



MONSTER MENAGERIE

THREATS FROM BEYOND



Sam Hing

FOREWORD

Welcome to *Threats From Beyond*, the twelfth in our line of Monster Menagerie monster books. Each volume in this line presents a small set of monsters tied to a single theme, but spread over a range of CRs. For the *Threats From Beyond*, that theme is outsiders. Rather than just present another set of pitchfork-toting fiends, author Sam Hing has put together an awesome set of outsider oddities to fill the corners and crevices of your extraplanar encounters.

The idea of *Threats From Beyond* is to expand a campaign's option for outsider encounters, since anything as vast as other planes of existence should have vast and varied creatures dwelling within them. In many cases these threats can be easily added to traditional plotlines centered on devils or demons, but a few other plots can also be presented using these outsider entities. When dealing with creatures as alien as natives to another plane not all the threats come from a desire to do evil (through a prismatic couatl can certainly make life difficult for the agents of a kingdom that prides itself on law-and-order), nor are they all things players are most likely to encounter in combat (though a shax's presence in a village may result in more casualties than an open fight).

Your players may have a handle on brigands, dragons, and other foes they can understand, but things just took a turn for the cosmic. The black chargers are lining up for a cavalry charge, the karkinides have begun to swarm, and there's very little time left to cut a deal with a traveler to make good your escape. It's time to deal with the *Threats From Beyond*!

Owen K.C. Stephens

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BLACK DOG

A thick-framed jet black dog of indeterminate species growls menacingly, its eyes glowing a burning red. As its growl deepens, it swells to the size of a pony.

Black Dog

CR 8

XP 2,400

NE Medium outsider (native) –[Large]

Init +1; **Senses** darkvision 100 ft., scent; Perception +14

DEFENSE

AC 20 –[18]; touch 11, flat-footed 19 (+1 Dex, +9 natural)

hp 84 (8d10+40)

Fort +11, **Ref** +3, **Will** +9

DR 5/magic; **Immune** poison; **Resist** cold 5, fire 10

OFFENSE

Speed 40 ft.

Melee bite +12 (2d6+6/19-20) –[+12 (2d8+7/19-20)]

Special Attacks cursed fangs, nameless dread

Spell-Like Abilities (CL 8; concentration +13)

At Will–darkness, fear (DC 19)

2/day–bestow curse (DC 19), dismissal (DC 20)

1/day–gaseous form, phantasmal killer (DC 19)

STATISTICS

Str 18 –[20], **Dex** 12 –[10], **Con** 21, **Int** 14, **Wis** 17, **Cha** 20

Base Atk +8; **CMB** 11; **CMD** 22

Feats Alertness, Intimidating Prowess, Step Up, Vital Strike

Skills Acrobatics +12, Intimidate +20, Knowledge (history, local, planes) +13, Perception +14, Sense Motive +14, Stealth +12

Languages telepathy 100 ft.

SQ Enlarge self 3/day

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Enlarge Self (Sp): Three times per day as a swift action a black dog can grow to be one size larger. This ability works as *enlarge person* (only on the black dog, and ignoring the spell's normal requirement for humanoid targets) cast on the black dog, using its hit dice as the ability's caster level. The changes in the black dog's statistics when enlarged are included for convenience –[in brackets].

Cursed Fangs (Su): As a full-round action, a black dog may bite one target and (if the attack hits) also cast one of its two *bestow curse* spell-like abilities for the day on the same target. This use of *bestow curse* does not provoke an attack of opportunity.

Nameless Dread (Su): Any creature with an Intelligence of at least 2 must make a DC 19 Will save when they

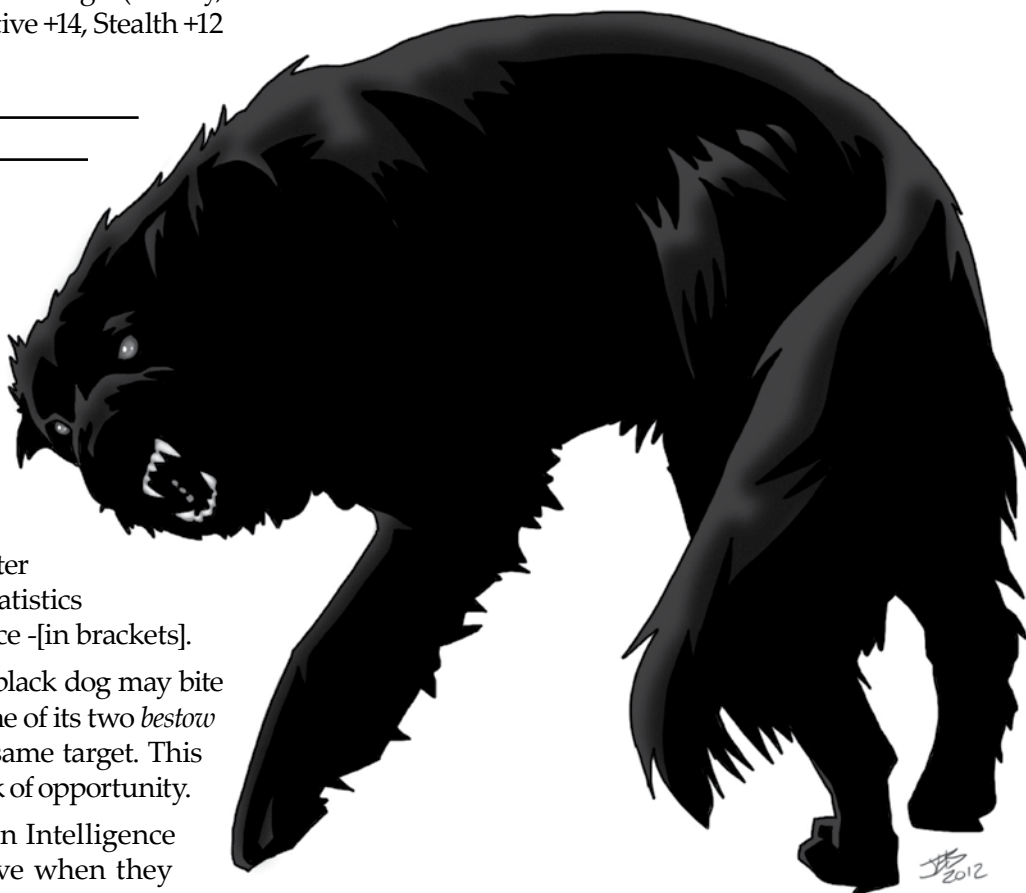
first encounter a black dog or suffer a –2 penalty to Will saves, skill checks and attack rolls. This penalty cannot be dispelled (though *disjunction* works on it), and lasts until removed by a remove curse, miracle, or similar magic.

