowledge (local) +9, Linguistics +5, Perception +7, Sense Motive +4, Stealth +14

Languages: Aklo, Common, Dwarven, Goblin, Outercommon; telepathy 100 ft. (cannot speak)

SQ: compression, eldritch knowledge

ECOLOGY

Environment: any planetary

Organization: solitary or clan (3-12 infected humanoids)

Frequency: very rare

Treasure: none

SPECIAL ABILITIES

Braineater (Ex): A sluglord can bore a 2-inch hole in the skull of a helpless medium or larger humanoid—hereafter referred to as the host. This action takes 1 full round and requires a successful bite attack to begin. Once the hole is done, the sluglord can begin entering the host's skull as a full-round action. The host loses 1 point of Intelligence, Wisdom, and Charisma each round as the sluglord consumes its brain. Once the target—has had its Intelligence score reduced to 2 or lower, the sluglord fully enters the skull, attaches itself to the host's nervous system, and begins functioning as its new brain. A sluglord that has not fully entered the host's skull can be removed as a full-round action requiring a successful grapple check. Once the sluglord has attached itself to the host, they are considered one creature for all purposes. For full details see the sluglord controlled creature template.

Eldritch Knowledge (Ex): Sluglords treat all Knowledge skills as class skills and may make Knowledge checks untrained.



Mind Shield (Su): Sluglords gain a +4 bonus to all Will saves versus mind-affecting effects.

PK Maneuvers (Su): Sluglords can execute all combat maneuvers—excluding grapple and overrun—at a distance of up to 10 feet using psychokinesis. For the purpose of these maneuvers the sluglord's CMB is calculated with Intelligence in place of Strength and no size modifier. For combat maneuvers that require a creature to be of a specific size, the sluglord is treated as a medium creature when using this ability. Using this ability is a solely mental action which does not provoke, all effects created are invisible and give no indication as to the user's location.

PK Slam (Su): As a standard action, a sluglord can deliver a concentrated blast of psychokinetic energy as a ranged attack against a target within 10 feet. This blast deals 1d6 + the sluglord's Intelligence modifier damage. Using this ability is a solely mental action which does not provoke, all effects created are invisible and give no indication as to the user's location.

ADVANCEMENT

Ability Scores: A sluglord gains 1 point of Intelligence at 4 hit dice and 1 additional point at every even-numbered hit die after 4.

Attacks: At 5 hit dice and every 3 hit dice after, the sluglord's PK slam attack gains +1d6 damage.

Spell-Like Abilities: For every hit die gained, a sluglord gains a spell-like ability usable once per day—at-will if 0-level. The sluglord may choose any spell from the sorcerer/wizard spell list of up to a level that can be cast by a sorcerer of equal caster level. Sluglords use Intelligence as their spell-casting ability score and treat their hit dice total as their effective caster level.

*See page 13 for information on the Knowledge (astronomy) skill.

Sluglords are unappealing lumps of green flesh that hail from some unknown place among the stars. Unappealing lumpiness aside, they are in fact highly-intelligent creatures, and diabolical invaders who descend upon worlds like a plague. Unfortunately for the inhabitants of such worlds, the means by which sluglords carry out their invasions are most unpleasant.

In addition to their intellect and psionic powers, sluglords possess a paralyzing venom which they use to incapacitate their hapless victims making it much easier to chew their way into the poor creature's skull, where they consume and replace the brain. This leaves the sluglord in control of the creature's body, which it promptly puts to good use finding host bodies for its fellow sluglords. In addition to being rather rude, this method of invasion allows sluglords to infiltrate the population and establish a foothold on a planet without arousing too much suspicion from the locals. The only outward signs that a creature has been taken over by a sluglord are yellow-tinted eyes and scars from the entrance wound—which are often covered or minimized by using surgical implanting whenever possible—both of which can explained away as having more conventional causes.

Some exonaturalists have suggested that sluglords may have once had full bodies of their own, but shed them to allow for the body-possession style of invasion they use. However, these people are likely just unscrupulous crackpots looking to make a name for themselves with their absurd and unfounded fancies.

