Rite Publishing Presents

101 Not So Simple Monster Templates



By Steven D. Russell



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Dedication: To Owen K.C. Stephens —for his guidance through dark and troubled waters.

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101 Not So Simple Monster Tempaltes © 2011 Steven D. Russell, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <u>http://paizo.com/pathfinderRPG/compatibility</u> for more information on the compatibility license. The Jeff Preston artwork is licensed under the Creative Commons Attribution 3.0 Unported License. To view a copy of this license, visit http://creativecommons.org/licenses/by/3.0/ The original title of this project was 101 Simple Monster Templates, but after a conversation with my rules maven Will McCardell (*The Secrets of Tactical Archetypes*), I realized that I had left the path of what one could realistically call "simple." The templates in this product range from the *apex predator* which simple adds a few bonuses to the *walking fortress* creature template, which has its foundation in a simple idea: Make a creature colossal and then put a fortress on its back. However, the execution of that idea is slightly more complex. Yet in the end, I attempted to stick with simple fundamental concepts even if the design is not so simple. All of the templates presented here are in the format used by the simple template as found in the Pathfinder Bestiary.

Steven D. Russell

Accelerated Creature (CR+1)

- The power of speed and alacrity infuse the very nature of this creature.
- **Quick Rules:** +8 bonus to initiative, +6 dodge bonus to AC, CMD, and Reflex saves, +4 bonus to Dex-based skills; **Speed** all modes increase by 30 feet; **Special Attacks** when making a full attack action, may make one extra attack at full BAB; once per round may make an additional move action after it has moved.
- **Rebuild Rules: Spell-Like Abilities** (CL equal to HD) continuous – *haste*; **SQ** once per round it may make an additional move action after it has moved; **Ability Scores** +8 Dex; **Feats** Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Adaptable Creature (CR+3)

The ultimate in magical evolution, these creatures can adapt to eventually overcome nearly any environment or threat. Its quick rules are the same as its rebuild rules.

Rebuild Rules: Ability Scores +4 Con.

- Adaptable attack (Su): An adaptable creature's attack can be changed to a different type at will for the purpose of bypassing damage reduction or overcoming resistance or immunity after its attack has been reduced, resisted, or been rendered infective once.
- *Environmental Adaptation (Ex):* This grants the adaptable creature immunity to all harmful environmental effects, including such hazards as toxicity, extreme temperatures, and lack of air. Additionally, it gains energy resistance 20 to a single energy type most prevalent in the current environment.
- *Learned Immunity (Su):* If an adaptable creature is affected by a physical attack, spell, or effect used by a particular creature, the ability thereafter grants immunity to that physical attack, spell, or effect when used by that same creature.



Adaptable Goblin

Adhesive Creature (CR+1)

- This creature is the embodiment of glue, sap, gum and resin. An adhesive creature's rebuild rules are the same as its quick rules.
- **Rebuild Rules: Special Attack** adhesive; **Ability Scores** +4 Str.
- Adhesive (Ex): As an immediate action, an adhesive creature can exude a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. A slime-covered adhesive creature automatically grapples any creature it hits with its natural attacks. Opponents so grappled cannot get free while the adhesive creature is alive without removing the adhesive first. The adhesive creature can remove the bonding agent at will as a free action. A weapon that strikes an adhesive creature is stuck fast unless the wielder makes a successful Reflex save (DC 10 + 1/2 the adhesive creature's Hit Dice + its Strength modifier). A successful Strength check (same DC) is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the adhesive creature can still grapple normally. An adhesive creature can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. This adhesive automatically dispels freedom of movement but the warded creature is not stuck (a magic item that grants freedom of movement is suppressed for 1d4 rounds).

Afflicted Creature (CR-3)

This creature is the victim of some horrible curse, disease, or poison that has left the creature as a shattered husk of its former self.

- **Quick Rules:** -4 on all rolls (including damage rolls, minimum 1 point of damage) and special ability DCs; -8 to AC and CMD; -4 hp/HD (minimum 1 per HD).
- **Rebuild Rules: AC** decrease natural armor by 4; **Ability Scores:** -8 to all ability scores.

Anathema Creature (CR+1)

- This creature has the ability to curse any creature it touches or that touches it.
- **Quick Rules: Spell-Like Abilities** (CL equal to base creature's HD) at will—*bestow curse*, add +2 to the DC of the save.
- **Rebuild Rules: Special Attacks** wounding curse*; **Abilities** +4 Cha.
- Wounding Curse (Su): Natural attack, touch, and melee hit—contact; save Will (DC 10 + 1/2 the anathema creature's HD + its Cha modifier), *frequency* permanent, *effect* 50% hit chance; opponents must make a saving throw if they perform a successful melee attack against an anathema creature. The victim gains a 50% hit chance: half of the attacks targeting the creature that normally would miss it now hit it instead. This curse negates the effect of any other miss chance. The curse bestowed by this effect cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.
- *You could replace this curse with any other spell with the curse descriptor (See *Pathfinder Roleplaying Game: Ultimate Magic*).

Apex Predator Creature (CR +2)

This creature is the most formidable hunter in a group.

- **Quick Rules:** +4 on all rolls (including damage rolls) and special ability DCs; +8 to AC and CMD; +4 hp/HD.
- **Rebuild Rules:** AC increase natural armor by +4; Ability Scores +8 to all ability scores.

Ashen Remains Creature (CR +2)

- This undead creature is the animated ashes after a cremation. An ashen remains creature's rebuild rules are the same as its quick rules.
- Rebuild Rules: Type undead, augmented and fire subtype; Senses lifesense 60 ft.; Hit Dice change all of the creature's racial Hit Dice to d8s; all hit dice derived from class levels remain unchanged (ashen remains creatures use their Charisma modifiers to determine bonus hit points); Defensive Abilities swarm traits (as if it were a Fine creature), undead traits; Speed ashen remains creatures lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed; Special Attack burn (swarm and engulf, 1d6 per 3 HD), choke, engulf; SQ ashes to ashes; Ability Scores loses Str and Con, +4 Cha.
- Ashes to Ashes (Su): any ability the base creature or ashen remains creature possesses that is normally



Apex Predator Gargoyle

modified by Strength or Constitution is instead modified by the ashen remains creature's Charisma (such as burn and engulf).

Choke (Ex): An ashen remains creature automatically attempts to smother any creature it engulfs. It must make a successful Combat Maneuver check modified by Charisma rather than Strength (see ashes to ashes). If its Combat Maneuver check is successful, it deals its burn damage, this burns the air out of its opponent's lungs and so the opponent cannot hold its breath and must make a DC 10 Constitution check. The Constitution check must be repeated each round the creature is engulfed, with the DC increasing by +1 for each previous check. If the victim fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (o hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates and dies.

Banshee Creature (CR+2)

- This undead creature is the enraged spirit of a female who either betrayed those she loved or was herself betrayed. Its quick rules are the same as its rebuild rules.
- Rebuild **Rules:** undead (augmented, Type incorporeal); Senses darkvision 60 ft. hear heartbeat; AC a banshee creature gains a deflection bonus equal to its Charisma modifier. It loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or ghost touch items; Hit Dice change all of the creature's racial Hit Dice to d8s, all Hit Dice derived from class levels remain unchanged, it uses its Charisma modifier to determine bonus hit points. Defensive Abilities incorporeal, undead traits; **Speed** a banshee creature loses its previous speeds and gains a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed; Melee and Ranged Attacks a banshee creature loses all of the base creature's attacks, if it could wield weapons in life, it can wield ghost touch weapons; Melee incorporeal touch (1d6 + 1d6/CR negative energy)damage plus terror); Special Attack terror, wail; Ability Scores loses Str and Con scores, +15 Dex, -4 Int, +6 Wis and Cha.
- *Hear Heartbeat (Ex):* A banshee can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.
- *Terror (Su):* A creature damaged by the banshee's touch attack must make a successful Will save (DC 10 + 1/2 her Hit Dice + half her Charisma modifier) or cower in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as *heroes' feast* or *mind blank*), the banshee's touch attempts to dispel one such effect with *greater dispel magic* (CL 14th). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.
- *Wail (Su):* Once per minute, a banshee may wail as a full-round action. The wail lasts until the beginning



Banshee

of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a Fortitude save (DC 10 + 1/2 her Hit Dice + half her Charisma modifier, this save is only required once per wail). Creatures under the effects of a fear effect take a -4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail take 10 points of damage/CR (as if affected by a *wail of the banshee* with a caster level equal to the banshee creature's CR). If a wailing banshee is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

Beyondling Creature (CR+2)

- This creature has been corrupted by the powers of the planer maelstrom and the great beyond.
- **Quick Rules:** +2 bonus to Fort, +4 hp/HD; **Special Attacks** 1d6 acid damage to all attacks; **Immune** critical hits, mind-affecting effects and sneak attacks.

Rebuild Rules: Ability Scores +4 Con and Cha.

- Abhorrent Existence (Ex): A beyondling's biological nature has been so radically changed that it is immune to critical hits and sneak attacks. In addition, contact with a beyondling causes 1d6 points of acid damage to whatever touches the beyondling. This additional damage includes all the beyondling's attacks and includes every time anything attacks the beyondling. Whenever this creature is attacked by a manufactured weapon, that weapon suffers this damage as well (though the damage does not ignore hardness). When the beyondling is hit with a natural attack or unarmed strike, this damage is dealt to the attacking creature. In addition, if a non-bludgeoning physical attack deals damage to a beyondling, creatures within a 5-ft. radius must make a successful Reflex save DC 10 +1/2 the beyondling's HD + its Constitution modifier or suffer the same damage.
- Repugnant Mind (Ex): A beyondling's mind is repulsive in its alien nature. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a beyondling, that creature must make a make a successful Will save (DC 10 + 1/2 the beyondling's HD + its Charisma modifier) to avoid being staggered for a number of rounds equal to the beyondling's Hit Dice. On a successful save, the creature is merely dazzled for 1 round. This effect can even occur if the beyondling initiates mental contact (such as via a dream, nightmare, sending, or demand spell or effect, or merely by telepathic communication) or another creature attempts to do so (as if via detect thoughts or dominate monster). Once a creature is exposed to a specific beyondling's repugnant mind, it is immune to this effect from all beyondling creatures for 24 hours. This is a mind-affecting effect.

Blind Seer Creature (CR+2)

- This being is an oracle of the future and the supernatural.
- Quick Rules: +4 insight bonus to AC, Will saves, and skill checks; Immune gaze attacks; Spell-Like Abilities at will—augury, sanctuary, shield of faith; 5/day—speak with dead, speak with plants, divination; 1/day—true seeing, scrying; 1/month commune, commune with nature, find the path, lesser planar ally. CL equal to HD
- **Rebuild Rules: AC** insight bonus to AC equal to onethird base creature's HD (+1 minimum); **Immune** to gaze attacks; **Spell-Like Abilities** at will *augury, sanctuary, shield of faith*; 5/day—*speak with dead, speak with plants, divination*; 1/day—



Blind Seer

true seeing, scrying; 1/month—commune, commune with nature, find the path, lesser planar ally. CL equal to HD; **Ability Scores** +4 Int, +6 Cha; **Skills** Bonus ranks in one Knowledge skill equal to HD, all Knowledge skills are treated as class skills.

Blinded Creature (CR - 2)

- This creature was born blind or some affliction has caused it to become blind.
- Quick Rules: subject gains the blinded condition.
- **Rebuild Rules:** subject gains the blinded condition; **Immune** gaze attacks; **Weakness** illiteracy (unless Braille has been invented); **Feat** Blind Fighting; **Skills** +4 racial bonus to non-sight-based Perception checks.

Bloodshackle Creature (CR + 2)

- This creature can gain utter control over a creature via a special ceremony involving the creature's blood.
- **Quick Rules: Spell-Like Abilities** (CL equal to base creature's HD) 1/day *dominate monster* (casting time 1 hour, requires base creature to have dealt slashing or piercing damage to the target creature).
- **Rebuild Rules: Special Attacks** blood domination; **Ability Scores** +4 Cha; **SQ** eyes of blood.
- Blood Domination (Sp): This process involves an hourlong ceremony, in which the victim must be helpless. First, the bloodshackle creature cuts the victim and allows a small amount of blood to drop

onto her (usually into the creature's palm, paw, tentacle, or pseudopod). It then proceeds with a ceremony of uninterrupted meditation within 30 ft. of the helpless victim, creating a magical bond between itself and the victim. At the end of this time, the victim must succeed on a Will save (DC 10 +1/2 the bloodshackle creature's Hit Dice + its Cha modifier) or be under the bloodshackle creature's control. This functions as a dominate monster spell. It can then also use the eyes of blood ability through the victim. The spell is permanent and lasts until removed, and it requires no further attention from the bloodshackle creature. The bloodshackle creature can end the blood domination voluntarily, or a successful dispel magic (CL equals the bloodshackle creature's hit dice) or remove curse spell can end the effect.

Eyes of Blood (Su): The bloodshackle creature needs only concentrate to use one of its minion's senses as long as it is within 25 miles of her current location. While using the minion's senses, the bloodshackle creature gets sensory input as if it were actually in the same place as the minion. It can only borrow the senses of a single minion at once, and it is only vaguely aware of its own surroundings while it is doing so. If attacked in this state, it is considered flat-footed, and she takes 1d4 rounds to come out of her trance before she can attack. She defends normally.

Using The Bloodshackle Creature Template

A bloodshackle creature is not designed to be used against PCs, it is designed to create a *The Puppet Masters* or *Invasion of The Body Snatchers* type of encounter where the PCs start seeing the results of a bloodshackle creature taking over a community, and being forced to fight innocent victims, allies, enemies, etc. It's not about fighting the bloodshackle creature, it's about fighting all the creatures it controls.

