



SIEGE OF SERPENTS SUPPLEMENT

By Jim Groves



Siege of Serpents Supplement

Pathfinder Society Special #6–97

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AXE DANCER	CR 7
HALF-ORC MONK 8	XP 3,200
Medium humanoid (human, orc)	LE

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 17, flat-footed 16 (+1 Dex, +1 dodge, +2 monk, +1 natural, +3 Wis)

hp 60 (8d8+21)

Fort +9, **Ref** +8, **Will** +10; +2 vs. enchantments

Defensive Abilities evasion, orc ferocity; **Immune** disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +10/+5 (1d10+4) or
mwk greataxe +11/+6 (1d12+6/x3) or
unarmed strike flurry of blows +10/+10/+5/+5 (1d10+4)

Ranged shuriken flurry of blows +7/+7/+2/+2 (1d4+4)

Special Attacks flurry of blows, stunning fist (8/day, DC 17)

TACTICS

During Combat The monk uses Stunning Fist, Scorpion Style, and Greater Grapple.

STATISTICS

Str 18, **Dex** 12, **Con** 14,

Int 10, **Wis** 16, **Cha** 8

Base Atk +6;

CMB +12 (+16 grapple); **CMD** 29 (31 vs. grapple)

Feats Defensive Combat Training, Dodge, Greater Grapple, Imp. Grapple, Imp. Initiative, Imp. Unarmed Strike, Power Attack, Scorpion Style, Stunning Fist

Skills Acrobatics +9 (+25 when jumping), Intimidate +12, Perception +13, Sense Motive +14, Stealth +11

Languages Common, Orc

SQ fast movement, high jump, *ki* pool (7 points, magic), maneuver training, orc blood, purity of body, slow fall 40 ft., weapon familiarity, wholeness of body

Combat Gear *potion of bull's strength*; **Other**

Gear masterwork greataxe, shuriken (20), *amulet of natural armor* +1, *cloak of resistance* +1, *headband of inspired wisdom* +2, 119 gp

Augmenting a monk's grace with the power of a greataxe, these half-orcs hack and crush their way to victory.

HARRYING BRUTE	CR 6
HUMAN MONK 7	XP 2,400
Medium humanoid (human)	LN

Init +5; **Senses** Perception +11

DEFENSE

AC 20, touch 16, flat-footed 18 (+4 armor, +1 Dex, +1 dodge, +1 monk, +3 Wis)

hp 45 (7d8+10)

Fort +7, **Ref** +7, **Will** +9; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +10 (1d8+4) or
mwk sai +10 (1d4+4) or
unarmed strike flurry of blows +10/+10/+5 (1d8+4)

Ranged dagger +6 (1d4+4/19–20)

Special Attacks flurry of blows, stunning fist (7/day, DC 16)

TACTICS

Before Combat The monk drinks his *potion of mage armor*.

During Combat The monk uses his sai to disarm opponents, then uses Scorpion Style. If an enemy succumbs, he performs a flurry of blows, augmented with a point from his *ki* pool, and attempts to stun the opponent.

Base Statistics Without *mage armor*, the monk's statistics are **AC** 16, touch 16, flat-footed 14.

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 10,

Wis 16, **Cha** 8

Base Atk +5; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Dodge, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Step Up, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +10 (+25 when jumping), Climb +9, Intimidate +6, Knowledge (history) +5, Knowledge (local) +3, Knowledge (religion) +6, Perception +11, Perform (percussion) +6, Sense Motive +13, Swim +10

Languages Common

SQ fast movement, high jump, *ki* pool (6 points, magic), maneuver training, purity of body, slow fall 30 ft., wholeness of body

Combat Gear *potions of cure light wounds* (2), *potions of mage armor* (2), *potions of magic weapon* (2); **Other Gear** dagger, masterwork sai, *belt of giant strength* +2, *cloak of resistance* +1, 395 gp



AZURE BOLT SORCERER	CR 12
HUMAN SORCERER 13	XP 19,200
Medium humanoid (human)	LE

Init +6; **Senses** see invisibility; Perception +11

DEFENSE

AC 22, touch 15, flat-footed 19 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +3 natural)

hp 141 (13d6+93)

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

Resist electricity 10

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +7 (1d6+1 plus 1d6 electricity) or mwk morningstar +8/+3 (1d8+1)

Ranged mwk javelin +9 (1d6+1)

Special Attacks claws (2, 1d4+1 plus 1d6 electricity, treated as magic weapons, 8 rounds/day), breath weapon (60-foot line, 13d6 electricity, DC 21, 1/day)

Sorcerer Spells Known (CL 13th; concentration +18)

6th (4/day)—*acid fog*, *chain lightning* (DC 23), *form of the dragon I*

5th (7/day)—*cone of cold* (DC 22), *feeblemind* (DC 20), *overland flight*, *spell resistance*

4th (7/day)—*black tentacles*, *charm monster* (DC 19), *dimension door*, *fear* (DC 19), *ice storm*

3rd (7/day)—*fireball* (DC 20), *fly*, *haste*, *lightning bolt* (DC 20), *slow* (DC 18)

2nd (7/day)—*bear's endurance*, *false life*, *gust of wind* (DC 19), *resist energy*, *scorching ray*, *see invisibility*

1st (8/day)—*grease*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*, *shocking grasp*

0 (at will)—*acid splash*, *bleed* (DC 15), *detect magic*, *flare* (DC 17), *light*, *mage hand*, *mending*, *ray of frost*, *read magic*

Bloodline draconic (blue)

TACTICS

Before Combat The sorcerer casts *bear's endurance*, *false life*, *fly*, *mage armor*, and *see invisibility*.

During Combat The sorcerer prefers to fight with her electricity spells, such as *chain lightning* and *lightning bolt*, and saves her breath weapon until her foes are lined up so she can catch as many as possible in its effect. She uses spells

such as *black tentacles*, *grease*, and *ice storm* to hinder her opponents. If forced into melee combat, the sorcerer casts *haste* and *form of the dragon I*.

Base Statistics Without *bear's endurance*, *false life*, *fly*, and *mage armor*, the sorcerer's statistics are **AC** 18, touch 15, flat-footed 15; **hp** 126; **Fort** +8; **Speed** 30 ft.

STATISTICS

Str 12, **Dex** 14, **Con** 18, **Int** 10, **Wis** 8, **Cha** 21

Base Atk +6; **CMB** +7; **CMD** 22

Feats Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (evocation), Improved Initiative, Lightning Reflexes, Maximize Spell, Mobility, Quick Draw, Spell Focus (evocation), Toughness

Skills Bluff +12, Fly +10, Intimidate +20, Knowledge (arcana) +7, Linguistics +1, Perception +11, Spellcraft +7

Languages Common, Draconic

SQ bloodline arcana (electricity spells deal +1 damage per die)

Combat Gear *potions of cure serious wounds* (2), *wand of vampiric touch* (10 charges); **Other Gear** masterwork javelins (2), masterwork morningstar, *amulet of natural armor* +1, *bag of holding* (type I), *cloak of resistance* +2, *headband of alluring charisma* +2, *ring of protection* +2, 1,839 gp



An azure bolt sorcerer believes she is smarter than she actually is, and spins wild schemes to make herself feel important.

SESSERAND

Sesserand has always been a small person, a lackey to others, only coming into her own when her magic awakened. Now she makes up for years of insults by preparing and memorizing cutting remarks for every possible slight, not realizing her power and inner strength are more than enough to garner respect despite her shortcomings.

Combat Encounters: Sesserand prefers to have lackeys engage enemies so she can freely choose targets to destroy. She might serve as a lieutenant to a wittier person who can make her feel important.

Roleplaying Encounters: Sesserand might work for a charismatic person who values her abilities, or might tell herself that she's the "power behind the throne" in an unequal partnership.

BEETLE, FIRE

This housecat-sized beetle is a dull brown color brightened by two glowing green-yellow spots on its carapace.

FIRE BEETLE	CR 1/3			
XP 135				
N Small vermin				
Init +0; Senses low-light vision; Perception +0				
DEFENSE				
AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)				
hp 4 (1d8)				
Fort +2, Ref +0, Will +0				
Immune mind-affecting effects				
OFFENSE				
Speed 30 ft., fly 30 ft. (poor)				
Melee bite +1 (1d4)				
STATISTICS				
Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7				
Base Atk +0; CMB -1; CMD 9 (17 vs. trip)				
Skills Fly -2				
SQ luminescence				
ECOLOGY				
Environment any				
Organization solitary, cluster (2-6) or colony (7-12)				
Treasure none				
SPECIAL ABILITIES				
Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.				

Although nocturnal, the fire beetle lacks darkvision—it relies on its own glowing glands for illumination. Caged fire beetles are a popular source of long-lasting illumination among eccentrics and miners.

Other variations on the common fire beetle exist. The two most common variants are detailed below.

Mining Beetle (CR 1/2): A mining beetle is an advanced fire beetle with the advanced simple template and a burrowing speed of 20 feet.

Flash Beetle (CR 1/2): A flash beetle is an advanced fire beetle that can create a bright flash of light once an hour. When a flash beetle does so, all creatures in a 10-foot burst must make a DC 12 Fortitude save or be dazzled for 1d3 rounds. The save DC is Constitution-based.



BEETLE, GIANT STAG

With a sleek body and huge mandibles raised in a threatening pose, this large beetle stands firm in defense of its territory.

GIANT STAG BEETLE	CR 4			
XP 1,200				
N Large vermin				
Init +0; Senses darkvision 60 ft.; Perception +0				
DEFENSE				
AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)				
hp 45 (7d8+14)				
Fort +7, Ref +2, Will +2				
Immune mind-affecting effects				
OFFENSE				
Speed 20 ft., fly 20 ft. (poor)				
Melee bite +8 (2d8+6)				
Space 10 ft.; Reach 5 ft.				
Special Attacks trample (1d6+6, DC 17)				
STATISTICS				
Str 19, Dex 10, Con 15, Int —, Wis 10, Cha 9				
Base Atk +5; CMB +10; CMD 20 (28 vs. trip)				
Skills Fly -6				
ECOLOGY				
Environment temperate forests				
Organization solitary, pair, or cluster (3-6)				
Treasure none				

Nearly 10 feet long, giant stag beetles become serious dangers when they wander into logging camps due to their appetite for decaying wood. Called stag beetles because of their large, antler-like mandibles, they use these appendages to wrestle competing suitors and quickly put down enemy threats.

Variant species of these giant beetles exist as well. The two detailed below are the ones most commonly encountered.

Bombardier Beetle (CR 2): This giant stag beetle has only 2 Hit Dice and is Medium sized, but can spray acid once per round in a 10-foot cone. Those in the cone must make a DC 11 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

Goliath Beetle (CR 8): The immense goliath beetle is a Huge stag beetle with 12 HD and the trample special ability.

BLOOD HAG

This woman would be pretty if it were not for her sharp teeth and nails, and her ghastly pale skin.

BLOOD HAG

CR 8



XP 4,800

NE Medium monstrous humanoid (shapechanger)

Init +10; **Senses** darkvision 60 ft., *detect good*, *detect magic*; Perception +18

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)
hp 90 (12d10+24)

Fort +6, **Ref** +14, **Will** +11

DR 5/cold iron and magic; **Immune** charm, disease, fear, fire, sleep; **SR** 19

OFFENSE

Speed 30 ft., fly 60 ft. (perfect; in fiery form only)

Melee bite +18 (2d4+4), 2 claws +18 (1d6+4 plus grab)

Special Attacks blood drain (1d2 Con), detonate

Spell-Like Abilities (CL 12th; concentration +16)

Constant—*detect good*, *detect magic*

At will—*inflict moderate wounds* (DC 16), *scorching ray*, *spider climb* (self only)

3/day—*deep slumber* (DC 17)

STATISTICS

Str 18, **Dex** 22, **Con** 15, **Int** 14, **Wis** 17, **Cha** 19

Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 33

Feats Agile Maneuvers, Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +18, Bluff +16, Disguise +16, Fly +14, Intimidate +19, Perception +18, Stealth +21

Languages Abyssal, Common, Giant, Infernal

SQ fiery form (DC 20), mask evil

ECOLOGY

Environment any land

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Detonate (Su) A blood hag in fiery form can explode in a 30-foot-radius burst that deals 8d6 points of fire damage (Reflex DC 18 for half). Using this ability returns a blood hag to her normal form. The save DC is Constitution-based.

Fiery Form (Su): As a standard action, a blood hag who has removed her skin by using mask evil can assume the form of a flying ball of fire for up to 12 rounds. After leaving fiery form, a blood hag must wait 1d4 rounds before assuming it again. A blood hag in this form who enters the same space as another creature stops moving for that round and deals 3d6 points of fire damage

(Reflex DC 20 negates) to that creature. A blood hag can suppress her heat and dim her light to that of an ember if she chooses, and can pass through openings and cracks as though in *gaseous form*. A blood hag in fiery form retains her AC and also has immunity to nonmagical attacks and effects. A successful targeted *dispel magic* spell or 20 points of cold damage returns her from her fiery form to her normal form. A blood hag can assume fiery form a number of times per day equal to her Charisma modifier (typically 4). The save DC is Charisma-based.

Mask Evil (Su) During the day, a blood hag “wears her skin,” giving her the appearance of a young woman. When so disguised, the blood hag can’t use her bite, claws, or fiery form ability. At night, she bursts out of her skin and returns to her monstrous form. The hag regrows her skin each dawn. While a blood hag is wearing her skin, her alignment is masked as though by a constant *undetectable alignment* spell.

Blood hags, known to some as soucouyants, prefer to live near isolated human communities or on the edge of civilized lands. A blood hag takes the appearance of a young woman by day. At night, she assumes her true form, as her skin peels back and sloughs off to reveal the monstrosity beneath.

A hunting blood hag preys on unsuspecting neighbors during the night, sneaking into their homes and feeding off their blood or burning them alive. When a blood hag finds a particularly choice victim, she forgoes simply feeding on her, and instead abducts her, spiriting her away to the hag’s hidden lair, where she’ll be tortured and drained dry of blood over the course of days or weeks. Once the hag has properly prepared the victim’s skin, she wears it. Bold and particularly clever blood hags attempt to masquerade as their victims for a time.

Blood hags of exceptional talent typically gain levels in the witch class.

BLOOD HAG COVENS

A hag coven containing a blood hag loses access to the *control weather* and *speak with dead* spell-like abilities. Instead, the coven gains access to *death ward*, *fire storm*, and *nightmare*. When all three hags of the coven are within 10 feet of one another, the other hags gain the fire immunity and spell resistance of the blood hag. Blood hags absolutely loathe submitting to the authority of others, and rarely form covens with other blood hags or with any hags of power comparable to or greater than their own.



BRAMBLE SORCERER	CR 4
HALF-ELF SORCERER 5	XP 1,200
Medium humanoid (elf, human)	LE

Init +2; **Senses** low-light vision; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)

hp 30 (5d6+10)

Fort +3, **Ref** +6, **Will** +4; +2 vs. enchantments

Resist acid 5, fire 10

OFFENSE

Speed 30 ft.

Melee mwk light mace +3 (1d6) or
2 claws +2 (1d4)

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks claws (2, 1d4, treated as magic, 7 rounds/day)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*acid arrow*, *mirror image*, *resist energy*

1st (7/day)—*cause fear* (DC 15), *charm person* (DC 15), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 14),
mage hand, *message*, *read magic*

Bloodline draconic (green)

TACTICS

Before Combat The sorcerer casts *mage armor* and *resist energy* (fire).

During Combat The sorcerer casts *mirror image*, then entangles opponents with his *wand of entangle* (using the Use Magic Device skill). He uses one of his *scrolls of levitate* to avoid melee combat, and casts *cause fear* to remove opponents threatening him.

Base Statistics Without *mage armor* and *resist energy*, the sorcerer's statistics are **AC** 14, touch 13, flat-footed 11; **Resist** acid 5.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 18

Base Atk +2; **CMB** +2; **CMD** 15

Feats Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Skill Focus (Use Magic Device)

Skills Intimidate +10, Knowledge (arcana) +7, Perception +7, Spellcraft +7, Use Magic Device +13

Languages Common, Draconic, Elven

SQ bloodline arcana (acid spells deal +1 damage per die), elf blood

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *scrolls of levitate* (2), *scroll of ray of exhaustion*, *scroll of silent image*, *wand of entangle* (20 charges), smokestick; **Other Gear** masterwork light crossbow with 10 bolts, masterwork light mace, *cloak of resistance* +1, 190 gp

The bramble sorcerer serves the interests of green dragons, walking where his masters cannot and speaking on their behalf to other forest dwellers.

AMRIEL THASK

Amriel is a hollow shell of a man. He was raised to believe dragons are the true masters of the world, and his will is so broken that he cannot believe otherwise. When in the presence of a dragon, he hangs on the creature's every word, and is greatly tempted to grovel like a slave. When away from dragons, he is arrogant and condescending, knowing that the dragons have chosen him to interact with lesser races so they do not have to. His greatest hope is to become a dragon disciple so that he can become closer in flesh and spirit to his masters.

Combat Encounters: Amriel could be the guardian of or advisor to a young dragon, an agent of a more mature dragon, or the leader of a kobold tribe.

Roleplaying Encounters: Amriel might be a liaison between the PCs and a nearby dragon, an agent of a secretive group of druids, or the last survivor of a dragon cult that was wiped out by a hostile force.



CAVE WIZARD	CR 8
DWARF EVOKER 9	XP 4,800
Medium humanoid (dwarf)	NE

Init +3; **Senses** Perception +12

DEFENSE

AC 15, touch 10, flat-footed 15 (+4 armor, +1 deflection, -1 Dex, +1 natural)

hp 92 (9d6+58)

Fort +8, **Ref** +2, **Will** +9; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **Immune** fire (108 points)

OFFENSE

Speed 20 ft.

Melee battleaxe +5 (1d8+1/×3)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, intense spells (+4 damage)

Arcane School Spell-Like Abilities (CL 9th; concentration +13)

At will—elemental wall (9 rounds/day)

7/day—force missile (1d4+4)

Evoker Spells Prepared (CL 9th; concentration +13)

5th—*cone of cold* (DC 20), *transmute rock to mud*

4th—empowered *acid arrow*, *greater invisibility*, *resilient sphere* (DC 19), *stone shape*

3rd—*dispel magic*, *fireball* (DC 18), *gaseous form*, *ray of exhaustion* (DC 17), *stinking cloud* (DC 17)

2nd—*acid arrow*, *bear's endurance*, *protection from energy*, *scorching ray*, *spider climb*, *summon swarm*

1st—*burning hands* (2, DC 16), *color spray* (DC 15), *feather fall*, *mage armor*, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*

Opposition Schools enchantment, necromancy

TACTICS

Before Combat The wizard casts *bear's endurance*, *mage armor*, and *protection from energy* (fire).

During Combat The wizard casts *greater invisibility*, then uses *transmute rock to mud* to trap foes. He casts area damage spells at trapped targets and uses *stinking cloud* and *resilient sphere* to hinder those who escape the mud.

Base Statistics Without *bear's endurance*, *mage armor*, and *protection from energy* (fire), the wizard's statistics are **AC** 11, touch 10, flat-footed 11; **hp** 74; **Fort** +6; **Immune** none; **Con** 16.

STATISTICS

Str 12, **Dex** 8, **Con** 20, **Int** 18, **Wis** 16, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 15 (19 vs. bull rush or trip)

Feats Combat Casting, Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus (evocation), Spell Penetration,

Toughness

Skills Appraise +15 (+17 to assess nonmagical metals or gemstones), Climb +4, Craft (alchemy) +12, Fly +6, Knowledge (arcana, dungeoneering) +16, Knowledge (engineering) +12, Perception +12 (+14 to notice unusual stonework), Sense Motive +4, Spellcraft +16

Languages Common, Dwarven, Goblin, Terran, Undercommon
SQ arcane bond (bat)

Combat Gear *potion of cure moderate wounds*, *scroll of clairaudience/clairvoyance*, *scroll of solid fog*, *scroll of stinking cloud*, *scroll of stone shape*; **Other Gear** battleaxe, *amulet of natural armor* +1, *headband of vast intelligence* +2, *ring of protection* +1, spellbook, 665 gp

The cave wizard manipulates the energy of deep rock.

CARACHECK THE CAUSTIC

Caracheck has always felt an affinity for earth, stone, gems, and digging. Uninterested in serving an earth deity or the druidic power of elemental earth, he wanted to bend living rock to his will and chose an arcane path. Now he uses his magic to locate the earth's treasures and scour away the worthless rock around them. If he can't easily reach a prized vein of ore or gems, he collapses the area around it, preventing others from reaching it and giving him time to improve his extraction skills.



CHAMELEON	CR 10
HALF-ORC BARD 11	XP 9,600
Medium humanoid (human, orc)	N

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 17 (+6 armor, +1 deflection, +1 Dex, +1 dodge)

hp 75 (11d8+22)

Fort +4, **Ref** +8, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee +2 *falchion* +15/+10 (2d4+8/18–20)

Ranged shortbow +9/+4 (1d6/x3)

Special Attacks bardic performance 29 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, suggestion)

Bard Spells Known (CL 11th; concentration +16)

4th (2/day)—*dimension door*, *freedom of movement*, *greater invisibility*

3rd (5/day)—*gaseous form*, *haste* (DC 18), *see invisibility*, *slow* (DC 18)

2nd (5/day)—*alter self*, *blindness/deafness* (DC 17), *cure moderate wounds* (DC 17), *detect thoughts* (DC 17), *mirror image*

1st (6/day)—*charm person* (DC 16), *disguise self*, *expeditious retreat*, *feather fall*, *hideous laughter* (DC 16), *undetectable alignment*

0 (at will)—*daze* (DC 15), *detect magic*, *flare* (DC 15), *mage hand*, *open/close*, *prestidigitation*

TACTICS

Before Combat The bard drinks her *potion of bull's strength* and *potion of eagle's splendor*.