THE SURGEON

CR 4

Human sluglord controlled expert 5

XP 1,200

LE Medium humanoid (aberration, extraterrestrial)

Init: +5 | **Senses:** darkvision 60 ft. | **Perception:** +9

DEFENSE

AC: 11 | **touch:** 11 | **flat-footed:** 10

Modifiers: +1 Dex

hp: 27 (5d8+5)

Fort: +1 | **Ref:** +2 | **Will:** +5

Defensive Abilities: mind shield

Weaknesses: disease vulnerability –1

OFFENSE

Speed: 30 ft.

Melee: scalpel +4 (1d3 x3), bite –1 (1d3 plus paralysis)

Ranged: PK slam +4 (2d6+4)

Special Attacks: paralysis (1d4+1 rounds, DC 13)

Spell-Like Abilities: CL 5

At-Will—*mage hand*

1/day—*charm person* (DC 15), *darkness*, *hideous laughter* (DC 16), *mage armor*

STATISTICS

Str: 10 | **Dex:** 13 | **Con:** 11 | **Int:** 18 | **Wis:** 12 | **Cha:** 8

Base Atk: +3 | **CMB:** +3 (+7 PK) | **CMD:** 14

Feats: Ability Focus (paralysis)^B, Improved Initiative, Skill Focus (bluff), Skill Focus (heal), Toughness, Weapon Finesse^B

Skills: Bluff +7, Diplomacy +7, Heal +12, Knowledge (arcana, astronomy, dungeoneering, engineering, and nature) +10, Knowledge (local and religion) +2, Linguistics +9, Perception +9, Profession (doctor) +9, Sense Motive +9, Sleight of Hand +9, Spellcraft +10, Stealth +8

Languages: Aklo, Common, Dwarven, Elven, Goblin, Halfling, Outercommon; telepathy 100 ft.

SQ: eldritch knowledge

Creating a Sluglord Controlled Creature

“Sluglord controlled” is an acquired template that can be applied to any medium intelligent creature with a centralized brain—hereafter referred to as the base creature—combining it with a sluglord. For all purposes the sluglord and base creature are treated as a single entity. A sluglord controlled creature retains all the base creature's statistics and abilities except as listed below.

Challenge Rating: As base creatures +1

Alignment: Same as controlling sluglord—usually Lawful-Evil.

Type: Base creature retains original creature type but is treated as an aberration for any effect dependent of creature type that requires a Will save or is otherwise based on mental ability scores.

Senses: The base creature gains darkvision 60 ft., any other types of special vision or vision-based abilities—including gaze attacks—are lost. If the base creature possesses traits granting bonuses to Perception checks—like keen senses—that ability no longer applies to vision-based checks.

Hit Dice: The base creature retains all racial and class hit dice. The sluglord also retains its hit dice, although they only function they serve is for determining sluglord special abilities and Intelligence advancements.

Advancement: Whenever the sluglord controlled creature gains a hit die, the sluglord gains one as well—unless the creature's hit dice are less than the controlling sluglord.

Saves: Base creature gains a good Will save, other saves are unchanged.

Defensive Abilities: The base creature retains any defensive abilities—excluding immunity to mind-affecting effects—and gains the sluglord's mind shield ability.

Melee Attacks: If the base creature does not possess a bite attack, it gains a secondary bite attack dealing 1d3 damage.

Special Attacks: The base creature retains any special attacks and gains the sluglord's PK maneuvers and PK slam attacks. In addition, the base creature adds the sluglord's paralysis to its bite attack—DC equal to 1/2 the base creature's hit dice plus Constitution modifier.

Spell-Like Abilities: The base creature gains all spell-like abilities possessed by the sluglord.

Special Abilities: The base creature retains all special abilities and class features including spells—unless affected by other changes. Abilities granted by deities are retained only if the deity sees fit to grant them to the sluglord.

Abilities: The base creature retains its physical ability scores—Strength, Dexterity, and Constitution—and gains the controlling sluglord's mental ability scores—Intelligence, Wisdom, and Charisma. Changes in intelligence do not affect current skill points.

Skills: All the base creature's class skills and physical skill ranks remain unchanged. Mental skills are recalculated using the higher of the base creature or the sluglord's ranks, excluding Perception which always uses the sluglord's skill ranks. A sluglord controlled creature always treats Knowledge (local), Perception, and Stealth as class skills.

