

# Monster Advancement Enhanced Aberrations



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## Author's Introduction

When I think of aberrations, I think of weird, unnatural monsters, which are sometimes horrors from outer space. They make for great encounters, and can be really creepy. There are few good-aligned aberrations (azruverda, flumph, and guardian naga); the rest being neutral or nasty, but not all want to destroy souls or extract brains for unspeakable purposes...

As with *Enhanced Undead*, this book aims to give aberrations a boost to make encounters more memorable and (hopefully) challenging. As a side note, it's important to realise that the descriptive elements ("fluff") of the creatures in the Bestiaries can be changed if you want to use particular aberrations in a different way.

The book presents the enhanced aberration template, and follows with a brief discussion on applying it. Finally, several stat blocks are provided with notes to demonstrate how the stat blocks match the CR.

## Knowledge Checks

Personally, I am not a fan of allowing players to have their characters look at a creature, make a Knowledge check and then tell them all about the creature. This should especially be the case for creatures with this template. An enhanced aberration could have any special quality and be fundamentally different to the base creature, especially if it also has class levels or other templates. Player characters should discover the creature's capabilities the hard way... But one way to enhance an adventure is through research. If a particular creature has been encountered by others before, then information about them might be discovered through rumours (whether true or false) if the encounters are recent, or through library research, if the encounters happened in the past and survivors recorded the information. Alternatively, if a particular creature or group of creatures has never been encountered, then there should be zero chance of PCs discovering information about them.

## Enhanced Aberration Template

"Enhanced Aberration" is an inherited or acquired template that can be added to any aberration with a minimum CR of 2 (before applying this template) and an Intelligence score of 4 or more.

**CR:** Base CR 9 or less, as base CR +1, Base CR 11 or more, as base CR +2. For creatures with a base CR of 10, GMs can choose to increase the CR by +1 or +2, to 11 or 12, but it only gains three special abilities if it

becomes CR 11.

**Defensive Ability:** The aberration gains DR or better DR, depending on the base creature. The sidebar explains what these improvements are. DR can be further enhanced with the improved DR and greater DR special qualities below.

### Enhanced DR

Aberrations with DR add "and [factor]" to their DR (at CR 8 or lower) or +5 and "and [factor]" (if CR 9 or higher). The factor can be alignment-based, epic\*, magic, material-based (eg, adamantine\*, cold iron, silver, wood\*\*), or weapon damage type (eg. slashing). For example, a gibbering moulder could add "and magic" and have DR 5/bludgeoning and magic at CR 8 or lower, and DR 10/bludgeoning and magic at CR 9 or higher.

\* Do not add adamantine or epic as a factor unless the aberration is CR 12 or higher.

\*\* "Wood" includes all wood-shafted weapons such as arrows, crossbow bolts, spears, and javelins, even if the weapon's actual head is made of another material.

Vermelaks instead gain DR 10/-.

Aberrations without DR gain DR 5/[factor] (if CR 8 or lower) or DR 10/[factor] (if CR 9 or higher).

If a particular aberration does not fit the guidelines above, the GM should use their discretion to enhance DR appropriately.

**Special Abilities:** An enhanced aberration retains all the special attacks of the base creature. In addition, an enhanced aberration gains one special quality from the list below for every 3 points of CR, rounding down. The save DC against an aberration's special attack is equal to 10 + 1/2 aberration's HD + aberration's Charisma modifier unless otherwise noted. Minimum CR means the creature's CR \*with\* this template modifier included. Additional enhanced aberration abilities beyond these can be designed at the GM's discretion.

**Ability Damage (Su)** The aberration deals ability damage with each successful melee strike, as per the universal monster ability. The ability score affected and amount of ability damage should be chosen when the aberration's stat block is created. Ability score damage dealt by successful hit should be fixed at 1, 2, 4, 6, or 8, whichever is most appropriate for the CR and creature's damage potential; it should not be multiplied on a critical hit. In any case, a creature with this ability cannot deal more than eight points of damage per round to any particular ability score; if more might be dealt, it should be ignored. A creature dies if the ability score damage equals or exceeds its actual ability score.

**Absorb Body (Su)** The aberration can absorb the physical body of any creature it has reduced to 0 or fewer hit points by moving over it and remaining in contact with it for at least 1 full round. An unconscious or dying opponent can make a Fortitude save to prevent the absorption. A dead opponent gets no saving throw. When it absorbs a body, the aberration gains 12 temporary hit points. A creature whose body is absorbed can only be raised or resurrected if the aberration that absorbed its body is slain and the corpse in question is recovered. The save DC is Constitution-based. Minimum CR of 12.

**Alien Presence (Ex)** The aberration has been exposed to the energies of the Void, or has been created by forces of the Void. As such, it exhibits strange power. Upon gaining this ability, the aberration chooses one of four alien presence types: dizziness, idiocy, space bending, or staggering. These types are discussed below. Once chosen the type of alien presence cannot be changed. Alien presence has a radius in feet which varies with the aberration's size and CR. Opponents within the area suffer the listed effect for 5d6 rounds unless they succeed on the saving throw (Will negates). An opponent that succeeds on the saving throw is immune to that same creature's alien presence for 24 hours. The aura can be activated or deactivated at will as a free action. Minimum CR of 12.

- *Dizziness*: An opponent that fails its Will save is overcome with dizziness, becoming sickened (or nauseated for creatures with 4 or fewer HD).
- *Idiocy*: An opponent that fails its Will save is affected as *touch of idiocy* (or as *feeblemind* for

creatures with 4 or fewer HD).

- *Space Bending*: An opponent that fails its Will save treats all other creatures as if they were under the effects of *blur* (or as *displacement* for creatures with 4 or fewer HD).
- *Staggering*: An opponent that fails its Will save is staggered (or stunned for creatures with 4 or fewer HD).

| Creature<br>Size | Aura Radius |             |           |
|------------------|-------------|-------------|-----------|
|                  | CR<br>12-14 | CR<br>15-17 | CR<br>18+ |
| Tiny             | 15 ft.      | 20 ft.      | 25 ft.    |
| Small            | 20 ft.      | 30 ft.      | 40 ft.    |
| Medium           | 30 ft.      | 40 ft.      | 50 ft.    |
| Large            | 40 ft.      | 50 ft.      | 60 ft.    |
| Huge             | 50 ft.      | 60 ft.      | 70 ft.    |
| Gargantuan       | 60 ft.      | 70 ft.      | 80 ft.    |
| Colossal         | 70 ft.      | 80 ft.      | 90 ft.    |

This special quality can be taken only once.

**All-Around Vision (Ex)** The aberration, either at the time of creation or due to some other factor such as mutation or the influence of otherworldly figures, has additional eyes on its body. It sees in all directions at once. It cannot be flanked.

**Aura of Madness (Su)** Any sane being within 30 feet of the conscious aberration must make a Will save each round or become confused for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the *insanity* spell. The aberration can suppress or activate this aura as a free action. This is a mind-affecting effect. Minimum CR of 6.