During Combat The bard casts *greater invisibility*, then enters melee, using *haste* to augment her attacks or *slow* to hinder foes.

Base Statistics Without *bull's strength* and *eagle's splendor*, the bard's statistics are **Bard**

Melee +2 *falchion* +13/+8 (2d4+5/18–20);

Spells Known reduce spell DCs by 2; **Str** 14,

Cha 17; **CMB** +10 (+12 sunder); **CMD** 23;

Skills Climb +7, Intimidate +10, Perform (act) +17, Perform (dance) +17, Perform (oratory) +17.

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 10, **Wis** 10,

Cha 17

Base Atk +8; **CMB** +12 (+14 sunder); **CMD** 25

Feats Arcane Strike, Dazzling Display, Dodge, Improved Sunder, Power Attack, Weapon Focus (falchion)

Skills Climb +9, Intimidate +12, Knowledge (arcana, nobility) +9, Knowledge (local) +12, Perception +9, Perform (act, dance, oratory) +19, Sense Motive +6, Spellcraft +6, Stealth +13

Languages Common, Orc

SQ bardic knowledge +5, jack-of-all-trades (use any skill), lore master 2/day, orc blood, versatile performance (act, dance, oratory), weapon familiarity

Combat Gear *potions of bull's strength* (2), *potions of eagle's splendor* (2), *potions of enlarge person* (2), *potions of reduce person* (2); **Other Gear** +2 *chain shirt*, +2 *falchion*, shortbow with 20 arrows, *ring of protection* +1, disguise kit, 295 gp

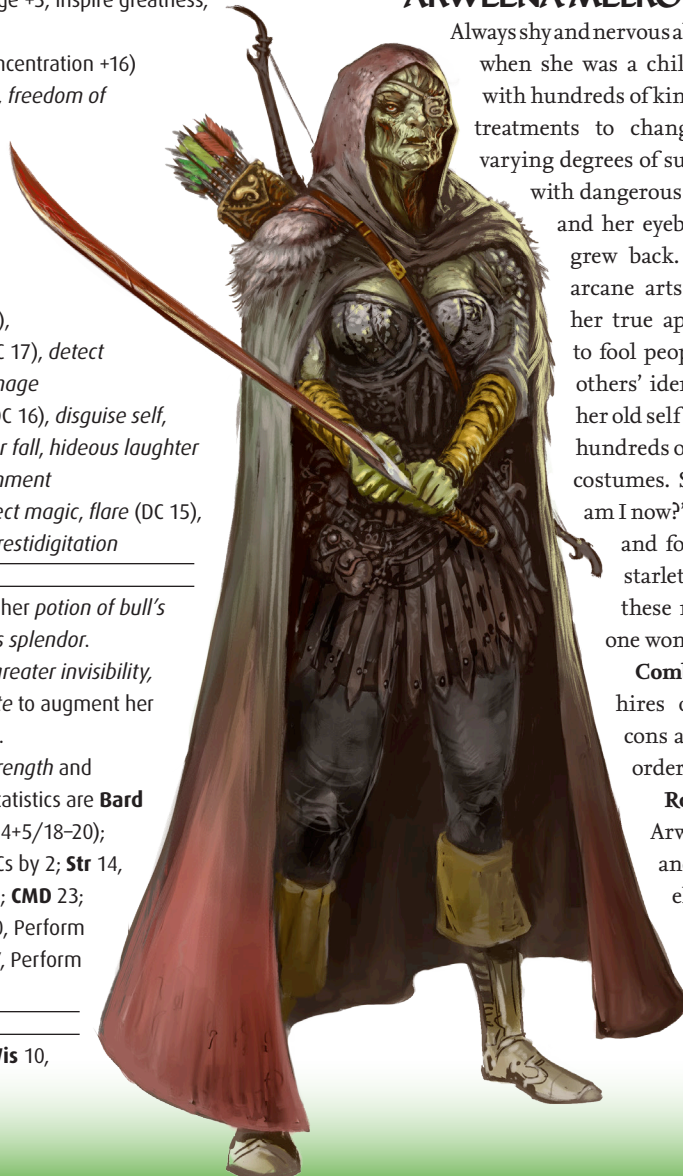
Chameleons are more comfortable portraying other people than appearing in their own natural forms.

ARWEENA MELKORETH

Always shy and nervous about her bestial appearance when she was a child, Arweena experimented with hundreds of kinds of makeup and assorted treatments to change her appearance—with varying degrees of success. A bleaching attempt with dangerous chemicals left her scarred, and her eyebrows and body hair never grew back. Arweena began learning arcane arts, using illusions to mask her true appearance. Finding it easy to fool people, Arweena began taking others' identities. Now only a core of her old self exists, her mind filled with hundreds of personalities and illusory costumes. She constantly asks, "Who am I now?" Arweena became an actor, and found fame as a handful of starlet sensations. Few know these multiple celebrities are all one woman.

Combat Encounters: Arweena hires out her talent for minor cons and opportune larcenies in order to increase her wealth.

Roleplaying Suggestions: Arweena's talent for acting and need to become someone else make each interaction different. Even her few close friends have a hard time determining her true personality.



COCKATRICE

This hideous avian creature has the body of an emaciated rooster, the wings of a bat, and a long, scaly tail.

COCKATRICE

CR 3



XP 800

N Small magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

hp 27 (5d10)

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

OFFENSE

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

Melee bite +9 (1d4+2 plus petrification)

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +2; **CMD** 16

Feats Dodge, Skill Focus (Perception), Weapon Finesse

Skills Fly +6, Perception +10

ECOLOGY

Environment temperate plains

Organization solitary, pair, flight (3–5), or flock (6–12)

Treasure none

SPECIAL ABILITIES

Petrification (Su) A cockatrice's bite causes flesh to calcify and harden—multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a cockatrice's bite attack, it must succeed on a DC 12 Fortitude save or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature's natural armor.) A creature that is reduced to 0 Dexterity by a cockatrice's bites immediately turns completely to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new DC 12 Fortitude save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to full Dexterity by natural healing or magic as normal)—but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. The save DC is Constitution-based.

Stupid, vicious, and repulsive, cockatrices are avoided by other creatures due to their magical ability to turn flesh to stone. Legends say that the

first cockatrice emerged from an egg laid by a cockerel and incubated by a toad. Whether or not the story is true, today's cockatrices breed true in terrifying and filthy dens haphazardly excavated by as many as a dozen of the squawking creatures. Males greatly outnumber females in these flocks, and are distinguished only by their wattles and combs. The typical cockatrice stands just over 2 feet high and weighs 5 pounds.

While their diet consists primarily of seeds and petrified insects (which conveniently double in the creature's gizzard as both gastroliths and nutrition as they grind away), cockatrices fiercely defend their territories from anything they deem a threat, and the wanderings of rogue males seeking new spots to build dens sometimes bring them into unintentional contact with humanoids, with devastating results.

The cockatrice's strange ability to turn other creatures to stone is the creature's greatest defense, and a cockatrice lair is invariably littered with petrified remnants of foes. In an ironic twist of fate, however, weasels and ferrets—the creatures most likely to slip into cockatrices' nests and consume their eggs—appear to be completely immune to the effect. For unknown reasons, cockatrices are both terrified of and enraged by conventional roosters, and are equally likely to flee or attack when confronted by one.



CON ARTIST	CR 5
HALF-ELF BARD 6	XP 1,600
Medium humanoid (elf, human)	NE

Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 15, touch 12, flat-footed 14 (+3 armor, +1 deflection, +1 Dex)

hp 30 (6d8)

Fort +1, **Ref** +6, **Will** +6; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6/18–20)

Ranged dagger +5 (1d4/19–20)

Special Attacks bardic performance 18 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2, suggestion)

Bard Spells Known (CL

6th; concentration +10)

2nd (4/day)—*alter self*, *detect thoughts* (DC 16), *minor image* (DC 17), *suggestion* (DC 16)

1st (5/day)—*comprehend languages*, *disguise self*, *silent image* (DC 16), *ventriloquism* (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *message*

TACTICS

During Combat The bard uses her *potion of invisibility* to hide and *minor image* to make illusory combatants. If pressed, she uses *suggestion* to make her enemies leave the fight.

STATISTICS

Str 10, **Dex** 13, **Con** 8, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +4; **CMB** +4; **CMD** 16

Feats Skill Focus (Perform [act, oratory]), Spell Focus (illusion), Weapon Finesse

Skills Acrobatics +6, Escape Artist +10, Knowledge (arcana) +10, Knowledge (local) +14, Knowledge (nobility) +13, Perception +3, Perform (act, oratory) +16, Perform (string) +13, Sense Motive +10, Spellcraft +8, Stealth +10

Languages Common, Draconic, Elven

SQ bardic knowledge +3, elf blood, lore master 1/day, versatile performance (act, oratory)

Combat Gear *elixir of truth*, *potion of cure light wounds*, *potions of invisibility* (2); **Other Gear** +1 leather armor, masterwork

rapier, dagger, *ring of protection* +1, violin, 13 gp

Con artists are never what they first appear to be. They hustle the gullible using confidence schemes.

AGAIL ENTHCESS

Posing as a minor noble, “Lady Enthess” uses her assumed station in life to instill a sense of trust in her potential marks. Her apparent success and lavish lifestyle convince wealthy people of her success, leading them to invest in her various business ventures.

Lady Enthess sells counterfeits of relics supposedly discovered during a dangerous expedition. She keeps a few crates of these fakes in a hidden space in her basement. Through Enthess’s adventuring business, investors fund her seemingly hazardous excursions. This tiered investment only ever pays out for Enthess herself.

Enthess also sells mining rights in the area. She purchases an old mine, supposedly played out decades ago, then sneaks in and seeds it with raw gems. She then hires a prospector to inspect the purchase. Once he returns with news of the great wealth, she sells the claim for much more than she originally paid.

Growing up on the streets, Enthess has defrauded hundreds of marks in her time. Though she enjoys bilking the clueless wealthy, she’s not so noble as to leave the poor alone. It was among these people she was raised, and from them she learned some of the simplest frauds. One of her favorites when she was young was the glass drop: she would purposefully bump into someone on the street, drop a sack of already broken glass, claim the bag contained an expensive vase, and demand the mark pay for the damage. As she grew up and began adventuring, she expanded her swindles to a greater scale.

Combat Encounters: Unless supported by a group of bodyguards or skills, Agail stays out of combat—begging, cajoling, bribing, or bargaining when need be. If she is well supported, she provides aid (while invisible) before slipping away to continue her schemes and find a way to get revenge from a safe distance some other day.

Roleplaying Suggestions: “Lady Enthess” is always on the lookout for new marks. Through polite and often delightful in conversation, she measures each person she meets, trying to find just the right con to fit the person in question.



CONTRACT KILLER	CR 10
ELF ROGUE 11	XP 9,600
Medium humanoid (elf)	NE

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

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 armor, +1 deflection, +5 Dex)

hp 86 (11d8+33)

Fort +5, **Ref** +13, **Will** +5; +2 vs. enchantments

Defensive Abilities evasion, improved uncanny dodge, trap sense +3; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 rapier +15/+10 (1d6+3/15–20 plus poison)

Ranged mwk dagger +14/+9 (1d4+2/19–20 plus poison)

Special Attacks sneak attack +6d6

TACTICS

Before Combat The rogue applies blue whinnis poison to his rapier and dagger.

During Combat The rogue focuses on one target, using Power Attack, sneak attack, and the ongoing effects of his bleeding attack ability and blue whinnis poison to deal as much damage as possible in a short amount of time. If the target tries to flee, the contract killer uses Stand Still to prevent escape, or throws his poisoned dagger.

STATISTICS

Str 14, **Dex** 20, **Con** 12, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +10; **CMD** 26

Feats Combat Reflexes, Improved Critical (rapier), Power Attack, Stand Still, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +19, Bluff +13, Climb +16, Disable Device +21, Disguise +13, Intimidate +13, Knowledge (local) +15, Perception +17, Stealth +19

Languages Common, Dwarven, Elven

SQ elven magic, rogue talents (bleeding attack +6, combat trick, crippling strike, fast stealth, surprise attack), trapfinding +5, weapon familiarity

Combat Gear *elixir of hiding*, *potion of cure serious wounds*, *potion of invisibility*, antitoxin, blue whinnis poison (4);

Other Gear +2 studded leather, +1 rapier, masterwork dagger, *belt of incredible dexterity* +2, *cloak of resistance* +1, *ring of protection* +1, masterwork thieves' tools, sunrods (3), 617 gp

The contract killer uses stealth and poison to kill his latest target.

MOLLARN THE CORPSEMAKER

Mollarn is an old elf, and the only constant he has found over the centuries is that people are fragile and prone to unexpected injuries and death. Having lost countless friends in his lifetime, he has given up on forming

anything but the most casual attachments to others, and has transformed himself into an agent of death. Killing gives him no sense of satisfaction or pleasure—it is simply as common and routine as breathing. If he must kill others to reach his intended target, he does so without remorse or guilt.

Combat Encounters: Mollarn might arrive to murder one of the PCs or someone known to them. A victim could merely be an obstacle in Mollarn's path to his true target, and getting the person out of the way is enough to get Mollarn to proceed toward his intended foe.

Roleplaying Suggestions: Utterly without scruples, Mollarn might work for the PCs as an assassin. If he has been double-crossed by an employer, he might ask the PCs to help him get revenge, especially if the PCs dislike the one who betrayed him.



CRUEL DEVOTEE	CR 4
HUMAN MONK 5	XP 1,200
Medium humanoid (human)	LE

Init +5; **Senses** Perception +11

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +3 Wis)

hp 31 (5d8+5)

Fort +6, **Ref** +6, **Will** +8; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+3) or
mwk siangham +7 (1d6+3) or
unarmed strike flurry of blows +6/+6 (1d8+3)

Ranged javelin +4 (1d6+3)

Special Attacks flurry of blows, stunning fist (5/day, DC 15)

TACTICS

During Combat The monk uses Stunning Fist to make opponents drop weapons, attacking if foes try to retrieve them.

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +3; **CMB** +8 (+10 grapple); **CMD** 23 (25 vs. grapple)

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Stunning Fist

Skills Acrobatics +7 (+12 when jumping), Climb +8, Intimidate +7, Knowledge (religion) +8, Perception +11, Sense Motive +11, Stealth +9

Languages Common

SQ fast movement, high jump, *ki* pool (5 points, magic), maneuver training, purity of body, slow fall 20 ft.

Combat Gear *potions*

of cure light wounds (2); **Other**

Gear javelin, masterwork siangham, *cloak of resistance* +1, *ring of protection* +1, 347 gp

Cruel devotees serve as the guardians and agents of monastic orders, taking on secret missions and even assassinations in order to protect the orders' interests.

NIMBLE SHURIKEN THROWER	CR 5
HALFLING MONK 6	XP 1,600
Small humanoid (halfling)	LN

Init +3; **Senses** Perception +11

DEFENSE

AC 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge, +1 monk, +1 size, +2 Wis)

hp 40 (6d8+10)

Fort +7, **Ref** +9, **Will** +8; +2 vs. enchantments, +2 vs. fear

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +7 (1d6+2) or
unarmed strike flurry of blows +7/+7/+2 (1d6+2)

Ranged mwk shuriken +9 (1d1+2) or

mwk shuriken flurry of blows +9/+9/+4 (1d1+2)

Special Attacks flurry of blows, stunning fist (6/day, DC 15)

TACTICS

During Combat The monk relies on her shuriken, using Shot on the Run to begin and end behind cover. If cornered, she uses Stunning Fist and then escapes to a safe distance.

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 22

Feats Deadly Aim, Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Point-Blank Shot, Shot on the Run, Stunning Fist

Skills Acrobatics +14 (+24 when jumping), Climb +12, Knowledge (local) +4, Perception +11, Sense Motive +8, Stealth +13, Swim +6

Languages Common, Halfling

SQ fast movement, high jump, *ki* pool (5 points, magic), maneuver training, purity of body, slow fall 30 ft.

Combat Gear *potions*

of cure light wounds (2), *potion of invisibility*; **Other Gear** masterwork shuriken (20), *belt of incredible dexterity* +2, 130 gp

These short-statured monks do their best to stay out of close combat, backing up their companions with well-placed shuriken.



CUTPURSE	CR 1/2
HUMAN ROGUE 1	XP 200
Medium humanoid (human)	NE

Init +7; **Senses** Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** -1

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19-20)

Ranged dagger +3 (1d4+2/19-20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The rogue hides so he can use sneak attack.

During Combat The rogue continues to engage his initial opponent in melee, or throws acid if all his opponents are at range.

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6

Languages Common

SQ trapfinding +1

Combat Gear *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag; **Other**

Gear masterwork studded

leather, daggers (5), short

sword, thieves' tools, 25 gp

The cutpurse is a dirty sneak who uses surprise and stealth to rob unsuspecting victims.

AVEM THE BLADE

A young tough trying to make a name for himself, Avem prefers robbery and burglary to outright murder—but isn't afraid to kill.

Combat Encounters: Avem might target a solitary PC in a dangerous part of town, or may be the leader of a gang of unskilled thugs.

Roleplaying Suggestions: Avem is skilled at many kinds of theft, and can be hired to commit petty larceny or create a distraction at reasonable rates.

SKULKING BRUTE	CR 1
HALF-ORC ROGUE 2	XP 400
Medium humanoid (human, orc)	CE

Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 19 (2d8+7)

Fort +1, **Ref** +5, **Will** +1

Defensive Abilities evasion, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +5 (1d12+4/×3)

Ranged shortspear +3 (1d6+3)

Special Attacks sneak attack +1d6

TACTICS

During Combat The rogue charges at the nearest foe.

STATISTICS

Str 17, **Dex** 14, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 16

Feats Toughness

Skills Acrobatics +5, Climb +6, Intimidate +7, Perception +6, Ride +2, Sense Motive +6, Stealth +5

Languages Common, Orc

SQ orc blood, rogue talents (bleeding attack +1), trapfinding +1, weapon familiarity

Combat Gear *potions of cure light wounds* (2), *potion of disguise self*, *potion of divine favor*, *potion of feather fall*, *potion of hide from undead*; **Other Gear** chain shirt, masterwork greataxe, shortspear, 59 gp

The skulking brute extorts illegal tolls from travelers, attacking those who refuse to pay.

BLARTA

Blarta is a bully, and prefers intimidation to fighting, since it requires less work from him.

Combat Encounters: Blarta might harass the PCs on the road or scout for bandits.

Roleplaying Suggestions:

Blarta sees a lot of people on the road, and may know things of interest to the PCs. For the right price, he might even be persuaded to join them, though he's unreliable at best.



DEADLY SPY	CR 8
ELF ROGUE 9	XP 4,800
Medium humanoid (elf)	CN

Init +4; **Senses** low-light vision; Perception +13

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 53 (9d8+9)

Fort +4, **Ref** +10, **Will** +2; +2 vs. enchantments

Defensive Abilities evasion, improved uncanny dodge, trap sense +3; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 rapier +11/+6 (1d6+1/18–20)

Ranged dagger +10/+5 (1d4/19–20)

Special Attacks sneak attack +5d6

TACTICS

Before Combat The rogue understands that fighting and killing raises too many questions, and thus uses Diplomacy and Bluff to avoid combat and maintain his cover if at all possible.

During Combat The rogue prefers to use sneak attacks and disarm combat maneuvers against his opponents, and flees if he can get away safely. If any who are present can identify him as a spy—or if their continued existence is against the interests of his shadowy paymasters—he strikes to kill.

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 14, **Wis** 8, **Cha** 14

Base Atk +6; **CMB** +10 (+14 disarm); **CMD** 20 (22 vs. disarm)

Feats Agile Maneuvers, Combat Expertise, Deceitful, Greater Disarm, Improved Disarm, Weapon Finesse

Skills Acrobatics +16, Bluff +16, Diplomacy +14, Disable Device +16, Disguise +16, Escape Artist +16, Knowledge (local) +14, Perception +13, Sense Motive +11, Sleight of Hand +16, Stealth +16

Languages Common, Draconic, Dwarven, Elven

SQ elven magic, rogue talents (bleeding attack +5, finesse rogue, quick disable, surprise attack), trapfinding +4, weapon familiarity

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *potion of tongues*; **Other Gear** +2 studded leather, +1 rapier, *hat of disguise*, dagger, thieves' tools, 373 gp

The deadly spy is highly trained in the arts of diplomacy, mimicry, psychology, and assassination.

KELETHIROS

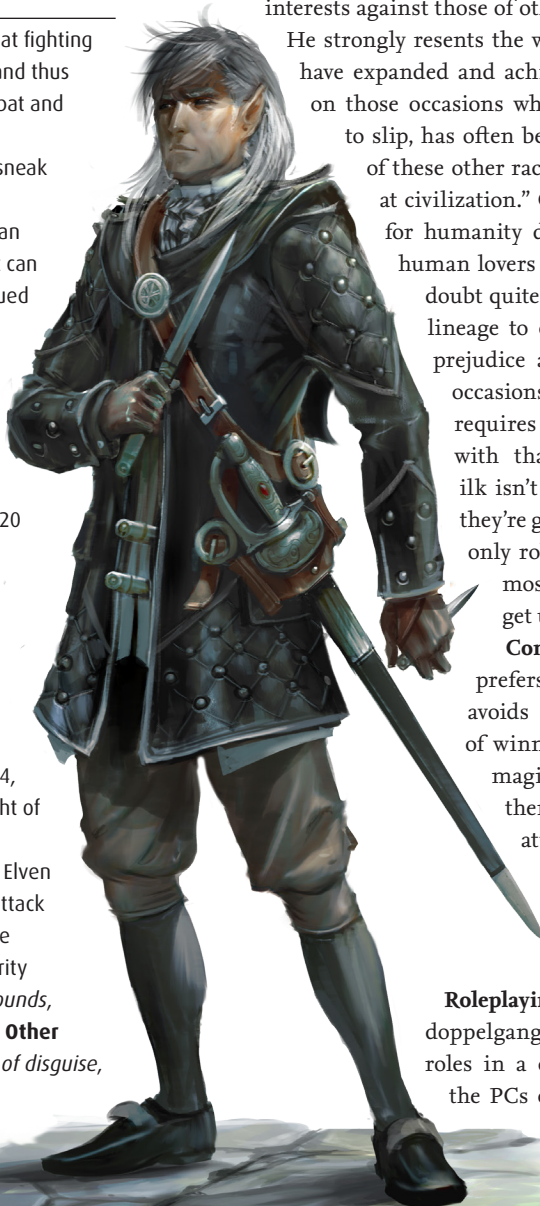
Kelethiros is a valuable and dangerous member of royal courts and secret societies, skilled at using subtle lies and disguises to turn enemies against each other. Using his talents—and a little help from his *hat of disguise*—he can infiltrate and spy upon any guild, government, or noble household. His only flaw is that he is easily distracted by an attractive face and strong, slender legs, and often has to extricate himself when confronted by hoodwinked lovers and enraged spouses.