Feats: The base creature retains all feats and gains Ability Focus (paralysis) and Weapon Finesse as bonus feats.

Special Qualities: The sluglord can voluntarily detach itself and leave the host. This takes one hour of concentrated work, during which time the sluglord controlled creature is considered helpless. The sluglord retains all hit dice—with associated sluglord advancements—skill ranks, and feats gained while it was controlling the base creature, but no abilities it gained from the base creature. The base creature dies—unless it can live without a brain.

SNOOSE

This awkward little creature seems harmless enough; unfortunately, things that seem harmless have a bad habit of not being so.

SNOOSE

CR 1

N Small magical beast

XP 400

Init: 1 | **Senses:** darkvision 60 ft., low-light vision, scent
Perception: +5

DEFENSE

AC: 12 | **touch:** 12 | **flat-footed:** 12

Modifiers: +1 Dex, +1 size

hp: 14 (2d10+3)

Fort: +3 | **Ref:** +4 | **Will:** +1

Defensive Abilities: smokescreen | **Resist:** fire 15

OFFENSE

Speed: 20 ft.

Melee: bite +1 (1d3–2)

Space: 5 ft. | **Reach:** 5 ft.

Special Attacks: flamethrower (15-foot cone, DC 11, 2d6 fire)

STATISTICS

Str: 6 | **Dex:** 12 | **Con:** 11 | **Int:** 2 | **Wis:** 12 | **Cha:** 10

Base Atk: +2 | **CMB:** +2 | **CMD:** 10

Feats: Toughness

Skills: Perception +5, Stealth +9

ECOLOGY

Environment: temperate mountains and plains

Organization: solitary or combustion (2–8)

Frequency: uncommon

Treasure: none

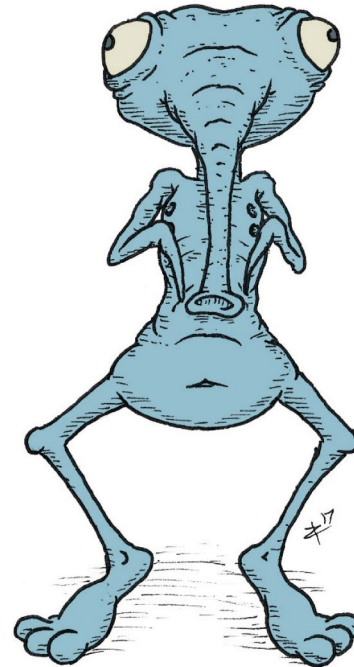
SPECIAL ABILITIES

Flamethrower (Su): As a standard action, a snoose can breathe fire from its trunk in a 15-foot cone. All creatures in the cone's area take 2d6 fire damage, a successful DC 11 Reflex save halves the damage. Save DC is Constitution-based.

Smokescreen (Su): As a standard action, a snoose can emit a cloud of concealing smoke. The cloud covers a 35 ft.-diameter area centered on the snoose's space and lasts for 5 rounds, but otherwise functions as the fog cloud spell. The cloud has a musky odor which—while not overpowering—prevents use of the scent ability within the cloud's area, and may alert other creatures to the danger.

Legends tell of mighty winged beasts who blackened the skies and rained fiery death upon all those in their path. It is widely believed that snooses are the only remaining descendants of those creatures.

Snooses are miserable little creatures around three feet in height with rotund bodies held up by scrawny, knobby-kneed legs and balanced on grotesquely over-sized feet. Where most creatures would have the decency to keep their arms—or at least another set of somewhat useful limbs—the snoose instead chooses to have a pair of vestigial winglets which seem good for nothing more than flailing about. Capping off the creature is its bulbous head with bulging eyes and a long trunk. This combination of features gives the snoose an overall appearance not all too dissimilar from a cross between a blue elephant and a plucked chicken.



In addition to their ridiculous appearance, snooses possess a pair of ridiculous natural abilities. When threatened, a snoose can—and generally will—expel a cloud of musky smoke from a set of openings on the sides of its body beneath their wings. Now were the snoose a more intelligent creature, it would use this cover to run away, but instead it hides near the center and waits for the threat to pass. The smoke also serves to alert other nearby snooses of the potential danger—although it usually just alerts scavengers that they can expect a meal soon. The only real offensive capability the snoose possesses is its ability to shoot a stream of fire out of its funny little trunk. They use this ability to hunt the insects and small animals on which they subsist. In addition to killing off harmful parasites, this makes their food easier to chew with the tiny set of teeth that line the end of their trunk.