**Bend Light (Ex)** The aberration gains a number of crystalline growths that can refract natural light into a bright light that radiates out in a 10-foot spread. Affected creatures must succeed on a Reflex save or be blinded for 3 rounds. The save DC is Constitution based.

Creatures to whom sunlight is harmful or unnatural take 2d6 points of damage from the light. Undead creatures caught within the area take 3d6 points of damage, and undead particularly vulner-

able to sunlight – such as vampires – take 3d8 points of damage. Creatures that can not see or perceive objects through the use of vision are unaffected by the blindness, but still suffer damage if they are vulnerable to sunlight. Minimum CR of 6.

**Bind Spirit (Su)** The aberration can seal pacts with pact spirits. Its binder level equals its CR, and it binds pact spirits as an occultist of the same level, but can only bind one such spirit at a time. It can bind spirits from three constellations that are in line with its alignment. The aberration cannot have this ability if it already has levels in the occultist class and vice versa. To use this special quality you need to have *Pact Magic Unbound, Volume 1 and 2* (which will be replaced and expanded upon by *Pact Magic Unbound: Grimoire of Lost Souls* later in 2015.)

**Breath Weapon (Su)** Upon gaining this ability, the aberration chooses one of four attack forms: elemental energy, poison breath, sickening breath, or weakening breath (assuming that the minimum CR criteria are met). These attack forms are discussed below. Once chosen the type of breath weapon cannot be changed. Using a breath weapon is a standard action. An aberration can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the aberration and extends in a direction of the aberration's choice. Breath weapons have a cone form, whose areas vary with the aberration's size. Save DCs for these breath weapons are Constitution-based. An aberration can use its breath weapon when it is grappling or being grappled.

| Creature   |           |
|------------|-----------|
| Size       | Cone Size |
| Tiny       | 15 ft.    |
| Small      | 20 ft.    |
| Medium     | 30 ft.    |
| Large      | 40 ft.    |
| Huge       | 50 ft.    |
| Gargantuan | 60 ft.    |
| Colossal   | 70 ft.    |

- *Elemental Energy*: This cone of energy deals damage of one type of damage – acid, cold, electricity, or fire – chosen when this special quality is

taken. It deals damage as indicated in the accompanying table (Ref save half).

- *Poison breath*: This cone of horrid, stinking gas is poison. Breath—contact; *save* Fort negates; *frequency* 1/round for 6 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves. Minimum CR of 12.
- *Sickening breath*: This breath is a disgusting belch. Any creature adjacent to the aberration (it does not produce a cone) must succeed on a Fortitude save or be sickened for 1d6 rounds by the stench. Creatures that successfully save cannot be affected by the same aberration's sickening breath for 24 hours. Aberrations with this breath weapon, goblin snakes, and goblins are immune to this affect. This is a poison effect.
- *Weakening breath*: The gaseous cone weakens creatures. Creatures within the cone must succeed on a Fortitude save or take a number of points of Strength damage equal to half the aberration's CR (Will save half). Minimum CR of 9.

This special quality can be taken up to three times, granting an additional breath weapon type each time.

| Breath Weapon Damage* |          |        |         |
|-----------------------|----------|--------|---------|
| CR                    | Smoothed | Swingy | Average |
| 3                     | 4+2d6    | 3d6    | 11      |
| 4                     | 7+2d6    | 4d6    | 14      |
| 5                     | 7+3d6    | 5d6    | 17.5    |
| 6                     | 11+3d6   | 7d6-3  | 21.5    |
| 7                     | 15+3d6   | 8d6-2  | 26      |
| 8                     | 20+3d6   | 9d6-1  | 30.5    |
| 9                     | 21+4d6   | 10d6   | 35      |
| 10                    | 25+4d6   | 12d6-3 | 39      |
| 11                    | 26+5d6   | 13d6-2 | 43.5    |
| 12                    | 27+6d6   | 14d6-1 | 48      |
| 13                    | 28+7d6   | 15d6   | 52.5    |
| 14                    | 32+7d6   | 17d6-3 | 56.5    |
| 15                    | 33+8d6   | 18d6-2 | 61      |
| 16                    | 42+8d6   | 20d6   | 70      |
| 17                    | 47+9d6   | 23d6-3 | 78.5    |
| 18                    | 56+9d6   | 25d6   | 87.5    |
| 19                    | 61+10d6  | 28d6-2 | 96      |
| 20                    | 70+10d6  | 30d6   | 105     |



\* The values given produce results that are close to the mean (smoothed column) or produce a wide range of results (swinging column). Both give the same average damage. Use one column and stick with it as best fits your game. The “Average” column gives the midpoint of damage between high and low damage from the “Monster Statistics By CR” table from the *Pathfinder Roleplaying Game Bestiary*.

**Confusion Command (Su)** As an immediate action, the aberration can issue a verbal command (or telepathic, if it has telepathy) to a confused creature within 30 feet. This allows the aberration creature to pick a result from the confusion behaviour table, rather than the confused creature rolling randomly for its actions that round. This special quality requires the Aura of Madness special ability. Minimum CR of 9.

**Death Frenzy (Su)** When the aberration is reduced to 0 or fewer hit points, its body spasms horrifically. Immediately upon dying, the aberration makes a full attack against a creature it threatens. If more than one creature is within reach, roll randomly for each attack to determine the target (which maybe one of the aberration’s allies). If the aberration has both this ability and death throes (see below), death frenzy takes effect first.

**Death Throes (Su)** When the aberration is reduced to 0 or fewer hit points, its body combusts in a flash of violet flame. This acts like a fireball that deals half fire\*, half bludgeoning damage to all creatures within a 20-foot-radius burst. The amount of damage dealt is equal to a blast from an elemental energy breath weapon of an amount indicated in that table for the correct CR (Reflex save half). The aberration’s gear and treasure are unaffected by this explosion.

\* Choose a different energy type if that is more appropriate to the creature in question.

**Destructive Harmonics (Su)** The aberration can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability. The save DCs are Constitution-based. Minimum CR of 9.

- *Destruction:* All creatures within the area of effect of the destructive harmonics take sonic dam-

age as indicated for the Breath Weapon Damage table—a Reflex save halves this damage. If the aberration wishes, this damage can instead deal nonlethal damage rather than sonic damage. Alternatively, the aberration can target a single crystal, metal, stone, or wooden object within 80 feet with this attack—that object takes damage as indicated for the Breath Weapon Damage table. This damage is not halved when applied to the object’s hit points, but is reduced by the object’s hardness. A magical or attended object can attempt a Reflex save to halve the damage.

- *Pain:* Rather than deal damage, the aberration can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a Fortitude save to avoid being stunned for 1 round and deafened for 1d6 rounds.

**Detect Thoughts (Su)** The aberration can continuously use *detect thoughts* as per the spell (caster level is equal to the aberration’s CR; Will negates; DC is determined as a supernatural ability, not as a spell-like ability).