Though able to move easily in most societies by virtue of his handsome face and disarming nature, Kelethiros is at heart a racist, and prefers to operate on behalf of elven interests against those of other races, particularly humans.

He strongly resents the way that the shorter-lived races have expanded and achieved so much so quickly, and on those occasions when he allows his cover stories to slip, has often been heard to refer to the works of these other races as akin to “children playing at civilization.” Of course, this general disdain for humanity doesn’t keep him from taking human lovers while on his missions, and no doubt quite a few half-elves can trace their lineage to one of his false personas. His prejudice also makes it easier on those occasions when his missions or cover requires him to kill, as he tells himself with that killing humans and their ilk isn’t really murder. After all, since they’re going to die so soon anyway, he’s only robbed them of a few decades at most—hardly anything for an elf to get upset about.

Combat Encounters: Kelethiros prefers to work behind the scenes, and avoids combat unless he’s confident of winning. Instead, he uses disguise magic to turn the PCs’ allies against them, to frame the PCs for an attack on someone, or to change his appearance just before the battle with the PCs begins so it looks like they have set upon some innocent person.

Roleplaying Suggestions: Like a doppelganger, Kelethiros could play many roles in a campaign, sometimes helping the PCs out with information, but just as often opposing or observing them.



DEATH PRIEST	CR 8
HUMAN CLERIC OF URGATHOA 9	XP 4,800
Medium humanoid (human)	NE

Init +6; **Senses** Perception +10

DEFENSE

AC 20, touch 13, flat-footed 18 (+7 armor, +1 deflection, +2 Dex)

hp 89 (9d8+27)

Fort +11, **Ref** +6, **Will** +11

OFFENSE

Speed 20 ft.

Melee dagger +5/+0 (1d4–1/19–20)

Ranged light crossbow +8 (1d8/19–20)

Special Attacks channel negative energy 4/day (DC 17, 5d6), hand of the acolyte (7/day)

Domain Spell-Like Abilities (CL 9th; concentration +13)

7/day—bleeding touch (4 rounds)

1/day—dispelling touch

Cleric Spells Prepared (CL 9th; concentration +13)

5th—*slay living*^o (2, DC 21)

4th—*death ward*^o, *freedom of movement*, *poison* (DC 20), *spell immunity*

3rd—*bestow curse* (DC 19), *contagion* (2, DC 19), *dispel magic*^o, *prayer*

2nd—*bear's endurance*, *darkness*, *death knell*^o (DC 18), *delay poison* (DC 16), *desecrate*, *resist energy* (DC 16)

1st—*bane* (DC 15), *cause fear*^o (DC 17, 2), *entropic shield*, *obscuring mist*, *protection from good*

0 (at will)—*bleed* (DC 16), *detect poison*, *light*, *virtue*

D Domain spell; **Domains** Death, Magic

TACTICS

Before Combat The cleric casts *bear's endurance*, *delay poison*, and *freedom of movement*.

During Combat The cleric lets allies or undead minions handle the bulk of the fighting, using *bestow curse*, *contagion*, and *slay living* against individual foes or channeling negative energy against groups or to heal herself and her undead allies.

Base Statistics Without *bear's endurance*, the cleric's statistics are **hp** 71, **Fort** +9, **Con** 14.

STATISTICS

Str 8, **Dex** 15, **Con** 18, **Int** 10, **Wis** 19, **Cha** 12

Base Atk +6; **CMB** +5; **CMD** 18

Feats Combat Casting, Command Undead, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative, Spell Focus (necromancy)

Skills Craft (alchemy) +6, Heal +10, Intimidate +7, Knowledge (religion) +12, Perception +10

Languages Common

SQ aura, death's embrace

Gear +1 *chainmail*, dagger, light crossbow with 20 bolts, *cloak of resistance* +1, *headband of inspired wisdom* +2, *pearl of power* (1st), *ring of protection* +1, bone unholy symbol, unholy water, onyx gems (worth 500 gp), silver dust for *desecrate* (worth 25 gp), 162 gp

A death priest serves the goddess of plague and undeath, and seeks to infect, kill, and animate anyone who stands in her way. She might desire to one day become undead, but remains alive for now so she can carry out tasks in places that would never allow the undead.

RELYK ZAHIM

Relyk obsesses over death and undead, and is in love with her goddess. She longs to become her favored servant and lover, and bestows her strange affections on corpses and undead that remind her of the dark goddess. Relyk always has a bit of a cold or some other minor sickness, though these never debilitate her or affect her abilities in any way; her symptoms might merely be affectations to ward off the unwary or show her devotion. She helps those who want to become undead do so, and is willing to assist other members of her church. However, she watches for anyone who might pass her in prominence within the church. Rivals for her god's affection or attention find that Relyk quickly becomes a devious, heartless enemy.

Combat Encounters: Relyk can be used as a solo opponent, but is much more dangerous with undead allies. Because she is healed by negative energy, she can sustain herself and multiple undead with her channel energy ability, and may pretend to be undead to gain an advantage over gullible enemies.

Roleplaying Suggestions: Relyk can be an advocate for a country ruled by undead, the commander of a large tribe of underground ghouls, or a daytime liaison for a cabal of vampires. When she defeats an enemy, she "graciously" offers to raise him as undead.



DORVAE

Two pairs of stretched and veiny leather wings adorn the back of this shrouded reptilian nightmare.

DORVAE

CR 11



XP 12,800

NE Medium outsider (evil)

Init +5; **Senses** darkvision 60 ft., see *invisibility*; Perception +24

DEFENSE

AC 24, touch 16, flat-footed 18 (+5 Dex, +1 dodge, +8 natural)

hp 123 (13d10+52)

Fort +8, **Ref** +13, **Will** +10

DR 10/good; **Immune** mind-affecting effects, poison; **SR** 22

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +18 (3d8+4/19–20 plus grab)

Special Attacks writhing snakes

Spell-Like Abilities (CL 11th; concentration +14)

Constant—see *invisibility*

At will—*detect thoughts* (DC 15)

3/day—*bestow curse* (DC 17), *dimension door*

1/day—*feeblemind* (DC 18), *lesser geas* (DC 17)

STATISTICS

Str 18, **Dex** 21, **Con** 18, **Int** 17, **Wis** 14, **Cha** 17

Base Atk +13; **CMB** +20 (+24 grapple); **CMD** 33

Feats Agile Maneuvers, Dodge, Flyby Attack, Improved Critical (claw), Mobility, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +21, Bluff +19, Diplomacy +13, Fly +18, Intimidate +16, Knowledge (planes) +19, Knowledge (religion) +19, Perception +24, Sense Motive +18, Stealth +21

Languages Abyssal, Celestial, Common, Infernal; telepathy 50 ft.

ECOLOGY

Environment any (evil planes)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Writhing Snakes (Ex): When a dorvae succeeds at a grapple check against an opponent, the serpents of its body writhe around the grappled foe, biting wherever they can gain purchase. This deals 2d8 points of piercing damage, and the grappled foe is subject to the dorvae's supernatural poison.

Dorvae Poison (Su) Writhing snakes—*injury*; save DC 20; frequency 1/round for 12 rounds; *effect* 1d4 Wis and on the first failed save the target is susceptible to the dorvae's *lesser geas* no matter its Hit Dice for 24 hours. *Cure* 3 saves. The save DC is Constitution-based.

The dorvae are a race of fiends standing apart from all others. Each dorvae prides itself on owing no allegiance to anything but itself, and is never willing to suffer a master no matter how powerful or intelligent that creature may be. Dorvae believe all other creatures in the universe live solely to entertain the dorvae's perverse pleasures. Cruel, selfish, and calculating, each dorvae pursues its own dark agenda and desires without guilt, empathy for its playthings, or even consideration of the possible consequences. Master manipulators, dorvae would rather stand back and create unquestioning minions to champion their schemes.

Many dorvae meddle in the politics and power plays of evil planar beings, but a number of these fiends ply their manipulations on the Material Plane. Often they seek out primitive humanoid tribes, which they lead like vengeful and angry gods. Others look for cosmopolitan centers to manipulate, often masquerading as the mysterious leaders of foreign cults, or as the masterminds of criminal societies.



Drake, Rift

Horns jut from this muscular dragon's beaked head, and spikes cover the dragon's hide even in places on its winged arms.

RIFT DRAKE	CR 9	  
XP 6,400		
CE Large dragon (earth)		
Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +14		
DEFENSE		
AC 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, -1 size)		
hp 126 (11d12+55)		
Fort +12, Ref +10, Will +8		
Immune paralysis, sleep; Resist acid 30		
OFFENSE		
Speed 30 ft., climb 20 ft., fly 60 ft. (average)		
Melee bite +18 (2d8+10/19-20 plus bleed), tail slap +12 (1d10+3 plus trip)		
Space 10 ft.; Reach 10 ft.		
Special Attacks bleed (1d6), clinging corrosion, pounce, savage bite		
STATISTICS		
Str 25, Dex 17, Con 20, Int 8, Wis 12, Cha 11		
Base Atk +11; CMB +19; CMD 32		
Feats Bleeding Critical, Critical Focus, Flyby Attack, Improved Initiative, Power Attack, Weapon Focus (bite)		
Skills Climb +15, Fly +14, Intimidate +12, Perception +14, Sense Motive +11, Stealth +12, Survival +13		
Languages Draconic		
SQ speed surge		
ECOLOGY		
Environment warm hills or mountains		
Organization solitary, pair, or rampage (3-12)		
Treasure standard		
SPECIAL ABILITIES		
Clinging Corrosion (Su) As a standard action, a rift drake can spit a ball of caustic gas that bursts into a cloud upon impact. This attack has a range of 60 feet and deals 5d10 points of acid damage to all creatures within the resulting 15-foot- radius spread. Additionally, any creature damaged by this attack is affected as though by the spell <i>slow</i> for 1d4 rounds. A successful DC 20 Reflex save halves the damage and negates the slowing effect. Once a rift drake uses its breath weapon, it cannot do so again for 1d6 rounds. The save DC is		

Constitution-based.

Savage Bite (Ex) A rift drake applies 1-1/2 times its Strength bonus to damage dealt with its bite attack, and it threatens a critical hit on a 19-20.

Speed Surge (Ex) Three times per day as a swift action, a rift drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an additional move action that round.



Creatures of the badlands and regions scarred by the gods, rift drakes are as savage and brutal as the lands they hunt. Their strength and savagery often make them seem like mere deadly beasts, but rift drakes simply delight in battle more than most drakes, frequently clashing even with other members of their own kind. They rarely deign to talk with other creatures, often doing so only as a cruel game in which they make more and more outrageous demands until their victims realize the drakes are toying with them or the manipulative drakes grow bored.

A rift drake rarely stays on land for long, preferring to circle high above near ominous peaks or spires and roosting in the crevices of the same. When a rift drake spies prey from such heights, it breaks from its flight to dive onto victims, scattering groups and sowing terror with its sudden emergence. With particularly agile foes, a rift drake will use its breath to slow victims first, then pick them off one by one. Rift drakes enjoy the taste of blood, and focus their attacks on the fleshiest-looking creatures.

A rift drake is around 14 feet long, end to end. Its burly, spiky body weighs about 2,500 pounds.

DRIDER

The dry rasping of spidery legs brings this hideous monstrosity into view—a nightmarish, centaurian fusion of drow and spider.

DRIDER

CR 7



XP 3,200

CE Large aberration

Init +2; **Senses** darkvision 120 ft., *detect good*, *detect law*, *detect magic*; Perception +15

DEFENSE

AC 20, touch 12, flat-footed 17; (+2 Dex, +1 dodge, +8 natural, -1 size)

hp 76 (9d8+36)

Fort +7, **Ref** +5, **Will** +9

Immune sleep; **SR** 18

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk heavy mace +9/+4 (1d8+3), bite +3 (1d4+1 plus poison)

Ranged mwk composite longbow +8/+3 (1d8+2/×3)

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

Special Attacks web (+7 ranged, DC 18, hp 9)

Spell-Like Abilities (CL 9th)

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

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

1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 16)

Spells Known (CL 6th)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*invisibility*, *web* (DC 15)

1st (7/day)—*mage armor*, *magic missile*, *ray of enfeeblement* (DC 14), *silent image* (DC 14)

0 (at will)—*bleed* (DC 13), *daze* (DC 13), *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*

STATISTICS

Str 15, **Dex** 15, **Con** 18, **Int** 15, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 21 (33 vs. trip)

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

Skills Climb +22, Intimidate +15, Knowledge (arcana) +14, Perception +15, Spellcraft +14, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Common, Elven, Undercommon

SQ undersized weapons

ECOLOGY

Environment any underground

Organization solitary, pair, or group (3–8)

Treasure double (masterwork heavy mace, masterwork composite longbow [+2 Str] with 20 arrows, additional treasure)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-

based.

Spells A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

Undersized Weapons (Ex) Although a drider is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

Created from the body of a drow, warped and mutated through special poisons and elixirs to take on the characteristics of a giant spider, the drider is a dangerous creature.

Driders are sexually dimorphic. A female drider's lower spider body is sleek and graceful, often similar to a black widow's body, while its upper drow torso retains its alluring curves and beautiful face (with the exception of sharp, poisonous fangs). A male drider's lower body is bulky like a tarantula, while its upper body is wiry and bears a hideous face more spider than drow, complete with fanged mandibles.



ECTOPLASMIC CREATURE

This slimy, shifting mass has the shape of a humanoid, but is made out of what appears to be some form of sticky rope or cloth.

ECTOPLASMIC HUMAN	CR 1/2	  
XP 200		
N Medium undead		
Init +0; Senses darkvision 60 ft.; Perception +0		
DEFENSE		
AC 12, touch 10, flat-footed 12 (+2 natural)		
hp 7 (1d8+3)		
Fort +0, Ref +0, Will +2		
DR 5/slashing; Immune undead traits		
OFFENSE		
Speed 30 ft.; <i>air walk</i>		
Melee slam +3 (1d4+3 plus horrifying ooze)		
Special Attacks horrifying ooze		
Spell-Like Abilities (CL 1st; concentration +1) Constant— <i>air walk</i>		
STATISTICS		
Str 16, Dex 11, Con —, Int —, Wis 10, Cha 12		
Base Atk +0; CMB +3; CMD 13		
Feats Toughness ^B		
SQ phase lurch		
ECOLOGY		
Environment any		
Organization solitary, pair, or haunt (3–6)		
Treasure none		
SPECIAL ABILITIES		

Horrifying Ooze (Su) Any creature struck by an ectoplasmic creature's slam attack must succeed at a DC 11 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.

Phase Lurch (Su) An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

Drawn from energies of the Ethereal Plane, ectoplasm is a vile substance resembling thick tangles of slimy linen or dripping goo. It shapes itself into the form of an undead creature, creating a host for a soul unfortunate enough to be confined within it. The existence of an ectoplasmic being is a cruel one, and few souls willingly choose this painful form of undeath.

An ectoplasmic creature is approximately the same size as the body it inhabited in life, though it weighs nearly

twice as much, as the ropes of undead matter that compose its body are significantly heavier than most living flesh.

Even more so than most undead beings, creatures born of ectoplasm live hateful existences, filled with nothing but a lust for destruction and suffering. They have no bodily needs and require no sustenance; the only thing an ectoplasmic creature feeds upon is its own hatred of the living.

Once a spirit has passed to the afterlife, it seldom wishes to return at all, let alone in a disfigured ectoplasmic body. Spirits that aren't powerful enough to come back as ghosts or spectres sometimes return as ectoplasmic monsters, particularly when there are no remains of the creature's original body for its soul to inhabit in the form of a skeleton or zombie. Sometimes, ghosts and other strong undead purposefully draw upon ectoplasm from the ethereal realm, yearning for even more power in their ectoplasmic hosts.

Those who suffer this sorrowful fate, by misfortune or choice, are usually stuck in their ectoplasmic prisons until death grants them sweet release from this unlife. The transition from death to ectoplasmic undeath is a torturous ordeal, as is retaining the horrid form into which the creature is reborn. Often, this persistent agony drives these beings beyond mad, creating within an insatiable rage akin to that experienced by frustrated ghosts and other haunted souls.

An ectoplasmic creature's burning desperation and embitterment often pushes it toward violence: most such beings fling themselves into battle willingly, killing to satiate their natural hunger for the suffering of others, while simultaneously hoping to be killed and thus freed of their own suffering own.

Whenever in contact with surfaces (including walls they pass through), ectoplasmic creatures leave a trail of a silvery substance that resembles a slug's mucus—a trait almost exclusive to these undead. This slippery secretion dries within moments, so if its encountered, there is surely such a creature lurking nearby.

Ectoplasmic beings can inhabit any location, regardless of environment or climate. The horrors tend to prowl the areas in which they died, and rarely venture outside these areas, as though they were anchored there.

Though these entities rarely coordinate complicated actions with others of their kind, they seem to do so unintentionally at times. Their unnatural strength makes ectoplasmic creatures formidable combatants, which those not familiar with fighting ectoplasmic creatures would expect by looking at them. Fortunately for the wary, the sticky ectoplasm that trails behind these undead monsters is a clear indicator of their presence, and most experienced clerics can identify the substance at a glance.

CREATING AN ECTOPLASMIC CREATURE

“Ectoplasmic” is an acquired template that can be added to any corporeal creature (other than an undead), referred to hereafter as the base creature.

Challenge Rating: Same as the base creature +1.

Alignment: Usually chaotic evil.

Type: The creature’s type changes to undead. It retains any subtype except for alignment subtypes (such as evil) and subtypes that indicate kind (such as giant). It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted in the following sections.

Armor Class: The creature’s natural armor bonus changes as follows:

Ectoplasm Size	Natural Armor Bonus
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+8

Hit Dice: Drop HD gained from class levels (to a minimum of 1 HD) and change racial Hit Dice to d8s. Ectoplasmic creatures use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Saves: Base save bonuses for racial Hit Dice are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: An ectoplasmic creature loses the base creature’s defensive abilities, and gains DR 5/slashing as well as all of the standard immunities and traits possessed by undead creatures.

Speed: Winged ectoplasmic creatures can still fly, but their maneuverability drops to poor if it was initially any better. If the base creature flew magically, so can the ectoplasmic creature. Retain all other movement types. An ectoplasmic creature gains the ability to traverse the air (as the *air walk* spell) as a constant effect.

Attacks: An ectoplasmic creature retains all natural weapons of the base creature. It gains a slam attack that deals damage based on the ectoplasmic creature’s size.

Special Attacks: An ectoplasmic creature retains all of the special attacks of the base creature. In addition, an ectoplasmic creature gains the following special attack.

Horriifying Ooze (Su): Any creature struck by an ectoplasmic creature’s slam attack must succeed at a Will save (DC = 10 + 1/2 the ectoplasmic creature’s Hit Dice + the

ectoplasmic creature’s Charisma modifier) or be shaken for 1d4 rounds.

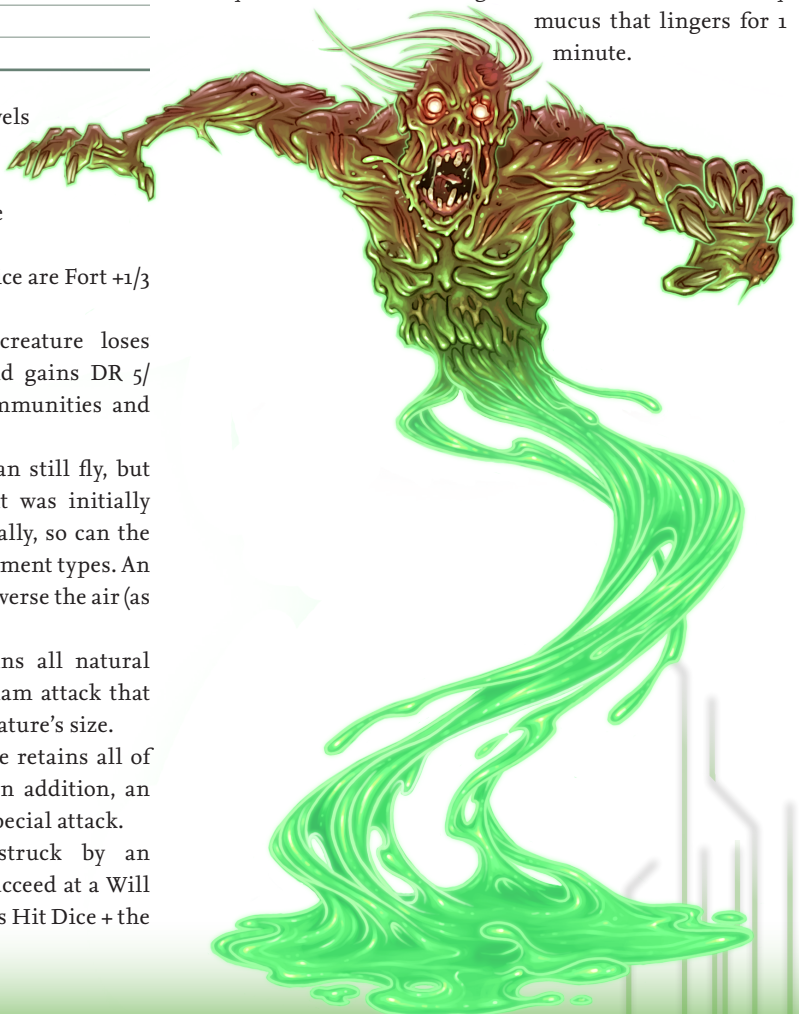
Abilities: An ectoplasmic creature receives a +2 bonus to Strength and a +2 bonus to Charisma. An ectoplasmic creature has no Constitution or Intelligence score, and its Wisdom score becomes 10.