Black dogs are mysterious creatures that haunt or guard lonely roads and cursed towns. While they are evil to the core, they are bound to the area in which they dwell; this may be as small as a square mile, or the size of a small city. Sometimes they act as harbingers of ill omen, appearing before some dark event before fading into the darkness. Other times they actively seem to guard an area, or more rarely a person or family, warning off any who threaten their charge.

Black dogs prefer to create fear and drive off their foes rather than attacking, but fearlessly charge into combat when faced with persistent foes. Their bite is unnaturally massive, causing grievous wounds. They typically start combat with their spell-like abilities, enlarging themselves before tearing into their prey.

No one knows the origin of black dogs. Some say they are fell spirits bound to the material world by some ancient pact. Others say they are the spirits of evil mortals, returned to guard over the lands they plagued. They sometimes are called choosers of the slain, with those that view them fated to die within a year. Rarely a black dog will go on a violent rampage, killing as many creatures as it can for hours before disappearing. Legend says such attacks are harbingers of even greater calamity sure to befall the area. Many believe that the dogs are truly immortal; fated to reappear in time.

Black dogs and rakshasas share an instinctive and mutual hate for one another, and never work together.



COUATL, PRISMATIC

This long, colorful snake soars on massive prismatic wings of translucent energy. Its eyes gleam with amusement as it looks about.

Prismatic Couatl

CR 8

XP 4,800

CG Large outsider (native)

Init +6; **Senses** darkvision 60 ft., detect chaos/evil/ good/ law; Perception +15

DEFENSE

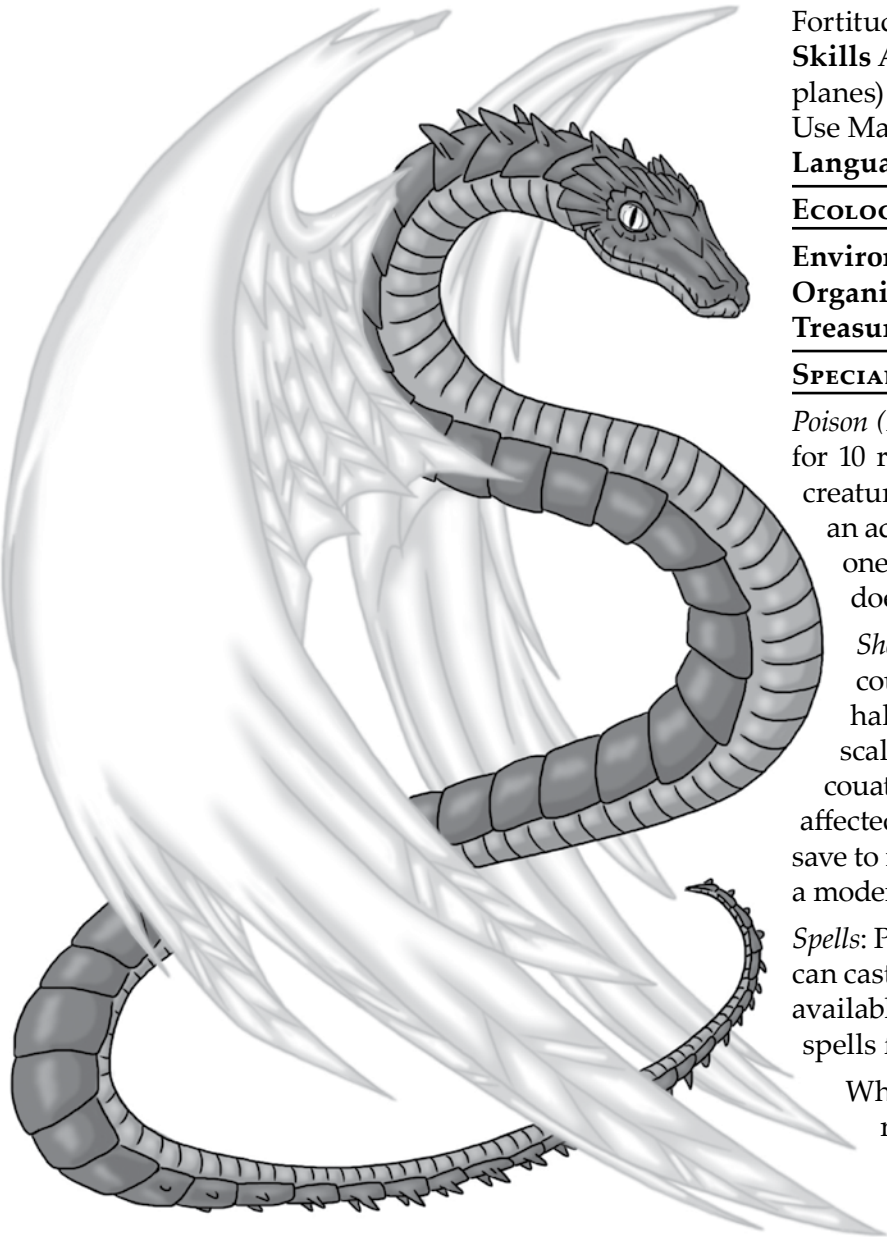
AC 21; touch 12, flat-footed 18 (+2 Dex, +1 Dodge, +9 natural, -1 size)
hp 95 (10d10+40)