Snooses are generally docile creatures that will usually only attack in self-defense. Unfortunately they are also panicky and easily-startled creatures who may interpret something as innocuous as a strong breeze to be a credible threat. This nervous disposition makes snooses dangerous to be around and practically impossible to tame—although the prospect of a fire-breathing guard beast is too tempting for the few foolhardy souls who still try.

While the danger posed by a snoose is fairly minimal, it is still generally advised to avoid them as they pose a considerably greater threat to one's dignity. It is almost universally agreed upon that a confrontation with a snoose is a stupid and pointless endeavor from which no good can come, and those who subject themselves to it are worse off for the effort. If one of an adventurous temperament ever happens to find themselves bested by a snoose, it is perhaps an indicator that they should pursue a different lifestyle.

STORM BUNNY

This fluffy little critter packs an unexpected punch.

STORM BUNNY

CR 3

N Tiny magical beast (air)

XP 800

Init: +9 | **Senses:** darkvision 60 ft., low-light vision

Perception: +7

DEFENSE

AC: 18 | **touch:** 18 | **flat-footed:** 12

Modifiers: +5 Dex, +1 dodge, +2 size

hp: 22 (5d10–5)

Fort: +3 | **Ref:** +9 | **Will:** +2

Immune: electricity

OFFENSE

Speed: 20 ft. | **climb:** 20 ft.

Melee: bite +12 (1d3–4 + 1d4 electricity)

Space: 2.5 ft. | **Reach:** 0 ft.

Special Attacks: call storm, lightning hop, lightning strike

STATISTICS

Str: 3 | **Dex:** 21 | **Con:** 10 | **Int:** 2 | **Wis:** 12 | **Cha:** 15

Base Atk: +5 | **CMB:** +8 | **CMD:** 14 (18 versus trip)

Feats: Dodge, Improved Initiative⁸, Mobility, Weapon Finesse

Skills: Acrobatics +9 (+17 to jump), Perception +7, Stealth +17

Racial Modifiers: Acrobatics +8 to jump

ECOLOGY

Environment: any

Organization: solitary or accompanied by a medium or larger lightning elemental.

Frequency: very rare

Treasure: none

SPECIAL ABILITIES

Call Storm (Su): As a full-round action, a storm bunny can summon a storm in a 100-foot radius area centered on itself. The area is immediately subject to moderate winds and gathering clouds, after 1d4 rounds it will begin to rain—or snow if temperature is below freezing—at which point the storm is sufficient to altar the damage dice of lightning strikes. The storm will dissipate 1d3 minutes after it is summoned. The duration can be reset with an additional use of this ability.

Lightning Hop (Su): As a move action, a storm bunny can convert its body to electricity and move up to 60 feet—minimum 10 feet. This movement must be made in a straight line, and can bypass any obstacle that a bolt of electricity could reasonably pass through. Any creature who's space the storm bunny moves through—excluding creatures in who's space the bunny ends its movement—must make a DC 17 Reflex save or take 1d6 electricity damage. Beginning this movement provokes as normal movement, but does not one the movement has begun. Save DC is Dexterity-based.

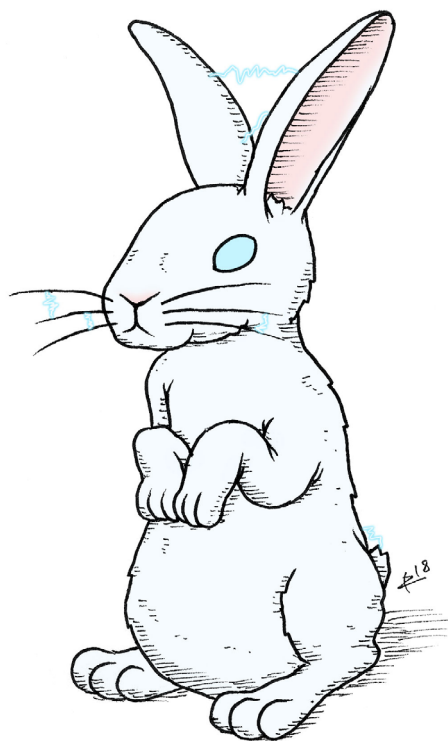
Lightning Strike (Sp): As a standard action, a storm bunny can call down a bolt of lightning. Lightning bolts from this ability are as those from the *call lightning* spell (3d6 electricity damage, DC 14 reflex save for half damage) except that the storm bunny is not restricted in number of uses, but may only target its own space. Save DC is Charisma-based.