**Dimension Lock (Su)** The aberration emits an aura in a 20-foot radius that completely blocks extradimensional travel (as the spell *dimensional lock*) and moves with it. Unlike the spell, this aura does not create a shimmering emerald barrier (see the spell description). It can be activated or deactivated at will as a free action.

**Energy Resistance (Ex)** The aberration gains resistance to one or more type of energy. At CR 3, it has resistance 10 to one type of energy (acid, cold, electricity, fire, or sonic). It gains a second resistance 10 at CR 6, and another at CR 9. These resistances can be stacked together on one energy resistance, added to innate resistances the aberration already has, or divided as the GM likes. If resistance 10 is added to resistance 30 of the same energy type, the aberration gains immunity to that energy type. Energy resistance cannot be applied to a type of energy the aberration is vulnerable to. This special quality can be taken up to three times.

**Enhanced Senses (Su)** The aberration has enhanced senses. Pick one of the following: blindsense 60 ft., tremorsense 60 ft., and *see invisibility*. The aberra-

tion gains the chosen sense (as a constant effect in the case of see invisibility). If the creature already has one of the first two choices and picks that sense, the range of that sense increases by 60 feet.

**Enhance Weapon (Su)** The aberration can enhance a weapon or natural weapon like a paladin using divine bond, as though it were a paladin of a level equal to its CR. However, the aberration does not “call upon the aid of a celestial spirit”, the weapon is enhanced by the creature’s innate magic. The aberration can select any special weapon properties (as appropriate to alignment), not those merely listed in the paladin class feature, as well as choosing to improve the weapon’s enhancement bonus if it wishes.

**Fast Healing (Ex)** The aberration gains fast healing at a value equal to half its CR.

**Fear (Su)** All creatures within a 30-foot radius that see the aberration must make a Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same aberration’s despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. Minimum CR of 6.

**Feed (Su)** By spending a full-round action devouring the body of a dead or unconscious creature, the aberration gains 1d8+9 temporary hit points and a +2 bonus on attack and damage rolls for 1 minute (the bonus hit points stack if more than one body is devoured). The number of temporary hit points gained increases by 1d8+3 for every 3 CR above CR 9 the aberration has. The aberration must consume a creature of one or two size categories smaller than itself for the bonuses to accrue. The bonus to hit points is Constitution-based. Minimum CR of 9.

**Flight (Ex or Su)** The aberration gains a fly speed (average maneuverability) at 1-1/2 the aberration’s land speed. If the creature already has flight with a maneuverability of average or good, it improves by one step. This is (Ex) if the creature gains wings of any type, or (Su) if the creature has no wings.

**Gaze Attack (Su)** Upon gaining this ability, the aberration chooses one of two gaze attacks: corrupting gaze or dominate (assuming that the minimum CR criteria are met). These gaze attacks are discussed

below. Once chosen the type of gaze attack cannot be changed. An aberration can use only one type of gaze attack at a time, even if it possesses more than one type.

- *Corrupting Gaze:* The aberration has a gaze attack with a range of 30 feet that deals 2d10 damage and 1d4 Charisma damage (Fortitude save negates Charisma damage but not physical damage).
- *Dominate:* The aberration can crush a humanoid opponent’s will as a standard action. Anyone the aberration targets must succeed on a Will save or fall instantly under the aberration’s influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM’s discretion, some aberrations might be able to affect different creature types with this power.

This special quality can be taken up to two times, granting an additional gaze attack type each time. Minimum CR of 6.

**Greater Damage Reduction (Ex)** The aberration’s DR becomes 15/— at CR 15-17, and DR 20/— at CR 18 and higher. Vemeraaks instead gain DR 20/— at CR 15-17, and DR 25/— at CR 18 and higher. This special quality requires Improved Damage Reduction. Minimum CR of 15.

**Greater Master of Oozes (Su)** All commanded oozes within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception check), all others within range are immediately aware of it. Senses are instantly relayed from one commanded ooze to the next, allowing for the senses of a single commanded ooze to potentially spread through and inform a massive collection of oozes instantly. It is still possible for a commanded ooze to be flat-footed for other reasons even if other commanded oozes nearby are not. The aberration counts as a commanded ooze for purposes of this special quality. This special quality requires Improved Master of Oozes.

**Greater Master of Vermin (Su)** All commanded vermin within 100 feet of one another share the same senses. Thus, if one individual perceives something (for example, with a successful Perception

check), all others within range are immediately aware of it. Senses are instantly relayed from one commanded vermin to the next, allowing for the senses of a single commanded vermin to potentially spread through and inform an entire swarm instantly. It is still possible for a commanded vermin to be flat-footed for other reasons even if other commanded vermin nearby are not. This special quality requires Improved Master of Vermin.

**Ground Manipulation (Su)** At will as a standard action, the aberration can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the aberration moves off of the location. Aberrations with this ability can move through these areas with ease, but other creatures treat them as difficult terrain.

**Guarded Thoughts (Ex)** The aberration is immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

**Hibernation (Ex)** The aberration can enter a state of hibernation for an indefinite period of time when food is scarce. When the aberration wishes to enter hibernation, it seeks out a den and surrounds itself in a layer of fibrous material excreted from its mouth—these fibers quickly harden into a dense, almost metallic cocoon. While hibernating, the aberration does not need to drink or eat. The cocoon has hardness 10 and 60 hit points, and is immune to fire and bludgeoning (including falling) damage. As long as the cocoon remains intact, the aberration within remains unharmed. The aberration remains in a state of hibernation until it senses another living creature within 10 feet or is exposed to extreme heat, at which point it claws its way to freedom in 1d4 minutes as its cocoon degrades to fragments of strange metal.

**Improved Acid Breath (Ex)** If the aberration's acidic breath weapon deals damage to a fleshy living creature, the acid creates a transparent cloud of foul-smelling vapor that fills the creature's space and persists for 1 round. Any creature in or passing through the cloud must make a Fortitude save or be nauseated for 1d4 rounds. This cloud is a poison effect. The save DCs are Constitution-based. Additionally, the aberration can choose to have its acid breath weapon have no effect on inorganic or undead material. This

special attack requires the acid energy breath weapon. Minimum CR of 15.

**Immunity to Magic (Ex)** The aberration is immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*. This special quality requires the use of two special qualities granted by this template, rather than the usual one. GMs should be sparing in the use of this special quality. Minimum CR of 6.

**Improved Damage Reduction (Ex)** The aberration's DR becomes x/—, where x is the number value (most likely 10). Vemeraks instead gain DR 15/—. Minimum CR of 12.

**Improved Master of Oozes (Su)** The aberration gains an empathic link with all of her commanded oozes. This functions like an empathic link with a familiar. In addition, as a swift action the aberration can shift her perception to one of these commanded oozes, allowing her to experience what it sees, hears, and so on. She can maintain this connection as long as she likes (as long as the commanded aberration is within 1 mile) and end it as a free action. The aberration can only use this ability on one ooze at a time, and cannot see, hear, or smell with her own body while maintaining this connection. This special quality requires Master of Oozes.