Fort +9, **Ref** +9, **Will** +10

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee bite +14 (1d6+7 plus grab and poison) **Special Attacks** constrict (1d6+7), poison, shower of scales



Spell-Like Abilities (CL 8, Concentration +11)

Constant: *detect chaos*, *detect evil*, *detect good*, *detect law*

At will: *detect thoughts* (DC 16), *ethereal jaunt* (CL 14), *invisibility*, *plane shift* (DC 19)

Spells Known (CL 9th)

5th *baleful polymorph* (DC 19)

4th *charm monster* (DC 18), *poison* (DC 18)

3rd *call lightning* (DC 17), *greater magic fang*, *heroism*, *twilight knife**

2nd *burning gaze** (DC 16), *bull's strength*, *cat's grace*, *cure moderate wounds*, *vomit swarm**

1st *cure light wounds*, *faerie fire*, *hypnotism* (DC 15), *magic fang*, *sleep* (DC 15)

0 *dancing lights*, *guidance*, *read magic*, *spark** (DC 14)

* Advanced Player's Guide

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 17, **Wis** 17, **Cha** 18

Base Atk +10; **CMB** 15, +19 grapple; **CMD** 27 (can't be tripped)

Feats Arcane Strike, Dodge, Eschew Materials^B, Great Fortitude, Improved Initiative, Quicken Spell

Skills Acrobatics +14, Bluff +16, Fly +14, Knowledge (nature, planes) +15, Perception +15, Sense Motive +15, Stealth +10, Use Magic Device +16

Languages Celestial, Common, Draconic; telepathy 100 ft.

ECOLOGY

Environment warm forests

Organization solitary, pair, or kaleidoscope (3-7)

Treasure standard

SPECIAL ABILITIES

Poison (Ex): Bite-injury, save Fort DC 19; frequency 1/ round for 10 rounds; effect 1d2 Wis, cure 2 consecutive saves. A creature reduced to 0 Wisdom with this poison must make an additional DC 19 Will save or have its alignment move one step toward chaotic good. If the creature's alignment does change, its Wisdom is fully restored immediately.

Shower of Scales (Su): Three times per day, a prismatic couatl can release a shower of iridescent, mildly hallucinogenic scales from its wings and body. The scales create a cloud 10 ft. in diameter, centered on the couatl. Creatures other than couatls within the cloud are affected by both *confusion* and *glitterdust*, with a DC 19 Will save to resist the effects. The cloud lasts for 1d4 rounds, and a moderate or greater wind disperses it in a single round.

Spells: Prismatic couatls cast spells as a 9th level witch, and can cast spells from the druid list as well as those normally available to a witch. Druidic spells are considered arcane spells for a Prismatic couatl.

Whimsical freedom fighters, prismatic couatl are a rare offshoot from the couatl race. They are on good terms with their more lawful brothers, although the feathered serpents rapidly grow tired of the

prismatic's lack of discipline and pranks. While they enjoy a good joke and seem to take most of life in stride, prismatic couatls are deadly serious when it comes to battling evil creatures and defending the freedoms of goodly races.

Prismatic couatls are clever foes, taking every advantage possible, and often taunting foes into near madness. They typically begin combat with their shower of scales ability, then targeting those foes that seem unaffected by the hallucinogenic nature of their scales. They freely flee if outmatched, using hit and run tactics and recruiting powerful allies to hound their enemies.

Prismatic couatls use the belief that they are divine far more than their lawful brethren, allowing themselves to be worshiped and guiding their chosen people wisely. They typically request offerings of strong mead or wine and boars from visitors, seeing how far they can push before they offend potential allies. Despite this, they are freely generous with their aid, be it a magic item they possess, help from allies under their influence, or simple wisdom and healing.

Those that truly impress the couatl may be granted 1d4 large scales from its wings. These scales may be used to cast a color spray (DC 19), crumbling to dust after being used, or may be used as an additional component in a planar ally spell, summoning the prismatic couatl that granted the scales without further payment, as long as the couatl approves of the spellcaster's request.

Though they are unwilling to harm individuals for their own advancement, prismatic couatls do often work against the long-term stability of powerful kingdoms and institutions, if those institutions have rigid control over a large population. While prismatic couatls understand and accept the need to punish evildoers, they do not accept the need for prisons (insisting that punishments must fit the crime and that locking away a criminal never results in it being a better citizen), dislike large armies (as a result of the stifling nature of military discipline), and actively work against laws that limit free speech, free assembly, free artistic expression, and the right to dispose of one's possessions as each individual sees fit. As a result, prismatic couatls often come into conflict with neutral (and less often even good-aligned) Lawful kingdoms, finding their inflexible nature no less offensive than the immoral acts of evil societies.

DAEMON, SHAX

The creature swinging through the rafters seems to be an unholy mix of monkey and goblin. Its arms are long and powerful, and its flat face leers out with eyes that glow a sickly yellow color.

Shax Daemon

CR 4

XP 1,200

NE Small outsider (daemon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft. detect good; Perception +10

DEFENSE

AC 18; touch 15, flat-footed 13 (+4 Dex, +1 Dodge, +2 natural, +1 size)

hp 32 (5d10+5), fast healing 2

Fort +2, **Ref** +8, **Will** +6

DR 5/good and silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 20 ft., climb 30 ft.