BAB: An ectoplasmic creature’s base attack bonus is equal to 3/4 its Hit Dice.

Feats: An ectoplasmic creature loses all feats possessed by the base creature, and gains Toughness as a bonus feat.

Special Abilities: An ectoplasmic creature loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. An ectoplasmic creature gains the following special ability:

Phase Lurch (Su): An ectoplasmic creature has the ability to pass through walls or material obstacles. In order to use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it’s moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.



ELEPHANT

These thick-skinned animals bear large ivory tusks flanking a long, prehensile snout.

ELEPHANT	CR 7	  
XP 3,200		
N Huge animal		
Init +0; Senses low-light vision, scent; Perception +21		
DEFENSE		
AC 17, touch 8, flat-footed 17 (+9 natural, -2 size)		
hp 93 (11d8+44)		
Fort +13, Ref +7, Will +6		
OFFENSE		
Speed 40 ft.		
Melee gore +16 (2d8+10), slam +16 (2d6+10)		
Space 15 ft.; Reach 10 ft.		
Special Attacks trample (2d8+15; DC 25)		
STATISTICS		
Str 30, Dex 10, Con 19, Int 2, Wis 13, Cha 7		
Base Atk +8; CMB +20; CMD 30 (34 vs. trip)		
Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)		
Skills Perception +21		
ECOLOGY		
Environment warm plains		
Organization solitary or herd (6-30)		
Treasure none		

These large land animals, majestically wandering the plains in tightly knit family herds, are symbols of wisdom and strength. Having few natural predators, elephants are sometimes hunted for their ivory tusks. These tusks often become jewelry, statuettes, and trinkets for the wealthy.

ELEPHANT, MASTODON

This creature is larger than a normal elephant, with enormous sweeping tusks and shaggy brown fur on its body.

MASTODON	CR 9	  
XP 6,400		
N Huge animal		
Init +1; Senses low-light vision, scent; Perception +24		
DEFENSE		
AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)		
hp 133 (14d8+70)		
Fort +14, Ref +10, Will +7		
OFFENSE		
Speed 40 ft.		
Melee gore +21 (2d8+12), slam +20 (2d6+12)		
Space 15 ft.; Reach 15 ft.		
Special Attacks trample (2d8+18, DC 29)		
STATISTICS		
Str 34, Dex 12, Con 21, Int 2, Wis 13, Cha 7		
Base Atk +10; CMB +24, CMD 35 (39 vs. trip)		
Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)		
Skills Perception +24		
ECOLOGY		
Environment cold or temperate forests and plains		
Organization solitary or herd (6-30)		
Treasure none		

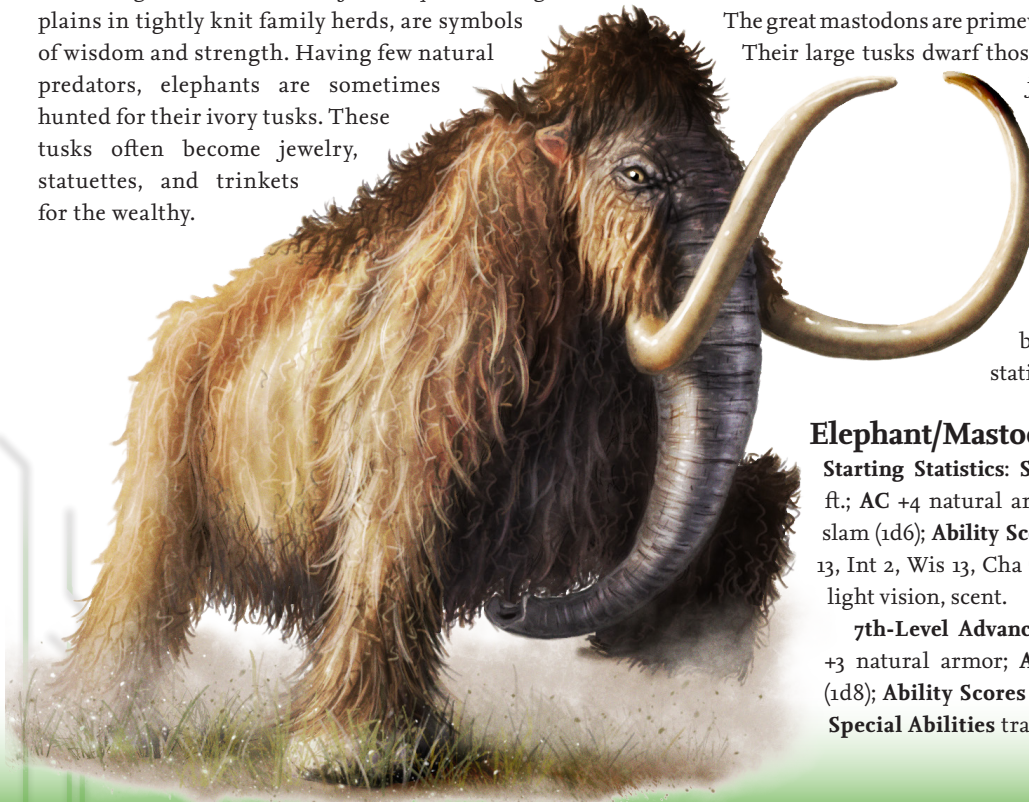
The great mastodons are primeval cousins of elephants.

Their large tusks dwarf those of regular elephants, jutting outward and then curving back toward one another at the tips. Shaggy woolly mammoths are a mastodon variant adapted to cold environments, but have the same statistics.

Elephant/Mastodon Companions

Starting Statistics: Size Medium; Speed 40 ft.; AC +4 natural armor; **Attack** gore (1d8), slam (1d6); **Ability Scores** Str 14, Dex 14, Con 13, Int 2, Wis 13, Cha 7; **Special Abilities** low-light vision, scent.

7th-Level Advancement: Size Large; AC +3 natural armor; **Attack** gore (2d6), slam (1d8); **Ability Scores** +8 Str, -2 Dex, +4 Con; **Special Abilities** trample (2d6).



APPENDIX 1: MONSTER CREATION

Pathfinder RPG Bestiary 2 provides all the information you need to use and quickly modify the monsters presented in this book. For information on creating new monsters, see the *Pathfinder RPG Bestiary*. Table 1–1: Monster Statistics by CR on the following page is an expanded (up to CR 25) version of the table presented in the original *Bestiary*.

APPENDIX 2: MONSTER ADVANCEMENT

The following rules allow you to adjust monsters, increasing (or even decreasing) their statistics and abilities while still creating a balanced and fun encounter.

TEMPLATES

A template is a set of rules that you apply to a monster to transform it into a different monster. It gives precise directions on how to change the original monster's statistics to transform it into the new monster.

Acquired Templates: This kind of template is added to a creature well after its birth or creation.

Inherited Templates: This kind of template is part of a creature from the beginning of its existence. Creatures are born or created with these templates already in place, and have never known life without them.

CELESTIAL CREATURE DEFENSES

Hit Dice	Resist Acid, Cold, and Electricity	DR
1–4	5	—
5–10	10	5/evil
11+	15	10/evil

ENTROPIC CREATURE DEFENSES

Hit Dice	Resist Acid and Fire	DR
1–4	5	—
5–10	10	5/lawful
11+	15	10/lawful

FIENDISH CREATURE DEFENSES

Hit Dice	Resist Cold and Fire	DR
1–4	5	—
5–10	10	5/good
11+	15	10/good

RESOLUTE CREATURE DEFENSES

Hit Dice	Resist Acid, Cold, and Fire	DR
1–4	5	—
5–10	10	5/chaotic
11+	15	10/chaotic

SIMPLE TEMPLATES

Simple templates can be applied during the game with minimal effort. All simple templates have two categories of changes. The “quick rules” present a fast way to modify die rolls made in play to simulate the template's effects without actually rebuilding the stat block—this method works well for summoned creatures. The “rebuild rules” list the exact changes you make to the base stat block if you have the time to completely rebuild it—this method works best when you have time during game preparation to build full stat blocks. The two methods result in creatures of similar, if not identical, abilities.

Advanced Creature (CR +1)

Creatures with the advanced template are fiercer and more powerful than their ordinary cousins.

Quick Rules: +2 on all rolls (including damage rolls) and special ability DCs; +4 to AC and CMD; +2 hp/HD.

Rebuild Rules: AC increase natural armor by +2; **Ability Scores** +4 to all ability scores.

Celestial Creature (CR +0 or +1)

Celestial creatures dwell in the higher planes, but can be summoned using spells such as *summon monster* and *planar ally*. A celestial creature's CR increases by +1 only if the base creature has 5 or more HD. A celestial creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite evil 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against evil foes; smite persists until the target is dead or the celestial creature rests).

Entropic Creature (CR +0 or +1)

Creatures with the entropic template live in planes where chaos is paramount. They can be summoned using spells such as *summon monster* and *planar ally*. An entropic creature's CR increases by +1 only if the base creature has 5 or more HD. An entropic creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite law 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against lawful foes; smite persists until the target is dead or the entropic creature rests).

Fiendish Creature (CR +0 or +1)

Creatures with the fiendish template live in the Lower Planes, such as the Abyss and Hell, but can be summoned using spells such as *summon monster* and *planar ally*. A

TABLE 1–1: MONSTER STATISTICS BY CR

CR	Hit Points	Armor Class	High Attack	Low Attack	Average Damage High	Low	Primary Ability DC	Secondary Ability DC	Good Save	Poor Save
1/2	10	11	1	0	4	3	11	8	3	0
1	15	12	2	1	7	5	12	9	4	1
2	20	14	4	3	10	7	13	9	5	1
3	30	15	6	4	13	9	14	10	6	2
4	40	17	8	6	16	12	15	10	7	3
5	55	18	10	7	20	15	15	11	8	4
6	70	19	12	8	25	18	16	11	9	5
7	85	20	13	10	30	22	17	12	10	6
8	100	21	15	11	35	26	18	12	11	7
9	115	23	17	12	40	30	18	13	12	8
10	130	24	18	13	45	33	19	13	13	9
11	145	25	19	14	50	37	20	14	14	10
12	160	27	21	15	55	41	21	15	15	11
13	180	28	22	16	60	45	21	15	16	12
14	200	29	23	17	65	48	22	16	17	12
15	220	30	24	18	70	52	23	16	18	13
16	240	31	26	19	80	60	24	17	19	14
17	270	32	27	20	90	67	24	18	20	15
18	300	33	28	21	100	75	25	18	20	16
19	330	34	29	22	110	82	26	19	21	16
20	370	36	30	23	120	90	27	20	22	17
21	400	37	31	24	130	98	27	20	23	18
22	440	39	32	25	140	105	28	21	23	18
23	480	40	33	26	150	113	29	22	24	19
24	520	42	35	27	165	124	30	23	25	20
25	560	43	36	28	180	135	30	24	26	21

fiendish creature's CR increases by +1 only if the base creature has 5 or more HD. A fiendish creature's quick and rebuild rules are the same.

Rebuild Rules: Senses gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite good 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against good foes; smite persists until target is dead or the fiendish creature rests).

Giant Creature (+1)

Creatures with the giant template are larger and stronger than their normal-sized kin. This template cannot be applied to creatures that are Colossal.

Quick Rules: +2 on all rolls based on Str or Con, +2 hp/HD, –1 penalty on all rolls based on Dex.

Rebuild Rules: Size increase by one category; AC increase natural armor by +3; **Attacks** increase dice rolled by 1 step; **Ability Scores** +4 size bonus to Str and Con, –2 Dex.

Resolute Creature (CR +0 or +1)

Creatures with the resolute template live in planes where law is paramount. They can be summoned using spells such

as *summon monster* and *planar ally*. A resolute creature's CR increases by +1 only if the base creature has 5 or more HD. A resolute creature's quick and rebuild rules are the same.

Rebuild Rules: Senses gains darkvision 60 ft.; **Defensive Abilities** gains DR and energy resistance as noted on the table; **SR** gains SR equal to new CR +5; **Special Attacks** smite chaos 1/day as a swift action (adds Cha bonus to attack rolls and damage bonus equal to HD against chaotic foes; smite persists until target is dead or the resolute creature rests).

Young Creature (CR –1)

Creatures with the young template are immature specimens of the base creature. You can also use this simple template to easily create a smaller variant of a monster. This template cannot be applied to creatures that increase in power through aging or feeding (such as dragons or barghests) or creatures that are Fine-sized.

Quick Rules: +2 on all Dex-based rolls, –2 on all other rolls, –2 hp/HD.

Rebuild Rules: Size decrease by one category; AC reduce natural armor by –2 (minimum +0); **Attacks** decrease damage dice by 1 step; **Ability Scores** –4 Strength, –4 Con, +4 size bonus to Dex.

FEY ENCHANTRESS	CR 11
ELF SORCERER 12	XP 12,800
Medium humanoid (elf)	CN

Init +3; **Senses** low-light vision; Perception +12

DEFENSE

AC 21, touch 16, flat-footed 17 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +1 natural)

hp 56 (12d6+12)

Fort +5, **Ref** +10, **Will** +12; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +10/+5 (1d6–1/18–20)

Ranged mwk shortbow +10/+5 (1d6/×3)

Bloodline Spell-Like Abilities (CL 12th; concentration +17)

8/day—laughing touch

12 rounds/day—fleeting glance

Sorcerer Spells Known (CL 12th; concentration +17)

6th (3/day)—*mass suggestion* (DC 25)

5th (6/day)—*dominate person* (DC 24), *mind fog* (DC 24), *tree stride*

4th (7/day)—*bestow curse* (DC 19), *charm monster* (DC 21), *crushing despair* (DC 23), *poison* (DC 19)

3rd (7/day)—*deep slumber* (DC 22), *fly*, *hold person* (DC 22), *lightning bolt* (DC 18), *suggestion* (DC 22)

2nd (7/day)—*false life*, *glitterdust* (DC 17), *hideous laughter* (DC 21), *scorching ray*, *spectral hand*, *touch of idiocy*

1st (8/day)—*charm person* (DC 18), *entangle* (DC 16), *mage armor*, *magic missile*, *shield*, *ventriloquism* (DC 16)

0 (at will)—*dancing lights*, *daze* (DC 19), *detect magic*, *ghost sound* (DC 15), *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*

Bloodline fey

TACTICS

Before Combat The sorcerer casts *false life* and *mage armor*.

During Combat The sorcerer uses her fleeting glance ability to turn invisible, then casts *mind fog* before using her enchantment spells. She casts *spectral hand* to deliver touch spells such as *bestow curse*, *poison*, or *touch of idiocy*.

Base Statistics Without *false life* and *mage armor*, the sorcerer's statistics are **AC** 17, touch 16, flat-footed 13; **hp** 44.

STATISTICS

Str 8, **Dex** 16, **Con** 10, **Int** 12, **Wis** 13, **Cha** 20

Base Atk +6; **CMB** +5; **CMD** 21

Feats Dodge, Eschew Materials, Greater Spell Focus (enchantment), Improved Iron Will, Iron Will, Lightning Reflexes, Spell Focus (enchantment), Weapon Finesse

Skills Bluff +18, Diplomacy +15, Fly +7, Intimidate +18, Knowledge (arcana) +6, Knowledge (nature) +5, Perception +12, Spellcraft +9 (+11 to identify magic item properties)

Languages Common, Elven, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells), elven magic,

weapon familiarity, woodland stride

Combat Gear *elixir of love* (2), *scroll of wall of force*; **Other Gear** masterwork rapier, masterwork shortbow with 20 arrows, *cloak of resistance* +1, *hat of disguise*, *headband of alluring charisma* +2, *ring of protection* +2, jewelry (worth 300 gp), 1,825 gp

The fey enchantress uses her powers to manipulate others, acquire power, and gain wealth.

ELINDRIA

Elindria believes she is the descendant of an exiled faerie queen. She plans to gather sycophants under her banner, claim a stretch of primordial forest, and rule over a court where her minions flatter her and dance for her pleasure.



FROG, GIANT

This creature looks like a normal frog, with moist, mottled, blackish-green skin, but grown to truly monstrous size.

GIANT FROG	CR 1	  
XP 400		
N Medium animal		
Init +1; Senses low-light vision, scent; Perception +3		
DEFENSE		
AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)		
hp 15 (2d8+6)		
Fort +6, Ref +6, Will -1		
OFFENSE		
Speed 30 ft., swim 30 ft.		
Melee bite +3 (1d6+2 plus grab) or tongue +3 touch (grab)		
Space 5 ft.; Reach 5 ft. (15 ft. with tongue)		
Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue		
STATISTICS		
Str 15, Dex 13, Con 16, Int 1, Wis 8, Cha 6		
Base Atk +1; CMB +3 (+7 grapple); CMD 14 (18 vs. trip)		
Feats Lightning Reflexes		
Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10; Racial Modifiers +4 Acrobatics (+8 jumping), +4 Stealth		
ECOLOGY		
Environment temperate or warm marshes and aquatic		
Organization solitary, pair, or army (3-8)		
Treasure none		
SPECIAL ABILITIES		

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

Giant frogs have razor-sharp teeth lining their mouths. They are 6 feet long and weigh 200 pounds.

Frog Companions

Starting Statistics: Size Medium; **Speed** 30 ft., swim 30 ft.; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 13, Con 16, Int 1, Wis 9, Cha 6; **Special Qualities** low-light vision, scent, tongue, pull.

4th-Level Adv.: **Ability Scores** Str +2, Dex +2; **Special Qualities** swallow whole.



FROG, POISON

This small frog is bright green and red, with electric-blue stripes on its hind legs.

POISON FROG	CR 1/2	  
XP 200		
N Tiny animal		
Init +1; Senses low-light vision; Perception +3		
DEFENSE		
AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)		
hp 4 (1d8)		
Fort +2, Ref +3, Will -1		
OFFENSE		
Speed 10 ft., swim 20 ft.		
Melee bite +3 (1 plus poison)		
Space 2-1/2 ft.; Reach 0 ft.		
STATISTICS		
Str 2, Dex 12, Con 11, Int 1, Wis 9, Cha 10		
Base Atk +0; CMB -1; CMD 7 (11 vs. trip)		
Feats Weapon Finesse		
Skills Acrobatics +5 (+1 jumping), Perception +3, Stealth +13, Swim +9; Racial Modifiers +4 Acrobatics (+8 jumping), +4 Stealth; uses Dex to swim		
ECOLOGY		
Environment warm marshes and aquatic		
Organization solitary, pair, or army (3-12)		
Treasure none		
SPECIAL ABILITIES		
Poison (Ex) Injury; save Fort DC 10; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save		

Poisonous frogs are a bright green color, with additional bright yellow, red, or blue markings. They are just over a foot long and weigh 10 pounds. The poison of poisonous frogs is often gathered by primitive tribes and used to coat darts and arrows for hunting.

You can make a larger poison frog either by applying the giant simple template or by giving a normal giant frog a poison frog's venomous bite.

GOLEM, IRON

This iron automaton stands twice as tall as a normal human. Its heavy footfalls shake the ground with bone-jarring force.

IRON GOLEM		CR 13	  
XP 25,600			
N Large construct			
Init -1; Senses darkvision 60 ft., low-light vision; Perception +0			
DEFENSE			
AC 28, touch 8, flat-footed 28 (-1 Dex, +20 natural, -1 size)			
hp 129 (18d10+30)			
Fort +6, Ref +5, Will +6			
DR 15/adamantine; Immune construct traits, magic			
OFFENSE			
Speed 20 ft.			
Melee 2 slams +28 (2d10+16/19-20)			
Space 10 ft.; Reach 10 ft.			
Special Attacks breath weapon, powerful blows			
STATISTICS			
Str 32, Dex 9, Con —, Int —, Wis 11, Cha 1			
Base Atk +18; CMB +30; CMD 39			
ECOLOGY			
Environment any			
Organization solitary or gang (2-4)			
Treasure none			
SPECIAL ABILITIES			
Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.			
Breath weapon —inhaled; <i>save</i> Fort 19; <i>frequency</i> 1/round for 4 rounds; <i>effect</i> 1d4 Constitution damage; <i>cure</i> 2 saves. The save DC is Constitution-based.			
Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.			
A magical attack that deals electricity damage			

slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

- A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.
- An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19-20 with its slam attacks.

An iron golem has a humanoid body made from iron. It can be sculpted into any shape its creator desires, but it almost always displays armor of some sort, from simple and utilitarian to ceremonial and ornate. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a weapon in one hand, though they rarely use these, relying instead on their slam attacks.

An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have any distinguishable odor.

Although the practice has fallen out of favor in modern times, the ancients of certain powerful civilizations once took great pride in crafting iron golems of tremendous size and strength. These golems, which are never smaller than Huge, still exist in remote parts of the world, mindlessly following the orders of a long-dead empire.

Construction

An iron golem's body is sculpted from 5,000 pounds of iron, smelted with rare tinctures costing at least 10,000 gp.

IRON GOLEM
CL 16th; Price 150,000 gp
CONSTRUCTION
Requirements <i>Craft Construct</i> , <i>cloudkill</i> , <i>geas/quest</i> , <i>limited wish</i> , <i>polymorph any object</i> , creator must be caster level 16th; Skill Craft (armor) or Craft (weapons) DC 21; Cost 80,000 gp



GUILD INITIATE	CR 4
HALFLING ROGUE 5	XP 1,200
Small humanoid (halfling)	LE

Init +8; **Senses** Perception +9

DEFENSE

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

hp 41 (5d8+15)

Fort +4, **Ref** +11, **Will** +1; +2 vs. fear

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.