**Improved Master of Vermin (Su)** The aberration gains an empathic link with all of her commanded vermin. This functions like an empathic link with a familiar. In addition, as a swift action the aberration can shift her perception to one of these vermin (or vermin swarms), allowing her to experience what it sees, hears, and so on. She can maintain this connection as long as she likes (as long as the vermin is within 1 mile) and end it as a free action. The aberration can only use this ability on one vermin at a time, and cannot see, hear, or smell with her own body while maintaining this connection.

**Improved Reach (Su)** The aberration's limbs (including head, if needed) have increased reach. Improved reach represents limbs stretching supernaturally to make attacks, by the limbs transporting through worm-holes to attack the target, or some other weirdness. At CR 3, the creature's reach increases by 5 feet; by 10 feet at CR 9, or by 15 feet at



CR 15. Increased reach applies to attacks of opportunity made by the aberration. It is not possible to spot a creature with improved reach just by looking at it.

**Improved Spell Resistance (Su)** The aberration's SR increases to become CR +15. This ability requires spell resistance, either as the template option or as some innate ability of the base creature.

**Magic Specialist (Su)** The aberration excels at using one school of magic. It gains a +2 bonus on DCs of spells and spell-like abilities of one school of magic. This bonus stacks with feats such as Spell Focus, but not with any bloodline arcana that increase save DCs. This special quality can be taken up to three times, affecting an additional school of magic each time.

**Master of Acid (Su)** The aberration can generate various acid-related effects. These are supernatural effects therefore DCs are calculated as supernatural abilities, not as if they are spells. The aberration may create *burning hands* 3/day (at will at CR 15 or higher), *lightning bolt* 1/day (3/day at CR 15 or higher), and *wall of fire* 1/day (3/day at CR 15 or higher), except that these effects all deal acid damage, not their usual type of damage. Caster level is equal to the aberration's CR. This ability requires an aberration with the earth subtype. Minimum CR of 9.

**Master of Cold (Su)** The aberration can generate various cold-related effects. These are supernatural effects therefore DCs are calculated as supernatural abilities, not as if they are spells. The aberration may create *burning hands* 3/day (at will at CR 15 or higher), *lightning bolt* 1/day (3/day at CR 15 or higher), and *wall of fire* 1/day (3/day at CR 15 or higher), except that these effects all deal cold damage, not their usual type of damage. Caster level is equal to the aberration's CR. This ability requires an aberration with the cold subtype. Minimum CR of 9.

**Master of Darkness (Su)** The aberration gains the *see in darkness* universal monster ability and can create *deeper darkness* at will (at a caster level equal to its CR).

**Master of Electricity (Su)** The aberration can generate various electricity-related effects. These are

supernatural effects therefore DCs are calculated as supernatural abilities, not as if they are spells. The aberration may create *burning hands* 3/day (at will at CR 15 or higher), *lightning bolt* 1/day (3/day at CR 15 or higher), and *wall of fire* 1/day (3/day at CR 15 or higher), except that these effects all deal electricity damage, not their usual type of damage. Caster level is equal to the aberration's CR. This ability requires an aberration with the air subtype. Minimum CR of 9.

**Master of Fire (Su)** The aberration can generate various fire-related effects. These are supernatural effects therefore DCs are calculated as supernatural abilities, not as if they are spells. The aberration may create *burning hands* 3/day (at will at CR 15 or higher), *lightning bolt* 1/day (3/day at CR 15 or higher), and *wall of fire* 1/day (3/day at CR 15 or higher), except that these effects all deal fire damage, not their usual type of damage. Caster level is equal to the aberration's CR. This ability requires an aberration with the fire subtype. Minimum CR of 9.

**Master of Oozes (Su)** The aberration is immune to acid damage from contact with oozes, and can use *command ooze*\* at will (at a caster level equal to its CR).

\* As *command undead*, but this affects oozes instead, and can affect ooze swarms as well as individual oozes.

**Master of Vermin (Su)** The aberration is immune to swarm distraction and damage from vermin swarms, and can use *command vermin*\* at will (at a caster level equal to its CR).

\* As *command undead*, but this affects vermin instead, and can affect vermin swarms as well as individual vermin.

**Mind Thrust (Su)** As a standard action up to three times a day, the aberration can deliver a massive blast of mental energy at any one target within 60 feet, inflicting 15d10 points of damage (this damage increases to a number of d10s equal to the aberration's CR). A successful Will save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect. Minimum CR of 15.

**Mind Lash (Su)** Creatures struck by the aberration's natural attack are overwhelmed with dark emotions and corrupted images of lives ruined by the aberration. Any non-evil creature hit by the aberration's melee attack must succeed at a Will save or be stunned for 1 round. A creature that successfully saves can't be affected by the same aberration's mind lash for 24 hours. This special attack cannot be used more than four times per round, if the aberration has more than four natural attacks. Minimum CR of 9.

**Pain Shriek (Su)** Twice per day as a standard action, the aberration can unleash a 40-ft. radius piercing shriek. All creatures within the area of effect take sonic damage as indicated for the Breath Weapon Damage table (Fortitude save half). This is a sonic effect. Minimum CR of 12.

**Plant Defenses (Ex)** The aberration is part plant and shares many of the immunities that plant creatures possess. The plant aspects may be inspired by fungus, tree, or leafy-type plants. The aberration gains immunity to mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning.

**Psychic Crush (Su)** As a standard action up to three times a day, the aberration can attempt to crush the mind of a single creature within 60 feet. The target must make a Will save or collapse, becoming unconscious and dying at  $-1$  hit points. If the target succeeds on the save, it takes  $6d6$  points of damage and is sickened for 1 round. This is a mind-affecting effect. Minimum CR of 15.

**Quickness (Su)** The aberration is supernaturally quick. It can take an extra move action during its turn each round. This special quality can be taken up to two times; its effects stack.

**Regeneration (Ex)** The aberration gains regeneration at a value equal to half its CR. The GM should pick two factors that the regeneration is overcome by, such as an energy type (cold, fire etc), a material, good spells, and/or good subtype. If the aberration has resistance or immunity to a particular factor, it should not be selected as something that overcomes regeneration.

**Rend (Ex)** As long as the aberration has two or more claw attacks, it gains a rend attack as the universal

monster ability.

**Ruinous Strikes (Ex)** The aberration's natural attacks are extremely hard and adept at breaking things. The aberration's natural attacks do double damage against objects and walls, and so on, and are treated as steel for the purposes of overcoming hardness. From CR 10 they count as mithril, and as adamantite from CR 15 and higher.