Broken Construct Creature (CR -2)

- This construct has been severely damaged or has degraded over time, even if repaired there is still something fundamentally wrong with it. A broken construct has no rebuild rules.
- **Quick Rules:** -2 penalty to all rolls (including damage rolls); **AC** natural armor bonus is reduced by half, HP total is halved. Construct suffers from the Confused condition (even if normally immune to such a condition).

Burned Out Creature (CR-1)

This creature suffers from chronically incurable fatigue. This template can only be applied to creatures that require sleep and are not immune to sleep, fatigue or exhaustion (such as a dragon). Its quick rules are the same as its rebuild rules.



Broken Construct Iron Golem

- **Rebuild Rules: Speed** reduce by half, a burned out creature cannot run or charge; **Weakness** sleep vulnerability; **Ability Scores:** –6 Str and Dex.
- Sleep Vulnerability (Ex): A burned out creature suffers a -4 penalty to *sleep*, fatigue, and exhaustion spells or effects, and if it fails its save against such an effect or does something that would normally cause fatigue or exhaustion it falls asleep (unconscious condition) and cannot be roused for 2 hours.

Carcass Creature (CR +1)

- These undead creatures are the animated remains of a bloated, liquefied corpse. A carcass creature's rebuild rules are the same as its quick rules.
- **Rebuild Rules: Type** undead; **Senses** darkvision 60 ft.; **Hit Dice** change all of the creature's racial Hit Dice to d8s, all Hit Dice derived from class levels remain unchanged, (use their Charisma modifiers

to determine bonus hit points); **Defensive Abilities** ooze traits, undead traits; **Special Attack** engulf (disease and paralysis); **SQ** bloated rot; **Ability Scores** loses Con, +4 Cha.

Bloated Rot (Ex) Curse and disease—engulf; save Fort DC (10 + 1/2 carcass creature's Hit Dice + its Charisma modifier); onset 1 minute; frequency 1/day; effect 1d8 Con; cure —. Bloated rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of bloated rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a caster level check (DC 10 + the carcass creature's CR), or the spell is wasted and the healing has no effect. Anyone who dies from bloated rot turns into a carcass creature immediately.

Charming Creature (CR+1)

- Some creatures are able to convince people that they are their best friend in the world. Its quick rules are the same as its rebuild rules.
- **Rebuild Rules: Special Attack** enthrall creature; **Ability Scores** +4 Cha.
- Enthrall Creature (Su): A charming creature can use a permanent charm monster (DC 10 + 1/2 the charming creature's Hit Dice + its Charisma modifier) effect at will, but it can only have one enthralled creature at a time. If a charming creature attempts to use enthrall creature against a new target, the charm monster effect on the first creature is automatically dismissed. The charm monster effect has a caster level equal to CR of the charming creature.

Collapsing Creature (CR+1)

- This creature can cause instability in the earth. This template can only be applied to creatures without the air subtype. Its quick and rebuild rules are the same.
- Rebuild Rules: Special Attacks: collapse ground; Abilities +4 Cha.
- *Collapse Ground (Su):* Once per day this creature can collapse the ground, forming a conical pit with a depth and radius equal to 5 ft. per Hit Die of the collapsing creature. Anyone caught in the pit must make a successful Reflex save (DC 10 + 1/2 the collapsing creature's HD + its Cha modifier) or fall. Structures take damage as if struck by an *earthquake* spell.

Combat Clairvoyant Creature (CR+2)

Some creatures can see the next move in a fight and act accordingly.

Rebuild Rules: Defensive Abilities improved evasion (as the rogue ability); stalwart (as the inquisitor ability); **Special Attacks** precognitive advantage.



Combat Clairvoyant Centaur

Precognitive Advantage (Ex): A combat clairvoyant creature gains a +4 insight bonus to attack rolls, saving throws, skill, CMB, and initiative checks, and AC. It also knows an opponent's weakness, likely tactics, or some other vital bit of information ahead of time and prepare accordingly (it has a weapon to overcome a creature's damage reduction; it has a vial of acid to overcome a troll's regeneration, etc.), Further, it is never caught flat-footed and as such can act in surprise rounds (though it must still roll for initiative).

Constructed Creature (CR +0 or +1 [if hardness is 8 or higher])

- Some constructs are little more than the essence of the martial type used and that of its final form. This template can only be added to non-construct corporeal creatures. A constructed creature's quick and rebuild rules are the same.
- **Rebuild Rules: Type** construct; do not recalculate BAB, saves, or skill ranks; **Senses** darkvision 60 ft.; **AC** a constructed creature's natural armor is equal to the hardness of the material it is made from or the base creature's natural armor bonus, whichever is better; **Hit Dice** change all the creature's Hit Dice to d10s; **Defensive Abilities** construct traits, hardness equal to the hardness of the material it is made from; **Speed** reduce by 25%; **Ability Scores** Str +10, Dex -4, loses Con and Int, Wis -2, Cha -10 (minimum 1); **Feats** loses all feats; **Skills** loses all skills.

Cowardly Creature (CR -5)

This creature is easily spooked and more often than not runs away rather than staying to fight.

Quick Rules: This creature suffers constantly from the shaken condition; if the cowardly creature becomes shaken or encounters intimidation or violence it gains the panicked condition for 1d4+4 rounds, if it

is cornered it gains the cowering condition instead. A cowardly creature that gains immunity to fear effects loses this template.

Cunning Creature (CR+1)

- This being is exceedingly sly for one of its kind. The base creature must possess an Intelligence score.
- **Quick Rules:** +4 bonus to AC, CMD, saves and Intelligence-based skills; **Spell-Like Ability** 1/day any one divination spell of any level that does not exceed half the base creature's HD.
- **Rebuild Rules: Special Defenses** insight bonus to AC, CMD and saves equal to Intelligence modifier; **Spell-like Ability** 1/day any one divination spell of any level that does not exceed half the base creature's HD, the DCs for this ability are Intelligence-based; **Ability Scores** +8 Int.

Crypt Thing Creature (CR+1)

- These undead creatures are undead creatures found guarding tombs, graves, and crypts. Necromancers and other spellcasters create them to guard such areas, and the crypt things never leave their appointed lairs, even to pursue enemies. A crypt thing creature's quick and rebuild rules are the same.
- Rebuild Rules: Type undead; Senses darkvision 60 ft., low-light vision; Aura fear (10 ft., frightened for 1d4 rounds, Will [DC 10 + 1/2 the crypt thing's Hit Dice + its Charisma Modifier] negates); Hit Dice change all of the creature's racial Hit Dice to d8s, all Hit Dice derived from class levels remain unchanged, it uses its Charisma modifier to determine bonus hit points; Defensive Abilities channel resistance +2; DR 10/bludgeoning or magic; Immune undead traits; Special Attack teleporting burst; SQ dimension door; Ability Scores loses Con, +4 Str and Cha.
- Dimension Door (Sp): Three times per day, a crypt thing can dimension door as a swift action. Its caster level is equal to the base creature's hit dice.
- Teleporting burst (Su): Once per day, a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations. The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful Will save (DC 10 + 1/2 the crypt thing's Hit Dice + its Charisma modifier) negates this effect. An affected creature is teleported in a random direction (roll 1d8, with 1 indicating north and the other numbers indicating compass directions going clockwise) and a random distance (1d10 × 100 feet) away from the crypt thing; determine each creature's direction randomly. A teleported creature arrives in the closest open space to the determined destination, but must appear on a solid surface capable of supporting its weight. If there is no appropriate destination in that direction, the creature does not teleport at all.



Crypt Thing Fire Giant

Darkwalker (CR + 0 or -1)

- This creature cannot stand the light of the sun. If this creature is underground this template is +0 instead of the normal -1 to CR. Its quick and rebuild rules are the same.
- **Rebuild Rules: Senses** darkvision 60 ft., low-light vision; **Weakness** sunlight powerlessness.
- *Sunlight Powerlessness (Ex):* If the creature is in sunlight (but not in an area of *daylight* or similar spells), it cannot attack and is staggered.

Deafened Creature (CR+0)

- This creature has grown accustomed to the drawbacks and advantages of being deaf. Its quick rules are the same as its rebuild rules.
- **Rebuild Rules: Immune** deafened, language dependent effects (unless standardized sign language has been invented); **Skills** a deafened creature automatically fails Perception checks based on sound unless it is accompanied by a physical vibration (such as a shuddering that accompanies a loud boom); **Languages** some form of sign language as a racial language.

Death-Scavenger Creature (CR+1)

- Some creatures feed off the power generated by the moment when a soul leaves a body. A deathscavenger creature's quick and rebuild rules are the same.
- **Rebuild Rules: Special Attack** death devourer, scavenger's knell; **Ability Scores** +2 Con, +4 Cha.
- Death Devourer (Su): If a creature dies within 60 feet of a death-scavenger creature, the monster absorbs a portion of the death energy that radiates through the area. Immediately upon the victim's death, all living creatures within 60 feet of the deathscavenger creature must make Fortitude saves (DC 10 + 1/2 the death-scavenger creature's Hit Dice + its Charisma modifier) or suffer 1d6 points of damage for every 2 Hit Dice the death-scavenger creature possesses as it gathers the death energy, focuses it, and flashes it across the area. The deathscavenger creature, such as an undead or a construct, is destroyed.
- Scavenger's Knell (Sp): If an opponent could be subject to a coup-de-grace, the death-scavenger can draw forth the life force of that opponent and use it to fuel its own power. It touches a living creature as a swift action (as a touch attack). If the subject fails a Fortitude saving throw (DC 10 + 1/2 the deathscavenger creature's Hit Dice + its Charisma modifier), it dies, and the death-scavenger is either healed for 5 hit points of damage or gains 5 temporary hit points (that last 1 hour) for each hit die that the slain creature possessed. This is a death effect.

Deep Exile (CR+2)

- Cursed for their evil deeds upon the land, these exiles are condemned to a life in the briny depths. Its quick rules are the same as its rebuild rules.
- Rebuild Rules: Subtype (aquatic); Senses keen senses, darkvision 120 ft.; Speed swim 30 ft.; Melee gain 2 claw attacks, damage based on size (Medium 1d6); Special Attack grab, blood drain (see below), SQ perpetual hunger (see below); Ability Scores +4 to Str, Dex and Con, -4 Cha.
- Blood Drain (Ex): A deep exile has the ability to drain a number of hit points equal to the claw damage and 1 point of Constitution damage per round from victims that it is grappling at the beginning of its turn. This ability increases in potency, adding one additional die of damage and +1 Constitution point for every 4 HD the base creature has beyond the first four.
- *Perpetual Hunger* (Ex): No matter how much life energy a deep exile drains from its victims, it is always hungry for more. It never achieves satiation from its all-consuming hunger for blood. It must deal a number of Constitution points per day equal to its HD with its blood drain ability or suffer 1 point of Constitution damage (if the base creature is immune to Constitution damage it suffers 5 hp damage instead).



Deep Exile Linnorm Dragon

Disorienting Creature (CR+1)

- This creature disorients its opponents that come near it or are struck by its attacks.
- Quick Rules: Aura confusion (10 ft.).
- **Rebuild Rules:** Aura disorient (10 ft.); **Special Attacks** disorient; **Ability Scores** +4 Cha.
- Disorient (Su): Creatures that come within 10 ft. of the disorienting creature or are subject to a successful attack (melee, range, spells, spell-like abilities, supernatural and/or extraordinary abilities) must make a successful Will save (DC 10 +1/2 the disorienting creature's Hit Dice + its Charisma Modifier) or suffer a -2 circumstance penalty to initiative checks, attack rolls, Acrobatics, Fly, Jump, Perception, and Swim checks for 1d3+1 rounds. In addition, whenever the subject moves, it must roll 1d8 to randomly determine (as a grenade-like weapon) the actual direction traveled. A successful save negates the effect and render's the subject immune to this disorienting creature's disorient ability for 24 hours.

Divine Creature (CR+1)

- This being has been touched by the power of a deity or ethos.
- **Quick Rules: Melee and Ranged Attacks** deal 1d6 damage to creatures of opposing alignment; +4 bonus to attack rolls, AC, CMD, Will Saves.
- **Rebuild Rules: Special Attacks** melee and ranged attacks deal 1d6 damage +1d6/4 HD the base creature possesses to a creature of opposing alignment; a number of times per day equal to the creatures wisdom modifier, it can channel energy as cleric equal to the creature's HD; **SQ** add insight bonus to attack rolls, AC, CMD, and Will saves equal to creature's Wisdom modifier; **Ability Scores** +8 Wis.

Divine Furnace Creature (CR+2)

- Some constructs are driven by a powerful furnace of divine power. This template can only be applied to constructs. Its quick rules are the same as its rebuild rules.
- **Rebuild Rules: hp** +2 hp per HD; **Defensive Abilities** blazing innards, smoking burst; **Special Attack** fiery eruption; **Ability Scores** +4 Str, Dex, and Wis.
- *Blazing Innards (Ex):* A divine furnace creature's interior body is filled with a fiery liquid similar to molten iron. If it suffers more than 10 points of damage from a single melee piercing or slashing attack, liquid metal spurts from the wound and onto the attacker, inflicting 2d6 points of damage (-2 points to non-adjacent attackers, minimum of 1 point of damage). Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks.
- *Fiery Eruption (Ex):* As a free action once every 4 rounds, a divine furnace creature can cause fiery energy to erupt from its upper body and flow over the surrounding area, much like a cauldron boiling over. All creatures within a 30-foot radius of the furnace creature takes damage equal to 1d6 multiplied by the divine furnace creature's CR. Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. A successful Reflex save (DC 10 + 1/2 the furnace creature's hit dice) halves this damage.
- Smoking Burst (Ex): Once per minute as a free action, a divine furnace creature can cause a large, choking cloud to roil forth from its body. It creates a thick, dense area of smoke in a 60-foot radius centered on its body. Living creatures can't breathe in the smoke and must hold their breath or suffocate. The smoke provides partial concealment against adjacent opponents and total concealment against opponents who are farther away. The cloud lasts for 1d4+1 rounds.