Melee +1 *short sword* +9 (1d4+1/19–20)

Ranged mwk hand crossbow +9 (1d3/19–20)

Special Attacks sneak attack +3d6

TACTICS

During Combat The rogue uses surprise and flanking to make sneak attacks, as well as his slow reactions rogue talent.

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 15

Base Atk +3; **CMB** +2; **CMD** 16

Feats Improved Initiative, Lightning Reflexes, Point-Blank Shot, Weapon Finesse

Skills Acrobatics +14 (+10 when jumping), Bluff +10, Climb +10, Disable Device +14, Knowledge (local) +8, Perception +9, Sleight of Hand +12, Stealth +16

Languages Common, Halfling

SQ rogue talents (finesse rogue, slow reactions), trapfinding +2

Combat Gear *potions of cure light wounds* (2), *potion of invisibility*; **Other Gear** masterwork studded leather, +1 *short sword*, masterwork hand crossbow with 20 bolts, masterwork thieves' tools, tindertwig (5), 60 gp

The guild initiate is a rogue who is still seeking to prove his worth to a thieves' guild.

FELIX THE TWIG

Felix is an accomplished burglar who always chews on a tindertwig for luck.

Combat Encounters: Felix might be part of a team of young footpads or a lookout for a larger job.

Roleplaying Suggestions: Felix is a good contact within a thieves' guild.



CAVE STALKER	CR 5
DWARF ROGUE 6	XP 1,600
Medium humanoid (dwarf)	LN

Init +3; **Senses** darkvision 60 ft., Perception +11

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 54 (6d8+24)

Fort +5, **Ref** +8, **Will** +4; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 20 ft.

Melee mwk short sword +6 (1d6+1/19–20)

Ranged +1 *light crossbow* +9 (1d8+1/19–20)

Special Attacks +1 on attack rolls against goblinoid and orcs, sneak attack +3d6

TACTICS

Before Combat The rogue prefers to find an elevated spot so she can shoot opponents while they waste time climbing to her.

During Combat The rogue uses Rapid Shot, making the most of Point Blank Shot and her darkvision.

STATISTICS

Str 13, **Dex** 16, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 18 (22 vs. bull rush or trip)

Feats Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (light crossbow)

Skills Acrobatics +12 (+8 when jumping), Climb +12, Escape Artist +12, Knowledge (dungeoneering) +9, Perception +11 (+13 to notice unusual stonework), Stealth +12, Survival +8, Swim +10

Languages Common, Dwarven

SQ rogue talents (combat trick, resiliency, weapon training), trapfinding +3

Combat Gear *potion of cure moderate wounds*, *potions of spider climb* (2), *alchemist's fire* (2); **Other Gear** +1 *studded leather*, +1 *light crossbow* with 20 bolts, masterwork short sword, climber's kit, 308 gp

The cave stalker is an experienced spelunker and treasure hunter.

GALETH REDBEARD

Galeth is dour, even for a dwarf, and rarely speaks unless questioned.

Combat Encounters: Galeth might be a solitary hunter, the lead member of an underground army, or part of a unit of guards wielding crossbows.

Roleplaying Suggestions: Galeth could be discovered barely alive, stuck in a dungeon trap.

HUECUVA

Rotting vestments hang across the withered flesh of this walking corpse, and its mouth hangs open in a silent scream.

HUECUVA

CR 2



XP 600

CE Medium undead

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

Aura faithlessness (30 ft.)

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 16 (3d8+3)

Fort +2, **Ref** +3, **Will** +4

DR 5/magic or silver; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4+1 plus disease)

STATISTICS

Str 13, **Dex** 14, **Con** —, **Int** 4,

Wis 12, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** 15

Feats Improved Initiative, Weapon Focus (claw)

Skills Perception +5, Survival +7

Language Common

SQ false humanity

ECOLOGY

Environment any

Organization solitary, pair, or cloister (3–10)

Treasure standard

SPECIAL ABILITIES

Aura of Faithlessness (Su) The

huecuva and all undead creatures within 30 feet receive a +2 profane bonus on Will saves made to resist channeled energy and positive energy effects.

Disease (Ex) *Filth fever*: Injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Str damage; cure 2 consecutive saves. The save DC is Charisma-based.

False Humanity (Su) During the day, a huecuva is cloaked in an illusion that makes it look, sound, and feel like the living creature it once was. This effect functions

similarly to *disguise self*—if a creature interacts directly with a huecuva, it can attempt a DC 12 Will save to see through the illusion. Regardless, the huecuva's scent never changes—it always exudes a faint stench of grave dust and decay. Creatures with the scent ability receive a +4 bonus on any Will saving throw made to see through this illusion. At night (regardless of whether the huecuva itself knows night has fallen) this illusion fades and reveals the creature for what it truly is. The save DC is Charisma-based.

Huecuvas are the risen corpses of heretical clerics who blasphemed and renounced their deities before meeting death. In unlife, they hate and seek to destroy those pious souls who keep their vows. Although easily mistaken for zombies or even skeletons, huecuvas have a spark of intelligence that makes them cunning and deceptive foes. During daylight hours, a huecuva becomes shrouded in an illusion that causes it to appear as it did in life—at these times, a huecuva might seek to infiltrate society to dwell among those it hates. When night falls, it emerges to seek out its prey. Fortunately for the living, the typical huecuva has only fragments of intellect remaining, so it is usually not long before the undead creature makes an error of judgment or simply reveals itself for the monster it is.

Most huecuvas remember little of their former lives except for the blasphemies that led them to their cursed fates. They often find themselves drawn to the ruins of old temples, where they rage against or seek hopeless absolution from the deities who so afflicted them. Huecuvas sometimes work in concert with other undead creatures that share the same area.

While most huecuvas arise when a god rejects a heretic priest's soul, forcing the slain to rise as horrible undead, a huecuva can also be created with *create undead*. The caster must be at least 11th level, and the body to be transformed must have been an evil cleric in life. The spell can be used to create a huecuva using the body of a nonevil cleric, but doing so requires a DC 20 caster level check.



LAMIA

This creature's upper torso is that of a comely woman with cat's eyes and sharp fangs, while her lower body is that of a lion.

LAMIA CR 6

XP 2,400

CE Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 20, touch 13, flat-footed 16 (+3 Dex, +1 dodge, +7 natural, -1 size)

hp 67 (9d10+18)

Fort +6, **Ref** +9, **Will** +11

OFFENSE

Speed 60 ft.

Melee +1 *dagger* +13/+8 (1d4+5/19-20), touch +7 (1d4 Wisdom drain), 2 claws +7 (1d4+2)

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

Special Attacks Wisdom drain

Spells Known (CL 9th)

At will—*disguise self*, *ventriloquism*

3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image*, *suggestion* (DC 14)

1/day—*deep slumber* (DC 14)

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 13, **Wis** 17, **Cha** 13

Base Atk +9; **CMB** +14; **CMD** 28 (32 vs. trip)

Feats Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack

Skills Bluff +9, Diplomacy +4, Disguise +6, Intimidate +10, Knowledge (religion) +4, Perception +15, Stealth +15, Survival +12; **Racial Modifiers** +4 Bluff, +4 Stealth

Languages Abyssal, Common

SQ undersized weapons

ECOLOGY

Environment temperate deserts

Organization solitary, pair, or cult (3-12)

Treasure double (+1 *dagger*, other treasure)

SPECIAL ABILITIES

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

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

The hate-filled inheritors of an ancient curse, lamias appear as lean and attractive women from the waist up, while below they possess the bodies of powerful lions. Even

their humanoid features bear distinctly feline traits, their eyes slitted and feral and their teeth like predatory fangs. A typical lamia stands over 6 feet tall, measures more than 8 feet long, and weighs upward of 650 pounds.

Lamias are attracted to the ruined and forsaken parts of the world. Crumbling keeps, abandoned cities, and forgotten monuments all satisfy these deadly hunters' cruel aesthetic—particularly those in arid or otherwise lifeless environs. Foremost, though, lamias favor decrepit temples. They delight in seeing the shrines of good deities in ruins and go out of their way to bring hardship to thriving holy places.

Lamias look to the eldest female of the group as their leader, mother, and shaman, cleaving to her with fanatical reverence. While lamias shun most religious followings—viewing such as the source of the curse that blighted them with bestial forms—lamia elders claim to hear the whispers of the scouring desert winds and know the cold whims of the stars, drawing upon such mystical sources to lead their people.

The lamias presented here are but the most common and least powerful members of this cursed race, with others bearing serpentine, avian, and even more perverse forms.



LIGHTNING ELEMENTAL

This creature looks like a dark storm cloud, with sparks suggesting eyes and long sweeping arms charged with bolts of lightning.

LIGHTNING ELEMENTAL

Languages Auran

ECOLOGY

Environment any (Plane of Air)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Metal Mastery (Ex) A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

Spark Leap (Ex) A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

SMALL LIGHTNING ELEMENTAL

CR 1

XP 400

N Small outsider (air, elemental, extraplanar)

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

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 11 (2d10)

Fort +3, **Ref** +5, **Will** +0

Immune electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +5 (1d4 plus 1d3 electricity)

Special Attacks metal mastery, spark leap

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +1; **CMD** 13

Feats Improved Initiative, Weapon Finesse⁸

Skills Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5

MEDIUM LIGHTNING ELEMENTAL

CR 3

XP 800

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +8, **Will** +1

Immune electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +8 (1d6+3 plus 1d4 electricity)

Special Attacks metal mastery, spark leap

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 21

Feats Dodge, Improved Initiative, Weapon Finesse⁸

Skills Acrobatics +11, Escape Artist +9, Fly +12, Knowledge (planes) +2, Perception +7

LARGE LIGHTNING ELEMENTAL

CR 5

XP 1,600

N Large outsider (air, elemental, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 16, flat-footed 11 (+6 Dex, +1 dodge, +2 natural, –1 size)

hp 60 (8d10+16)

Fort +8, **Ref** +12, **Will** +2

DR 5/–; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +13 (1d8+3 plus 1d6 electricity)

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

Special Attacks metal mastery, spark leap

STATISTICS

Str 16, **Dex** 23, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +12; **CMD** 29

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse⁸

Skills Acrobatics +17, Escape Artist +17, Fly +12, Knowledge (planes) +9, Perception +11

HUGE LIGHTNING ELEMENTAL

CR 7

XP 3,200

N Huge outsider (air, elemental, extraplanar)

Init +12; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 17, flat-footed 10 (+8 Dex, +1 dodge, +2 natural, –2 size)

hp 85 (10d10+30)

Fort +10, **Ref** +15, **Will** +5

DR 5/–; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +16 (2d6+5 plus 1d8 electricity)

Space 15 ft.; **Reach** 15 ft.

Special Attacks metal mastery, spark leap

STATISTICS

Str 20, **Dex** 27, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +17; **CMD** 36

Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Weapon Finesse⁸

Skills Acrobatics +21, Escape Artist +21, Fly +12, Knowledge (planes) +11, Perception +13

GREATER LIGHTNING ELEMENTAL

CR 9

XP 6,400

N Huge outsider (air, elemental, extraplanar)

Init +13; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, -2 size)

hp 110 (13d10+39)

Fort +11, **Ref** +17, **Will** +6

DR 10/—; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +20 (2d8+6 plus 2d6 electricity)

Space 15 ft.; **Reach** 15 ft.

Special Attacks metal mastery, spark leap

STATISTICS

Str 22, **Dex** 29, **Con** 16, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +21; **CMD** 41

Feats Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse^B

Skills Acrobatics +25, Escape Artist +25, Fly +13, Intimidate +16, Knowledge (planes) +15, Perception +16

ELDER LIGHTNING ELEMENTAL

CR 11

XP 12,800

N Huge outsider (air, elemental, extraplanar)

Init +14; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 25, touch 19, flat-footed 14 (+10 Dex, +1 dodge, +6 natural, -2 size)

hp 136 (16d10+48)

Fort +13, **Ref** +20, **Will** +7

DR 10/—; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +24 (2d8+8 plus 2d8 electricity)

Space 15 ft.; **Reach** 15 ft.

Special Attacks metal mastery, spark leap

STATISTICS

Str 26, **Dex** 31, **Con** 16, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 47

Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse^B

Skills Acrobatics +29, Escape Artist +29, Fly +14, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +21

Though most think of the Plane of Air as a vast expanse of clear sky, that plane also holds the power of the storm, including monstrous hurricanes larger than entire worlds and thunderstorms whose peals and claps can shatter stone. Whether lightning elementals are the by-product of common air elementals spending too much

time near these electrically charged storms or are merely calved off like forgotten flurries, they are aggressive and almost suicidal in their willingness to leap into battle. They particularly enjoy attacking creatures that are made of metal and creatures that wear metal armor or wield metal weapons.

Many lightning elementals have a roughly humanoid shape, but some prefer animalistic shapes (particularly birds and dragons), and a few appear to be nothing more than large disembodied heads made of dark clouds with flickering lightning tongues. Regardless of the shape a lightning elemental takes, the air around the creature hums and throbs with the promise of electrocution and the tangy stink of ozone.



LION

This great cat's muscles flex visibly under its skin as it bares its fangs and shakes its thick mane of hair.

LION	CR 3
XP 800	
N Large animal	
Init +7; Senses low-light vision, <u>scent</u> ; Perception +9	
DEFENSE	
AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)	
hp 32 (5d8+10)	
Fort +6, Ref +7, Will +2	
OFFENSE	
Speed 40 ft.	
Melee bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)	
Space 10 ft.; Reach 5 ft.	
Special Attacks pounce, rake (2 claws +7, 1d4+5)	
STATISTICS	
Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6	
Base Atk +3; CMB +9 (+13 grapple); CMD 22 (26 vs. trip)	
Feats Improved Initiative, Run, Skill Focus (Perception)	
Skills Acrobatics +11, Perception +9, Stealth +8 (+16 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)	
ECOLOGY	
Environment warm plains	
Organization solitary, pair, or pride (3-10)	
Treasure none	

Male lions are 5 to 8 feet long and weigh 330 to 550 pounds. Females are slightly smaller but use the same statistics.

Lions are usually the top animal predators in their territories, though they resort to scavenging if convenient or necessary. They may kill other predators (such as leopards and hyenas) that encroach upon their haunts, but rarely eat these kills unless game is scarce. Most lions do not selectively hunt humanoids, but occasionally one learns what easy kills they are and becomes a man-eater.

Lions prefer plains but can adapt to living in shallow caves as long as there's a large and stable supply of prey to keep them fed.



LION, DIRE

This immense spotted lion stands as tall as a man at the shoulder, its fur matted with the blood of its victims.

DIRE LION (SPOTTED LION)	CR 5
XP 1,600	
N Large animal	
Init +6; Senses low-light vision, <u>scent</u> ; Perception +11	
DEFENSE	
AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)	
hp 60 (8d8+24)	
Fort +9, Ref +8, Will +3	
OFFENSE	
Speed 40 ft.	
Melee bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)	
Space 10 ft.; Reach 5 ft.	
Special Attacks pounce, rake (2 claws +13, 1d6+7)	
STATISTICS	
Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10	
Base Atk +6; CMB +14 (+18 grapple); CMD 26 (30 vs. trip)	
Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)	
Skills Acrobatics +11, Perception +11, Stealth +7 (+15 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)	
ECOLOGY	
Environment warm plains or hills	
Organization solitary, pair, or pride (3-8)	
Treasure incidental	

Dire lions, known locally as spotted lions or cave lions, are immense predators that can grow up to 15 feet long and weigh up to 3,500 pounds. Although they are merely animals, these large creatures seem to take an almost sadistic glee in playing with and tormenting their prey before eventually devouring it. As a result, many tribes view dire lions as the spawn of evil gods, and hunt them down as soon as their presence in a region becomes obvious.

MAENAD

This wild-looking woman is covered in spattered blood. Her wicked smile reveals sharp teeth and her eyes suggest insanity.

MAENAD	CR 8	  
XP 4,800		
CE Medium monstrous humanoid		
Init +8; Senses darkvision 60 ft.; Perception +15		
DEFENSE		
AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)		
hp 94 (9d10+45)		
Fort +8, Ref +10, Will +9; +4 vs. mind-affecting effects		
Immune calm emotions; Resist fire 10; SR 19		
OFFENSE		
Speed 30 ft.		
Melee bite +13 (1d6+4 plus poison), 2 claws +13 (1d4+4/19–20 plus poison)		
Special Attacks infectious dance, poison		
Spell-Like Abilities (CL 12th; concentration +17)		
At will— <i>murderous command</i> ^{UM} (DC 16), <i>polypurpose panacea</i> ^{UM} , <i>rage</i>		
3/day— <i>bull's strength</i> , <i>charm monster</i> (DC 19), <i>mad hallucination</i> ^{UM} (DC 17), <i>vampiric touch</i>		
STATISTICS		
Str 19, Dex 18, Con 20, Int 13, Wis 16, Cha 21		
Base Atk +9; CMB +13; CMD 28		
Feats Dodge, Improved Critical (claw), Improved Initiative, Persuasive, Power Attack		
Skills Bluff +14, Diplomacy +13, Disguise +11, Intimidate +19, Perception +15, Sense Motive +9		
Languages Common, Sylvan		
SQ mad feast		
ECOLOGY		
Environment temperate forests or plains		
Organization solitary, pair, or revel (3–12)		
Treasure standard		
SPECIAL ABILITIES		
Infectious Dance (Su) Any creature viewing a dancing maenad from within 60 feet of her must succeed at a DC 19 Will save or be affected as if by <i>confusion</i> for 1 hour. For every four creatures affected by this ability, the maenad gains 1d10 temporary hit points and her Charisma score increases by 1; these benefits end if the affected creatures break free of the dance.		
Mad Feast (Su) As a full-round action, a maenad can conjure a supernatural feast. Creatures eating from this feast gain a +2 bonus to Strength and Constitution, 1d8 temporary hit points, and a +4 morale bonus on fear saves for 12 hours. Creatures affected also take a –4 penalty on Will saving throws (this penalty does not apply on saves against fear), and find it more compelling to engage in debauchery,		

excess, and violence.

Poison (Ex) Bite—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 consecutive saves.

Creatures of unbridled violence and decadence, maenads roam the world inviting others to join in on their debased revels. Though they can otherwise pass for humans, maenads appear bestial when raging or engaging in a bloody revel. They consume massive amounts of wine and food, cause fights, and tear their foes limb from limb. They control people's minds, subconsciously inviting them to engage in their bloody festivities and fostering urges that lead to excesses of hunger, lust, anger, and violence.

Maenads can live for thousands of years. They insinuate themselves into normal society before attempting to influence the community. They travel their entire lives in search of creatures to influence into debauchery, cannibalism, and gluttony.



PARD

This brightly-colored feline blur resembles a cheetah with longer fur and lynx-like ears, and seems to scorch the air as it moves.

PARD

CR 3



XP 800

CN Medium magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

AC 20, touch 18, flat-footed 12 (+7 Dex, +1 dodge, +2 natural)
hp 26 (4d10+4)

Fort +5, **Ref** +11, **Will** +2; +4 vs. poison

Defensive Abilities evasion, improved uncanny dodge, uncanny dodge; **DR** 5/magic; **Resist** electricity 10, fire 10

OFFENSE

Speed 120 ft.

Melee bite +12 (1d6+2), 2 claws +7 (1d4+1)

Special Attacks phasing attack

STATISTICS

Str 15, **Dex** 24, **Con** 12, **Int** 4, **Wis** 13, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 24 (28 vs. trip)

Feats Dodge, Mobility^B, Spring Attack^B, Weapon Finesse, Wind Stance^B

Skills Acrobatics +15 (+27 when jumping), Perception +6, Stealth +15; **Racial Modifiers** +4 Acrobatics (+16 when jumping), +4 Stealth

Languages telepathy (empathy) 60 ft.

ECOLOGY

Environment temperate or warm forests or plains

Organization solitary, pair, or den (1–2 adults and 1–4 cubs)

Treasure incidental

SPECIAL ABILITIES

Empathy (Su) Pards

can transmit complex emotions and basic ideas to other pards. When interacting with other kinds of creatures, they can only convey simple emotions such as anger, fear, and curiosity.

Phasing Attack (Su) As a full-round action, a pard can shift itself partially out of phase, damaging any creature it moves through. This works like the overrun combat maneuver, but the pard must move at least 30 feet and it gains a +4 bonus on the check. If it succeeds, the target takes 2d6 points of fire damage. If it exceeds a creature's CMD by 5 or more, it stuns the creature for 1 round instead of knocking it prone. The target can make an attack of opportunity, but at a –4 penalty. If the

target forgoes an attack of opportunity provoked by this maneuver, it can try to avoid the pard by attempting a DC 19 Reflex save; if successful, it takes only half damage. The pard can only deal phasing attack damage to each target once per round, no matter how many times its movement takes it over a target creature. When using this ability, the pard can move through up to 5 feet of any solid object, barrier, or difficult terrain as if it were a normal open square. The pard cannot end its movement inside a creature or solid barrier. This ability counts as trample for the purposes of effects that enhance or protect against trample. The save DC is Dexterity-based.

Pards are alien catlike creatures known for their unnatural swiftness. They have sleek, short-furred bodies and long legs built for speed. Their color and markings vary widely, even among members of the same family, ranging through every color imaginable, with some bearing stripes, others spots, and a few solid-colored coats. Adult pards are 6 feet long and weigh 100 pounds.

Pards are carnivores and usually hunt small game and larger birds (such as swans), though many have developed a fondness for the flesh of gnomes and quicklings. Smarter than common beasts, pards are semi-intelligent, mate for life, and have a complex social structure. Pards also possess a form of telepathy they use to communicate amongst themselves, and can use this on a limited basis to confront intruders or create mutually beneficial alliances.