Storm bunnies are much like normal rabbits, except that have been infused with powerful elemental energy by a lightning elemental. Nobody is quite sure why the elementals do this, as it seems a remarkable silly thing to do, and elementals are not widely regarded as remarkably silly creatures. However, regardless of what—if any—motivation is behind their existence, exist they do and will likely continue to do so for the foreseeable future.

In appearance, the most notable aspect of the storm bunny is its lack of notable distinction from a standard white rabbit. The only clues to the shocking truth of their power are slightly glowing eyes and the occasional spark thrown from their twitchy little noses.

However, in contrast to its lack of distinctive physical attributes, the storm bunny possesses several considerably distinctive abilities. Storm bunnies are capable of incredible bursts of speed—as one might expect a rabbit imbued with lightning elemental power to be—by means of converting itself into a fluffy little lightning bolt. Storm bunnies also seem to possess some degree of control over the weather, having the ability to create storms from clear skies and call down lightning bolts at will.

Having started life as a defenseless rabbit and now possessing an impressive level of power, storm bunnies are not shy about using their abilities. While not inherently aggressive, storm bunnies will often take the initiative in protecting themselves or their homes against creatures who they view as a threat. Due to their small size and literal lightning-fast speed, it's not unheard of for unsuspecting travelers to unknowingly wander too close and suddenly find themselves dodging lightning bolts in a freak storm.



TERROR TOTEM

This towering beast has three horrid faces, each more gruesome than the last.

TERROR TOTEM

CR 9

LE Large aberration

XP 6,400
Init: -1 | **Senses:** darkvision 60 ft. | **Perception:** +19

DEFENSE

AC: 20 | **touch:** 8 | **flat-footed:** 20

Modifiers: -1 Dex, +12 natural, -1 size

hp: 119 (14d8+56)

Fort: +7 | **Ref:** +5 | **Will:** +11

OFFENSE

Speed: 40 ft. | **fly:** 20 ft. (poor)

Melee: bite +15 (2d6+5), 2 claws +15 (1d6+5), 2 wings +13 (1d6+2)

Space: 10 ft. | **Reach:** 10 ft.

Special Attacks: grasping tongue +14 touch (grab)

Spells Known: CL 7th

 3rd (5/day, DC 16)—*lightning bolt*, *wind wall*

 2nd (7/day, DC 15)—*darkness*, *fog cloud*, *invisibility*

 1st (7/day, DC 14)—*alarm*, *grease*, *magic missile*, *ray of enfeeblement*, *reduce person*

 0th (at-will, DC 13)—*arcane mark*, *bleed*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *resistance*

STATISTICS

Str: 21 | **Dex:** 8 | **Con:** 17 | **Int:** 10 | **Wis:** 10 | **Cha:** 17

Base Atk: +10 | **CMB:** +16 | **CMD:** 25

Feats: Hover, Iron Will, Multiattack, Toughness, Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (wing)

Skills: Acrobatics +5, Bluff +11, Fly +10, Knowledge (local) +10, Perception +19, Spellcraft +7, Stealth +8

Languages: Aklo, Common, Goblin

SQ: humanoid guise

ECOLOGY

Environment: any forests

Organization: solitary

Frequency: very rare

Treasure: none

SPECIAL ABILITIES

Grasping Tongue (Ex): The lowest face of the terror totem can shoot out its long sticky tongue as a touch attack with a reach of 15 feet. On a hit the terror totem makes a free grapple attempt, if successful the target gains the grappled condition but the terror totem does not. Maintaining this grapple pulls the target 5 feet towards the terror totem. This ability can be used as part of a full-round attack action in place of a bite attack, and negates the bite attack while in use.