Divine Furnace Adamantine Golem

Eldritch Jentacle Creature (CR +1)

This creature has been changed by powers beyond the comprehension of the mortal races.

- **Quick Rules:** All attack forms change to tentacle attacks appropriate for size (1d6 Medium, 1d8 Large), touch attacks from these tentacles trigger one spell of a level no greater than half the base creature's HD +2 hp/HD.
- **Rebuild Rules: Special Defenses** ooze traits (except not mindless); **Special Attacks** all attack forms change to tentacle attacks appropriate for size (1d6 Medium, 1d8 Large), each tentacle touch attack generates a different spell effect, the spell level cannot be greater than half the base creature's HD; grab, constrict; **SR** CR +11; **Reach** +5 ft.; **Ability Scores** +4 Con.

Enticing Creature (CR+1)

- This creature has a supernatural lure that can cause nearly any creature to seek it out and become its victim. An enticing creature's quick rules are the same as its rebuild rules.
- Rebuild Rules: Special Attack attraction; Ability Scores +8 Cha.
- Attraction (Su): The enticing creature can choose to emanate magical vibrations that attract living

creatures within 100 feet and compel them to come toward it unless they succeed at a Will saving throw (DC 10 + 1/2 its Hit Dice + its Charisma modifier). Affected creatures feel elated and pleased to be near the enticing creature and desire to touch it. The compulsion to stay in the area or touch the enticing creature is overpowering, and victims will fight to follow their urges. Those affected will neither harm the enticing creature nor defend themselves against its attacks. If an unaffected character spends a full round shaking an affected one, the victim can attempt another saving throw. This can only be attempted once. A successful second save releases the creature from the enchantment, but it can be subject to the effect again as soon as 1d6 minutes later, even if it is no longer within the enticing creature's range (unless the subject knows for certain the enticing creature is dead or destroyed). In such a case, the creature must make a third save. If this save fails, the affected creature attempts to return to the enticing creature. The compulsion lasts up to an hour.

Executioner Creature (CR + 2)

- This creature has been used so often in the ritual execution of prisoners that it has gained unique powers. An executioner creature's quick rules are the same as its rebuild rules.
- **Rebuild Rules: Special Attack** absorb life, anchored, spiritual noose; **Ability Scores** +6 Str, +4 Con.
- Absorb Life (Su): Once per round, a victim hit by an executioner creature's melee attacks or spiritual noose suffers 1d4 points of Constitution drain. If a creature dies as the result of an executioner creature's melee attack or spiritual noose the executioner creature is instantly healed for a number of hit points equal to the victim's normal hit point total. If the amount of healing would cause the executioner creature to exceed its full normal hit points, it gains any excess as temporary hit points that last for 1 hour. This is considered a death effect.
- Anchored (Sp): Any creature damaged by an executioner creature's melee attack falls under the effect of a *dimensional anchor* spell, preventing the creature from escaping the noose by means of teleportation or dimensional travel for 1 hour. The caster level of this effect is equal to the executioner creature's Hit Dice.
- *Spiritual Noose (Sp):* If an executioner creature's melee attack successfully deals damage to a creature, a *spiritual weapon* in the shape of a noose wraps about its victim's neck; little aside from the death of the victim or the destruction of executioner can free him or her. Each round it deals damage plus the executioner creature's absorb life ability. Victims may attempt to escape the noose with an Escape Artist or Strength check with a DC equal to the executioner creature's CMD. A spiritual noose cannot be attacked or harmed by physical attacks (so it cannot be cut), but *dispel magic, disintegrate*, a sphere of annihilation, or a rod of cancellation



Executioner Dread Knight Anti-Paladin

affects it. A spiritual noose's AC against touch attacks is 12 (10 + size bonus for Tiny object). Its caster level is equal to the executioner creature's Hit Dice. The executioner creature can have only one spiritual noose in existence at a time.

Faceless Creature (CR+1)

- This creature has no facial features and has the ability to remove the facial features of creatures it touches or touch it. Its quick and rebuild rules are the same.
- **Rebuild Rules: Senses** blindsight 60 ft.; **Weakness** curse of the blank face; **Special Attacks** curse of the blank face; **Abilities** +4 Con and Cha; **SQ** telepathy 100 ft.; does not need to eat, drink, or breathe.
- *Curse of the Blank Face (Su):* Natural attack, touch, and melee hit—contact; *save* Will (DC 10 + 1/2 the faceless creature's HD + its Cha modifier), *frequency* 1/day, *effect* blank face; opponents must make a saving throw if they perform a successful

melee attack against a faceless creature. This curse can remove all the features from the target creature's face as if it had never had those features: eyes, ears, nose and mouth. A target must make a save for each facial feature; failure removes one set of features. Each day the curse remains, the subject must make a save for each facial feature it currently possesses. Note that permanently removing the victim's features causes various adverse effects:

- Removing the eyes inflicts the blindness condition.
- Removing the ears inflicts the deafness condition.
- Removing the victim's nose means he can no longer smell and loses the scent ability.
- Removing the victim's mouth means he can no longer eat, speak (no vocal component spells), and may eventually starve.
- Removing both the victim's nose and mouth means he can no longer breathe, and he becomes immediately subject to the drowning rules. The victim or someone else may cut a new breathing hole with a successful Heal check (DC 10 + the faceless creature's HD + its Cha modifier) suffering 1d4 points of damage per attempt.
- The curse bestowed by this effect cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish, miracle, remove curse*, or *wish* spell, it has no affect on creatures without a face.

Fascinating Creature (CR+1)

- This creature is so unique and unusual that other creatures cannot help but stop and stare. Its quick rules are the same as its rebuild rules.
- **Rebuild Rules: Special Attacks** fascinating gaze; **Ability Scores** Cha +4.
- Fascinating Gaze (Su): Fascinated for 2d4 rounds, 30 feet, Will (DC 10 +1/2 the fascinating creature's HD + its Charisma modifier).

Foul Creature (CR+1)

- This creature imbues vile substances and excretes toxic and rank-smelling fumes. Its quick rules are the same as its rebuild rules.
- **Rebuild Rules:** the foul creature gains a bite attack appropriate for its size (1d4 Small, 1d6 Medium, 1d8 Large, etc.) if it does not possess one. **Special Attacks** grab, swallow whole; **Ability Scores** +4 Con.
- *Enhanced Swallow Whole (Ex):* A foul creature can grab and swallow whole an object or creature as if it were two size categories larger than it is.
- *Expel Object or Creature (Ex):* Once per round as an immediate action a foul creature can expel a swallowed object or creature as an improvised thrown weapon (-4 to the attack roll.) The expelled creature takes normal slam damage based on the foul creature's size, plus 1 1/2 times the foul creature's Strength modifier; in addition, any opponent the expelled creature strikes takes this



Fascinating Satyr

same amount of damage. A creature that is expelled off a mountain, for example, takes this amount of damage or the appropriate falling damage, whichever is greater. A foul creature can hurl the opponent up to five range increments. The size of the range increment is 10 ft. per Hit Die the foul creature possesses. This ability is most often used when a creature in the foul creature's gullet damages it, but before it escapes.

Vile Stench (Ex): This creature secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with this ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 the foul creature's HD + its Constitution modifier) or be nauseated for as long as it's within the effect's radius and 1d4 rounds afterwards. A successful save results in the creature being sickened for the same duration. Afterwards, a creature that successfully saves cannot be affected by the same creature's vile stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the nauseated or sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Frozen Corpse Creature (CR+1)

- These undead creatures are the animated remains of creatures that have frozen to death. A frozen corpse creature's rebuild rules are the same as its quick rules.
- Rebuild Rules: Type undead; Senses darkvision 60 ft.; Hit Dice change all of the creature's racial Hit Dice to d8s; all Hit Dice derived from class levels remain unchanged; a frozen corpse creature uses its Charisma modifier to determine bonus hit points; Defensive Abilities undead traits; Special Attack cold aura, freezing touch; SQ ice walk; Ability Scores loses Con, +4 Cha.
- *Freezing Touch (Su)* Those struck by the frozen corpse creature's melee attacks suffer 1d6 points of cold damage and must succeed at a Fortitude save (DC 10 + 1/2 the frozen corpse creature's HD + its Charisma modifier) or suffer 2 points of Dexterity damage.
- *Cold Aura (Su):* A frozen corpse creature radiates an aura of intense cold. All creatures within 5 feet of the undead monster take 1d6 points of cold damage.
- *Ice-walk (Ex)* A frozen corpse creature can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice or snow.

Glassilisk Creature (CR+1)

- This creature's gaze can turn other creatures into glass. A glassilisk creature's rebuild rules are the same as its quick rules.
- **Rebuild Rules: Special Attack** gaze; **SQ** consume glass; **Ability Scores** +4 Con.
- *Gaze (Ex)* Turn to glass permanently (as *polymorph any object*), range 30 feet, Fortitude DC (10 + 1/2 the glassilisk creature's Hit Dice + its Constitution modifier) negates. A creature transformed in this matter that is then coated (not just splashed) with fresh glassilisk blood (taken from a glassilisk no more than 1 hour dead) is instantly restored to its natural form. A single glassilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

Glassilisk Creatures

and other material types

You can easily exchange the type of material a glassilisk creature's gaze attack transforms a creature into with another material type, though it is not recommended that it be any more delicate than glass. A PC should at least have a chance of being transformed back into its natural state; but figures of gold, wood, ivory, bone, and even paper could be created.

Gnawing Creature (CR +1)

These creatures are capable of chewing a creature into minute pieces; this simple template can only be



Gnawing Tyrannosaurus Rex

applied to creatures with the grab special attack that also have a bite attack.

- **Rebuild Rules: Special Attack** chew creature; **Ability Scores** +4 Str, +2 Con; **CMB** +4 racial bonus to grapple checks.
- *Chew Creature (Ex):* As a gnawing creature battles its enemies, it stuffs them into its mouth and chews on them with the desperate enthusiasm of a starving man. If the gnawing creature grabs an opponent with its grab special attack, it can transfer her to its mouth as a swift action. An opponent transferred to the gnawing creature's mouth is considered chewed. A chewed foe can make a grapple check or an Escape Artist check to break free from the gnawing creature (against its CMD). The target is in the gnawing creature's space and is denied its Dex bonus to AC. A chewed opponent automatically suffers bite damage as if the creature has scored a successful critical hit on the victim on the end of the gnawing creature's turn. If a chewed opponent dies, the gnawing creature consumes the remains utterly (but not its equipment or possessions, which will likely pass through any natural waste functions). It can also, as a free action, swallow the equipment and possessions if it has the swallow whole ability.
- It's possible to attack the gnawing creature without risk of hitting the chewed target. However, anyone who attacks the chewed target has a chance of hitting the gnawing creature as if the two were grappling each other.
- The gnawing creature loses its Dex bonus to AC against a chewed target. While a gnawing creature chews an opponent, it cannot use its bite attack.

Green Guardian (CR+1)

- This creature has been granted guardianship over a single geographic area of forest by a deity or ethos of nature.
- **Quick Rules: Spell-Like Abilities** (CL equal to base creature's HD) 1/day *polymorph any object* (creatures only, can transform them only into a tree) add +2 to the DC of the save; +2 hp/HD.
- **Rebuild Rules: Special Attacks:** curse of the green **Abilities** +4 Con and Cha.
- *Curse of the Green (Su):* natural attack—contact; *save* Will (DC 10 + 1/2 the green guardian's HD + its Cha modifier), *frequency* instantaneous, *effect* tree polymorph; the target of this curse suddenly stiffens. His skin turns to bark, his toes dig into the ground as roots, and his fingers become branches and twigs. In a moment, he is polymorphed into a tree for all eternity. The victim's face is turned into a wooden mask on the trunk of the tree. He can still speak, and may even cast spells that have only verbal components, but otherwise he is transformed into a rather ordinary tree. The curse bestowed by this effect cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse*, or *wish* spell.

Grim Reaper Creature (CR + 2)

- Known by many names throughout nearly all cultures, grim reapers are the personifications of death and all the pain and fear associated with that state.
- Rebuild **Rules:** Туре undead (augmented, incorporeal, extraplanar); Senses darkvision 60 ft., low-light vision; Aura fear (40 ft., frightened for 1d4 rounds, Will [DC 10 + 1/2 the grim reaper creature's Hit Dice + its Charisma modifier] negates); AC a grim reaper creature gains a deflection bonus equal to its Charisma modifier, it loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or *qhost touch* items; Hit Dice change all of the creature's racial Hit Dice to d8s, all Hit Dice derived from class levels remain unchanged, it uses its Charisma modifier to determine bonus hit points; Defensive Abilities channel resistance +4, incorporeal; Immune undead traits; SR 11 + grim reaper creature's CR; Speed grim reaper creatures lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed; Melee and Ranged Attacks a grim reaper creature loses all of the base creature's attacks, if it could wield weapons in life, it can wield ghost touch weapons; Melee +3 ghost touch scvthe (automatically proficient. appropriately sized for the base creature plus death touch); Reach +5 feet; Special Attack death touch; Ability Scores loses Str and Con, +14 Cha. Death Touch (Su): Creatures hit by either a grim
- reaper's incorporeal touch attack or by a ghost touch weapon wielded by a grim reaper must succeed at a Fortitude save (DC 10 + 1/2 the grim reaper creature's Hit Dice + its Charisma modifier)



Green Guardian Hill Giant

or gain 2d4 negative levels. A grim reaper can channel this ability through any *ghost touch* weapon it wields. A humanoid slain by a reaper's death touch is consumed in unholy fire and has its remains destroyed as the *destruction* spell. This is a death effect.