Melee 2 claws +7 (1d4+2), and bite +2 (1d6+2)

Special Attacks suicide gaze

Spell-Like Abilities (CL 5; concentration +11

Constant-detect good

At Will-dancing lights, darkness, ghost sound (DC 15)

3/day-grease, silent image (DC 16)

2/day-animate rope, augury, expeditious retreat

1/day-divination, scare (DC 17)

STATISTICS

Str 15, **Dex** 18, **Con** 13, **Int** 10, **Wis** 14, **Cha** 17

Base Atk +5; **CMB** 7; **CMD** 21

Feats Ability Focus (gaze), Combat Expertise, Dodge

Skills Acrobatics +12, Bluff +11, Climb +10, Intimidate +11, Perception +10, Stealth +12

Languages Abyssal, Infernal; telepathy 100 ft.



ECOLOGY

Environment Abaddon (any land)

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Suicide Gaze (Su): Any living creature that meets the gaze of a shax must make a DC 15 Will save or make a coup de grace attempt against itself with its next action. The target need not make the attempt with a weapon; jumping off a nearby cliff, imbibing a deadly poison, or other self-destructive behavior is possible if an affected character is used to dealing damage in ways other than weapon attacks. The daemon often keeps a horde of equipment nearby to “assist”, usually nooses, shortswords, or other deadly items. A creature can only be forced to save against this effect once per day. The save DC is Cha- based.

Shax are sadistic little daemons, easily summoned but difficult to control. They greatly enjoy playing pranks, such as poisoning wells, turning out a farmer’s livestock, and leading people into dangerous areas. Their primary goal is driving mortals to kill themselves by any means necessary, often employing madness, despair, or their deadly gaze.

Shax avoid combat, preferring to stay out of reach but within range of their gaze. While their claws and fangs are dangerous, they take far less pleasure in killing prey directly. They taunt their targets without mercy, both before and during combat. If a group of assailants have all resisted a shax’s gaze it is likely to retreat and attack them again the next day.

A shax can make a surprisingly charming “imaginary friend” to a lonely child, “fay guide” to the patriarch of a troubled family, or “financial guide” to a busy merchant. The shax may offer good advice to such confidants initially, using their divination powers to find reasonable routes through the subject’s more minor troubles. But then, once they are trusted, the shax begin to twist their advice, offering only short-term solutions that ultimately make things worse for the subject, its close friends, or both. They are willing to wait, whispering hopeless thoughts to their victim, as they slowly bring the victim’s entire family to ruin. Only then do they reveal their true, twisted nature to their “master and point out how the master’s actions have led to great suffering for all his allies.

DEMON, KARKINIDE

This creature looks like a huge crab, mounted on four humanoid legs. A pair of human-like arms grasp weapons, dwarfed by its snapping pincers. It has shining black eyes and a slavering mouth on both sides of its armored body.

Karkinide Demon

CR 6

XP 2,400

CE Medium outsider (aquatic, chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., all-around vision; Perception +14

DEFENSE

AC 22; touch 11, flat-footed 21 (+1 Dex, +1 shield, +10 natural)

hp 50 (4d10+28)

Fort +7, **Ref** +5, **Will** +8

DR 15/cold iron and good; Immune electricity, fire, poison; Resist acid 10, cold 10

SR 15

OFFENSE

Speed 40 ft., swim 30 ft.

Melee 2 pincers +10 (1d6+5 plus grab), or trident +9 (1d8+5) and 2 pincers +4 (1d6+2 plus grab)

Special Attacks constrict (1d6+5)

Spell-Like Abilities (CL 4; concentration +10)