Humanoid Guise (Su): As a standard action, a terror totem can assume a medium humanoid form. While in this form it takes a -4 penalty to strength and loses all natural and special attacks—but retains spell-casting. To a casual observer the totem appears to be a normal—albeit profoundly ugly—human, although a DC 20 Perception check will reveal its aberrant nature.



Protected Casting (Ex): A terror totem's extra arms allow it to defend itself while casting, as such it does not provoke attacks of opportunity from medium or smaller creature when casting a spell. It may however still provoke from creatures of which it is unaware, or who are elevated at least 10 feet.

A terror totem is a creature which practices an most unusual form of polycephaly. Rather than attaching each head to its body via a neck, the terror totem stacks its four heads on top of each other with no discernible body to speak of. In fact, it seems that the only other anatomy possessed by the creature is a single pair of limbs attached to each head—stout legs, powerful clawed arms, leathery wings, and another set of much less powerful arms respectively. It is generally believed that the top head has authority over the others. However, this is unconfirmed, as nobody who has ever encounter a terror totem and lived to speak of it has ever taken the opportunity to ask.

Encountering a terror totem can be an unfortunate and difficult experience for even the most seasoned of adventurers, given its considerable skill in both combat and deception. While the bottom three heads possess formidable attacks and rely on brute strength, the topmost head focuses on spell-casting, which it uses to aid the lower portions of itself in battle. However, the terror totem is a moderately intelligent creature and can be reasoned with if one can offer it something it wants. Unfortunately this more often than not favors those already in-line with the totem's disposition rather than those of more decent intentions.

SUPPLEMENTARY CONTENT

The following content is being provided to enhance your gameplay experience, and without ulterior motives.

NEW FEAT

Naturalist

If you know what it is, you might know how to kill it.

Prerequisites: 5 ranks in Knowledge skills, Intelligence 15

Benefit: You gain a +4 bonus on Knowledge checks made to identify creatures. Additionally you may make such checks untrained up to a CR of 10 + your total number of Knowledge skill ranks.

NEW SPELLS

ELEMENTAL GLOBS

School: conjuration (creation) [cold, electricity, fire]

Level: alchemist 1, sorcerer/wizard 1, witch 1

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 1 round/level until discharged (minimum 3 rounds)

Saving Throw: none | **Spell Resistance:** no

Once cast, this spell allows the user to spit up elemental globs as a touch attack with a range of 30 feet. The globs deal 2d6 elemental damage—cold, electricity, and fire respectively—and may be used in whichever order the caster desires. Making a glob attack is a standard action which does not provoke.

SNOOSE'S BREATH

School: evocation [fire] | **Level:** magus 2, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S, M (crushed red pepper)

Range: personal

Target: you

Duration: 1 minute or until discharged

Saving Throw: Reflex half | **Spell Resistance:** yes

At any time during the spell's duration the caster can breath out a 15-foot cone of fire as a standard action. This can be done a number of times equal to 1/2 caster level up to a maximum of 5 times at level 10. For purposes such as provoking attacks of opportunity, casting defensively, and the magus' spell combat ability, each use of the spells ability is treated as its own spell.

NEW SKILL

The Knowledge (astronomy) skill was originally featured in 10 *All-New Space Monsters*, and is included here for your convenience.

Knowledge (astronomy)

Int; Trained Only

You are educated in matters pertaining to celestial bodies; in particular, their movements and relative positions to Terra.

Check: You can identify known planets, moons, stars, and constellations in the night sky—or representations of the night sky. Simply identifying—or noticing an irregularity in—celestial bodies uses the standard Knowledge check DCs.

Navigate: A DC 10 Knowledge (astronomy) check allows you to determine true north, and gain a +2 bonus to a Survival check made to navigate at night. You must have a clear view of the sky to gain this bonus.

Calculate Celestial Events: Allows for calculation of the time of upcoming celestial occurrences, such as eclipses and alignments—e.g. determining when “the stars are right.” A successful check allows you to determine the exact time of a celestial event's next occurrence. The DC for calculating celestial events is based on how often the event occurs—see Table: Celestial Event DCs.