PROTEAN, IMENTESH

This serpentine creature has the lower body of a snake, a humanoid torso, and a bird-like head and claws.

IMENTESH

CR 10



XP 9,600

CN Large outsider (chaotic, extraplanar, protean, shapechanger)

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perception** +20

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

hp 123 (13d10+52); fast healing 5

Fort +12, **Ref** +7, **Will** +14

Defensive Abilities amorphous, freedom of movement; **DR** 10/lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 21

OFFENSE

Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.

Melee bite +19 (2d6+7), 2 claws +19 (1d8+7), tail +17 (1d8+3 plus grab)

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

Special Attacks constrict (1d8+7), inflict warpwave, sneak attack +4d6

Spell-Like Abilities (CL 10th; concentration +15)

Constant—*detect law, tongues*

At will—*dimension door* (self plus 50 lbs. of objects only), *make whole, major creation, shatter* (DC 17), *shrink item*

3/day—*chaos hammer* (DC 19), *dispel magic, slow* (DC 18)

1/day—*break enchantment, dispel law* (DC 20), *haste, polymorph any object* (DC 23)

STATISTICS

Str 24, **Dex** 17, **Con** 18, **Int** 23, **Wis** 18, **Cha** 21

Base Atk +13; **CMB** +21 (+25 grapple);

CMD 34 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Improved Feint, Improved Initiative, Iron Will, Multiattack, Persuasive

Skills Acrobatics +19, Bluff +21, Diplomacy +25, Disable Device +19, Fly +11, Intimidate +25, Knowledge (arcana) +22, Knowledge (planes) +22, Knowledge (any two) +19, Perception +20, Sense Motive +20, Stealth +15, Swim +15

Languages Abyssal, Protean; *tongues*

SQ change shape (*greater polymorph*)

ECOLOGY

Environment any (Limbo)

Organization solitary, pair, or envoy (3–10)

Treasure standard

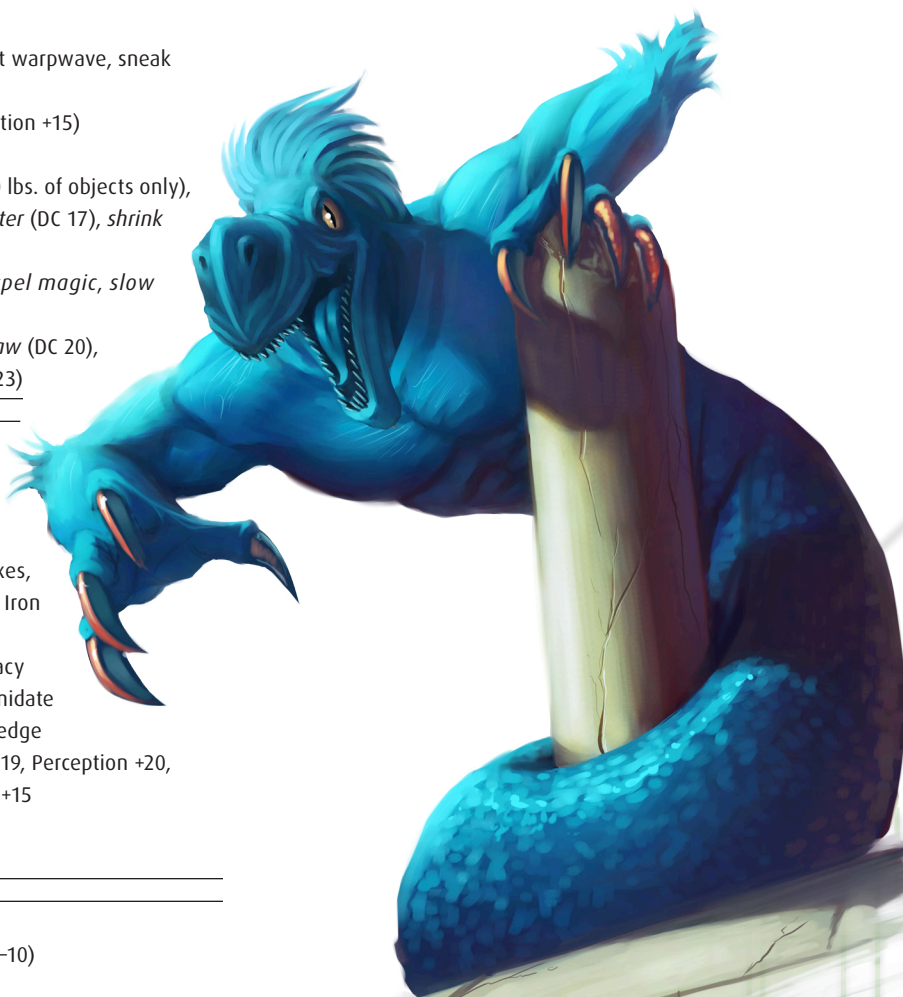
SPECIAL ABILITIES

Inflict Warpwave (Su) As a standard action, an imentesh

can inflict a warpwave upon any corporeal creature within 100 feet. The target can resist the warpwave's effects with a DC 20 Fortitude save. If the imentesh wishes, it can use this ability as a swift action, but if it does so, it is affected by the warpwave as well unless it resists the effects with its own Fortitude save. See page 213 for a list of possible effects caused by a warpwave. The save DC is Constitution-based.

Missionaries of chaos and heralds of reality's eventual unraveling, imenteshes are the proteans most likely to be encountered outside of Limbo. Despite their sometimes loquacious and courtly manner, imenteshes' entropic agenda is ever at the front of their minds, and this inherent madness is evident in the soft, telepathic susurrus that constantly surrounds them, threatening to warp the minds of the weak-willed.

An imentesh is 15 feet long and weighs 1,200 pounds.



PROTEAN, NAUNET

Tentacles tipped with snapping jaws emerge from this serpentine creature's back, complementing the vicious maw in its reptilian face.

NAUNET	CR 7	  
XP 3,200		
CN Large outsider (chaotic, extraplanar, protean, shapechanger)		
Init +7; Senses blindsense 30 ft., darkvision 60 ft., <i>detect law</i> ; Perception +15		
DEFENSE		
AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)		
hp 94 (9d10+45)		
Fort +11, Ref +11, Will +6		
Defensive Abilities amorphous, freedom of movement; DR 5/lawful; Immune acid, polymorph; Resist electricity 10, sonic 10; SR 18		
OFFENSE		
Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.		
Melee bite +14 (1d8+5), tail slap +11 (1d6+2 plus grab), 2 tentacles +11 (1d6+2 plus confusion)		
Space 10 ft.; Reach 10 ft.		

Special Attacks adaptive strike, coalesce chaos, constrict (1d6+5)
Spell-Like Abilities (CL 7th; concentration +9)

Constant—*detect law*

At will—*acid arrow*, *fog cloud*, *dimension door* (self plus 50 lbs. of objects only), *shatter* (DC 14)

1/day—*chaos hammer* (DC 16)

STATISTICS

Str 20, **Dex** 17, **Con** 20, **Int** 11, **Wis** 16, **Cha** 15

Base Atk +9; **CMB** +15; **CMD** 28

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (bite)

Skills Acrobatics +15, Fly +11, Intimidate +14, Perception +15, Stealth +11, Survival +15, Swim +25

Languages Abyssal, Protean

SQ change shape (*polymorph*)

ECOLOGY

Environment any (Limbo)

Organization solitary, pair, or cacophony (3–12)

Treasure none

SPECIAL ABILITIES

Adaptive Strike (Su) A naunet's natural weapons count as magical and chaotic for the purposes of overcoming damage reduction. As a free action once per round, a naunet may infuse all of its natural attacks with adamantine, silver, or cold iron, thereby allowing it to overcome damage reduction of those types as well.

Coalesce Chaos (Su) Once per day as a standard action, three or more naunets working together can create a roiling cloud of multicolored chaos matter. This effect is identical to *solid fog* (CL 12th) and lasts for 2d6 rounds. If six or more naunets are present, the coalesced chaos instead functions as *acid fog* (CL 12th).

Confusion (Su) A creature struck by a naunet's tentacle attack is infused with raw chaos, and must make a DC 19 Will save or be confused for 1 round. Rounds of confusion dealt in this manner stack. A creature with a chaotic component to its alignment gains a +4 bonus on saves against this effect, and creatures with the chaotic subtype are immune. This is a mind-affecting effect. The save DC is Constitution-based.

Far more bestial than their kin, naunets are the lowest caste of the true proteans, the shock troops of their race and roving marauders in the cause of chaos. Primarily found in the shifting borderlands between Limbo and other planes, naunets are driven half-insane by the stability and stasis of such areas, and frequently rampage through the edges of other planes, tearing up the very fabric of reality itself and returning vast swaths of land to the beautiful, formless potentiality of their home.

A naunet is 12 feet long and weighs 900 pounds.



PROTEAN, VOIDWORM

This tiny, iridescent serpent slithers through empty space, the air around it distorting as if from heat.

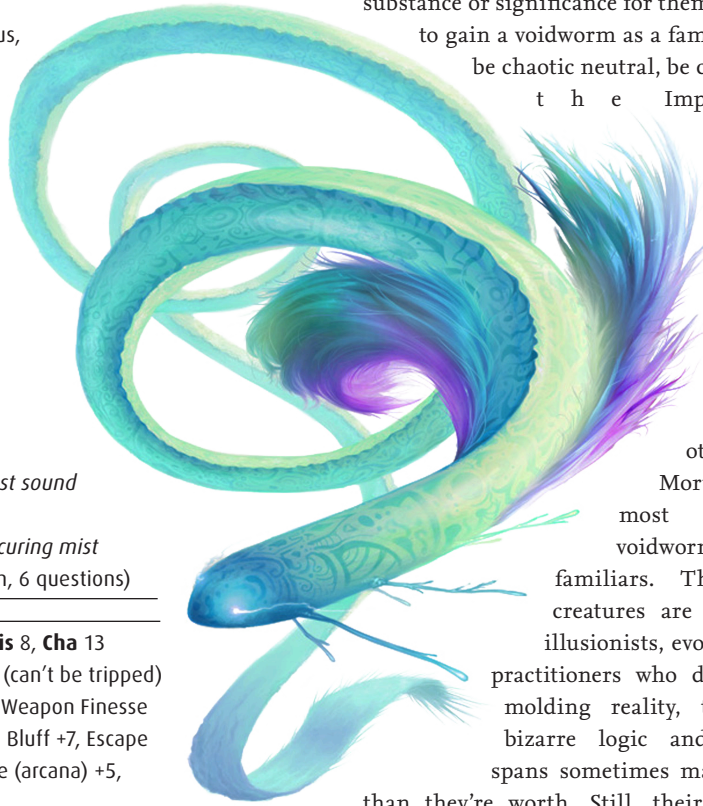
VOIDWORM	CR 2	  
XP 600		
CN Tiny outsider (chaotic, extraplanar, protean, shapechanger)		
Init +3; Senses blindsense 30 ft., darkvision 30 ft., <i>detect law</i> ; Perception +8		
DEFENSE		
AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)		
hp 16 (3d10); fast healing 2		
Fort +1, Ref +6, Will +2		
Defensive Abilities amorphous, freedom of movement;		
Immune acid; Resist electricity 10, sonic 10		
OFFENSE		
Speed 20 ft., fly 50 ft. (perfect)		
Melee bite +8 (1d3–2), tail slap +3 (1d3–2 plus confusion)		
Space 2-1/2 ft.; Reach 0 ft.		
Spell-Like Abilities (CL 6th; concentration +7)		
Constant— <i>detect law</i>		
At will— <i>dancing lights</i> , <i>ghost sound</i> (DC 12), <i>prestidigitation</i>		
3/day— <i>blur</i> (self only), <i>obscuring mist</i>		
1/week— <i>commune</i> (CL 12th, 6 questions)		
STATISTICS		
Str 7, Dex 17, Con 10, Int 8, Wis 8, Cha 13		
Base Atk +3; CMB +4; CMD 12 (can't be tripped)		
Feats Skill Focus (Perception), Weapon Finesse		
Skills Acrobatics +9 (+5 jump), Bluff +7, Escape Artist +7, Fly +19, Knowledge (arcana) +5, Perception +8, Stealth +15		
Languages Common, Protean		
SQ change shape (2 forms, both of which must be Tiny animals; <i>beast shape II</i>)		
ECOLOGY		
Environment any (Limbo)		
Organization solitary, pair, or school (3–18)		
Treasure none		
SPECIAL ABILITIES		
Confusion (Su) A creature struck by a voidworm's tail slap must make a DC 12 Will save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.		

Debate rages as to whether or not the strange and capricious creatures called voidworms are actually proteans at all. To

the wizards and sorcerers who summon them as familiars, the answer seems obvious—these tiny dwellers of Limbo have all the requisite racial traits of proteans, down to their serpentine shapes. Yet the established protean castes find such claims outright insulting, claiming instead that it is such acts of conjuration that call voidworms forth from the raw stuff of Limbo, giving them shape and life according to the spellcasters' expectations, and that these lesser beings are but pale reflections of their formidable kin. Voidworms themselves have little to say on the matter—creatures of the moment, and sparing little thought for the constantly mutable concept of "reality," voidworms only barely grasp cause and effect, and the past has no more substance or significance for them than a dream. In order to gain a voidworm as a familiar, a spellcaster must be chaotic neutral, be caster level 7th, and have the Improved Familiar feat.

Regardless of their actual origins, voidworms maintain a thriving ecology in the chaos of Limbo, forming together into darting, flashing schools that are often hunted for sport by naunets and other predators of chaos. Mortal wizards, however, most commonly encounter voidworms as summoned familiars. These tiny, serpentine creatures are particularly valued by illusionists, evokers, and other magical practitioners who deal with distorting or molding reality, though the familiars' bizarre logic and miniscule attention spans sometimes make them more trouble than they're worth. Still, their confusing attack and remarkable hardiness have saved more than one wizard on the battlefield, and their strange thought processes can sometimes offer unique insights in the laboratory. When traveling in more mundane lands, wizards often order voidworm familiars to use their change shape ability to disguise themselves as ordinary pets or animal familiars, though these disguises tend to slip when the voidworm grows curious or playful.

A voidworm is only 2 feet long and weighs a mere 2 pounds. No two voidworms are exactly alike in their coloration or markings. Their two feathery wings generally take on brighter colors than the rest of their bodies, and in the case of voidworms conjured as familiars, these "wings" are the same color as their masters' eyes.



RHINOCEROS

This rhinoceros has a low-slung head with twisted ears that lie back along its neck.

RHINOCEROS	CR 4			
XP 1,200				
N Large animal				
Init +0; Senses scent; Perception +12				
DEFENSE				
AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)				
hp 42 (5d8+20)				
Fort +10, Ref +4, Will +2				
OFFENSE				
Speed 40 ft.				
Melee gore +8 (2d6+9)				
Space 10 ft.; Reach 5 ft.				
Special Attacks powerful charge (gore, 4d6+12)				
STATISTICS				
Str 22, Dex 10, Con 19, Int 2, Wis 13, Cha 5				
Base Atk +3; CMB +10; CMD 20 (24 vs. trip)				
Feats Endurance, Great Fortitude, Skill Focus (Perception)				
Skills Perception +12				
ECOLOGY				
Environment warm plains				
Organization solitary, pair, or herd (3-12)				
Treasure none				

The rhinoceros feeds on leafy plants, branches, and even thorny shrubs. Its thick hide is a mottled gray color, and it can run surprisingly fast for a beast of its size. The rhinoceros is notoriously short-tempered and prone to attacking anything it perceives as approaching too closely (generally within a distance of 80 feet—the distance of a single charge—for most rhinos).

Rhinoceros Companions

Starting Statistics: **Size** Medium; **AC** +4 natural; **Speed** 40 ft.; **Attack** gore (1d8); **Ability Scores** Str 14, Dex 14, Con 15, Int 2, Wis 13, Cha 5; **Special Qualities** scent.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** gore (2d6); **Ability Scores** Str +8, Dex -4, Con +4; **Special Qualities** powerful charge.

RHINOCEROS, WOOLLY

This large rhinoceros has a shaggy pelt of long, brown fur and a row of immense horns on its snout and brow.

WOOLLY RHINOCEROS	CR 6			
XP 2,400				
N Large animal				
Init +0; Senses scent; Perception +15				
DEFENSE				
AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)				
hp 76 (8d8+40)				
Fort +13, Ref +6, Will +3				
OFFENSE				
Speed 30 ft.				
Melee gore +14 (2d8+13)				
Space 10 ft.; Reach 5 ft.				
Special Attacks powerful charge (gore, 4d8+18), trample (2d6+13, DC 23)				
STATISTICS				
Str 28, Dex 10, Con 21, Int 2, Wis 13, Cha 3				
Base Atk +6; CMB +16; CMD 26 (30 vs. trip)				
Feats Diehard, Endurance, Great Fortitude, Skill Focus (Perception)				
Skills Perception +15				
ECOLOGY				
Environment cold plains				
Organization solitary, pair, or herd (3-12)				
Treasure none				

The woolly rhinoceros is an herbivore, though unlike its non-woolly cousin it grazes for food rather than browsing on larger plants. The woolly rhino is legendary for its foul temper, and its size and huge horn give it a ferocious bravery. Any threat (real or perceived) to the rhino or its herd is met with loud bellows and the stomping of feet. Often, those who unwittingly anger a woolly rhino have no time to amend the intrusion before the beast attacks.



RUKH

This gigantic two-headed vulture has greasy, night-black wings and sharp talons.

RUKH CR 10 XP 9,600

N Gargantuan magical beast

Init +2; **Senses** low-light vision; Perception +32

DEFENSE

AC 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, -4 size)

hp 147 (14d10+70)

Fort +14, **Ref** +11, **Will** +7

OFFENSE

Speed 40 ft., fly 80 ft. (average)

Melee 2 bites +23 (2d8+12 plus grab), 2 talons +23 (2d6+12)

Space 20 ft.; **Reach** 15 ft.

Special Attacks swallow whole (2d8+12 bludgeoning and 1d6 acid damage, AC 17, 14 hp)

STATISTICS

Str 34, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +14; **CMB** +30 (+34

grapple); **CMD** 38

Feats Flyby Attack, Iron Will, Skill Focus (Perception), Snatch, Weapon Focus (bite), Weapon Focus (talon), Wingover

Skills Fly -4, Perception +32; **Racial Modifiers** +8 Perception

ECOLOGY

Environment warm deserts or mountains

Organization solitary, pair, or nest (2 adults and 1d4 juveniles)

Treasure incidental

JUVENILE RUKH CR 3 XP 800

N Large magical beast

Init +2; **Senses** low-light vision; Perception +17

DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 37 (5d10+10)

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

OFFENSE

Speed 20 ft., fly 40 ft. (poor)

Melee 2 bites +7 (1d8+2), 2 talons +6 (1d6+2)

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

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 2, **Wis** 13,

Cha 11

Base Atk +5; **CMB** +8; **CMD** 20

Feats Flyby Attack, Snatch, Weapon

Focus (bite)

Skills Fly -4, Perception +17; **Racial Modifiers**

+8 Perception

ECOLOGY

Environment warm mountains or deserts

Organization pair or flock (3d4)

Treasure incidental



Rukhs are foul-tempered creatures related to rocs, except they resemble two-headed vultures instead of raptors. They hunt live prey and carrion, typically gliding high above the desert in search of things to eat. They avoid creatures of their size or larger, preferring easier prey—horses, camels, and humanoids for adult rukhs, or Medium and Small creatures for juveniles. They nest on mountains and in cliffside caves, as they are too large to roost in trees. Few young rukhs reach adulthood, as many tribes and caravans hunt them for meat, often using a lone, weak-looking scout to lure a hungry juvenile into striking distance for an ambush.

A typical adult rukh stands nearly 35 feet tall and has a wingspan of more than 60 feet. Most are scrawny due to hunger. Coupled with their lightweight bones for easier flying, they rarely top 800 pounds. Juvenile rukhs usually stand about 10 feet tall, with a relatively small wingspan of nearly 18 feet, and weigh about 200 pounds.

SAVAGE MERCENARY	CR 1/2
HUMAN BARBARIAN 1	XP 200
Medium humanoid (human)	CN

Init +1; **Senses** Perception +5

DEFENSE

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)

hp 17 (1d12+5)

Fort +6, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.

Melee greatsword +6 (2d6+7/19-20) or heavy flail +6 (1d10+7/19-20)

Special Attacks rage (6 rounds/day)

TACTICS

During Combat The barbarian favors her greatsword and Power Attack when fighting monsters, but uses her flail against weapon-using foes to make disarm and trip combat maneuvers.

Base Statistics When not raging, the barbarian's statistics are

AC 17, touch 11, flat-footed 16; **hp** 15; **Fort** +4, **Will** +1; **Melee** greatsword +4 (2d6+4/19-20) or heavy flail +4 (1d10+4/19-20); **Ranged** sling +2 (1d4+3); **Str** 17, **Con** 14; **CMB** +4; **Skills** Climb +3, Swim +3.

STATISTICS

Str 21, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +6; **CMD** 15

Feats Cleave, Power Attack

Skills Climb +5, Knowledge (nature) +4, Perception +5, Survival +5, Swim +5

Languages Common

SQ fast movement

Combat Gear *potion of cure light wounds*, *potion of remove fear*, alchemist's fire; **Other Gear** breastplate, greatsword, heavy flail, sling with 10 bullets, 5 gp

This cold, merciless barbarian fights for gold and glory.

ARJANA

This mercenary once roamed the wilderness, but now fights to pay for the comforts of civilization.

Combat Encounters:

Arjana may be in the hire of a merchant lord, local princeling, or cult leader. She offers no quarter and expects none.

Roleplaying Suggestions:

Arjana is amiable if she feels respected.