**Rust (Su)** The aberration gains a pair of antennae, which can make a single attack (like that of a rust monster). These antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. The aberration never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, the aberration's antennae deal  $3d6+5$  points of damage. An attended object, any magic object, or a metal creature can attempt a Reflex save to negate this effect. The save DC is Constitution-based. Note that while rust monsters can eat the rust they create, the diet of other aberrations is unaffected.

**Shard Spray (Ex)** "Five times per day, the aberration can fire a spray of razor-sharp bones, shards of glass, or other aberrant material from its body in a cone\*. Creatures in the area take piercing damage\* (Reflex save half). The save DC is Constitution-based.

\* Determine cone size and damage using the tables on page 5.

**Soul Scream (Su)** Capable of channeling all of its rage and terror into a single, unnatural noise, the aberration can unleash a sound of alien horror as a standard action. Any non-evil creature within 30 feet of the screaming aberration must succeed at a Will save or take  $1d4$  points of Wisdom drain. Once it begins screaming, the aberration can continue as a free action for 6 rounds, but can't scream again for 5 minutes afterward. Minimum CR of 9.

**Spell-Like Abilities (Sp)** The aberration gains a number of spell-like abilities. It gains a number of spell levels equal to half its CR, rounding up. The number of times per day a spell-like ability can be used is shown on the table below, depending on its

spell level. A particular spell can be selected more than once to stack the number of uses per day, if the GM desires; for example, at CR 3 the aberration can have two 1st level SLAs each useable two times per day, or it can have one 1st level SLA useable four times per day. Spells must be chosen from the cleric, druid or wizard spell lists; where spells are of different levels, they must be taken from the wizard spell list. Caster level is equal to the aberration's CR. This special quality can be taken up to three times, granting additional spell-like abilities each time. It can be taken a second time at CR 12, and a third time at CR 18.

| Spell-Like Ability Table           |              |   |   |   |   |   |   |
|------------------------------------|--------------|---|---|---|---|---|---|
| Number of Uses per day of each SLA |              |   |   |   |   |   |   |
| CR                                 | # of Lev-els | 1 | 2 | 3 | 4 | 5 | 6 |
| 3                                  | 2            | 2 | — | — | — | — | — |
| 4                                  | 2            | 2 | 1 | — | — | — | — |
| 5                                  | 3            | 2 | 1 | — | — | — | — |
| 6                                  | 3            | 2 | 2 | — | — | — | — |
| 7                                  | 4            | 2 | 2 | 1 | — | — | — |
| 8                                  | 4            | 2 | 2 | 1 | — | — | — |
| 9                                  | 5            | 3 | 2 | 2 | — | — | — |
| 10                                 | 5            | 3 | 2 | 2 | 1 | — | — |
| 11                                 | 6            | 3 | 2 | 2 | 1 | — | — |
| 12                                 | 6            | 3 | 3 | 2 | 2 | — | — |
| 13                                 | 7            | 3 | 3 | 2 | 2 | 1 | — |
| 14                                 | 7            | 3 | 3 | 2 | 2 | 1 | — |
| 15                                 | 8            | 3 | 3 | 3 | 2 | 2 | — |
| 16                                 | 8            | 3 | 3 | 3 | 2 | 2 | 1 |
| 17                                 | 9            | 3 | 3 | 3 | 2 | 2 | 1 |
| 18                                 | 9            | 3 | 3 | 3 | 3 | 2 | 2 |
| 19                                 | 10           | 3 | 3 | 3 | 3 | 3 | 2 |
| 20                                 | 10           | 3 | 3 | 3 | 3 | 3 | 3 |

**Spell Resistance (Su)** The aberration gains SR equal to the aberration's CR +11.

**Spit Poison (Ex)** The aberration can spit poison at a target within 30 feet as a standard action; the range increases to 60 feet for aberrations of CR 12 and higher. This is a ranged touch attack, and can only be performed once every 1d6 rounds. If the attack is

successful, the target is affected by the poison just as if it had been injured. The aberration can still poison a target with each successful bite attack. This special ability requires the aberration to have a poisonous bite attack. Minimum CR of 6.

**Spittle (Ex)** Each round as a free action, the aberration can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a Fortitude save. The save DC is Constitution-based. Minimum CR of 6.

**Spore Cloud (Su)** A unique form of magic-resistant mold grows upon the body of the aberration. This mold is the source of the aberration's spell resistance. When the aberration moves, the mold exudes a cloud of spores in a 30-foot radius that acts as a targeted *greater dispel magic* (caster level is equal to the aberration's CR) against the highest caster level magical effect the cloud touches as part of the aberration's move that turn. The cloud does not attempt to dispel effects that the aberration itself has created. This special quality requires spell resistance, either as the template option or as some innate ability of the base creature. Additionally, the aberration must be Large size or bigger. Minimum CR of 15.

**Spores (Ex)** The aberration's claws are covered in mutated russet mold spores. A creature hit by a claw attack must succeed at a Fortitude save or take 2 points of Constitution damage per round. It can attempt a new Fortitude save each round to halt the growth. A creature reduced to 0 Constitution by these spores explodes in a mess of viscera and spores. Creatures within the burst must succeed at a Fortitude saving throw or be affected as if they were hit by the aberration's claw attack. This is a disease effect. The save is Constitution-based. This special attack cannot be used more than twice per round, if the aberration has more than two claw attacks. This special attack requires the aberration to have at least two claw attacks as an innate ability of the base creature and the plant defences special quality. Minimum CR of 9.

**Stench (Ex)** The stink of death and corruption surrounds the aberration, granting them the stench ability (10-foot radius, Fort save negates, sickened for 1d6+4 minutes). The save DC is Constitution-based.

**Stunning Glance (Su)** As a standard action, the aberration can stun a creature within 30 feet with a look. The target must succeed on a Fortitude save or be stunned for 2d4 rounds. Minimum CR of 9.

**Tongue (Ex)** The aberration gains a vile long tongue that strikes as a secondary attack. It deals no damage on a successful hit, but those struck must make a Fortitude saving throw or be paralyzed for 1d4 minutes. Minimum CR of 9.

**Unusual Anatomy (Ex)** The aberration has strange anatomy. It has a chance to ignore sneak attack or extra critical hit damage equal to 10% x its CR, to a maximum of 100% (immunity) at CR 10 or higher. If the aberration is wearing some fortification armor, the two percentages do not stack; roll twice for each effect, unless the creature is immune because it is CR 10 or higher.

**Wisdom Drain (Su)** A creature that takes rend damage from the aberration must succeed at a Will save or take 1d4 points of Wisdom drain. The aberration heals 5 points of damage for each point of Wisdom it drains in this manner. If it drains a victim to 0 Wisdom, the aberration gains the effects of a heal spell. The save DC is Constitution-based. This special attack requires rend, either as the template option or as an innate ability of the base creature. Minimum CR of 12.

**Wounding (Ex)** When the aberration rolls a critical hit with one of its natural attacks it deals an amount of bleed damage equal to its Strength modifier. This special ability can be taken multiple times and each time it applies to a different natural attack. Minimum CR of 6.