Identify Extraterrestrial Creatures: Knowledge (astronomy) may be used in place of the normal Knowledge checks when identifying creatures with the extraterrestrial subtype.

Action: Usually the same as other knowledge checks. Checks made to calculate celestial events with a DC higher than 10, take a minimum of one half day's work for every 5 the DC is above 10.

Try Again: Checks to calculate celestial events may be retried any time you gain ranks in Knowledge (astronomy), or acquire new relevant information or resources.

Special: Creatures with the starvision ability gain additional uses of the Knowledge (astronomy) skill

Class Skills: Add Knowledge (astronomy) to the class skills for the alchemist, monk, and witch.

Table: Celestial Event DCs

Frequency	Example	DC
Once a month or more.	Full Moon	10
Less than 5 times per year.	Eclipse	15
Once per year or less.	Minor Alignment	20
Once per century.	Major Alignment	30
Less than once per century.	Special Alignment	+1/100 years.

GM's wishing to incorporate use of the Knowledge (astronomy) skill without adding an additional skill to the game may resolve Knowledge (astronomy) checks as Knowledge (nature) checks—or Knowledge (religion) if used to calculate celestial events of religious significance. Substituted Knowledge (astronomy) checks cannot be used to identify extraterrestrial creatures.

INSIGNIFICANT MONSTERS

The following monsters appear in this book in giant forms or as part of swarms. They are presented here in normal sized and singular versions.

LASER EYE

CR 1/6

N Diminutive aberration

XP 65

Init: +1 | **Senses:** darkvision 60 ft. | **Perception:** +0

DEFENSE

AC: 15 | **touch:** 15 | **flat-footed:** 14

Modifiers: +1 Dex, +4 size

hp: 3 (1d8–1)

Fort: –1 | **Ref:** +1 | **Will:** +2

Immune: mind-affecting effects

OFFENSE

Speed: 5 ft. | **fly:** 20 ft. (perfect)

Ranged: eye laser +5 touch (1 fire, range 10 ft.)

Space: 1 ft. | **Reach:** 0 ft.

STATISTICS

Str: 1 | **Dex:** 12 | **Con:** 8 | **Int:** — | **Wis:** 10 | **Cha:** 5

Base Atk: +0 | **CMB:** –9 | **CMD:** 5

Skills: Fly +15,

ECOLOGY

Environment: usually underground

Organization: solitary, pair, occurrence (100–1,000), or swarm (5,000+)

Frequency: rare

Treasure: none

FAMILIAR

At 13th level, the master of a laser eye familiar gains the ability to see through its eye. This is an at-will supernatural ability with a duration of concentration. This ability replaces the scry on familiar ability.

VAMPIRE HUMMINGBIRD

CR 1/4

NE Diminutive undead

XP 100

Init: +3 | **Senses:** darkvision 60 ft. | **Perception:** +3

DEFENSE

AC: 17 | **touch:** 17 | **flat-footed:** 14

Modifiers: +3 Dex, +4 size

hp: 5 (1d8+1)

Fort: +1 | **Ref:** +3 | **Will:** +4

Immune: undead traits | **Resist:** cold 1, electricity 1

Weaknesses: lesser vampire weaknesses

OFFENSE

Speed: 5 ft. | **fly:** 20 ft. (good)

Melee: gore +7 (1d2–5)

Space: 1 ft. | **Reach:** 0 ft.

Special Attacks: blood drain

STATISTICS

Str: 1 | **Dex:** 17 | **Con:** — | **Int:** 2 | **Wis:** 14 | **Cha:** 13

Base Atk: +0 | **CMB:** –1 | **CMD:** 4

Feats: Weapon Finesse

Skills: Fly +9, Perception +3

ECOLOGY

Environment: cold forests

Organization: solitary, pair, or charm (3–12)

Frequency: very rare

Treasure: none

SPECIAL ABILITIES

Blood Drain (Su): When a vampire hummingbird deals damage to a living creature with its gore attack it heals 1 hit point.

Lesser Vampire Weaknesses (Su): Vampire hummingbirds are not repulsed by mirrors or holy symbols and may enter private dwellings without being invited. They are otherwise affected by vampire weaknesses as normal.

FAMILIAR

The master of a vampire hummingbird familiar gains a +4 bonus to perception checks at night.

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