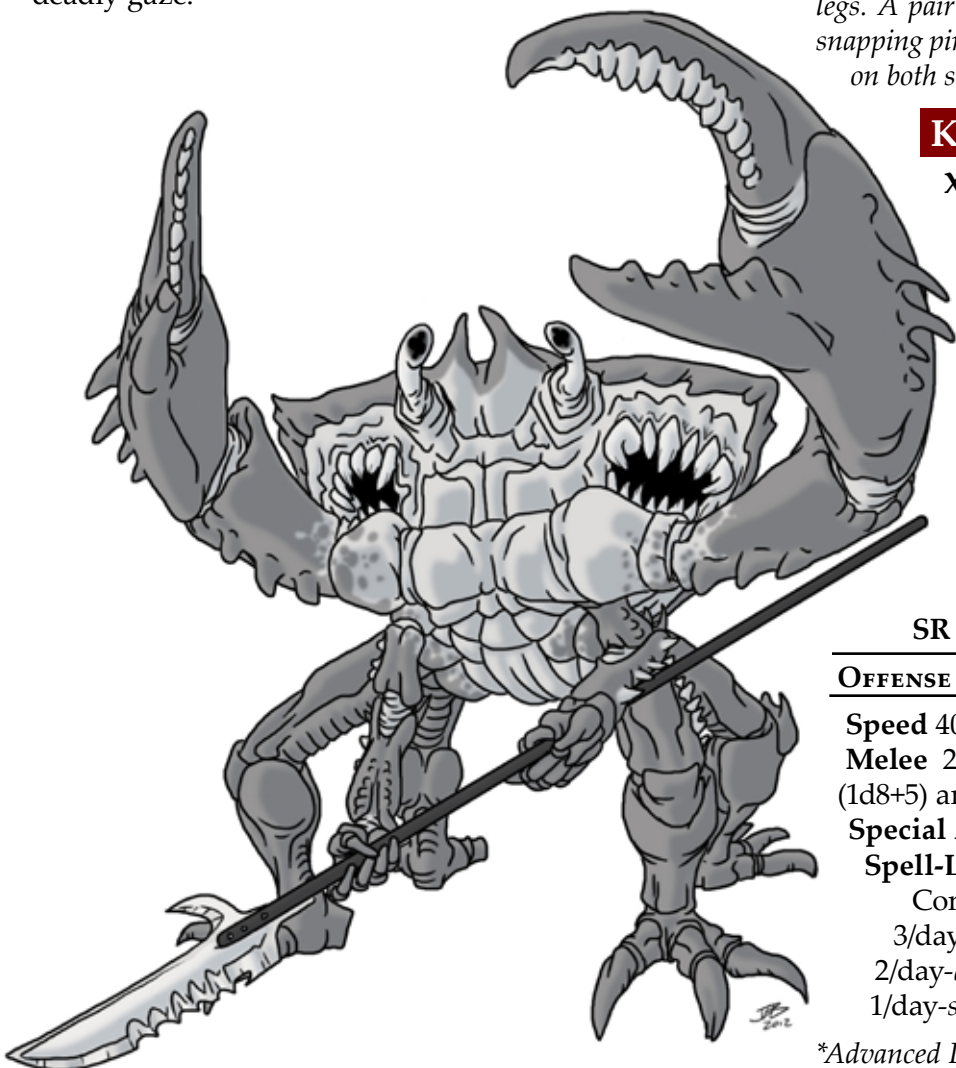
Continual-ant haul*

3/day-fog cloud

2/day-aqueous orb* (DC 16), control water

1/day-summon (level 3, 1-2 karkinide dem 50%)

*Advanced Player’s Guide



STATISTICS

Str 20, **Dex** 12, **Con** 22, **Int** 10, **Wis** 14, **Cha** 16

Base Atk +4; **CMB** +9; **CMD** 20

Feats Improved Initiative^B, Iron Will, Lunge^B, Weapon Focus (pincers) **Skills** Climb +15, Intimidate +13, Knowledge (planes) +10, Perception +12, Sense Motive +12, Stealth +11, Survival +12, Swim +23

Languages Abyssal, Aquan; telepathy 100 ft.

SQ Overpowering horde

ECOLOGY

Environment Abyss (any aquatic)

Organization solitary, pair, cast (3-15)

Treasure standard

SPECIAL ABILITIES

Overpowering Horde (Ex): Karkinides instinctively work well together, driving foes toward the attacks of fellow crab demons and using their neighbor fiends to cover any weak spots in their own armor. A karkinide demon gains a +1 bonus to melee attack and damage rolls for each karkinide demon adjacent to it. A karkinide demon with at least one other karkinide adjacent is never flat-footed or helpless.

Karkinides, or “crab demons,” haunt the fetid waters of the Abyss, attacking whatever they think they can overpower. Despite their thick armor (which grants them both natural armor and shield bonuses to AC), they are surprisingly swift and nimble. They are aggressive in numbers, swarming over even larger demons. When alone, they tend to flee from powerful foes, and bow down to any more powerful fiends. While they are not stupid creatures, they give little thought to tactics beyond attacking foes in as large a swarm as they can muster.

Karkinide demons attack with their powerful pincers, squeezing foes that are their size or smaller to death. They typically use whatever weapons or shields that they can scavenge in their human sized arms. They use their spell-like abilities to slow down and separate their victims.

A typical karkinide stands nearly seven feet tall, and is five feet wide. The demons never stop growing, and truly monstrous specimens have been reported by those that brave the deepest demonic waterways and return to tell the tale.

DEVIL, BLACK CHARGER

This fiend looks like an infernal centaur; it has deep red flesh and jet black hair. Its face is darkly handsome, marred by a mouth full of fangs and curving, spiky ram's horns. Its hands end in long, curving claws. A stinger tipped tail arcs over its back.

Black Charger

CR 14

XP 38,400

LE Large outsider (devil, evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft., see in darkness; **Perception** +25

DEFENSE

AC 26; touch 14, flat-footed 21 (+5 Dex, +12 natural, -1 size)

hp 218 (19d10+114)

Fort +18, **Ref** +16, **Will** +8

DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 25



OFFENSE

Speed 50 ft.; sprint

Melee 2 claws +25 (1d6+7 plus claw lock), and gore +26 (2d4+7), and sting +20 (1d6+3 plus poison)

Special Attacks breath weapon, claw lock, poison, powerful charge (gore 4d4+14), skullcracker

Spell-Like Abilities (CL 7; concentration +10)

At Will—*burning hands* (DC 14), *dispel chaos* (DC 18), *greater teleport* (self plus 50 lbs of objects only)

3/day—*fire shield*, *fireball* (DC 16), *vampiric touch*

2/day—*dead bolt** (DC 15), *wall of fire*

1/day—*flamestrike* (DC 18), *summon* (level 4, 1 black charger, 50%)

**Ultimate Magic*

STATISTICS

Str 24, **Dex** 21, **Con** 24, **Int** 15, **Wis** 14, **Cha** 19

Base Atk +19; **CMB** 27, +31 bull rush, grapple, +29 overrun; **CMD** 42, 44 vs. bull rush, grapple, overrun

Feats Bleeding Critical, Critical Focus, Disruptive, Greater Bull Rush, Greater Grapple, Improved Bull Rush, Improved Grapple, Improved Overrun, Power Attack, Weapon Focus (gore)

Skills Bluff +27, Intimidate +27, Knowledge (planes) +25, Perception +25, Sense Motive +25, Stealth +24, Survival +25, Swim +30

Languages Celestial, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, charge (3-25)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su): Once every 1d4 rounds a black charger can spit a 20 ft. line of flaming acid, dealing 8d4 points of damage, half of which is acid, the other half fire.

Claw Lock (Ex): On a successful claw attack, a black charger can lock its claw onto the target. The target is considered grappled, although the black charger does not gain the grappled condition. The black charger may make gore attacks against the locked target as a touch attack, and cannot make attacks with that claw. If the victim makes a successful grapple attack to free itself from the claw lock, it takes damage as if it had been struck by the claw attack.