## Flaws

The aberration gains an extra defensive special quality for each flaw gained.

- *Vulnerability to acid, cold, electricity, or fire.* Cannot gain vulnerability to an energy type to which it has immunity or resistance, or to which it already has vulnerability against.
- *Vulnerability to channelled positive energy.* The aberration is not only harmed by channelled positive energy or lay on hands as though it were undead, it takes +50% extra damage from such effects. Only

evil aberrations can have this flaw.

## Other Options

Here are some other additions the GM can give an aberration. These options do not count as special quality choices.

**Skill Bonus:** Pick up to 5 aberration skills (see the glossary in *Pathfinder Roleplaying Game Bestiary* 1). The aberration gains a +4 racial bonus with those skills (at CR 11 or lower), or a +8 racial bonus (at CR 12 or higher). If the aberration already gains a racial bonus with a particular skill, such as a drider with Stealth, do not give it an extra skill bonus on that skill.

**Subtype:** The aberration gains a subtype such as air, earth, fire, or water. Only give the aberration a subtype if it makes sense for where it “lives” and/or other abilities.

## Applying the Template

Once you know what base creature you want to use, simply select the special qualities you want, perhaps adding one or more extra defensive abilities by adding one or more flaws. You know the CR of the aberration, but now you must ensure that it matches the statistics for the CR that it has. Compare the statistics with the Monster Statistics by CR table in appendix 1 of the *Pathfinder Roleplaying Game Bestiary*.

When calculating average damage for the creature, if it has ability damage, apply the following modification. Count each point of ability damage/drain dealt as 3 points of hit point damage, and each negative level bestowed as 10 points of hit point damage. Con damage/drain is handled differently though; multiply the Con damage for the round by the target's level x 0.5. For example, 4 Con damage on a level 6 PC should be treated as 12 damage; 8 Con damage on a level 20 PC should be treated as 80 points of damage. Another example: an aberration with 2 natural attacks that each deal 1d4+5 hp plus 2 Dexterity damage should be regarded as dealing 27 hp average damage (15 for the two attacks, plus 12 for the Dexterity damage); this would be suitable average damage for a creature of CR 7 or 8. If these qualities require a save to negate the damage, do not count the damage towards average hp damage; for example, ignore corrupting gaze for this calculation.

To adjust the statistics, increase the aberration's natural armour bonus and ability scores as appropriate, and



compare the result with the Monster Statistics by CR table mentioned above. Upgrade existing SR to its new CR if the creature has it already, and the damage of special attacks like breath weapons. As long as the numbers are in line with those for the relevant CR, the stat block should be fine. Make further adjustments if needed. Optionally, test the creation against the player characters in a practice fight or fights.

One tricky aspect to balance is Constitution score. The aberration should have roughly the right amount of hit points, but perhaps more important is having saving throw DCs that are in line with that table. If DCs are too high for Con-related special qualities, reduce Constitution or apply a racial penalty to the DC of the relevant ability. If DCs are too low, raise Constitution or apply a racial penalty to the DC of the relevant ability. Fortunately, there are some handy ways to boost hit points that don't raise Constitution. Adding extra hit points is more important as CR levels increase. The Toughness feat and using favoured class bonuses for hit points are two methods; the creature could have false life or greater false life as a spell-like ability, provided through the spell-like ability special quality.

## Example Creatures

Presented now are several stat blocks meant to illustrate how the template can be applied. These stat blocks are of course ready to be used in games against player characters, or as allies in the case of two of them! Design notes are provided to indicate extra adjustments needed to make the creature's statistics appropriate for the CR.

Note that the CR calculation assumes that the various "buff" effects are running, such as divine power, shield of faith and good hope, and the use of Power Attack (where present); the effects of these buffs are not included in the stat block however. Note also that favoured class bonuses are not included.

### Enhanced Flumph (CR 3; XP 800)

Enhanced flumph paladin 2

LG Small aberration

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

**Aura** good

#### Defense

**AC** 19, touch 15, flat-footed 15

(+4 Dex, +4 natural, +1 size)

**hp** 28 (2d8+2d10+4); **regeneration** 1 (evil)

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

**DR** 5/evil; **Defensive Abilities** divine grace

#### Offense

**Speed** 5 ft., fly 20 ft. (perfect)

**Melee** sting +6 (1d4+3 plus acid injection)

**Special Attacks** lay on hands (3/day, 1d6), smite evil (1/day, +2 AC, attacks and damage), stench spray

**Spell-Like Ability** (CL 2nd; concentration +4)

At will—*detect evil*

#### Statistics

**Str** 14, **Dex** 18, **Con** 12, **Int** 12, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +4; **CMD** 18

**Feats** Combat Reflexes, Improved Initiative

**Skills** Diplomacy +7, Fly +19, Perception +8, Sense Motive +8, Stealth +15

**Languages** Aklo, Common, Elven

**SQ** enhanced aberration quality (regeneration)

#### Special Abilities

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

**Stench Spray (Ex)** The flumph can spray a 20-foot line of foul-smelling liquid once every 1d4 rounds. This spray functions like the stench universal monster ability, except it only affects creatures struck by the spray, which must make a DC 12 Fortitude save or be sickened for 5 rounds. Alternatively, the flumph can concentrate the spray on a single target within 5 feet. To use this version of its stench spray, the flumph must succeed at a ranged touch attack (+5 for most flumphs). If the target is hit, it must make a DC 12 Fortitude save or become nauseated for 5 rounds; otherwise, it is sickened for 5 rounds. The odor from this spray lingers in the area and on all creatures struck for 1d4 hours, and can be detected at a range of 100 feet (creatures with the scent ability can smell it at double this range).

**Design Notes:** This particular stat block doesn't need any special adjustments to ensure it meets the CR. Note that paladin levels are nonassociated. The flumph's treasure (1,650 gp worth), gained in shares from adventuring with others, is kept in a hidden location placed by those adventurers; it should comprise mostly potions, coins and gems.

### Enhanced Sinspawn (CR 6; XP 2,400)

Enhanced sinspawn (gluttonspawn) fighter 3

NE Medium aberration

**Init** +5; **Senses** darkvision 60 ft., sin-scent; Perception +6

#### Defense

**AC** 20, touch 11, flat-footed 19

(+7 armor, +1 Dex, +2 natural)

**hp** 64 (3d8+3d10+30)

**Fort** +9, **Ref** +5, **Will** +4

**DR** 5/magic; **Immune** mind-affecting effects; **SR** 17

#### Offense

**Speed** 40 ft.

**Melee** +1 *ranseur* +11 (2d4+8/x3) and bite +5 (1d6+2 plus sinful bite) or bite +10 (1d6+5 plus sinful bite) and 2 claws +10 (1d4+5)

**Special Attacks** ground manipulation, spittle (+6 ranged, F-DC 18, range 30 ft.)

#### Statistics

**Str** 21, **Dex** 13, **Con** 20, **Int** 10, **Wis** 11, **Cha** 14

**Base Atk** +5; **CMB** +8; **CMD** 19

**Feats** Combat Reflexes, Furious Focus, Improved Initiative, Lightning Reflexes, Power Attack

**Skills** Intimidate +11, Perception +6, Stealth +7, Survival +6

**SQ** armor training 1, enhanced aberration qualities (ground manipulation, spittle), martial proficiency

**Language** Aklo

**Combat Gear** *potions of cure moderate wounds* (3); **Gear** +1 *breastplate*, +1 *ranseur*, pouch with 89 gp worth of mixed coins

#### Special Abilities

**Sinful Bite (Su)** A creature bitten by a sinspawn is overwhelmed with sinful thoughts (DC 13 Will save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An affected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite.