DWARVEN RAGER	CR 1
DWARF BARBARIAN 2	XP 400
Medium humanoid (dwarf)	CN

Init +2; **Senses** Perception +7

DEFENSE

AC 18, touch 10, flat-footed 16 (+6 armor, +2 Dex, -2 rage, +2 shield)

hp 28 (2d12+10)

Fort +7, **Ref** +2, **Will** +4; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk dwarven waraxe +7 (1d10+4/×3) or

mwk dwarven waraxe +5 (1d10+4/×3), armor spikes +4 (1d6+2) or

spiked heavy steel shield +4 (1d8+4)

Ranged throwing axe +4 (1d6+4)

Special Attacks +1 on attack rolls against goblinoid and orcs; rage (8 rounds/day), rage powers (knockback)

TACTICS

During Combat The barbarian uses his shield primarily for defense.

Base Statistics When not raging, the barbarian's statistics are **AC** 20, touch 12, flat-footed 18; **hp** 24; **Fort** +5, **Will** +2; **Melee** mwk dwarven waraxe +5 (1d10+2/×3) or mwk dwarven waraxe +3 (1d10+2/×3), armor spikes +2 (1d6+1) or spiked heavy shield +2 (1d8+2); **Ranged** throwing axe +4 (1d6+2); **Str** 14, **Con** 15; **CMB** +4; **Skills** Climb +1.

STATISTICS

Str 18, **Dex** 15, **Con** 19, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +6; **CMD** 16 (20 vs. bull rush or trip)

Feats Two-Weapon Fighting

Skills Climb +3, Knowledge (dungeoneering, engineering) +2, Perception +7 (+9 to notice unusual stonework), Survival +6

Languages Common, Dwarven

SQ fast movement

Combat Gear acid; **Other Gear** masterwork breastplate with armor spikes, spiked heavy steel shield, masterwork dwarven waraxe, throwing axe, 2 gp

The most adventurous, thrill-seeking, and foolhardy dwarves can go a little mad, roaming the land in their search for blood and battle.



SEPS

This giant armored snake has large fangs, dripping with venom that hisses when it spatters on the ground.

SEPS	CR 11			
XP 12,800				
N Huge magical beast				
Init +6; Senses darkvision 60 ft., low-light vision, scent; Perception +17				
DEFENSE				
AC 26, touch 10, flat-footed 24 (+2 Dex, +16 natural, -2 size)				
hp 147 (14d10+70)				
Fort +14, Ref +11, Will +6				
Defensive Abilities acid blood; Immune acid, poison				
OFFENSE				
Speed 30 ft.				
Melee bite +23 (3d8+15/19-20 plus poison)				
Space 15 ft.; Reach 15 ft.				
Special Attacks poison				
STATISTICS				
Str 30, Dex 14, Con 21, Int 2, Wis 11, Cha 11				
Base Atk +14; CMB +26; CMD 38 (can't be tripped)				
Feats Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)				
Skills Perception +17, Stealth +11; Racial Modifiers +4 Perception, +4 Stealth				
SQ liquefaction				
ECOLOGY				
Environment temperate or warm deserts or forests				
Organization solitary or nest (2-5)				
Treasure incidental (acid-proof items)				
SPECIAL ABILITIES				
Acid Blood (Ex) A metal, wooden, or natural weapon that deals piercing or slashing damage to a seps takes 4d6 points of acid damage unless the weapon's wielder succeeds at a DC 22 Reflex save at the listed DC. The DC is Constitution-based.				
Liquefaction (Su) Any creature killed by seps poison dissolves into an acidic liquid that deals 2d6 points of acid damage per round to anything in its square (including the dead creature's equipment).				
Poison (Ex) Bite—injury; <i>save</i> Fort DC 22; <i>frequency</i> 1/round for 10 rounds; <i>effect</i> 1d8 acid damage and 1d4 Con drain; <i>cure</i> 2 consecutive saves.				

A seps is an exotic snake-like creature whose powerful jaws contain acidic venom so potent that it quickly dissolves prey into liquid.

An adult seps is 30 feet long and weighs 1,500 pounds.

SEPS, JUVENILE

This venomous snake is heavily armored and has unusually large fangs.

JUVENILE SEPS	CR 2			
XP 600				
N Medium magical beast				
Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +9				
DEFENSE				
AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)				
hp 22 (3d10+6)				
Fort +5, Ref +4, Will +2				
OFFENSE				
Speed 20 ft.				
Melee bite +4 (1d6-1 plus poison)				
Special Attacks acid blood (2d6, DC 13; see seps), poison				
STATISTICS				
Str 8, Dex 13, Con 14, Int 1, Wis 13, Cha 6				
Base Atk +3; CMB +2; CMD 13 (can't be tripped)				
Feats Improved Initiative, Weapon Finesse				
Skills Perception +9, Stealth +10; Racial Modifiers +4 Perception, +4 Stealth				
SQ liquefaction (see seps)				
SPECIAL ABILITIES				
Poison (Ex) Bite—injury; <i>save</i> Fort DC 13; <i>frequency</i> 1/round for 10 rounds; <i>effect</i> 1d4 acid and 1d2 Con damage; <i>cure</i> 2 consecutive saves.				

Sepses are born live. A hatchling soon grows up to 7 feet long and weighs 10 pounds.



SKILLED SNIPER	CR 2
HALF-ELF ROGUE 3	XP 600
Medium humanoid (elf, human)	CN

Init +3; **Senses** low-light vision; Perception +11

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 23 (3d8+6)

Fort +3, **Ref** +6, **Will** +1; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18–20)

Ranged mwk composite longbow +6 (1d8+1/×3)

Special Attacks sneak attack +2d6

TACTICS

Before Combat The rogue picks a perch that's hard to reach and waits for targets to come into range.

During Combat The rogue uses her *sleep arrow* against ranged attackers or anyone she needs to keep alive.

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Precise Shot, Skill Focus (Perception)

Skills Acrobatics +9, Climb +7, Disguise +5, Escape Artist +9, Perception +11, Perform (wind) +5, Ride +6, Stealth +9, Survival +3, Swim +7

Languages Common, Dwarven, Elven

SQ elf blood, rogue talents (surprise attack), trapfinding +1

Combat Gear *oil of magic weapon* (2), *potion of cure moderate wounds*, *potion of invisibility*, *sleep arrow*; **Other Gear** masterwork studded leather, masterwork composite longbow with 20 arrows, rapier, 73 gp

The skilled sniper waits for the perfect opportunity to strike.

DIATA THE POACHER

Diata specializes in capturing live targets, such as exotic animals or escaped criminals. She doesn't care what she hunts, captures, or kills as long as she's paid on time.

Combat Encounters: Diata may be hired to capture PCs or their animal companions.

Roleplaying Suggestions: Diata avoids dungeons, but can be hired as a scout or sniper in an outdoor fight.

CHARLATAN	CR 3
HUMAN ROGUE 4	XP 800
Medium humanoid (human)	CN

Init +2; **Senses** Perception +8

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 21 (4d8)

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk rapier +3 (1d6–1/18–20)

Ranged light crossbow +5 (1d8/19–20)

Special Attacks sneak attack +2d6

Rogue Spell-Like Abilities (CL 4th, concentration +5)

3/day—*prestidigitation*

2/day—*disguise self*

TACTICS

Before Combat Using Bluff or Disguise, the rogue avoids combat.

During Combat The rogue uses Improved Feint to make sneak attacks while trying to escape.

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 13, **Wis** 12, **Cha** 18

Base Atk +3; **CMB** +2; **CMD** 14

Feats Combat Expertise, Deceitful, Improved Feint

Skills Bluff +13, Diplomacy +11, Disable Device +9, Disguise +13, Heal +3, Knowledge (local) +8, Perception +8, Perform (sing) +9, Sense Motive +8, Sleight of Hand +9, Stealth +9, Use Magic Device +11

Languages Common, Elven

SQ rogue talents (major magic, minor magic), trapfinding +2

Combat Gear *potion of cure moderate wounds*, *scroll of bless*, *scroll of burning hands*, *scroll of cure light wounds*, *scroll of magic missile*, *alchemist's fire* (2), *holy water*, *thunderstone*; **Other Gear** +1 *studded leather*, light crossbow with 10 bolts, masterwork rapier, disguise kit, everburning torch, healer's kit, thieves' tools, wizard's spellbook, wooden holy symbol, 129 gp

Using tricks, the charlatan imitates a mage, a priest, or an official.

EZEKARI

Quick-witted Ezekari cons people by pretending she's a spellcaster, picking up useful information in the process.



SOULSLIVER

This smooth-featured, humanoid creature appears to have skin made entirely of mirrored glass.

SOULSLIVER

CR 2



XP 600

NE Medium outsider (extraplanar, shapechanger)

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

DEFENSE

AC 15, touch 14, flat-footed 11 (+3 Dex, +1 dodge, +1 natural)

hp 19 (3d10+3); fast healing 1

Fort +4, **Ref** +6, **Will** +2

Resist acid 5, fire 5

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft.

Melee 2 slams +5 (1d4+2)



Special Attacks death throes

Spell-Like Abilities (CL 3rd; concentration +4)

3/day—*mage hand*, *open/close*, *silent image*

1/day—*mirror image*

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 19

Feats Dodge, Improved Initiative

Skills Acrobatics +9 (+13 when jumping), Bluff +7, Disguise +7 (+11 when using change shape), Perception +7, Sense Motive +7, Stealth +9; **Racial Modifiers** +4 Acrobatics when jumping, +4 Disguise when using change shape

Languages Aklo, Common

SQ change shape (any humanoid, *alter self*), compression, mirror travel, perfect copy, sound mimicry (voices)

ECOLOGY

Environment any land (extraplanar)

Organization solitary or gang (2–5)

Treasure incidental

SPECIAL ABILITIES

Death Throes (Su) When a soulsliver is killed, its body explodes into jagged glass shards that deal 2d6 points of piercing and slashing damage to creatures within a 20-foot-radius burst (Reflex DC 12 half). The save DC is Constitution-based.

Mirror Travel (Su) At will as a standard action, a soulsliver can crawl into any mirror as if it were a door or window, instantly transporting itself to another mirror within 500 feet as if using *dimension door* (caster level 7th). It can remain within that mirror indefinitely, or on its next turn crawl out or use this ability again. Its compression ability allows it to enter or exit Diminutive or larger mirrors. It can only exit a mirror if it is using change shape to take a specific creature's form.

Perfect Copy (Su) When a soulsliver uses change shape, it can assume the appearance of a specific individual. However, it is always the mirror image of the person it copies, which might give away that something is wrong.

A soulsliver is an extradimensional shapechanger that lurks in the half-dimensions behind mirrors. It watches creatures on the Material Plane through reflective surfaces, assumes their likeness, then crawls through the mirror to kill and feast upon its prey. Whether they are bizarre offshoots of the doppelganger race or originate from some aberrant magic used to create a demiplane, soulslivers are responsible for many unsolved murders, and their mirror travel makes them hard to catch.

A soulsliver causes trouble for a short while in its assumed form, then retreats through the mirror to its home plane. Its native plane is an aspect of the Plane of Shadow, with reversed and grossly distorted creatures and scenery from the Material Plane.

SPELL HUNTER	CR 6
DWARF FIGHTER 7	XP 2,400
Medium humanoid (dwarf)	LE

Init +2; **Senses** Perception +5

DEFENSE

AC 22, touch 12, flat-footed 20 (+10 armor, +2 Dex)

hp 64 (7d10+21)

Fort +9, **Ref** +5, **Will** +5; +2 vs. poison, spells, and spell-like abilities; +2 vs. fear

Defensive Abilities bravery +2, defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee mwk cold iron dwarven waraxe +14/+9 (1d10+9/×3)

Ranged mwk throwing axe +11 (1d6+5) or
mwk light crossbow +10 (1d8/19–20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, weapon training (axes +1)

TACTICS

Before Combat The fighter drinks her *potion of bull's strength*.

During Combat When fighting with a group, the fighter uses bull rush to grant attacks of opportunity to her allies. She uses the combination of Step Up and Disruptive to interrupt spellcasting.

Base Statistics Without *bull's strength*, the fighter's statistics are

Melee mwk cold iron dwarven waraxe +12/+7 (1d10+6/×3);

Ranged mwk throwing axe +11 (1d6+3); **Str** 15; **CMB** +9 (+13 bull rush); **CMD** 21 (27 vs. bull rush, 25 vs. trip); **Skills** Climb +8.

STATISTICS

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +7; **CMB** +12 (+16 bull rush); **CMD** 23 (29 vs. bull rush, 27 vs. trip)

Feats Blind-Fight, Disruptive, Greater Bull Rush, Improved Bull Rush, Power Attack, Step Up, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Climb +10, Intimidate +8, Perception +5 (+7 to notice unusual stonework), Survival +10

Languages Common, Dwarven

SQ armor training 2

Combat Gear *oil of magic weapon*

(2), *potion of aid*, *potion of bull's strength*, *potions of cure moderate wounds* (2); **Other**

Gear +1 full plate, masterwork cold iron dwarven waraxe, masterwork light crossbow with 20 bolts, masterwork throwing axe, *cloak of resistance* +1, 46 gp

Spell hunters specialize in locking down and then murdering enemy spellcasters.

FASTIDIOUS SHARPSHOOTER	CR 7
GNOME FIGHTER 8	XP 3,200
Small humanoid (gnome)	NE

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 23, touch 17, flat-footed 20 (+6 armor, +3 deflection, +3 Dex, +1 size)

hp 76 (8d10+28)

Fort +9, **Ref** +5, **Will** +4; +2 vs. illusions, +2 vs. fear

Defensive Abilities bravery +2, defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 25 ft.

Melee mwk glaive +10/+5 (1d8/×3) or
short sword +9/+4 (1d4/19–20)

Ranged mwk light crossbow +13/+13/+8 (1d6+3/17–20) or
mwk light crossbow with +1 *frost bolts* +13/+13/+8
(1d6+4+1d6 cold/17–20)

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

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, weapon training (crossbows +1)

Gnome Spell-Like Abilities (CL 8th; concentration +9)

1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

TACTICS

Before Combat The fighter drinks her *potion of shield of faith*.

During Combat The fighter drinks her *potion of haste* and launches full attacks with *screaming bolts*.

Base Statistics Without *shield of faith*, the fighter's statistics are **AC** 20, touch 14, flat-footed 17; **CMD** 20.

STATISTICS

Str 10, **Dex** 16, **Con** 16, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +8; **CMB** +7; **CMD** 23

Feats Deadly Aim, Fleet, Improved Critical (light crossbow), Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (light crossbow), Weapon Specialization (light crossbow)

Skills Perception +10, Profession (soldier) +8, Sense Motive +7

Languages Common, Gnome, Sylvan

SQ armor

Combat Gear

(8), *potion of haste*, *potion of shield of faith* (CL 7th), *screaming bolts* (2); **Other Gear** mithral breastplate, masterwork glaive, masterwork light crossbow with 40 bolts, short sword, sunrods (2), 27 gp



SPINOSAURUS

This titanic saurian has a crocodilian snout, powerful front claws, and a colorful sail-like ridge that runs down its back.

SPINOSAURUS	CR 11	  
XP 12,800		
N Gargantuan animal		
Init +6; Senses low-light vision, scent; Perception +25		
DEFENSE		
AC 24, touch 8, flat-footed 22 (+2 Dex, +16 natural, -4 size)		
hp 170 (20d8+80)		
Fort +16, Ref +16, Will +9		
OFFENSE		
Speed 40 ft., swim 30 ft.		
Melee bite +23 (2d8+12/19–20 plus grab), 2 claws +23 (2d6+12)		
Space 20 ft.; Reach 20 ft.		
Special Attacks pounce, swallow whole (2d8+12, AC 18, 17 hp)		
STATISTICS		
Str 34, Dex 15, Con 18, Int 2, Wis 13, Cha 13		
Base Atk +15; CMB +31 (+35 grapple); CMD 43		
Feats Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Run, Skill Focus (Perception), Staggering Critical		
Skills Perception +25, Swim +28		
SQ hold breath		
ECOLOGY		
Environment warm forests or swamps		
Organization solitary, pair, or pack (3–6)		
Treasure none		

Larger even than the tyrannosaurus, the spinosaurus is 60 feet long and weighs 25,000 pounds or more. It hunts primarily along coastal and river shorelines.

PACHYCEPHALOSAURUS

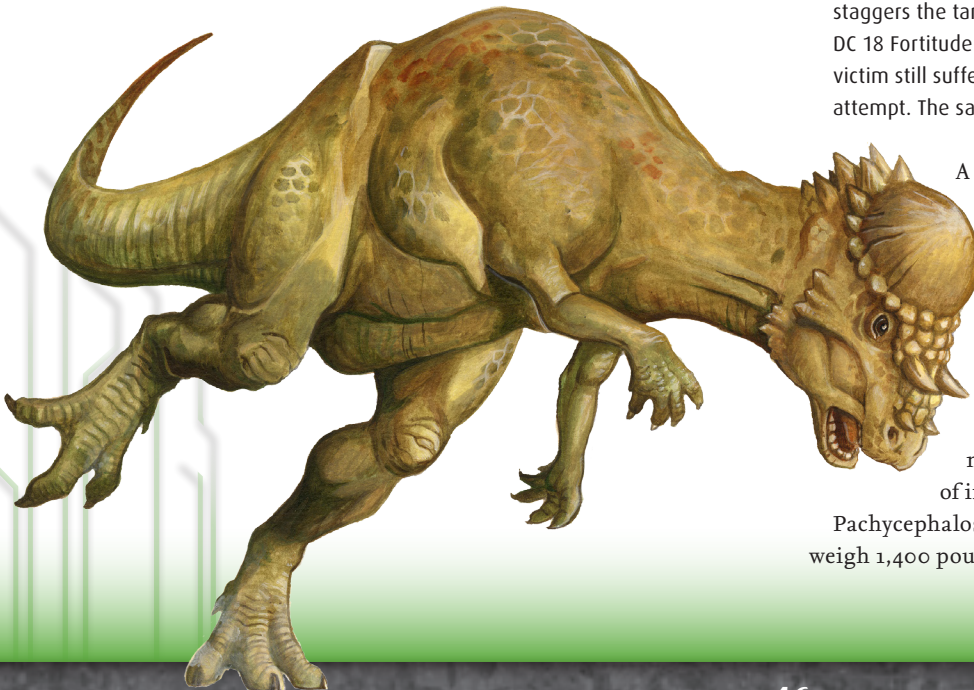
This bipedal reptile has a rounded, dome-like head adorned with bony frills and ridges.

PACHYCEPHALOSAURUS	CR 4	  
XP 1,200		
N Large animal		
Init +2; Senses low-light vision, scent; Perception +8		
DEFENSE		
AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)		
hp 37 (5d8+15)		
Fort +7, Ref +6, Will +2		
OFFENSE		
Speed 40 ft.		
Melee slam +8 (2d6+9)		
Space 10 ft.; Reach 10 ft.		
Special Attacks clobbering charge		
STATISTICS		
Str 22, Dex 15, Con 17, Int 2, Wis 12, Cha 5		
Base Atk +3; CMB +10; CMD 22		
Feats Improved Bull Rush, Power Attack, Run		
Skills Perception +8, Stealth +2		
ECOLOGY		
Environment warm or temperate plains		
Organization solitary or pair		
Treasure none		
SPECIAL ABILITIES		

Clobbering Charge (Ex) When a pachycephalosaurus hits a target with its slam attack at the end of a charge, it can initiate a bull rush as a free action to move the struck target back in the same direction as the dinosaur's charge. The pachycephalosaurus cannot move with the target of the bull rush. If a pachycephalosaurus scores a critical hit against a creature with its slam attack at the end of a charge, it also staggers the target for 1 round. If the victim succeeds at a DC 18 Fortitude save, the stagger effect is negated, but the victim still suffers the effects of the dinosaur's bull rush attempt. The save DC is Strength-based.

A pachycephalosaurus is a normally peaceful dinosaur that grows irate and violent during mating season or when its herd is intruded upon by potential predators. The dinosaur's skull has a distinctive dome-shaped crown surrounded by numerous bony horns—this, combined with the dinosaur's powerful, compact neck, allows it to make battering-ram-like charges capable of inflicting great damage.

Pachycephalosauruses grow to a length of 15 feet and weigh 1,400 pounds.



STORM SORCERER	CR 5
ELF SORCERER 6	XP 1,600
Medium humanoid (elf)	NE

Init +6; **Senses** low-light vision; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

hp 35 (6d6+12)

Fort +4, **Ref** +5, **Will** +7; +2 vs. enchantments

Immune sleep; **Resist** electricity 10

OFFENSE

Speed 30 ft.

Melee spear +2 (1d8–1/×3)

Ranged mwk longbow +6 (1d8/×3)

Bloodline Spell-Like Abilities (CL 6th; concentration +9)
6/day—elemental ray (1d6+3 electricity)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*gust of wind* (DC 16), *scorching ray* (electricity), *spectral hand*

1st (7/day)—*burning hands* (electricity; DC 15), *mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*

0 (at will)—*acid splash* (electricity), *dancing lights*, *detect magic*, *light*, *mage hand*, *ray of frost* (electricity), *read magic*

Bloodline elemental (air)

TACTICS

Before Combat The sorcerer casts *mage armor*.

During Combat The sorcerer favors his electricity spells, casting *lightning bolt* or *scorching ray*, or using his *spectral hand* to deliver *shocking grasp* attacks. He prefers ranged combat, using a *scroll of fly* or *levitate* to avoid opponents on the ground.

Base Statistics Without *mage armor*, the sorcerer's base statistics are **AC** 14, touch 14, flat-footed 11.

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +2; **CMD** 16

Feats Dodge, Eschew Materials, Improved Initiative, Spell Focus (evocation)

Skills Fly +10, Knowledge (arcana) +9, Linguistics +2, Perception +4, Spellcraft +10 (+12 to identify magic item properties)

Languages Auran, Common, Draconic, Elven

SQ bloodline arcana (change energy damage spells to electricity), elven magic, weapon familiarity

Combat Gear *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*; **Other Gear** masterwork longbow with 20 arrows, spear, *cloak of resistance* +1, *ring of protection* +1; 375 gp

The storm sorcerer battles his enemies with wind and lightning, reveling in nature's destructive power.