Poison (Ex): Sting-injury, save Fortitude DC 26; frequency 1/round for 8 rounds; effect 1d2 Str and 1d2 Con, cure 2 consecutive saves.

Skullcracker (Ex): A black charger's gore attack causes both bludgeoning and piercing damage. Any creature that takes a critical hit from a gore attack must make a DC 26 Fortitude save or be stunned for 1d4 rounds. A black charger's gore attack has a critical range of 18-20 against a target that is locked within its claws.

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Black chargers are a major component of Hell's cavalry. They tend to lead attacks against opposing armies, shattering formations with their horned heads. When not on active duty, they spend their time drinking infernal ales, tormenting lost souls, and seeking new types of outsiders to battle.

A black charger is an intelligent foe, targeting its weakest enemies with its attacks. Despite the aggressive nature of their abilities, they never enter battle recklessly and will turn on any leader that gives them foolish or unnecessarily dangerous orders. Senior black charger officers often have levels of cavalier. (Black charger cavaliers receive a bonus feat in place of the mount class feature, and are automatically considered mounted for purposes of the cavalier charge, mighty charge, and supreme charge features.)

Black chargers enjoy being summoned as it gives them opportunities to fight new things (although they view spellcasters as weak and unworthy, always testing the bounds of their bindings). Any assignment that leads them into battle is gleefully taken, as is any chance to slay their summoner. They grant grudging respect to any mortal that can match them in combat, and will seem to befriend such an individual, plying them with praise, drink, and treasure. A devil's friendship is never true; the charger always has one eye on making their "friend" a hellbound soul.

HATE SPIRIT

A mangy humanoid wolf with vulture wings stands before you. Its eyes are hollow black pits, from which a black mist constantly seeps.

Hate Spirit

CR 10

XP 9,600

NE Medium outsider (evil, extraplanar, incorporeal)

Init +7; **Senses** darkvision 60 ft., detect evil/good, see in darkness; **Perception** +19

DEFENSE

AC 19; touch 19, flat-footed 16 (+3 Dex, +6 deflection)

hp 126 (12d10+60)

Fort +9, **Ref** +11, **Will** +14

Immune disease, emotion affecting effects, poison

SR 21

OFFENSE

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

Melee 2 claws +12 touch (curse), and bite +7 touch (curse)

Special Attacks channel energy (5d6, DC 22, 9/day), curse, domain

Spell-Like Abilities (CL 12); Concentration +18

At Will—plane shift (self only)

STATISTICS

Str -, **Dex** 16, **Con** 20, **Int** 18, **Wis** 23, **Cha** 23

Base Atk +12; **CMB** 12; **CMD** 25

Feats Alignment Channel, Channel Smite, Combat Reflexes, Critical Focus, Selective Channel

Skills Bluff +19, Fly +18 Intimidate +18 Knowledge (planes, religion) +17 Perception +19, Sense Motive +19, Spellcraft +14, Stealth +17, Use Magic Device +19 Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SQ uncursed

ECOLOGY

Environment Any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Channel Energy (Su): Hate spirits channel negative energy as if they were evil clerics with a level equal to its hit dice. If a hate spirit expends two daily uses of its channel energy, it may channel as a swift action.

Curse (Su): The claws and bite of a hate spirit do not inflict any physical damage. Instead they create powerful and deadly curses on their victims. These curses add a +3 to the caster level check to remove them. When a victim is struck by a hate spirit's attack, roll on the following table:

1. *Fleshworm infestation** (DC 21)
2. *Contagion* (DC 20)
3. *Inflict serious wounds* (DC 20)
4. *Bestow curse* (DC 20)
5. *Eyebite* (DC 22)
6. *Baleful polymorph* (DC 21)

Some hate spirits may have other spells that affect a single target on their list of curses. All spells inflicted by a hate spirit's touch are considered curses for the purpose of spells, effect, and immunities that effect curses.

* *Ultimate Magic*

Domain (Su):

Hate spirits have the domain abilities and spells of a cleric of equal level to their hit dice. They may choose from the domains of Death, Destruction, or Evil.

Uncursed (Su): Hate spirits are immune to any spell or effect that is considered a curse. In addition they take 1d6/ caster level points of damage from *remove curse* spells that target them, (10d6 maximum).

Hate spirits embody their name, loathing every other creature in creation. They travel the planes, seemingly at random, attacking creatures that they come across that they think they can overcome. It is thought that they feed through the curses they inflict, for they have never been seen to imbibe any other sustenance. Hate spirits are created when a powerful creature of worship (such as a major outsider or deity) is destroyed while feeling strong hate. The emotion survives the death of the being, and forms into sentient manifestations of pure hate.

Hate spirits attack openly, striking at as many targets as they can. They appear to have no control over the harm their touch inflicts. They concentrate their attacks on foes that are able to do them harm.

Hate spirits have no allies, anywhere, though they are not above working in concert with mindless threats (constructs, traps, and undead) to further their goals. Many hate spirits "haunt" a dangerous and damaging location, waiting to attack those who are placed in danger by threats within the location. Powerful spellcasters can bind the creatures into service for a short time, but the spirit attempts to destroy the spellcaster as soon as it can. They can be bribed into service for a limited time with magic items that incorporeal creatures can use, or a steady stream of intelligent victims.

Hate spirits are sometimes found bound within ancient tombs, suggesting forgotten magics that have powerful effects on the creatures.



HOUND OF ABADDON

A mastiff the size of a small bear stands on a rocky outcropping. Where its head should be floats a massive pair of jaws. Although it seemingly has no sensory organs, it swings its head toward every sound and movement, clearly aware of its surroundings.