**Sin-Scent (Su)** Sinspawn have scent against creatures whose nature reflects the sinspawn's sin. For example, wrathful sinspawn can scent creatures using rage effects. The GM should adjudicate what creatures this sinspawn can scent.

**Design Notes:** To ensure that it fits within the CR parameters, +4 Str has been added. It should only use Power Attack when wielding the *ranseur*.

### Enhanced Drider (CR 9; XP 6,400)

Enhanced drider sorcerer 1

CE Large aberration

**Init** +3; **Senses** darkvision 120 ft., see in darkness, *detect good*, *detect law*, *detect magic*; Perception +15

#### Defense

**AC** 21, touch 13, flat-footed 17

(+3 Dex, +1 dodge, +8 natural, -1 size)

**hp** 106 (9d8+1d6+60; 118 if *false life* cast)

**Fort** +11, **Ref** +8, **Will** +12

**DR** 10/cold iron; **Defensive Ability** unusual anatomy;

**Immune** *sleep*; **SR** 20

#### Offense

**Speed** 30 ft., climb 20 ft.

**Melee** +1 *heavy mace* +14/+9 (1d8+11) and bite +8 (1d4+3 plus poison)

**Ranged** +1 *composite longbow* +9/+4 (1d8+8/x3)

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

**Special Attacks** soul scream (W-DC 19), web (+8 ranged, DC 20, hp 9)

**Spells Prepared** (CL 7th; concentration +11; +15 defensive)

3rd (5/day)—*haste*, *spiked pit* (R-DC 17)

2nd (7/day)—*false life*, *invisibility*, *web* (R-DC 16)

1st (7/day)—*charm person* (W-DC 15), *mage armour*, *magic missile*, *ray of enfeeblement* (F-DC 15), *silent image* (W-DC 15)

0th (at will)—*bleed* (W-DC 14), *daze* (W-DC 14), *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*

**Spell-Like Abilities** (CL 9th; concentration +13; +17 defensive)

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

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

1/day—*clairaudience/clairvoyance*, *dispel magic*, *levitate*, *suggestion* (W-DC 17)

#### Statistics

**Str** 25, **Dex** 17, **Con** 22, **Int** 15, **Wis** 14, **Cha** 18

**Base Atk** +6; **CMB** +14; **CMD** 27 (39 vs. trip)

**Feats** Blind-Fight, Dodge, Combat Casting, Eschew Materials, Weapon Focus (bite, mace)

**Skills** Climb +27, Intimidate +16, Knowledge (arcana) +15, Perception +15, Spellcraft +15, Stealth +16; **Racial Modifier** +4 Stealth

**Languages** Common, Elven, Undercommon

**SQ** arcane bond (ring), bloodline (arcane), enhanced aberration qualities (master of darkness, soul scream, unusual anatomy), undersized weapons

**Combat Gear** *potions of cure light wounds* (6); **Gear** +1 *heavy mace*, +1 *composite longbow* with 20 arrows, *cloak*

of resistance +2, ring (worth 10 gp; arcane bond), pouch with 126 gp worth of mixed coins and gems

### Special Abilities

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

**Design Notes:** To ensure that it fits within the CR parameters, +6 Str has been added.

### Enhanced Spawn of Yog-Sothoth (CR 12; XP 19,200)

Enhanced spawn of Yog-Sothoth

CE Large aberration (extraplanar)

**Init** +8; **Senses** blindsight 30 ft., darkvision 60 ft.; Perception +20

**Aura** alien presence (40 ft., W-DC 22, 5d6 rounds), stench (30 ft., F-DC 24, 10 rounds)

### Defense

**AC** 26, touch 13, flat-footed 22

(+4 Dex, +13 natural, -1 size)

**hp** 161 (14d8+98)

**Fort** +13, **Ref** +12, **Will** +14

**DR** 15/good and magic; **Defensive Abilities** tenuous natural invisibility; **Immune** cold, fire, sonic; **SR** 23

### Offense

**Speed** 30 ft., climb 30 ft.

**Melee** bite +20 (1d8+11/19-20/x3) and 4 tentacles +19 (1d6+6 plus grab)

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

**Special Attacks** blood drain (1d4 Con), devastation, death frenzy, feed (2d8+12/+2)

### Statistics

**Str** 30, **Dex** 19, **Con** 25, **Int** 17, **Wis** 17, **Cha** 20

**Base Atk** +10; **CMB** +21; **CMD** 34 (42 vs. trip)

**Feats** Combat Reflexes, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Vital Strike, Weapon Focus (tentacle)

**Skills** Climb +35, Escape Artist +21, Intimidate +22, Knowledge (arcana) +20, Perception +20, Spellcraft +20, Stealth +17

**Languages** Aklo

**SQ** enhanced aberration qualities (alien presence [idiocy], death frenzy, energy resistance, feed)

**Gear** *amulet of mighty fists* +1, *cloak of resistance* +2

### Special Abilities

**Devastation (Ex)** As a full-round action, the spawn can assault a structure, dealing 4d6+16 points of damage to the structure in that round.

**Tenuous Natural Invisibility (Ex)** This functions like natural invisibility, except it is subject to invisibility purge and effects that outline invisible creatures (such as

glitterdust and faerie fire). It cannot be dispelled.