Spell-Like Abilities: A grim reaper creature with an Int or Wis score of 8 or higher has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, each ability is usable 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

HD	Ability Scores
1-2	true seeing and foresight constant
3-4	<i>invisibility</i> at will
5-6	control undead at will
7-8	circle of death at will
9-10	<i>unwilling shield*</i> 3/day
11-12	finger of death 3/day
13-14	energy drain 3/day
15-16	soul bind 3/day
17-18	wail of the banshee
19-20	quickened destruction

*See Pathfinder Roleplaying Game: Advanced Player's Guide

Hellfire Creature (CR +1)

This being is infused with the flames of damnation to serve punishment for the powers of good or evil.

- Quick Rules: +2 to attack and damage rolls plus +1d6 fire damage and +1d6 divine damage, +2 hp/HD.
- Rebuild Rules: Special Defense regeneration equal to HD plus Con modifier (evil, good); Special Attack Hellfire; Ability Scores +4 Str and Con.
- Hellfire (Su): Half the damage dealt by a hellfire creature is treated as fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to firebased attacks. In addition, melee and ranged attacks possessed by the hellfire creature deal +1d6 of fire and +1d6 divine damage (increase each by an additional +1d6 for every 5 HD the base creature possesses).

Herald of Woe (CR +1) This creature is a harbinger of ill fortune and doom.

- Rebuild Rules: Special Defenses doomed fate; Special Attacks perils of woe; Ability Scores Cha +4.
- Doomed Fate (Su): Three times per day, a herald of woe creature may create a field that alters the outcome of events that happen within it. All creatures within a 100-foot radius of a herald of woe creature must succeed on a Will save (DC 10 +1/2 the herald of woe creature's HD + its Charisma modifier) or roll two sets of dice for any attack roll, check, or saving throw made while within range of the herald of woe, always taking the lesser result. The herald of woe is immune to this ability. This field lasts for 1 round per HD the herald of woe creature possesses.
- *Perils of Woe:* A number of times per day equal to 3 + its Charisma modifier, a herald of woe can, as an immediate action, cause a hazardous condition to affect a single target within 100 ft. This hazard deals 1d6 points of damage + 1d6 points of damage per every two Hit Die the herald of woe possess. A successful Reflex save (DC 10+1/2 the herald of woe's hit dice +its Charisma modifier) results in half damage. The actual damage type is subject to GM determination but the default is often bludgeoning, resulting from something improbably falling from the sky (such as a dead griffon) or a underground explosion (such as caused by the rotting corpse of a purple worm), but it can be as dramatic as a lightning strike from a clear blue sky. If the target of perils of woe has a vulnerability or has regeneration with a damage type that overcomes that regeneration, the damage type dealt by perils of woe becomes that of that creature's vulnerability or regeneration (damage type).

Hive Creature (CR + 2)

This creature has become the nest of a swarm of other creatures. A hive creature's quick rules are the same as its rebuild rules.



Herald of Woe Harpy

- Rebuild Rules: Defensive Abilities self-repair; Weakness vulnerability to water; Special Attack swarm nest; Ability Scores +6 Con.
- Self-Repair (Ex): A hive creature's swarms can rebuild the creature's body structure, effectively healing any hit point damage at a rate equal to the hive creature's Constitution modifier per round; it loses this ability if it uses all of its uses per day of its swarm nest ability.
- Swarm Nest (Ex): Hive creatures are constantly surrounded by one swarm (of a singular type chosen at the time the template is applied) that attacks the creature's enemies. The hive creature can expel another swarm of the same type as a standard action every 1d4 rounds, up to a maximum number of times per day equal one quarter its Hit Dice (minimum of 1), the expelled swarms remain for 1 hour if the hive creature is already surrounded by one swarm.
- Vulnerability to Water (Ex): Complete immersion in water drowns the hive creature's swarm and it automatically loses its swarm nest and self-repair abilities for 24 hours, and suffers damage equal to half its normal hit point total (each round it is completely immersed). Ordinary rain does not hurt a hive creature.

Hoard Creature (CR +1)

- This creature's avarice is so great that treasure adheres to its body like a second skin.
- Quick Rules: +2 to attack and damage rolls; +4 to AC and CMD; **DR** 5/-.

Rebuild Rules: AC increase natural armor by 4; CMD +4 racial bonus to sunder; Ability Scores +4 Str, -2 Dex; Feats gains Improved Sunder as a bonus feat even if it does not meet the prerequisites.

Absorb Cache (Ex) A hoard creature can absorb any item of perceived worth-be it precious metal, gemstones, artwork, magic items, masterwork items, or a simple carved wooden figure-into its own body. Absorbing treasure repairs any damage the creature has taken at a rate of 1 hit point for every 500 gp-value of treasure. (The hoard creature seeks to absorb treasure even if it is not wounded, however.) If the amount of healing would cause the hoard creature to exceed its full normal hit points, it gains any excess as temporary hit points (maximum equal to double its normal hit point total, duration 1 hour). Use of this ability is not an action, and requires no time but magical and attended objects receive a Reflex save (DC 10 + 1/2 the hoard creature's Hit Dice + its Strength modifier) to negate. Magical items and weapons of at least masterwork value are subject to this effect every time they come into contact with the hoard creature. When performing a sunder attempt,t the hoard creature uses this ability and does not deal damage to the object, unless it is not of at least masterwork quality.

Hungering Darkness Creature (CR +2)

- The hungering darkness creature has been enveloped in planar rift that appears like a cloud of darkness that contains vicious claws that reach forth to grab at foes.
- Rebuild Rules: Defensive Abilities hungering; DR 5/good; Melee 2 claws (see grasping claws); Special Attack grab (claws), grasping claws, mighty grasp; Ability Scores +4 Str and Con.
- *Grasping Claws (Ex)* A hungering darkness creature gains 2 additional claw attacks based on its size (1d4 medium, 1d6 large) If the hungering darkness creature uses a weapon, natural attack, or unarmed attack in the same round as the claw attacks, its normal attacks suffer no additional penalties due to making these claw attacks but the claw attack suffers a -2 penalty. These claws gain the benefit of the creature grab ability.
- If a grappled creature is drawn into the hungering darkness's space, it suffers several effects. First, it disappears from view as it enters the utter darkness of the cloud. A creature caught within the hungering dark is partially pulled through a planar rift and exposed to a bizarre, alien realm beyond mortal comprehension. There it suffers unspeakable torments- a mortal mind simply can't process the sights, sounds, and injuries visited upon it. A creature caught in the hungering darkness's body suffers 1d4 points of Wisdom damage and 4d6 points of damage per round; a successful Will save (DC 10 + 1/2 the hungering darkness's HD + its Constitution modifier) results in half damage.
- A foe caught in the hungering dark can use all of the standard options for being in a grapple to attack,



Hungering Darkness Ettercap

escape, and so forth. While in the dark's body, he remains trapped within the rift between worlds. A grapple or Escape Artist check represents his ability to wiggle free. With an armed attack, he hacks at the creature's essence from the inside.

- Hungering Dark (Ex): While you can always tell what space a hungering darkness creature occupies, nothing can penetrate the absolute nothingness of its planar rift. Sound, light, energy, and vibrations are absorbed to a point that nothing, not blindsight, tremorsense, lifesense, not even *true seeing* allows a creature to pinpoint the hungering darkness creature's appearance or exact location. This otherwise grants the benefits of total concealment (50% miss chance) to the hungering darkness and any creature that occupies its space. A hungering darkness creature ignores the effects of its own hungering dark.
- Mighty Grasp (Ex): If the hungering darkness creature grapples a foe using the grab special attack, it retains its Dex bonus to AC against creatures not in the grapple. Furthermore, those attacking the hungering darkness who fail to hit it due to its total concealment, automatically strike the grappled foe instead. A victim pulled into the hungering darkness's space disappears from view and gains the benefit of the creature's total concealment to all other creatures except the hungering darkness

creature. Creatures other than the hungering darkness creature outside the hungering dark or inside it lose line of sight to the victim.

Hungry Nightmare Creature (CR +2)

- Eyes are the window to the soul—and they are also the conduit by which a hungry nightmare creature feeds. They always have dark, nearly bottomless pits instead of eyes (though this does not hamper their vision). Part of its otherworldly nature is poisonous to most other creatures. A hungry nightmare creature's quick and rebuild rules are the same.
- **Rebuild Rules: Immune** ability damage, dream theft*; **Special Attacks** dream consuming gaze, poison (choose one natural attack); **Ability Scores** +4 Con and Cha; **SQ** infested spawn.
- Dream-Consuming Gaze (Su): 2 points of Intelligence and Charisma damage (or dream theft*), 30 feet, Fortitude (DC 10 + 1/2 the hungry nightmare's hit dice + its Charisma modifier) negates.
- *If you are using the Dream Burning rules from Rite Publishing's *Coliseum Morpheuon* the subject loses one goal, aspiration, or dream (in that order), as if the hungry nightmare creature had stolen a dream.
- *Poison (Ex):* chosen natural attack—injury; *save* Fort DC 10 + 1/2 the hungry nightmare's hit dice + its Charisma modifier); *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

Iconic Creature (CR +1)

- Some creatures can become a symbol of a deity's power on earth.
- **Rebuild Rules: Special Attack** domain magic; **Ability Score** +2 Str and Con, +4 Cha; **SQ** icon of faith.
- *Icon of Faith (Ex):* When you apply this template, choose an aspect of a deity's, ethos', or cult's portfolio. The presence of an iconic creature whips the faithful of a deity, ethos, or cult related to that portfolio aspect into a state of religious ecstasy. The faithful gain the benefits of a *greater heroism* spell while within line of sight of the iconic creature.
- *Domain Magic (Sp):* An iconic creature gains the ability to cast spells from a single domain (chosen at the time the template is chosen), which is related to the chosen aspect of a deity's, ethos' or cult's portfolio. This functions as if it were a cleric with a level equal to its Hit Dice if it has a Wisdom score of 8 or higher. Iconic creatures usually employ their magical abilities in accordance with the cult's, ethos', or deity's system of belief. For example, an iconic creature of a bloodthirsty deity with the destruction domain might use its *rage* domain spell-like ability to whip the faithful into frenzy before battle.

III Creature (CR-1)

This creature is suffering from illness, usually the common cold. This template can only be applied to



Iconic Clay Golem of Artifice

creatures that are not immune to disease. Its quick and rebuild rules are the same.

- Rebuild Rules: Weakness constant illness.
- *Constant Illness (Ex):* The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. If a spell or effect would inflict the sickened condition the ill creature suffers a -4 penalty against that spell or effect and it suffers the nauseated instead.

Impaling Creature (CR +1)

- This creature's natural armor has formed to create a long, jagged, spear-like protrusion on its body, usually on its forearms (biped), back (quadruped) or sometimes on its chest or even inside its body. This template can only be applied to a creature with the grab special attack. Its quick and rebuild rules are the same.
- **Rebuild Rules: AC** increase natural armor by 2; **Special Attacks** impale; **Ability Scores** +4 Str, +2 Con.
- *Impale (Ex):* If an impaling creature begins its turn with an opponent grappled by its grab ability, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it impales its prey, and the opponent takes damage equal to the natural attack associated with its grab

(except the damage is piercing). The opponent can be up to one size category smaller than the impaling creature. Being impaled causes a creature to take the piercing damage each round. A impaled creature gains the grappled condition, while the creature that did the impaling does not. An impaled creature can try to pull itself off by escaping the grapple (though it still takes 1d6 bleed damage + an additional 1d6 bleed for every 3 HD the impaling creature possesses).

Kyton-bound Creature (CR +1)

- This creature has one end of a living diabolic chain affixed to its body and soul with the other end attached to a cruel weapon.
- **Rebuild Rules: Defensive Abilities** regeneration (equal to Constitution modifier; good weapons and spells, silver weapons); **DR** 5/silver or good; **Immune** cold; **Reach** +5 ft. with barbed chain; **Special Attack** barbed chain; **Ability Scores** +4 Str, +2 Con; **CMB** +4 racial bonus to grapple checks.
- Barbed Chain (Ex): The kyton-bound creature can make an attack that allows it to entangle a foe in its chains. As a move action, it makes a single chain attack against its target. If this attack hits, the chain spins around the target and its barbs inflicts 1d6 + its Strength modifier (increase the die damage by category as the Improved Natural Attack feat for each size category above Medium the base creature possesses). The kyton-bound creature must then make a successful grapple check against the target. The kyton-bound creature gains a bonus to its grapple check equal to the number of points of damage its attack inflicted. If the kyton-bound creature makes the check successfully, the target is entangled (and anchored), the DC to escape the entanglement is the result of the kyton-bound creature's check due to the barbs being embedded in the target.
- While the kyton-bound creature has an opponent entangled, it can't use its chains to attack anyone else. While the kyton-bound creature has a target entangled, it can choose from among the following actions.
- *Inflict Damage:* With a successful grapple check as a move action, the kyton-bound creature inflicts its chain damage against the target again.
- *Pull Target:* With a successful grapple check as a move action, the kyton-bound creature can pull its entangled victim closer. If the kyton-bound creature wins, it pulls its victim 5 ft. closer to it, plus an additional 5 ft. for each 5 points by which it exceeded the victim's CMD.
- *Throw Target:* With a successful grapple check as a move action, the kyton-bound creature can throw a smaller target through the air. The victim must be at least one size category smaller than the kyton-bound creature. If this check succeeds, the kyton-bound creature may throw its target in any direction a total distance of 5 ft. plus an additional 5 ft. for each 5 points by which it exceeded the



Laughing Beast Krenshar

victim's CMD. Thrown characters suffer 1d6 points of damage per square thrown. A victim of this attack is no longer entangled in the kyton-bound creature's chain—the kyton-bound creature must let go of the victim to throw her.