Hound of Abaddon

CR 5

XP 1,600

NE Large outsider (evil, extraplanar)

Init +2; **Senses** blind sight 60 ft., scent, see invisible; **Perception** +14

Aura hopelessness (30 ft., DC 17)

DEFENSE

AC 18; touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +4, **Will** +7

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+4 plus fearful bite and trip)

Special Attacks fearful bite, hopelessness, howl



STATISTICS

Str 16, **Dex** 14, **Con** 16, **Int** 7, **Wis** 15, **Cha** 19

Base Atk +6; **CMB** 10; **CMD** 22 (+26 vs trip)

Feats Lunge, Power Attack, Skill Focus (Stealth)

Skills Perception +11, Stealth +7, Survival +11

ECOLOGY

Environment Abaddon (any land)

Organization solitary, pair, or pack (5-35)

Treasure incidental

SPECIAL ABILITIES

Fearful Bite (Su): Living creatures bitten by a hound of Abaddon must make a DC 17 Will save or be panicked for 2d6 rounds. This is a mind-affecting fear effect.

Hopelessness (Su): A hound of Abaddon is surrounded by a nimbus of dark energy, reflecting the very hopelessness of its home. All creatures other than other hounds within the area must make a DC 17 Will save or take -4 to attack rolls, skill checks, and Will saves while within the aura. Creatures that successfully save take a -2 instead. A creature receives a new save every time it enter the aura, but once it has made a save it need not make one again for 24 hours.

Howl (Su): Once per day, as a standard action a hound of Abaddon may lift its jaws to the sky and howl. Creatures within 50-ft. of the hound are affected by unholy blight, DC 17. In addition, all other hounds that hear the howl know the location and roughly the type of prey the howling hound is attacking, and will move to the location at their maximum movement rate. The howl is audible for a mile under normal conditions.

Spirit Sight (Su): The senses of a hound of Abaddon are extremely keen. It can see invisible (as the spell) at all times, and gains a bonus to perception checks equal to half its hit dice.

Hounds of Abaddon are a common sight on their native plain, hunting creatures weaker than themselves. They avoid the native daemons, although some packs act as hunting dogs for the fiends. The hounds seem to feed on the fear and hopelessness that they create; although they will tear at the corpses of the dead, the hunks of flesh simply fade away once within their jaws.

Hounds of Abaddon rove the landscape alone, howling to summon the rest of the pack once they have sighted prey. They work together like a pack of wolves, although they will at times cruelly draw out the chase so that their prey feels more fear. The largest of packs will even attack demons or other powerful interlopers. They are rarely summoned to the world on purpose, and are more frequently accidentally called and escape. Once freed, they rampage across the world indiscriminately until destroyed.

TRAVELER

A massive multihued creature floats high in the air. Its body is ribbon-like, paper-thin and mere inches wide, but extremely long. It swirls and spins in great looping curls and knots to cover a vast area. Countless spindly claws and eyestalks grow from its slender form.

Traveler

CR 12

XP 19,200

LN Huge outsider (extraplanar)

Init +10; **Senses** darkvision 60 ft., detect evil/ good, see in darkness; **Perception** +24

DEFENSE

AC 26; touch 16 flat-footed 16 (+10 Dex, +10 natural, -4 size)

hp 120 (16d10+32)

Fort +7, **Ref** +20, **Will** +10

Resist cold 10, fire 10

SR 23

OFFENSE

Speed 10 ft., fly 90 ft. (perfect)

Melee 6 claws +14 (1d6 plus grab), or 6 sickles +14 (1d8)

Special Attacks align attacks, constrict (1d12 plus 4 points of bleed)

Spell-Like Abilities (CL 16; Concentration +23)

Constant-detect evil, detect good, fly

10/day-dimensional anchor, dimension door, dismissal (DC 21), greater teleport (self plus one ton)

2/day-plane shift, teleport object

1/day-astral projection, etherealness, mislead (DC 22), teleport circle

STATISTICS

Base Atk +16; **CMB** 26, +30 disarm and trip; **CMD** 36, +38 vs disarm, can't be tripped

Feats Acrobatic, Agile Maneuvers, Combat Expertise, Combat Reflexes, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip

Skills Acrobatics +31, Appraise +19 Bluff +25, Diplomacy +25, Disable Device+26, Fly +35, Knowledge (planes) +23, Perception +24, Sense Motive +24, Spellcraft +19, Stealth +21, Use Magic Device +25

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SQ ferry, many eyes, razor thin, undersized weapons