**Design Notes:** To ensure that it fits within the CR parameters, +4 Str, +4 Dex, and +4 Con have been added.

### Enhanced Cloaker (CR 15; XP 51,200)

Enhanced advanced cloaker oracle 10

CN Large aberration

**Init** +10; **Senses** all-around vision, darkvision 60 ft.; Perception +14

### Defense

**AC** 30, touch 15, flat-footed 24

(+6 armor, +6 Dex, +9 natural, -1 size)

**hp** 219 (16d8+144)

**Fort** +14, **Ref** +11, **Will** +16

**DR** 10/law; **Defensive Abilities** shadow shift; **Immune** disease, flanking, magic (except *magic missile* and *maze*), sickened condition

### Offense

**Speed** 10 ft., fly 40 ft. (average)

**Melee** bite +19 (1d6+9) and tail slap +14 (1d8+4)

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

**Special Attacks** destructive harmonics (F or R-DC 23, 8d6+33 damage), engulf, gaze attack (W-DC 22), moan

**Spells Known** (CL 10th; concentration +18; +22 defensive)

5th (4/day)—*feblemind* (W-DC 24), *mass cure light wounds*, *serenity* (W-DC 24)

4th (7/day)—*black tentacles*, *cure critical wounds*, *dilating portent* (W-DC 24), *freedom of movement*

3rd (8/day)—*cure serious wounds*, *dispel magic*, *greater stunning barrier* (W-DC 21), *invisibility purge*, *tongues*

2nd (8/day)—*cure moderate wounds*, *darkness*, *dust of twilight* (F-DC 20), *find traps*, *path of glory*, *resist energy*

1st (8/day)—*bless*, *comprehend languages*, *cure light wounds*, *detect good*, *endure elements*, *entropic shield*, *sanctuary* (W-DC 19)

0th (at will)—*bleed* (W-DC 18), *create water*, *detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *resistance*, *stabilize*

**Mystery** Dark Tapestry

### Statistics

**Str** 28, **Dex** 22, **Con** 28, **Int** 18, **Wis** 18, **Cha** 26

**Base Atk** +11; **CMB** +21; **CMD** 37 (can't be tripped)

**Feats** Ability Focus (moan), Combat Casting, Combat Reflexes, Eschew Materials, Extend Spell, Improved Initiative, Skill Focus (Perception), Spell Focus (enchantment)

**Skills** Disguise +20 (+28 as cloak), Fly +23, Knowledge (dungeoneering, religion) +23, Perception +29, Sense

Motive +20, Spellcraft +23, Stealth +21; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature

**Languages** Aklo, Common, Undercommon

**SQ** curse (wasting), enhanced aberration qualities (all-around vision, destructive harmonics, gaze attack (dominate), immunity to magic), revelations (cloak of darkness [+6 armor, +4 Stealth; 10 hours/day], many forms [alter self, beast form 1; 10 minutes/day], read the tapestry [contact other plane; 1/day])

**Gear** *headband of alluring charisma* +4

### Special Abilities

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

**Moan (Ex)** A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

*Fear:* All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.

*Nausea:* All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.

*Stupor:* A single creature within 30 feet is affected by *hold monster* for 5 rounds (Will negates).

*Unnerve:* Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against the cloaker's moan are DC 23.

**Shadow Shift (Su)** When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: *blur* (lasts 1d4 rounds, self only), *mirror image* (CL 6th), or *silent image* (DC 21, CL 6th).

**Design Notes:** To ensure that it fits within the CR parameters, +4 Cha has been added. The cloaker receives a racial -4 penalty on its destructive harmonics and gaze attack DCs; otherwise the DCs are too high for the CR.

The AC assumes that the cloak of darkness revelation is in use. The cloaker relies on its spells, supernatural abilities, and moan rather than melee for combat. The cloaker has another 29,000 gp worth of carefully hidden treasure that comprises magical items, coins, and gems, which he shares carefully with valued minions.

### Enhanced Guardian Naga (CR 18; XP 153,600)

Enhanced guardian naga sorcerer 6

LG Large aberration

**Init** +7; **Senses** darkvision 60 ft.; Perception +29

### Defense

**AC** 25, touch 16, flat-footed 18

(+7 Dex, +9 natural, -1 size)

**hp** 275 (12d8+6d6+162; 301 if *greater false life* cast);

**fast healing** 9

**Fort** +20, **Ref** +17, **Will** +21

**DR** 10/evil; **Defensive Abilities** fated

### Offense

**Speed** 40 ft.

**Melee** bite +21 (2d6+15 plus ability damage and poison)

**Range** spit +18 touch (poison)

**Space** 10 ft.; **Reach** 20 ft.

**Special Attacks** ability damage (4 Charisma), breath weapon, enhance weapon (+5, 4/day), improved acid breath (F-DC 25), spit

**Spell-Like Ability** (CL 6th; concentration +14; +18 defensive)

11/day—*touch of destiny* (+3, 1 round)

**Spells Known** (CL 15th; concentration +23 (+27 defensive))

7th (5/day)—*greater teleport*, *power word blind*

6th (7/day)—*disintegrate* (F-DC 24), *heal*, *greater dispel magic*

5th (7/day)—*breath of life*, *mage's private sanctum*, *sending*, *wall of force*

4th (8/day)—*dimensional anchor*, *divine power*, *greater false life*, *greater invisibility*

3rd (8/day)—*displacement*, *fly*, *heroism*, *protection from energy*

2nd (8/day)—*blur*, *detect thoughts* (W-DC 20), *ghost-bane dirge* (W-DC 20), *gust of wind* (F-DC 20), *lesser restoration*, *see invisibility*

1st (8/day)—*alarm*, *expeditious retreat*, *identify*, *mage armor*, *magic missile*, *shield of faith*

0th (at will)—*daze* (DC 18), *detect magic*, *light*, *mage hand*, *open/close*, *purify food and drink*, *ray of frost*, *read magic*, *stabilize*

### Statistics

**Str** 31, **Dex** 25, **Con** 30, **Int** 16, **Wis** 18, **Cha** 26



**Base Atk** +12; **CMB** +23 (+27 trip); **CMD** 40 (can't be tripped)

**Feats** Alertness, Blind-Fight, Combat Casting, Combat Expertise, Combat Reflexes, Eschew Materials, Greater Trip, Improved Trip, Lightning Reflexes, Quicken Spell  
**Skills** Bluff +23, Diplomacy +26, Knowledge (arcana, nobility) +18, Perception +29, Sense Motive +20, Spellcraft +18, Stealth +24

**Languages** Celestial, Common

**SQ** bloodline (destined), bloodline arcana (whenever the naga casts a spell with a range of “personal,” it gains a luck bonus equal to the spell’s level on all its saving throws for 1 round), enhanced aberration qualities (ability damage [Charisma], breath weapon [acid], enhance weapon [+5, 4/day], fast healing, improved acid breath, improved reach)

**Gear** *belt of giant strength* +6, *cloak of protection* +4, *headband of alluring charisma* +4

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### Special Abilities

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**Breath Weapon (Su; standard)** Every 1d4 rounds the naga can breathe a 40 ft. cone of acid for 9d6+56 damage, Ref DC 25 half. The naga can use the breath weapon while grappling.

**Fated (Su)** The naga gains a +1 luck bonus on all of its saving throws and AC during surprise rounds and when it is otherwise unaware of an attack.

**Poison (Ex)** Bite—injury or spit—contact; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves.

**Spit (Ex)** The naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

**Design Notes:** To ensure that it fits within the CR parameters, +8 Con has been added. The naga receives a racial -4 penalty on its breath weapon DCs; otherwise the DCs are too high for the CR. Note that the naga can bring its AC up to a more appropriate level for its CR through spell casting. The naga has another 28,000 gp worth of carefully hidden treasure that comprises mostly healing magical items, coins, and gems, which he shares carefully with allies.

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