Jaughing Beast Creature (CR +1)

- The deity or ethos of madness curses some creatures and blesses others.
- **Quick Rules:** gains the domain powers of madness as if its level equaled it CR.
- **Rebuild Rules: Special Attack** madness domain, maddening laughter; **Ability Scores** +4 Con and Wis.
- *Maddening Laughter (Su):* When a laughing beast creature laughs its cacophonous cackle, all living creatures within a 60-ft. spread must succeed on a Will save (DC 10 +1/2 the laughing beast's hit dice + its Wisdom modifier) or be affected by *hideous laughter* (CL equal to the laughing beast's HD). This is a sonic, mind-affecting charm ability. Those who successfully save are immune to that the maddening laughter for 24 hours. The laughing beast creature is immune to the effect of its own maddening laughter.

Javawight Creature (CR+4)

- This creature is a horrifying blend of negative and fire energies.
- **Rebuild Rules: Type** undead (augmented, fire); Senses darkvision 60 ft.; Aura fire (10 ft.); Hit Dice change all of the creature's racial Hit Dice to d8s, all Hit Dice derived from class levels remain unchanged, it uses its Charisma modifier to determine bonus hit points; Defensive Abilities fast healing (equal to the lavawight's Charisma modifier), channel resistance DR +2;15/bludgeoning and good; Immune cold and undead traits; SR 11 + the lavawight's CR; Weaknesses vulnerability to cold; Special Attack lifefire spell-like abilities; Ability Scores loses Con, +4 Str +14 Cha.

- Aura of Cold (Su): Lavawights are surrounded by a 10foot radius of blazing fire. Any creatures within this area during the lavawight's turn take 1 point of fire damage for every Hit Die the base creature possesses. All creatures of the fire subtype within this area (including the lavawight) are treated as having fast healing (equal to the lavawight's Charisma modifier).
- Lifefire (Su): Whenever a lavawight damages a creature with a natural weapon, the wound erupts with tongues of lifefire. For the next 5 rounds, the victim must make a Fortitude saving throw at the start of its turn (DC 10 + 1/2 the lavawight creature's Hit Dice + its Charisma modifier) or suffer 1 point of damage for every 6 Hit Dice the base creature possesses (minimum 1 point). The lavawight gains temporary hit points (equal to the lavawight's Charisma modifier) each time the creature fails a saving throw against lifefire. A creature cannot be affected by more than one instance of lifefire at a time. If a victim is slain by lifefire, only blackened ash remains of the victim. Hit points lost to the lifefire never heal naturally and can only be magically restored by a conjuration (healing) spell with a level equal to or greater than half the lavawight's CR; it also requires a successful caster level check (DC 15+ 1/2 the lavawight's HD). Fast healing and regeneration are also ineffective against the damage dealt by lifefire. Creatures that can only be killed under specific conditions (such as the tarrasque) are immune to lifefire.
- Spell-Like Abilities: A lavawight creature with an Int or Wis score of 8 or higher has a cumulative number of spell-like abilities set by its HD. Unless otherwise noted, an ability is usable 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

HD	Ability Scores
1-6	air walk constant
7-8	dimension door at will
9–10	wall of fire at will
11-12	<i>flame air</i> at will
13–14	greater dispel magic at will
15–16	<i>fireball</i> at will
17-18	firestorm 3/day
19–20	meteor swarm

Jegless Creature (CR - 1)

- This creature was born without, or has lost the use of, its legs. This template can only be applied to creatures that have a bipedal, quadrupedal, or multipedal base speed, and cannot swim or fly. Its quick and rebuild rules are the same.
- **Rebuild Rules: Speed** reduced to 5 ft., it cannot run or charge; **Weakness** Prone.
- *Prone:* This creature is constantly lying on the ground unless propped up somehow. A prone attacker has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A prone



Lavawight Rune Giant

defender gains a +4 bonus to AC against ranged attacks, but takes a -4 penalty to AC against melee attacks. Due to its lack of limbs this creature suffers a -4 penalty to CMD vs. being knocked prone if it has been propped up somehow.

Tich-Jouched Creature (CR+1)

This creature has been granted a signature power by a powerful lich.

- **Rebuild Rules: Special Attacks** paralyzing touch; **Ability Scores** Cha +4.
- Paralyzing Touch (Su): Any living creature a lichtouched creature hits with its touch attack, unarmed strike, or natural weapons must succeed on a Fortitude save (10 + 1/2 the lich-touched creature's HD + its Charisma modifier) or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description, with a DC equal to the lich's save DC). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

Locomotion Handicapped Creature

(CR-2)

- This creature's limbs have been injured or malformed in such a way as to severely hamper the mobility of the creature.
- **Quick Rules:** -4 penalty to initiative, Acrobatics, Climb, Fly, and Swim checks plus Reflex saves and AC; the subject's speed for all movement types is reduced to 5 ft.
- **Rebuild Rules:** Reduce all movement speeds to 5 ft.; **Ability Scores:** -8 Dex (minimum 1)

Love-Scorned Creature (CR+1)

- This undead creature is what remains of the soul of a being that died as the result of a tragic romance. A love-scorned creature's rebuild rules are the same as its quick rules.
- Rebuild **Rules:** Туре undead (augmented, incorporeal); Senses darkvision 60 ft.; AC a lovescorned creature gains a deflection bonus equal to its Charisma modifier, it loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or ghost touch items; Hit Dice change all of the creature's racial Hit Dice to d8s, all Hit Dice derived from class levels remain unchanged, a love-scorned creature uses its Charisma modifier to determine bonus hit points; **Defensive Abilities** channel resistance +4, incorporeal, undead traits; Speed love-scorned creatures lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed; Melee and Ranged Attacks a love-scorned creature loses all of the base creature's attacks, if it could wield weapons in life, it can wield ghost touch weapons; Special Attack Charisma drain, gaze; Ability Scores loses Str and Con, +6 Cha.
- *Charisma Drain (Su)*: The love-scorned died while in the throes of romantic attraction, its touch drains that attraction from others. It gains a touch attack that drains Charisma on a successful hit. On each such successful attack, the love-scorned heals 5 points of damage to itself. The amount of Charisma drained is based on the chart below.

HD	Charisma Drained
1-2	1d2
3-4	1d3
5-6	1d4
7-8	1d6
9-10	1d8
11-12	2d4
13-14	2d6
15-16	2d8
17-18	3d6
19-20+	3d8

Gaze (*Su*) A love-scorned creature has a hateful rage gaze which extends to a range of 30 feet. An opponent that fails its save, Fortitude DC (10 + 1/2 the love-scored creature's Hit Dice + its Charisma modifier), against the love-scorned creature's hateful gaze believes that its closest friend or lover is a hated enemy. It seeks at once to kill the "enemy," using the most efficacious means at its disposal. The effect is permanent. The curse bestowed by this effect cannot be dispelled, but it can be removed with *break enchantment, limited wish, remove curse, wish, or miracle.* In addition, destroying the love-scorned creature removes the curse.



Love-Scorned Mother and Child

Magnetic Creature (CR +1)

Some creatures have a strange power over ferrous metals.

- **Rebuild Rules: Special Defense** magnetic bubble, magnetic touch; **Ability Scores** +2 Con; **CMB** +4 racial bonus; **CMD** +4 racial bonus.
- Magnetic Bubble (Su): Any steel or iron brought within 80 ft. of the magnetic creature can be pushed away or pulled toward the magnetic creature. Creatures carrying 15 or more pounds of ferrous metal can be pulled toward or pushed away from the creature as if by the pull or push special as an immediate action. Creatures wearing metallic armor suffer a penalty to their CMD to resist the pull/push (-2 for medium armor, -4 for heavy armor). Affected creatures are pulled up to 80 feet and slammed against the magnetic creature for 8d6 points of damage (the magnetic creature suffers half this damage) and gain the pinned condition. Or they are pushed up to the limit of the bubble (80 ft.) and are checked from moving toward the magnetic creature unless they succeed at a Combat Maneuver check against the magnetic creature's CMD or remove the ferrous metal they possess. Creatures not carrying large amounts of metal but holding metal items in their hands are affected by a disarm maneuver as the items are ripped free. Freeing a stuck item or creature requires a successful grapple check against the magnetic creature's CMD.
- Magnetic touch (Su): When a magnetic creature hits a ferrous object (such as a steel armor or shield, touch attack) or is hit by a creature with a ferrous object (such as a steel sword), it becomes overwhelmingly magnetized for 2d4 rounds. A

creature wearing metal armor or a shield is entangled while the effect lasts, while a creature using metal weapons takes a -2 penalty on attack and damage rolls (these penalties stack). A successful Reflex saving throw (DC 10 + 1/2 the magnetic creature's Hit Dice + its Charisma modifier) negates the magnetism effect or a creature can remove or drop the metallic item.

Missing-Arm Creature (CR-1)

- This creature has lost half of its arms on one side of its body and they have not been regenerated.
- **Quick Rules:** The creature cannot use two-handed weapons and loses the natural attacks associated with the missing arm(s) such as claw and slam attacks; it also loses the rend special attack; the creature also suffers a -4 penalty to Climb, Disable Device, Sleight of Hand and Swim checks.

Mist Hunter (CR +1)

- This creature has adapted to effectively attacking its prey in the fog it creates. Its quick rules are the same as its rebuild rules.
- **Rebuild Rules: Senses** blindsight 60 ft., darkvision 60 ft.; **Ability Scores** +4 Wis; **Skills** +4 racial bonus to Perception.
- *Master of Mists (Sp):* A mist hunter constantly generates and controls a continuous *fog cloud* effect; the fog spreads in a 40-foot radius, 20 feet high. A mist hunter can shape this volume as desired as long as no part of the fog extends more than 40 feet past its maximum range. This can prove very useful for putting up a long, thin wall to obscure troops (or make the enemy think it is obscuring troops), or even to make a recognizable shape (such as an arrow pointing out something of note to someone flying overhead).

Molting Creature (CR + 2)

- This creature has a layer of skin that it can shed when it uses teleportation magic. This template can only be applied to living creatures with skin. Its quick and rebuild rules are the same.
- Rebuild Rules: Special Attacks: shed skin; Abilities +4 Cha; SQ dimension door.
- Dimension Door (Sp): Can use dimension door 3/day (CL equal to molting creature's HD).
- Shed Skin (Su): This ability allows the molting creature to *teleport or dimension door* out of its own skin, leaving its shed skin behind. The shed skin continues to function, attacking the nearest living creature for another 2d6 rounds or until it is destroyed. A successful DC 15 Perception check by anyone within 10 feet of the animated skin reveals that the molting creature itself is no longer in its now-hollow skin. The animated skin has 2 hit points per HD of the molting creature and the same AC, attack, damage and saves as the molting creature but only one use of its special attacks,



Missing-Arm Minotaur

defensive abilities or special qualities. It also has a construct's immunities.

After using this ability, the molting creature's natural armor is reduced to 4, as its skin is no longer as thick. The molting creature's skin grows back to full thickness in 2d6 minutes but it cannot use its shed skin ability again until it has restored its skin.

Mucus Creature (CR+1)

- This creature is covered in a thick layer of incredibly slippery mucus or slime.
- **Quick Rules: Spell-Like Abilities** (CL equal to base creature's HD) 1/day *grease*, add +2 to the DC of the save; *freedom of movement*-constant.
- **Rebuild Rules: Special Attacks** slippery curse; **Abilities** +4 Cha; **SQ** slippery mucus.
- Slippery Curse (Su): Natural attack—contact; save Will (DC 10 + 1/2 the mucus creature's HD + its Cha modifier) negates, *frequency* instantaneous, *effect* layer of mucus. The victim covers a creature with a layer of slippery mucus. The victim must make a successful Reflex save (same DC as above) each round or fall. A victim can walk at half normal speed with a successful Acrobatics check (same DC as above). Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Victims that do not

move on their turn do not need to make this check and are not considered flat-footed.

- An object wielded or employed by a victim requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops any held item. A saving throw must be made in each round that the victim attempts to pick up or use an item. The victim gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.
- The curse bestowed by this effect cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish, miracle, remove curse*, or *wish* spell.
- Slippery Mucus (Ex): The mucus that covers the mucus creature's body acts as the equivalent of a permanent freedom of movement spell.

Mystic Creature (CR +2)

This being is suffused with supernatural power.

- **Quick Rules:** +4 deflection bonus to AC, add +4 to all spell, spell-like, and supernatural DCs; these abilities also gain an additional use per day; +4 hp/HD.
- **Rebuild Rules:** +4 deflection bonus to AC equal to one-third the base creature's HD (+1 minimum); **Special Defense** immunity to magic (spells of a level equal to or greater than half its CR affect it normally); **Special Attack** spells, spell-like, and supernatural abilities gain an additional use per day; **Ability Scores** +8 Con and +8 Cha.

Numinous Creature (CR +2)

- This creature has been touched, blessed, cursed, or made a pact with some greater power.
- Quick Rules: +1 to Charisma-based skills and special ability DCs; Immune to sleep, paralysis, and charm spells and effects; SR 11 + 1/2 HD; Special Attack eldritch fire; Spell-Like Abilities 3/day *invisibility, dimension door,* and *telekinesis*.
- **Rebuild Rules: Immune** to sleep, paralysis, and charm spells and effects; **SR** 11 + 1/2 HD; **Special Attack** eldritch fire (see below); **Spell-Like Abilities** 3/day *invisibility, dimension door*, and *telekinesis;* plus choose a number of additional spell-like abilities equal to the base creature's Charisma bonus, these spells cannot be of a level greater than half the HD of the base creature, the chosen spell-like abilities can each be used 3/day; **Ability Scores** +2 Charisma.
- **Eldritch Fire (Sp)** A number of times per day equal to 3 + the base creature's Charisma bonus, this creature can generate a bolt of raw magical energy (subject to spell resistance) as an immediate action. This bolt is a ranged touch attack with long range (400 ft. + 40 ft./level) that deals 1d6 points of raw magical energy damage plus and 1d6 points of damage per 3 HD the base creature possesses.