ECOLOGY

Environment Any

Organization solitary, pair

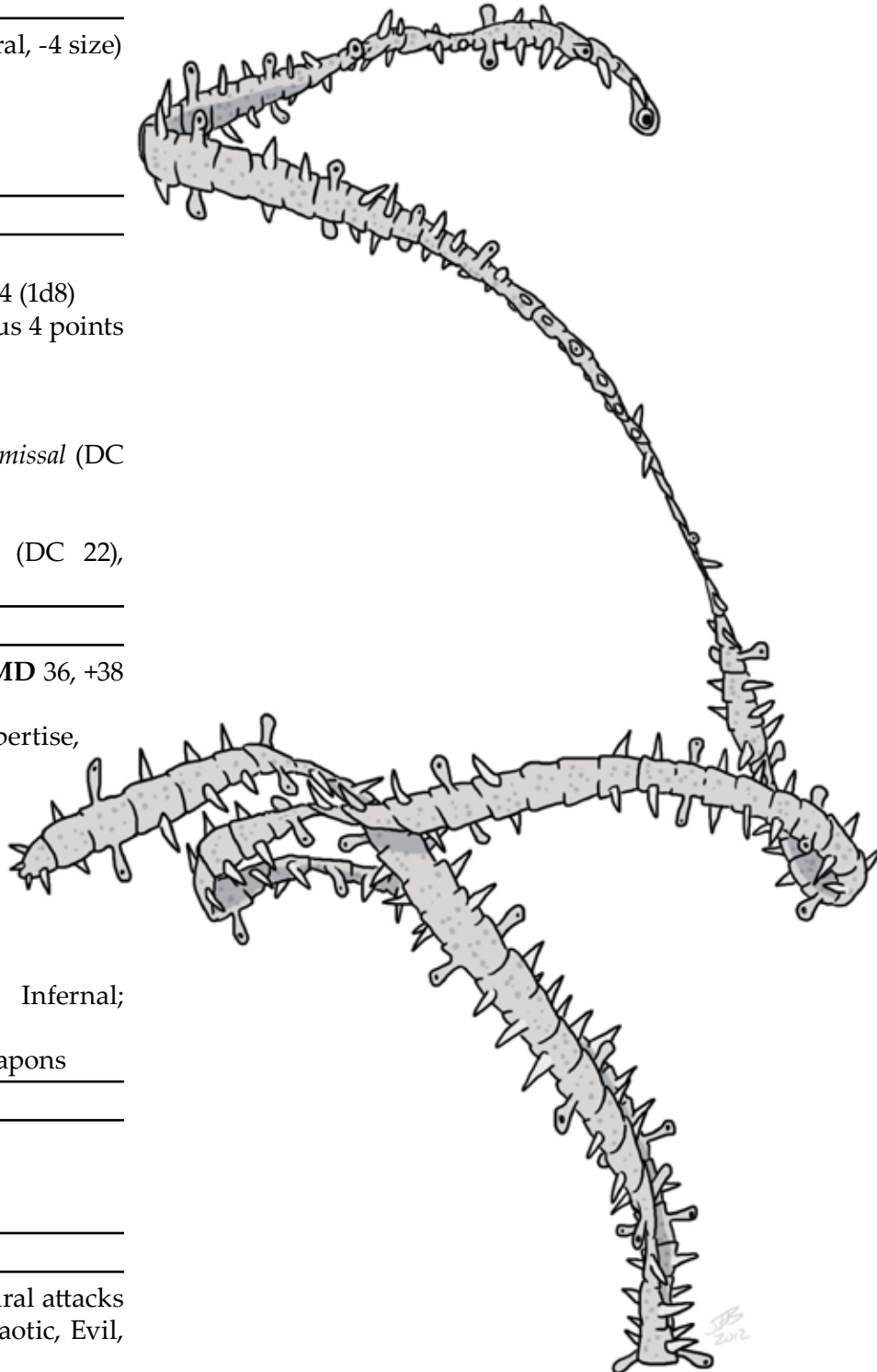
Treasure double standard

SPECIAL ABILITIES

Align Attacks (Su): Travelers can grant their natural attacks and the attacks of any weapon it holds the Chaotic, Evil,

Good, or Lawful descriptor in regards to overcoming damage reduction. A traveler's attacks are always considered magic weapons.

Constrict (Ex): A traveler may constrict one Huge creature, two Large creatures, four Medium creatures, eight Small creatures, sixteen Tiny creatures, thirty-two Diminutive creatures, or sixty-four Fine creatures. A traveler's constrict attack deals slashing damage, as the creature's wire-thin body cuts into the victim.



Ferry (Su): A traveler cannot activate its abilities of traveling the planes for creatures other than itself without using the life-force of another being. At the moment of travel, all creatures other than the traveler that wish to be carried along must sacrifice 10% of their maximum hit point total. This amount is added to the traveler as temporary hit points, lasting a maximum of 24 hours.

A traveler may use its plane shift ability to travel to any plane, without having visited it first or having anything attuned to that plane.

Many Eyes (Ex): Travelers have dozens of eyes, peering in all directions at once and ensuring the traveler is never caught off-guard or suffers a lucky wound. They cannot be flanked or affected by sneak attacks or critical hits.

Razor Thin (Su): The body of a traveler is both supernaturally strong and thin. Any creature striking a traveler with an unarmed or natural attack takes 1d6 points of damage, plus 2 points of bleed. Nonmagic metal weapons take 1d4 points of damage every time they strike a traveler; nonmagic weapons made of wood or other substances softer than metal take 1d8 points of damage. Magical weapons receive a DC 20 Fortitude save to resist the damage. Any ranged attack has a 50% chance of missing the string thin body of the traveler, as if it always had total concealment against ranged attacks (though its exact location is always obvious).

Undersized Weapons (Ex): Although travelers are Huge creatures, their arms are the size of a Large creature. As a result, they wield weapons as if they were one size category smaller than their true size.

Travelers are peaceful, enterprising creatures that ferry others throughout the planes. They are known for being strictly honest, and following the letter of their word in the most absolute terms. As such, their preferred customers are lawful beings, angels, devils, and inevitables. They actively distrust demons for their chaotic natures, but are willing to ferry any being willing to pay their price. Few fiends are willing to use a traveler's services more than once; they are well aware that their kin watch them with hungry eyes, judging when they can move in for the kill.

Travelers are well aware that they are incapable of standing up in combat against most of the creatures that would seek them out, and avoid combat at all costs by teleporting themselves away (or, if facing extraplanar threats, using dismissal to send their foes home). The most wealthy travelers have hordes of well-paid bodyguards at their sides at all times, as well as potent weapons and magic items clutched in their many hands. Once their services are bought, however, a traveler remains loyal to its employ until its own existence is threatened. Traveler contracts never include requiring the travel (or its guards) to fight for the employer's cause, but a foe with a long-term contract with a traveler has significant advantages of mobility against enemies that lack such allies.

Travelers are at once envied, despised, and feared. Their ability to freely travel between the planes is something most evil outsiders would give anything for, and that good outsiders fear. An embittered traveler could seed the known worlds with the most powerful of fiends in a matter of days. There has never been an account of a traveler practicing anything but strict neutrality, however. Some beings speculate that they are incapable of feeling the emotions needed to act for good or evil.

GO ROGUE!!

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