Numinous Dwarven Inquisitor

Parasite-Ridden Creature (CR+1)

- This creature is infested with a horrific host of parasites from nightmarish depths of the Plane of Dreams. A parasite-ridden creature's quick and rebuild rules are the same.
- **Rebuild Rules: Immune** infestation; **Special Attacks** infest, infested death; **Ability Scores** Con -2; **SQ** infested spawn.
- *Infest (Ex):* With each successful hit, a parasite-ridden creature leaves behind 1d4 Tiny, white, leech-like creatures in the wound. If left to their own devices, the leeches begin to suck blood (undead, elementals, and constructs are immune), each at a rate of 1 hit point per round, beginning in the round following their infestation. A victim can automatically pluck three leeches per round from an infected wound as a standard action, or five leeches if the victim takes a full-round action to pluck (either way, plucking provokes an attack of opportunity). A plucked leech dies instantly.
- *Infested Death (Ex):* When a parasite-ridden is killed, its carcass instantly detonates, spraying its remains in a 20-foot radius. What is most disturbing about the remains is that some of it still lives. These independent, eel-like organs begin to swim through the detritus like a salmon moving upstream, toward living targets. Each living target in the area of infesting death must make 1d4 Fortitude saving throws (each DC 10 +1/2 the parasite-ridden creature's Hit Dice + its Constitution modifier), simulating the number of eel-like organs that

manage to contact and potentially infest the target. Each failed save represents an eel-like organ diving beneath the skin of its target as if the skin were water, leaving nothing behind, but a small pucker. These targets are now considered infested. Organs that do not make contact die and dissolve instantly.

- An infested target takes 1 point of Constitution damage each round per failed Fortitude save. Infestations can only be cured through specific means; no matter how many saving throws are made, the infestation continues to afflict the target. While a *remove disease* spell (or similar effect) or a successful Heal check (DC 15 + the parasite-ridden creature's CR) instantly halts the infestation, immunity to disease offers no protection, as the infestation itself is caused by parasites.
- *Infested Spawn (Su)*: A parasite-ridden creature can create spawn out of those it slays with infest or infested death. The victim is resurrected from death as a parasite-ridden creature in 1d4 days.

Phase Creature (CR +1)

- This creature can move back and forth between the Prime Material and the Ethereal plane.
- A phase creature's quick rules are the same as its rebuild rules.
- **Rebuild Rules: Senses** Darkvision 6oft.; **Special Defense** ethereal jaunt; **Special Attack** ethereal ambush.
- *Ethereal Ambush (Ex):* A phase creature that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.
- *Ethereal Jaunt (Su):* A phase creature can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to ethereal jaunt (CL equal to creature's HD).

Preternatural Creature (CR +2)

- Sometimes magic has a will of its own, causing it to manifest in a physical form so as to explore the nature of existence.
- **Quick Rules DR** 5/-; **SR** 15 + base creature's HD; **Special Attacks** +1 bonus to damage per 3 HD the base creature possesses (max +5).
- Rebuild Rules: Senses detect magic (constant, CL equal to HD); Aura unnatural aura (30 ft.); Special Defense absorb magic, DR 20/natural weapons (see below); Weakness vulnerability to natural weapons; Special Attack magic pool; Ability Scores +4 Con and Cha.
- Absorb Magic (Su): Upon a successful saving throw against a spell, spell-like ability, or supernatural effect, a preternatural creature negates the magic's effect on the preternatural creature. In addition, it gains a number of points to its magic pool equal to the spell level of the effect (or equal to half the Hit Dice of the effect's controller if it is a supernatural



Preternatural Hydra

effect). Effects that affect multiple targets or have an area of effect still function normally against other creatures.

- *Magic Pool (Su):* Preternatural creatures gain a reserve of magical pool points equal to their Hit Dice; they can absorb points using their absorb magic ability but the number of points they possess can never exceed their total number of Hit Dice. They can discharge points from their pool in three different ways.
- As a standard action, the preternatural creature hurls crackling bolts of mystical energy in a 30-foot radius around its body. The bolts deal 1d6 points of damage per point expended from its magic pool to every creature in the area of effect. A successful Reflex save (DC 10 +1/2 the preternatural creature's hit dice + its Charisma modifier) halves the damage.
- As a move action, the preternatural creature can heal itself, healing 1d6 points of damage per point expended from its magic pool.
- As a swift action, the preternatural creature can expend points to gain a morale bonus on its damage rolls for the round equal to the number of points expended, to a (maximum of +5).
- *Vulnerability to Natural Weapons (Ex):* Because of the unnatural transformation into their present state, preternatural creatures demonstrate a vulnerability to unarmed strikes, natural weapons, and weapons crafted from organic materials (such as wood). It takes half again as much (+50%) damage as normal from these sources.

Primordial Creature (CR+1)

- This creature is filled with the power of the wild and untamed forces of the world.
- **Quick Rules:** Gains the scent ability; **Speed** +10 ft. to all forms of movement; +2 on all attack and damage rolls, -2 penalty to all skill checks; +2 to AC and CMD; +1 hp/HD.
- **Rebuild Rules:** gains the scent ability; **AC** increase natural armor by +1; **Speed** +10 ft. to all forms of

movement; **Ability Scores** +2 Str, Con, Dex, and Wis, -4 Int (minimum 2), -2 Cha; **Feats** Alertness, Improved Natural Attack for each natural attack form; **Skills** lose all language skills.

Pyrrhic Creature (CR +0)

- This creature has been altered so that when it dies it explodes. Its quick and rebuild rules are the same.
- Rebuild Rules: Special Attacks pyrrhic victory; Abilities -4 Con.
- *Pyrrhic Victory (Su):* When the pyrrhic creature is killed or destroyed all creatures and objects within its radius (5 ft. per HD of the pyrrhic creature) at the time of its death or destruction suffer 5 points of damage per HD the creature possesses, of two damage types chosen at the time the template is applied (for example fire and unholy damage). A successful Reflex save (DC 10 + 1/2 the faceless creature's HD + its Con modifier) halves the damage.

Rabid Creature (CR+1)

- Creatures with the rabid template are mentally deranged, via wound, disease, or defect. They are in constant pain and attack anything and everything, destroying objects as readily as they do living creatures. Its quick rules are the same as its rebuild rules.
- **Rebuild Rules: Senses** gains scent; **Attacks** if injured, the rabid creature goes berserk (gaining all the benefits and drawbacks of the barbarian's rage ability); he attacks the nearest creature and continues to fight until unconscious or dead or until no living thing remains within 30 feet.

Resilient Creature (CR +2)

- This being can endure an extraordinary amount of punishment.
- **Quick Rules:** +5 bonus to all saves; +5 hp/HD; DR 5/-; Resist 5 all energy types.
- **Rebuild Rules: Special Defenses** gains a circumstance bonus to all saving throws equal to Constitution modifier; ignores all partial affects upon a successful saving throw; DR 5/– (if the creature possessed 10 or more HD this increases to 10/– or 15/– if the creature possesses 15 or more HD); Resist 5 to all energy types (if the creature possessed 10 or more HD this increases to 10 or 20 if the creature possess 15 or more HD); Ability Scores +10 Con.

Riven Magic Creature (CR +2)

- A riven magic creature's quick and rebuild rules are the same.
- **Rebuild Rules: Immune** magic; **Special Attacks** drain spells, break magic item, *caster's bane*; **Ability Scores** +2 Str and Con.
- *Caster's Bane (Sp):* The riven magic creature with an Intelligence or Wisdom score of at least 8 can use



Riven Magic Atomie

greater dispel magic and *detect magic* at will, as a standard action, with a caster level equal to its Hit Dice.

- Drain Spells (Su): Once per round with a touch attack (or as a part of its melee attack), the riven magic creature can drain spells (or spell slots) from a spellcaster. Each touch drains levels of prepared spells or unused spell slots equal the 1/2 the riven magic creature's CR (minimum 1), starting with the highest-level spells and working down. For example, say a CR 16 riven magic creature touches a sorcerer with a 4th-level spell slot, a 3rd-level slot, two 2nd-level slots, and five 1st-level slots left unused. It drains the 4th- and 3rd level slots, as well as one 1st-level slot.
- Each drained spell level gives the riven magic creature 5 temporary hit points, and every five drained spell levels grants it a +1 bonus to attacks and damage and a +1 dodge bonus to AC (maximum of a +5 bonus). These bonuses and temporary hit points last for 1 hour.
- *Break Magic Item (Su):* If the riven magic creature touches a magic item (automatic for an unattended item or an item that strikes it, a touch attack against any other attended item), the item must make a caster level check (1d20 + the item's caster level) with a DC equal to the riven magic creature's CR. Failure results in the item suffering the broken condition (its hit points are reduced to one less than half its hit point total).
- *Immunity to Magic (Ex):* A riven magic creature is immune to any spell or spell-like ability that allows spell resistance.

Rust Creature (CR+1)

This creature exists to consume metallic objects. A rust creature's quick rules are the same as its rebuild rules. **Rebuild Rules: Senses** darkvision 60 feet, scent metals; **Special Attack** breath weapon, rust, scent metals.

- Breath Weapon (Su) Corrodes most metallic objects, cone, 5 ft. plus 5 ft. per size category above Fine, every 1d4+1 rounds. Any metallic object (besides gold, mithral, platinum, and adamantine-see below) that comes into contact with the breath weapon takes half its maximum hp in damage and gains the broken condition-a second attack by the breath weapon destroys the item. The size of the object in question does not alter the speed of this effect. Unattended metal items that are nonmagical receive no save. Held or carried items as well as enchanted items made of metal get a Reflex save (at the carrier's bonus or the item's, whichever is higher) to negate the effect (DC 10 + 1/2 the rust creature's HD + its Constitution modifier). Metals that do not readily corrode (gold, mithral, platinum) are immune.
- *Rust (Su)* A rust creature's touch causes any metal object touched 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. A rust creature never provokes attacks of opportunity by attempting to strike a weapon with its touch attack. Against creatures made of metal, a rust creature's touch deals 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a Reflex save (DC 10 + 1/2 the rust creature's HD + its Constitution modifier) to negate this effect.
- *Scent Metals (Ex)* This ability functions much the same as the scent ability, except that the range is 90 feet and the rust creature can only use it to sense metal objects (including creatures wearing or carrying metal objects).



Skinned-Hide Werewolf

Skinned-Hide Creature (CR + 2)

This undead creature is animated skin of a creature which has been turned into nothing but a trophy.

- A skinned-hide creature's quick rules are the same as its rebuild rules.
- **Rebuild Rules: Type** undead; **Senses** darkvision 60 ft.; **Hit Dice**: Change all of the creature's racial Hit Dice to d8s, all Hit Dice derived from class levels remain unchanged, use its Charisma modifier to determine bonus hit points; **Defensive Abilities** undead traits; **Special Attack** blood drain, engulf; **CMB** +4 racial bonus to grapple combat maneuvers; **Ability Scores** loses Con, +4 Str and Cha.
- *Blood Drain (Ex)* A skinned-hide drains blood at the end of its turn if it is engulfing a foe, inflicting a number of points of Constitution damage based on the chart below.

HD	Constitution		
	Damage		
1-2	1d2		
3-4	1d3		
5-6	1d4		
7-8	1d6		
9-10	1d8		
11-12	2d4		
13-14	2d6		
15-16	2d8		
17-18	3d6		
19+	3d8		

Engulf (Ex): A skinned-hide creature can try to wrap a creature that is at least one size category smaller than itself in its body as a standard action. The skinned-hide creature 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 (if it possesses a bite). It can still use its other attacks to strike at other targets. Attacks that hit an engulfing skinned-hide creature deal half their damage to the monster and half to the trapped victim.

Smoke Creature (CR+1)

- A smoke creature resembles other, more normal creatures, from humans to horses to dragons. It is given life, in fact, when certain magics mix with the smoke from such a creature's pyre, gaining a life of its own. In all other ways, a smoke creature is "born" with the instincts, intelligence, and personality of the creature it mimics. It looks like a smoky version of the base creature.
- **Type** air subtype; **Senses** smoke vision; **AC** all natural armor becomes deflection; **Defensive Abilities** smoke form; **Speed** fly 30 ft. (perfect, unless base creature has higher speed); **Special Attacks** blind, engulf steal breath; **Ability Scores** Str -4, Dex +8, Con -2; **Skills** +10 racial bonus to Stealth.
- *Smoke Form (Su):* A smoke creature can switch between its normal form and a *gaseous form*, similar to the spell of the same name, as a free action, as cast by a 7th-level sorcerer. It is insubstantial, smoky, and opaque. It gains DR 10/magic and becomes

immune to poison, sneak attacks, and critical hits. It cannot be grappled. It can pass through small holes or narrow openings, even mere cracks. This effect cannot be dispelled.

- *Obscuring Smoke (Ex):* Creatures engulfed by a smoke creature have their vision obscured, all sight beyond 5 feet, including darkvision, is blocked. Creatures 5 feet away (including those that are engulfed) have concealment (attacks by or against them have a 20% miss chance).
- Smoke Vision (Ex) A smoke creature can see perfectly in smoky conditions (such as those created by *pyrotechnics*).
- Steal Breath (Ex): If a smoke creature is engulfing an opponent as a standard action, it can attempt to steal the breath of all creatures it currently engulfs. The victims must succeed at a Fortitude save (DC 10 + 1/2 the smoke creature's HD + its Constitution modifier) or the smoke creature steals their breath. In the first round, they fall unconscious (o hp). In the following round, they drop to -1 hit points and are dying. In the third round, they die from suffocation. Creatures that do not breathe are immune to this attack.

Spined Creature (CR+2)

- This creature has a massive extension of spines, spikes and barbs.
- **Quick Rules:** +4 bonus to AC, +2 to melee attack and damage, +2 hp/HD; **Special Attacks** spined creatures' melee attacks deal an additional 1d4 points of piecing damage.
- **Rebuild Rules: AC** the spined creature's natural armor increases by +2, **Ability Scores** +4 Str, Dex, and Con.
- *Pain (Ex)* Whenever a creature takes damage from a spined creature's spikes and barbs attack, or its spined defense, that creature must make a successful Reflex save (DC 10 + 1/2 the spined creature's HD + its Dexterity modifier) or a spine breaks off in its flesh, causing the target to become sickened until the quill is removed. Removing one barb requires a successful Heal check (DC 10 + the spine creature's HD + its Dexterity modifier) made as a full-round action. For every 5 by which the check is exceeded, one additional barb can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim.
- *Spikes and Barbs (Ex):* When making melee attacks, a spined creature deals an additional 1d4 points of piercing damage and the victim suffers from the spine creature's pain attack. It also deals this same damage and effect when making a successful grapple check and one each when a creature attempts to grapple it.
- Spined Defense (Ex): Any creature that strikes a spined creature with a non-reach melee weapon, touch attack, unarmed strike, or natural weapon takes 1d4+1 points of piercing damage from the spined creature's barbs and suffers from the spine creature's pain attack.

Splintering Creature (CR+1)

- Some creatures' natural defenses imbed themselves in their opponents. This template can only be applied to creatures with a natural armor bonus of +3 or higher.
- **Quick Rules:** AC -2; hp +1 hp/hd; Melee natural weapons +1 to attack and damage rolls (bleed 1d6).
- **Rebuild Rules:** AC natural armor bonus is reduced by 2; **Special Attacks** splintering; **Ability Scores** +2 Str and Con.
- Splintering (Ex): When a splintering creature hits a foe with its natural melee attacks, slivers of its natural armor break off and become wedged in the subject's body unless they make a successful Reflex save (DC 10 + 1/2 the splintering creature's HD + its Constitution Modifier). Every round that the subject remains active (i.e. doing anything other than sitting still), it sustains 1d6 points of damage for each splinter wedge in its body. Splinters can be removed as a full-round action with a successful Strength check (DC 15 + the splintering creature's Strength modifier) which deals 1d6 points of damage, or they can be removed harmlessly with a successful heal check (DC 10 + the splinter creature's HD + its Strength modifier). Failure of this check by 10 or more deals an additional 1d6 points of damage.

Staggered Creature (CR - 2)

- This creature is suffering from a mental or temporal hindrance that does not allow it to function normally. Its quick and rebuild rules are the same. **Rebuild Rules: Weakness** staggering hindrance.
- Staggering Hindrance (Ex): A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions. If this creature suffers nonlethal damage exactly equal to its current hit points, it gains the unconscious condition.

Stealthy Creature (CR+2)

- This being has the ability to slip by unnoticed and attack from ambush.
- **Quick Rules:** sneak attack + 1d6,+4 bonus to attack rolls, AC, CMD, Initiative, Reflex saves and Dexterity-based skill checks.
- **Rebuild Rules: Special Attacks** can sneak attack as a rogue of a level equal to half its HD (minimum level 1), **Ability Scores** +8 Dex; **Feats** Weapon Finesse; **Skills** gain Stealth as a class skill with bonus ranks equal to HD.

Stinger Creature (CR + 1)

This creature has gained a power-poisoned barbed tail or stinger. Its quick rules are the same as its rebuild rules. **Rebuild Rules**: the foul creature gains a tail attack (sting or barbed tail) appropriate for its size (1d3 Small, 1d4 Medium, 1d6 Large etc.) if it does not already possess one; if it does, the tail attack becomes barbed dealing an extra 1d4 points of piercing damage; **Special Attacks** poison; **Ability Scores** +4 Con.

Poison (Ex): Sting or barbed tail—injury; *save* Fortitude (DC 10 + 1/2 the stinger creature's HD + its Constitution modifier) ; *frequency* 1/round for 6 rounds; *effect* 1d4 points of ability damage (a single ability score chosen at the time the template is applied); *cure* 3 consecutive saves.

Subterranean Creature (CR +1)

- This being has adapted to living in the mystical underground environment of the dark depths.
- **Quick Rules:** climb 30ft.; +4 bonus to AC, CMD, Fort saves, Perception and Stealth checks; +4 hp/HD; SR equal to new CR +11.
- **Rebuild Rules: Speed** gain a climb speed equal to base speed; **Senses** gains darkvision 120 ft. and scent; **SR** gains SR equal to new CR +11; **Ability Scores** +8 Dex and Con; **Feats** Skill Focus (Perception).

Temporal Warden (CR +1)

- This creature protects the timeline from paradoxes with the power granted him by the deity or ethos of time.
- **Quick Rules: Spell-Like Abilities** (CL equal to base creature's HD) 1/day *temporal stasis*, add +2 to the DC of the save; 2 hp/HD; +2 on attack and damage rolls.
- **Rebuild Rules: Special Attacks:** temporal prison; **Abilities** +4 Str, Con and Cha.
- Temporal Prison (Su): Melee attack-injury; save Will (DC 10 + 1/2 the temporal warden's HD + its Cha modifier), frequency instantaneous, effect temporal prison. This creates an extradimensional prison where it stores a creature in stasis. If the creature holds more than a heavy load, the effect fails. This effect places the subject into a state of suspended animation. For the creature, time ceases to flow, and his condition becomes fixed. The creature grows no older. His bodily functions virtually cease, and no force or effect can harm him. This prison is tied to the temporal warden, so that when the warden dies or dismisses the effect (on a single prisoner), the freed subject(s) appear next to it. This effect is often used on willing subjects granting them mercy rather than death, or to keep a rescued hostage or bystander safe until an escape is made. The curse bestowed by this effect cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.



Bear Totem-Bound Sphinx

Jorturer Creature (CR +1)

- This being has the ability to inflict wracking pains with a single touch
- **Quick Rules:** a successful touch or melee attack inflicts a *symbol of pain* (DC 15) upon the victim; +2 bonus to damage rolls; +2 hp per HD
- **Rebuild Rules: Special Attacks** chastise; **Ability Scores** +4 Con and Int; **Feats** Improved Natural Weapon; **Skills** gain Intimidate as a class skill with bonus ranks equal to HD.
- *Chastise (Su):* A successful touch or melee attack causes your opponent excruciating pain. Victims suffer a circumstance penalty on attack rolls, skill checks, and ability checks equal to half the torturer creature's hit dice for a duration equal to 1 round per HD the torturer creature possess. In addition, the victim suffers 1d6 points of nonlethal damage each round. A successful Will save (DC 10 +1/2 the torturer creature's HD + its Constitution modifier) negates the circumstance penalty and halves the damage.

Jotem-Bound Creature (CR+2)

- Some creatures are able to draw power for their ritualistic symbolic relationship to another creature.
- Quick Rules: AC increase natural armor by 4; Defensive Abilities +4 to one saving throw associated with the totem creature; Special Attacks +4 bonus to attack and damage rolls; Skills +4 racial bonus to a skill check associated with the totem creature; SQ animal companion as druid with a level equal to totem-bound creature's CR.

Jurncoat Creature (CR +0)

- This being formerly served a divine power but has since changed sides (such as a fallen angel or an atoned demon). The turncoat creature has no rebuild rules.
- **Quick Rules:** alignment changes to one dramatic opposite, be that chaos, evil, good, or law, all aligned spell-like abilities, damaged reduction, regeneration and/or auras are changed to their opposite, subtypes also change to reflect this.

Twin-Bound Creature (CR +1)

- Some creatures have a twin with which they share a supernatural or psychic link.
- **Rebuild Rules: Special Attack** death spasm, paired warriors; **Ability Scores** +4 Wis, +2 Cha; **Feats** dual tactics; **Skills** twin minds; **SQ** twin aid.
- Death Spasm (Su): If a twin-bound creature's pair mate dies when the two operate as a linked pair, the surviving twin-bound creature seeks to join it in death. The survivor's mind, rent to pieces by the death of its pair mate, focuses only on slaying as many opponents as possible and dying in the process. The twin-bound creature gains a +6 bonus to both Strength and Constitution, and it continues to act as normal until it dies or is destroyed as if it possessed the Die Hard feat. The twin-bound creature attacks any non-twin-bound creature in the area and continues to fight until no such foes remain within its line of sight. Even then, it must spend one minute without seeing any non-twinbound creature before the bloodlust passes.
- *Dual Tactics (Su):* The two members of the pair function as if they possessed the feats of their pair mate, essentially they have a pool of feats, which they share. If they have a pool of points (such as a ki, grit, arcane pool) they share this pool as well.
- Paired Warriors (Ex): When a linked pair of twinbound creatures fight together, the two form a unit that operates with greater efficiency than the sum of its parts. A twin-bound creature grants its linked pair mate a +2 bonus to attacks and a +2 dodge bonus to AC. Activating this ability is not an action, and these bonuses persist for 1 round after the pair separates to more than 100 feet of each other.
- *Twin Aid* (*Ex*): A twin-bound creature gains a +5 bonus on any aid another attempts involving its pair mate rather than the standard +2.
- Twin Minds (Su): A linked pair of twin-bound creatures gains a +5 bonus on Perception checks as long as the two stay within 100 feet of each other. In addition, each member of the pair can see and hear what the other notices. If one member of a pair succeeds at a Perception check, both members succeed.

Two-Headed Creature (CR+2)

This creature has a secondary head with its own sentience.



Twin Cloud Giants

- **Quick Rules:** +4 bonus to Perception, **Special Attacks** gain an additional standard action each round.
- **Rebuild Rules: Ability Scores** +4 Dex and Wis; **Skills** +4 racial bonus to Perception.
- Superior Two-Weapon Fighting (Ex): A two-headed creature can fight with two weapons with which it is proficient with one in each hand if it has two hands. Because each of its two heads can control an appendage, the two-headed creature does not take a penalty on attack or damage rolls for attacking with these two weapons.
- *Two Minds (Ex):* A two-headed creature has two minds that work well together, allowing it to take an additional standard action each round. Its two minds work together to process information and perform actions with far more speed and coordination than a creature with merely one brain.

Unhinged Creature (CR-3)

- This creature suffers, is deeply disturbed and completely insane.
- **Rebuild Rules: Immune** mind-affecting spells; **Weakness** insane; **Ability Scores** -8 Int and Wis.
- *Insane (Ex):* An unhinged creature is mentally befuddled and cannot act normally. This insanity is an incurable condition, as the unhinged creature is favored by the deity or ethos of madness. An insane creature cannot tell the difference between friend and foe, so roll randomly to determine how the

creature reacts (1-50 foe, 51-100 friend). Once it regards a creature as a friend, it will regard that creature in that manner for the duration of an encounter (a GM can, if he wishes, designate a single creature to always be regarded as a friend). Allies wishing to cast a beneficial spell that requires a touch on an unhinged creature must succeed on a melee touch attack if they are considered foes. If an unhinged creature is attacked, it attacks the creature that last attacked it until that creature is dead or out of sight.

If an unhinged creature encounters some form of startling stimuli roll on the following table at the beginning of the unhinged creature's turn, it will act in this manner for the duration of that encounter. Combat itself is a constant stimuli (as is taking any damage) so this roll must be made each round of combat to see what the unhinged creature does in that round.

d%	Behavior
01-25	Act normally.
26-50	Do nothing but babble incoherently.
51-75	Deal 1d8 points of damage + Str modifier to self with item in hand.
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

An unhinged creature who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking an unhinged creature. Any unhinged creature who is attacked automatically attacks its attackers on its next turn. Note that an unhinged creature will not make attacks of opportunity against anything that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Vine Creature (CR+1)

- This creature has a symbiotic relationship with plant life. Its ability to regenerate or heal quickly allows plants to feed off its flesh. In return, the vine creature has developed the ability to manipulate the plants that take root upon its body. In battle, the vine creature uses these plants to entangle and harass its enemies. This template can only be applied to living creatures with fast healing or regeneration.
- **Rebuild Rules: Special Attack** grasping vines, verdant tomb; **Ability Scores** +2 Str, +4 Con.
- *Grasping Vines (Ex):* The plants that take root in a vine creature's body aid it in battle by clinging to the vine creature's foes and wrapping around their arms, legs, and torso. Each time the vine creature strikes an opponent with a melee attack, the target must make a successful Reflex save (DC 10 + 1/2 the vine creature's Hit Dice + its Constitution modifier) or suffer a -2 penalty to Dexterity and a 10-foot penalty to movement. The plants on the



Unhinged Ghast

vine creature's body cover the target, hindering his ability to fight and move effectively. This penalty increases with each successful attack. If the target of this ability uses a full-round action to do nothing but tear at the brambles and vines that cling to him, he removes the penalties.

- *Verdant Tomb (Ex):* If a victim's speed drops to o due to the vine creature's grasping vines ability, the target creature becomes rooted in place as a result of the writhing vines that cover him. He can no longer free himself with a full-round action. Instead, he must make a grapple or Escape Artist check (DC equal to the vine creature's CMD) as a full-round action to wriggle free. Alternatively, he can inflict damage equal to the vine creature's Strength score to the vines with a small slashing weapon. In addition, the victim's allies can hack at the vines with slashing weapons, freeing him if they manage to inflict damage upon the vines equal to the vine creature's Strength score.
- The trapped creature suffers 2 points of Constitution damage per round as the vines burrow into his flesh, take root in the ground, and feed upon his body. He can make a Fortitude save (DC 10 + 1/2 the vine creature's Hit Dice + its Constitution modifier) for half damage. A creature slain in this manner is reincarnated as a vine creature 1d4 days after its death.

Walking Fortress Creature (CR+3)

- This creature is a massive representative of its specimen that carries a small fortification affixed to its back; this template can only be applied to a creature with a minimum of 4 legs.
- **Rebuild Rules: Size** increase the base creature's size to Colossal (make all adjustments for size as per monster advancement); **Senses** darkvision 60 ft., low-light vision; **AC** natural armor bonus increases to +30 (unless its original natural armor bonus is higher); **Defensive Abilities** fast healing (equal to Constitution score), impetuous resilience; **DR** 5/good; **Immune** magic; **Special Attack** trample (2d8 + 1-1/2 times its Str modifier), superior trample; **SQ** walking fortress; **Ability Scores** +10 Str and Con.
- *Immunity to Magic (Ex):* A walking fortress creature is immune to any spell or spell-like ability that allows spell resistance.
- Impetuous Resilience (Su): Driven by strong magic and hardy enough to survive countless millennia, a walking fortress creature is too powerful to slay with mere sword blows. Instead, one must climb into the fortress and shut down or subvert its control mechanisms to truly defeat this creature. A walking fortress creature can't die due to loss of hit points and continues to operate as normal when brought below o hit points. As a move action, the walking fortress creature can shake its body to disrupt the actions of everything aboard its body. In this situation, increase all Acrobatics and Climb DCs by 10. Creatures merely standing on the walking fortress creature's upper works or towers must make Acrobatics checks (DC 10) or fall prone. Scaling a walking fortress creature requires a successful Climb check (DC 25).
- *Superior Trample (Ex):* A walking fortress creature can use its trample attack as part of a move action. Normally, a trample attack requires a full-round action.
- *Walking Fortress (Ex):* The walking fortress creature is a mobile combat platform, allowing it to carry numerous warriors into battle with ease. While there are a number of unique walking fortress creatures, a standard example has three spires—the forward battle tower, command tower, and rear battle tower. Each spire is outfitted with a light catapult and a ballista. See sidebar for details.

Sample Fortress

UPPER WORKS

A low metal wall partially surrounds the deck at the top of the walking fortress creature's back. The wall is 4 feet tall, and the deck consists of square slabs of hard grey metal. The wall provides cover and disrupts movement as normal.

BATTLE TOWERS

The fore and rear towers are known as the battle towers, as they often hold soldiers and artillery. A single metal door (hardness 8, 30 hit points, break DC 35) allows entrance. Each tower is 30 feet tall, with the ground floor used as a small barracks and the upper floor a small combat platform. The main chamber includes bunk beds riveted into the walls, with space for eight Medium creatures. A trap door in the floor (Search, DC 15) leads to a small storage area where the crew tucks food, ammunition, and weapons. A metal ladder leads to the roof.

The roof area has battlements, a light catapult, and a ballista. Climbing the tower without using the ladder proves difficult, though, as its outer walls are smooth, cool stone (Climb, DC 25).

CENTRAL TOWER

- This main structure stands 60 feet tall between the two battle towers. A short flight of stairs set into the tower's wall allows access to the second floor. The first floor is accessible only through a secret door at the base of the tower (Search, DC 30). The second floor and roof are almost identical to the other two towers' first floors and roofs, respectively. This tower lacks the hidden storage facility, but a trap door in the second floor (Search, DC 25) leads down to the first floor.
- The first floor of this tower holds the walking fortress creature's control mechanism. Mounted on the wall that lines up behind the beast's neck (or top of its back if it has no neck) is a series of levers, along with a large crystal that shows everything the walking fortress creature can see. Creatures can't normally control the walking fortress creature with any precision, but they can try to give it a general order that requires a Disable Device check as a standard action to complete. If the walking fortress creature has 0 or fewer hit points, all Disable Device checks made to control it gain a +10 bonus.

Disable Device	Task DC
Deactivate/kill the creature	40
Flee combat area	30
Attack nearest creatures	10
Attack nearest specific target	20
Attack distant specific target	30
Control movement	25
Halt all actions	30

Occasionally, a creature emerges who can fully control a walking fortress creature. An NPC with such a talent can appear in the campaign at the GM's discretion.

War Creature (CR +2)

- This being has been created to exist for nothing but combat and battle.
- **Quick Rules:** +10 bonus to AC, +2 to attack and damage rolls, +1d6 fire damage to all attacks, +2 hp/HD.
- **Rebuild Rules: Special Defense** Gain heavy armor +8 total armor bonus (automatically proficient), **Special Attack** melee and ranged attacks deal

+1d6 of a chosen energy type (add and additional +1d6 for every 5 HD the base creature possesses); Ability Scores +4 Str, Dex, and Con.

White-Haired Ghoul Creature (+1)

- These undead creatures are always clothed in long, white garments and they always have long, white hair. Its quick and rebuild rules are the same.
- Rebuild Rules: Type undead (augmented); Senses darkvision 60 ft.; Hit Dice Change all of the creature's racial Hit Dice to d8s, all Hit Dice derived from class levels remain unchanged, it uses its Charisma modifier to determine bonus hit points; Defensive Abilities channel resistance +2, rejuvenation; DR 5/slashing; Immune undead traits; Special Attack white-haired magic; Ability Scores loses Con, +4 Str and Cha; SQ living phylactery.
- White-Haired Magic (Su): A white-haired ghoul can use the fabric of its garments and hair to magically elongate, trap and entangle opponents as a swift action, as if using a rope of entanglement except the DC for the Strength check is 15 plus the whitehaired ghoul's Strength modifier, and the Escape Artist DC is equal to 10 +the white-haired ghoul's HD + its Strength and Dexterity modifiers).
- Rejuvenation (Su): When a white-haired ghoul is destroyed, its phylactery immediately begins to rebuild the undead creature's body nearby. This process takes 1d10 days-if the body is destroyed before that time passes, the phylactery merely starts the process anew. After this time passes, the ghoul awakens fully healed (albeit without any gear it left behind on its old body), usually with a burning need for revenge against those who previously destroyed it.
- *Living Phylactery (Ex):* An integral part of becoming a white-haired ghoul is the creation of a living phylactery in which the creature stores its soul. The only way to get rid of a white-haired ghoul for sure is to destroy its phylactery. Unless its phylactery is located and destroyed, a white-haired ghoul can rejuvenate after it is destroyed. White-haired ghouls usually hide their souls in unwitting, innocent victims using them as living phylacteries.
- Each white-haired ghoul must create its own living phylactery by performing a ceremony for 8 hours each night between full moon till the next cycle of the full moon, during which time the intended living victim must be bound and helpless on the ceremonial alter. The ceremony costs 120,000 gp to perform due to the rare incense and profane texts that must be obtained and are consumed in the ceremony.

Winterwight Creature (CR+4) This creature is a horrifying blend of negative and cold

- energies.
- Rebuild Rules: Type undead (augmented, cold); Senses darkvision 60 ft.; Aura cold (10 ft.); Hit Dice change all of the creature's racial Hit Dice to



White-Haired Ghoul Dryad

d8s, all Hit Dice derived from class levels remain unchanged, it uses its Charisma modifier to determine bonus hit points; Defensive Abilities fast healing (equal to the winterwight's Charisma channel resistance modifier), +2;DR 15/bludgeoning and good; Immune cold and undead traits; SR 11 + the winterwight's CR; Weaknesses vulnerability to fire; Special Attack blight fire, spell-like abilities; Ability Scores loses Con, +4 Str +14 Cha.

- Aura of Cold (Su): Winterwights are surrounded by a 10-foot radius of deathly chill. Any creatures within this area during the winterwight's turn take 1 point of cold damage for every Hit Die the base creature possesses. All creatures of the cold subtype within this area (including the winterwight) are treated as having fast healing (equal to the winterwight's Charisma modifier).
- Blightfire (Su): Whenever a winterwight damages a creature with a natural weapon, the wound erupts with tongues of black fire. For the next 5 rounds, the victim must make a Fortitude saving throw at the start of its turn (DC 10 + 1/2 the winterwight creature's Hit Dice + its Charisma modifier) or take 1 point of Constitution drain for every 3 Hit Dice the base creature possesses (minimum 1 point). The winterwight gains temporary hit points (equal to the winterwight's Charisma modifier) each time the creature fails a saving throw against blightfire. A creature cannot be affected by more than one instance of blightfire at a time.
- Spell-Like Abilities: A winterwight creature with an Int or Wis score of 8 or higher has a cumulative

number of spell-like abilities set by its HD. Unless otherwise noted, an ability is usable 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

HD	Ability Scores
1–6	air walk constant
7-8	dimension door at will
9-10	wall of ice at will
11-12	<i>sleet storm</i> at will
13-14	greater dispel magic at will
15-16	<i>cone of cold</i> at will
17-18	<i>polar ray</i> 3/day
19-20	control weather

unless a specific type of creature under a specific circumstance casts *remove curse*. These specific requirements are subject to DM adjudication, examples include a creature that is immune to Constitution damage, a creature of the same type as the wounding creature, a creature who has never committed violence, on the dawn of the third day, on the site of the wounding creature's birth or creation, on holy ground dedicated to the ethos of healing. A Heal, or Knowledge (arcana) check (DC 15 + the wounding creature's CR) can be made to determine this requirement. This is a necromantic curse effect.

Wounding Bulette

Wounding Creature (CR +2)

The injuries inflicted by this creature are extremely difficult to heal. A wounding creature's quick rules are the same as its rebuild rules.

Rebuild Rules: Special Attack Constitution damage, mar, nigh unhealable;

Ability Scores +6 Str and Con. Constitution Damage (Ex):

Once per round when a wounding creature successfully deals damage to a creature, that creature suffers 1 point of Constitution damage; if that attack was a critical hit, it suffers 4 points of Constitution damage instead.

Mar (Ex): When the wounding creature could deal damage that would kill an opponent it can instead choose to withhold that damage. If the attack is appropriate (GM's discretion) it can leave a vicious scar, permanently blind her (or only take one eye), or remove an appendage. Nigh Unhealable (Su): Damage dealt by a wounding creature cannot be healed by natural or supernatural means (including

> extraordinary, spells, spell-like, and supernatural abilities),



Template	CR Adjustment	Template	CR Adjustment
Cowardly Creature	(CR -5)	Splintering Creature	(CR +1)
		Stinger Creature	(CR +1)
Afflicted Creature	(CR -3)	Subterranean Creature	(CR +1)
Unhinged Creature	(CR -3)	Temporal Warden	(CR +1)
		Torturer Creature	(CR +1)
Blinded Creature	(CR -2)	Twin-Bound Creature	(CR +1)
Broken Construct Creature	(CR -2)	Vine Creature	(CR +1)
Locomotion Handicapped	(CR -2)	White-Haired Ghoul Creature	(CR +1)
Creature	(OD -)		(OD + z)
Staggered Creature	(CR -2)	Apex Predator Creature	(CR + 2)
		Ashen Remains Creature	(CR +2)
Burned Out Creature	(CR -1)	Banshee Creature	(CR +2)
Darkwalker	(CR -1)	Beyondling Creature	(CR + 2)
Ill Creature	(CR -1)	Blind Seer Creature	(CR +2)
Legless Creature	(CR -1)	Bloodshackle Creature	(CR + 2)
Missing-Arm Creature	(CR -1)	Combat Clairvoyant Creature	(CR + 2)
Constructed Construct	$(\mathbf{O}\mathbf{D} + \mathbf{c})$	Deep Exile	(CR + 2)
Constructed Creature	(CR + 0)	Divine Furnace Creature	(CR +2)
Deafened Creature	(CR + 0)	Executioner Creature	(CR + 2)
Pyrrhic Creature	(CR + 0)	Grim Reaper Creature	(CR +2)
Turncoat Creature	(CR +0)	Hive Creature	(CR + 2)
A sealements of Constants		Hungering Darkness Creature	(CR + 2)
Accelerated Creature	(CR +1)	Hungry Nightmare Creature	(CR +2)
Adhesive Creature	(CR +1)	Molting Creature	(CR +2)
Anathema Creature	(CR +1)	Mystic Creature	(CR +2)
Carcass Creature		Numinous Creature	(CR +2)
(CR +1)		Preternatural Creature	(CR + 2)
Charming Creature	(CR +1)	Resilient Creature	(CR +2)
Collapsing Creature	(CR +1)	Riven Magic Creature	(CR +2)
Constructed Creature	(CR +1*)	Skinned-Hide Creature	(CR +2)
Cunning Creature	(CR +1)	Spined Creature	(CR + 2)
Crypt Thing Creature	(CR +1)	Stealthy Creature	(CR +2)
Death-Scavenger Creature	(CR +1)	Totem-Bound Creature	(CR + 2)
Disorienting Creature	(CR +1)	Two-Headed Creature	(CR +2)
Divine Creature	(CR +1)	War Creature	(CR + 2)
Eldritch Tentacle Creature	(CR + 1)	Wounding Creature	(CR +2)
Enticing Creature	(CR +1)		(OD + z)
Faceless Creature	(CR + 1)	Adaptable Creature	(CR + 3)
Fascinating Creature	(CR +1)	Walking Fortress Creature	(CR +3)
Foul Creature	(CR + 1)	I ama inht Caracteria	$(\mathbf{O}\mathbf{D} + \mathbf{c})$
Frozen Corpse Creature	(CR + 1)	Lavawight Creature	(CR + 4)
Glassilisk Creature	(CR + 1)	Winterwight Creature	(CR +4)
Gnawing Creature	(CR + 1)		
Green Guardian Hellfire Creature	(CR + 1)		
	(CR + 1)	*If hardness is 8 or higher	
Herald of Woe Hoard Creature	(CR +1) (CR +1)		
Iconic Creature	(CR +1) (CR +1)		
Impaling Creature Kyton-bound Creature	(CR +1) (CR +1)		
Laughing Beast Creature	(CR +1) (CR +1)		
Lich-Touched Creature	(CR + 1) (CR + 1)		
Love-Scorned Creature			
	(CR +1) (CR +1)		
Magnetic Creature			
Mist Hunter Mucus Creature	(CR + 1)		
	(CR + 1)		
Parasite-Ridden Creature	(CR + 1)		
Phase Creature	(CR + 1)		
Primordial Creature	(CR +1)		
Rabid Creature	(CR + 1)		
Rust Creature Smoke Creature	(CR +1) (CR +1)		
	11 K ±11		

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