VALENDRON OPARAL

Valendron hails from an elven village in the high mountains. When he was an infant, he and his mother were caught outside in a storm and struck by a bolt of lightning. Though his mother died, he survived, and as a youth he began to develop arcane powers. He believes that storms and natural disasters eliminate the weak, allowing the strong to survive. He struck out on his own to find others like himself.

Combat Encounters: Valendron might join with air mephits, air elementals, or jann trying to open a portal to or increase the influence of the Plane of Air. He may share a lair with electricity-using creatures such as behirs, shocker lizards, or blue dragons.

Roleplaying Encounters: Valendron may be looking for survivors in a village or town wrecked by a powerful storm, or could instead be searching for magic items relating to air, weather, and electricity.



STREET ARTIST	CR 7
ELF BARD 8	XP 3,200
Medium humanoid (elf)	CN

Init +3; **Senses** low-light vision; Perception +13

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +1 deflection, +3 Dex, +1 dodge)

hp 43 (8d8+4)

Fort +3, **Ref** +10, **Will** +7; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +7/+2 (1d6+1/18-20)

Ranged +1 longbow +10/+5 (1d8+1/×3)

Special Attacks bardic performance 21 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, *suggestion*)

Bard Spells Known (CL 8th; concentration +11)

3rd (3/day)—*haste* (DC 18), *major image* (DC 18), *sepia snake sigil* (DC 18)

2nd (5/day)—*invisibility*, *mirror image*, *shatter*, *sound burst* (DC 16)

1st (5/day)—*animate rope*, *disguise self*, *grease*, *lesser confusion* (DC 14), *silent image* (DC 16)

0 (at will)—*daze* (DC 15), *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*

TACTICS

Before Combat The bard posts political screeds in alleys, imbuing them with *sepia snake sigils* to trap those reading them. If anticipating combat, the bard drinks his *potion of eagle's splendor*.

During Combat The bard starts by casting *haste* and *mirror image*. He then shoots at opposing spellcasters or deafens them with *sound burst*.

Base Statistics Without *eagle's splendor*, the bard's statistics are **Bard Spells Known** reduce spell DCs by 2; **Cha** 17; **Skills** Bluff +10, Perform (dance) +14.

STATISTICS

Str 13, **Dex** 16, **Con** 10, **Int** 10, **Wis** 10, **Cha** 17

Base Atk +6; **CMB** +7; **CMD** 22

Feats Dodge, Mobility, Point-Blank Shot, Shot on the Run

Skills Acrobatics +7, Bluff +12, Climb +10, Escape Artist +14, Knowledge (arcane, local, nature, planes) +8, Perception +13, Perform (dance) +16, Sleight of Hand +11, Stealth +14

Languages Common, Elven

SQ bardic knowledge +4, elven magic, lore master 1/day, versatile performance (dance, comedy), weapon familiarity

Combat Gear *potions of cure moderate wounds* (2), *potion of eagle's splendor*, *potion of invisibility*; **Other Gear** +1 leather armor, +1 longbow with 20 arrows, rapier, *cloak of resistance* +1, *ring of protection* +1, 45 gp

Street artists are active in urban politics, a little crazy, or both. Their art and messages delight some, but annoy landowners whose buildings become the artists' medium.

TELKINEEL "ALLEYCAT" ORBAST

This elf creates masterpieces across the city, painting them on walls and across cobblestone streets. He signs his pieces by painting a cat's paw instead of a name. Some call these works graffiti, and they rarely stay up for long.

Telkineel is also a skilled dancer and acrobat, able to contort into mind-boggling positions. He learned dances from dozens of cultures over the years. In one amazing feat, he dances on a rope tied between two streetlights. This performance garnered him his nickname, and fetches the most coin from audiences.

Combat Encounters: Telkineel is often assailed by guards who don't appreciate where he puts his art. He flees as soon as he can, rarely stopping to thank anyone who comes to his aid.

Roleplaying Suggestions: Cheerful and whimsical, Telkineel can also be skittish. He tends to talk in riddles which, if deciphered, reveal truths about the city and its denizens.



STREET PERFORMER	CR 1
HUMAN BARD 2	XP 400
Medium humanoid (human)	CN

Init +2; **Senses** Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 14 (2d8+1)

Fort +1, **Ref** +5, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4/19–20)

Ranged dagger +3 (1d4/19–20)

Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate, inspire courage +1)

Bard Spells Known (CL 2nd; concentration +5)

1st (3/day)—*charm person* (DC 14), *expeditious retreat*, *sleep* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *flare* (DC 13), *ghost sound* (DC 13), *prestidigitation*

TACTICS

During Combat The bard stays at a safe distance, supporting allies with music and using spells to deter fights.

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 8, **Wis** 12, **Cha** 17

Base Atk +1; **CMB** +1; **CMD** 13

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +5, Bluff

+7, Diplomacy +8, Handle

Animal +8, Knowledge

(local) +4, Perception +5,

Perform (wind) +8, Sense Motive +5,

Sleight of Hand +7, Stealth +5

Languages Common

SQ bardic knowledge +1, versatile performance (wind)

Combat Gear *potions of cure light wounds*

(2), *potion of invisibility*, caltrops, silk

rope, tanglefoot bags (2); **Other Gear**

masterwork chain shirt, daggers (3), 8 gp

A bard without a regular tavern as a base can busk in various streets and markets.

JELKS THE PIPER

After growing up an orphan on the streets, Jelks earns a living by playing music and guiding newcomers through the city. She hopes adventurer clients will take her along with them.

TAVERN SINGER	CR 1/2
HALF-ELF BARD 1	XP 200
Medium humanoid (elf, human)	CN

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 9 (1d8+1)

Fort +1, **Ref** +4, **Will** +1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +2 (1d6/18–20)

Ranged shortbow +2 (1d6/x3)

Special Attacks bardic performance 7 rounds/day (countersong, distraction, fascinate, inspire courage +1)

Bard Spells Known (CL 1st; concentration +4)

1st (2/day)—*grease*, *hideous laughter* (DC 14)

0 (at will)—*dancing lights*, *ghost sound* (DC 13), *message*, *prestidigitation*

TACTICS

During Combat The bard uses *grease* to escape.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 17

Base Atk +0; **CMB** +0; **CMD** 12

Feats Skill Focus (Perform [wind]), Weapon

Finesse

Skills Bluff

+7, Diplomacy

+7, Perception

+5, Perform (wind)

+12, Sense Motive

+3, Sleight of Hand

+6, Stealth +5, Use

Magic Device +7

Languages Common,

Elven

SQ bardic knowledge +1, elf

blood

Combat Gear *potions*

of cure light wounds (2),

alchemist's fire, sunrod, tanglefoot

bag, thunderstone; **Other Gear** studded

leather, rapier, shortbow with 20 arrows,

masterwork flute, 13 gp

These performers entertain to earn drinks and tips.

CALVOS

He loves life on the road, but Calvos's erratic behavior keeps him out of the best shows.



STYMPHALIDIES

This towering, ibis-like bird appears to be sculpted from silver and brass, yet it moves with the fluidity of a living creature.

STYMPHALIDIES

CR 8



XP 4,800

N Large magical beast

Init +6; Senses low-light vision; Perception +12

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 94 (9d10+45)

Fort +11, Ref +10, Will +5

DR 10/magic and adamantite; Immune fire

Weaknesses vulnerable to sonic

OFFENSE

Speed 20 ft., fly 120 ft. (poor)

Melee bite +14 (1d8+6 plus bleed), 2 talons +14 (1d6+6), 2 wings +9 (1d6+3 plus bleed)

Ranged 2 wing razors +10 (1d6+6 plus bleed)

Space 10 ft.; Reach 5 ft.

Special Attacks bleed (1d6), glare, wing razors

STATISTICS

Str 22, Dex 15, Con 20, Int 2, Wis 15, Cha 17

Base Atk +9; CMB +16; CMD 28

Feats Critical Focus, Flyby Attack, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Fly +4, Perception +12

ECOLOGY

Environment warm plains or coastlines

Organization solitary, pair, or flight (3-9)

Treasure incidental

SPECIAL ABILITIES

Glare (Su) As a standard action, in any area of normal or brighter light, a stymphalidies can ruffle its metallic feathers in such a way as to blind all creatures nearby. Any creature within 30 feet must succeed at a DC 19 Fortitude save or be blinded for 1d6 minutes. A creature can defend against this effect in the same way it would a gaze attack. This is a sight-based effect. The save DC is Constitution-based.

Wing Razors (Ex) A stymphalidies's metallic feathers are razor-sharp. In addition to being able to slash creatures with its wings as a melee attack, it may beat its wings, flinging two large, feathered shards at a single target. These wing razors deal 2d6 points of damage and cause bleed, with a range increment of 50 feet. A stymphalidies can use this attack a number of times per day equal to its Constitution modifier (5 times per day for most stymphalidies).

Man-eating birds of prey, the rare creatures known as stymphalidies stalk plains and coastlines, shredding warm-blooded animals and unwary travelers with their steely-bladed feathers and daggerlike beaks. From a

distance, stymphalidies might easily be mistaken for cranes, ibises, or other long-necked birds, though in full sunlight their gleaming feathers and the haze of blood lingering from past meals are impossible to mistake.

When not at rest, flocks of the creatures soar high on warm currents of air, relying upon their keen eyesight to spot suitable prey far below. Because of their voracious appetites, flocks of stymphalidies must claim a vast swath of territory to maintain their feeding habits.

Fortunately for the folk of civilized lands, stymphalidies rarely encroach upon areas well traveled by humanoids and other creatures clever enough to bring down one of these metallic-winged avians. Stymphalidies breed at an astonishing rate, however, and overpopulation and exhaustion of game frequently force extraordinarily large and deadly groups of the creatures to band together in search of new lands and new prey to devour.

Peculiarly, the feathers and beak of a stymphalidies are made of steel-like material similar to the metallic hide of a gorgon. Smaller varieties of stymphalidies exist, including a variant with a penchant for swarming, but the towering creature presented here is by far the most commonly encountered of its kind. This stymphalidies stands 13 feet tall, with a wingspan of 25 feet and a weight of 250 pounds.



SUPERSTITIOUS MERCENARY	CR 1/2
HUMAN FIGHTER 1	XP 200
Medium humanoid (human)	N

Init +2; **Senses** Perception +2

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 14 (1d10+4)

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

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+3/19–20) or
cold iron dagger +4 (1d4+3/19–20)

Ranged heavy crossbow +3 (1d10/19–20)

TACTICS

During Combat The fighter fires his crossbow, then readies his sword and shield. He saves his alchemist's fire for foes he can't harm or can't hit with his sword.

STATISTICS

Str 17, **Dex** 14, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 16

Feats Iron Will, Power Attack, Toughness

Skills Heal +2, Perception +2, Survival +5

Languages Common

Combat Gear *potion of cure light wounds*, alchemist's fire, holy water, oil (2), healer's kit (2 uses remaining); **Other Gear** breastplate, heavy wooden shield, cold iron dagger, heavy crossbow with 20 bolts, longsword, bedroll, tindertwigs (2), whetstone, wooden holy symbol, 3 gp

Some mercenaries believe their survival has less to do with skill and more to do with their ability to gain the gods' favor.

CORWYN KLAS

When between jobs, Corwyn faithfully maintains his clothes, armor, and weapons, but once hired, he stops keeping up his appearance and grows more disheveled as the days pass.

Corwyn fears the supernatural, and keeps a holy symbol with him at all times. He blows his wages on worthless talismans sold with promises to work against fiends and spirits.

DARING BRAVO	CR 1
GNOME FIGHTER 2	XP 400
Small humanoid (gnome)	CN

Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +2 Dex, +1 dodge, +1 shield, +1 size)

hp 21 (2d10+6)

Fort +5, **Ref** +2, **Will** +0; +2 vs. illusions, +1 vs. fear

Defensive Abilities bravery +1, defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee mwk rapier +6 (1d4+1/18–20) or
dagger +5 (1d3+1/18–20)

Ranged composite longbow +5 (1d6+1/x3)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

TACTICS

During Combat The fighter shifts to maintain an advantageous position. If facing a similarly mobile foe, she resorts to her tanglefoot bag.

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 15

Feats Dodge, Mobility, Weapon Finesse

Skills Acrobatics +3
(–1 when jumping),

Intimidate +4, Knowledge (nobility) +2, Perception +2, Stealth +7

Languages Common, Gnome, Halfling, Sylvan

Combat Gear tanglefoot bag;

Other Gear studded leather, masterwork buckler, composite longbow with 20 arrows, dagger, masterwork rapier, wineskin, 16 gp

These small, quick warriors are also clever and brave. They know when to strike fast and hard—and when to run.

TALA HANKELTHORN

Tala considers her size more an asset than a liability. She knows most enemies underestimate her skills, and takes full advantage.



TAUNTING COMEDIAN	CR 3
HALFLING BARD 4	XP 800
Small humanoid (halfling)	CE

Init +3; **Senses** Perception +1

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 25 (4d8+4)

Fort +2, **Ref** +8, **Will** +4; +2 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee mwk short sword +7 (1d6/19–20)

Ranged sling +6 (1d4)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th; concentration +8)

2nd (2/day)—*suggestion* (DC 16), *tongues*

1st (4/day)—*animate rope*, *cure light wounds* (DC 15), *lesser confusion* (DC 15), *ventriloquism* (DC 15)

0 (at will)—*daze* (DC 14), *detect magic*, *flare* (DC 14), *ghost sound* (DC 14), *mending*, *read magic*

TACTICS

During Combat The bard hides using *ventriloquism*, and snares enemies with *animate rope*.

STATISTICS

Str 11, **Dex** 16, **Con** 10, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 16

Feats Arcane Strike, Weapon Finesse

Skills Acrobatics +11 (+7 when jumping), Bluff +11, Climb +1, Diplomacy +8, Intimidate +9, Knowledge (local) +10, Perception +1, Perform (comedy) +11, Sense Motive +4, Spellcraft +6, Stealth +7, Use Magic Device +10

Languages Common, Halfling

SQ bardic knowledge +2, versatile performance (comedy)

Combat Gear *potions of cure moderate wounds* (2), tanglefoot bags (2); **Other Gear** +1 chain shirt, masterwork short sword, sling with 20 bullets, everburning torch, 30 gp

These jokers' jeers and pranks create humor from misfortune.

KORMICK VELDROSS

A diminutive bully, Kormick makes fun of everyone, but only fights when he's drunk.

LOCAL CELEBRITY	CR 2
HUMAN BARD 3	XP 600
Medium humanoid (human)	LE

Init +1; **Senses** Perception +4

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 20 (3d8+3)

Fort +2, **Ref** +4, **Will** +3; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4–1/19–20)

Ranged dagger +3 (1d4–1/19–20)

Special Attacks bardic performance 10 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 3rd; concentration +5)

1st (4/day)—*charm person* (DC 14), *cure light wounds* (DC 13), *hypnotism* (DC 14), *sleep* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *light*, *lullaby* (DC 13), *mage hand*, *resistance*

TACTICS

During Combat The bard uses bardic performance to bolster his entourage, and spells to impede enemies.

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 14, **Wis** 10, **Cha** 15

Base Atk +2; **CMB** +1; **CMD** 12

Feats Skill Focus (Bluff), Spell Focus (enchantment), Weapon Finesse

Skills Appraise +6, Bluff +11, Diplomacy +8, Disguise +8, Intimidate +6, Knowledge (arcana, nobility) +7, Knowledge (local) +9, Perception +4, Perform (act, dance) +8, Perform (sing) +7, Sense Motive +5, Spellcraft +8

Languages Common, Elven, Infernal

SQ bardic knowledge +1, versatile

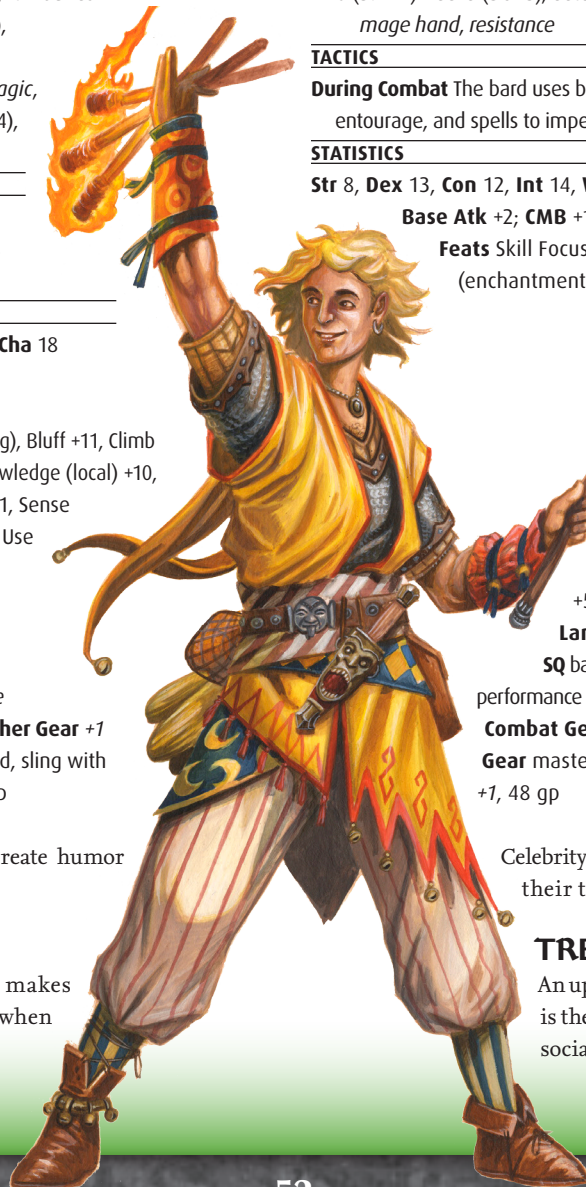
performance (act)

Combat Gear *potion of invisibility*; **Other Gear** masterwork dagger, bracers of armor +1, 48 gp

Celebrity bards love the spotlight and their throngs of admiring fans.

TREMIN KAYLOS

An up-and-coming local star, Tremin is the son of a crime boss. He uses his social clout to smear rivals.



TERRA-COTTA SOLDIER

This perfectly sculpted, finely detailed, life-sized clay figure has a look of fierce determination and a sword clenched in each hand.

TERRA-COTTA SOLDIER
CR 6

XP 2,400

N Medium construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 64 (8d10+20)

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

DR 5/bludgeoning; **Immune** construct traits, fire; **SR** 17

OFFENSE

Speed 30 ft.

Melee longsword +10/+5 (1d8+3/19–20), short sword +10 (1d6+1/19–20) or 2 slams +11 (1d6+3)

Special Attacks keen weapons, rank fighting

STATISTICS

Str 16, **Dex** 16, **Con** —, **Int** 1, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +11; **CMD** 24

Feats Improved Initiative, Two Weapon Fighting, Weapon Focus (longsword, shortsword)

Skills Perception +8

ECOLOGY

Environment any

Organization solitary, troop (3–12), or army (13+)

Treasure incidental (longsword, short sword, other treasure)

SPECIAL ABILITIES

Keen Weapons (Su) After it has engaged in at least 1 round of combat, a terra-cotta soldier's weapons automatically gain the benefits of *keen weapon* (CL 6th). This effect persists until the end of the battle.

Rank Fighting (Ex) Whenever a terra-cotta soldier is adjacent to another terra-cotta soldier, it gains a +2 dodge bonus to its AC and a +2 bonus on saving throws, attack rolls, and damage rolls.

A terra-cotta soldier is crafted from clay and fired into ceramic, and is usually sculpted to resemble an armored human soldier, although terra-cotta soldiers resembling other races, such as hobgoblins, tengus, or even demons and oni, are also common. Terra-cotta soldiers are often created to guard the tomb of

powerful rulers, standing in silent ranks to guard their liege even after his or her death. These soldiers stand vigil for centuries, animating only to defend the tomb and its riches from tomb robbers. Terra-cotta soldiers are typically painted with colored lacquer, though this decoration is often worn away from use or faded with age. A terra-cotta soldier stands 6 feet tall and weighs 600 pounds.

Unlike most constructs, a terra-cotta soldier carries within its form a spark of intelligence. This is hardly enough to grant the construct the ability to speak or otherwise engage in free will, but it is enough for it to carry out more complex tactics than most constructs are capable of. It's not unusual for a terra-cotta soldier to possess different feats or use different weapons. Two relatively common variants are summarized below.

Terra-Cotta Archer (+o CR): Terra-cotta archers are simply terra-cotta soldiers outfitted with composite longbows. Terra-cotta archers have Improved Initiative, Point-Blank Shot, Precise Shot, and Weapon Focus (longbow) as feats.

Terra-Cotta Horseman (+1 CR): Some terra-cotta soldiers are crafted to resemble warriors mounted on terra-cotta horses, though rider and mount are one creature. Terra-cotta horsemen are Large terra-cotta soldiers with 10 racial Hit Dice and the trample and undersized weapons special abilities. Terra-cotta horsemen are usually outfitted with lances instead of swords, and have Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack, and Weapon Focus (lance) as feats.

CONSTRUCTION

A terra-cotta soldier's body is made from 600 pounds of clay, fired with rare and magical glazes worth 500 gp.

TERRA-COTTA SOLDIER

CL 9th; **Price** 19,000 gp

CONSTRUCTION

Requirements Craft Construct, animate objects, cat's grace, geas/quest, keen edge, creator must be caster level 9th;

Skill Craft (pottery) or Craft (sculptures) DC 14;

Cost 10,000 gp



TOPHET

A distended metal maw filled with blunt, sculpted teeth stretches across the upper portion of this rotund iron effigy.

TOPHET

CR 10



XP 9,600

N Large construct

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

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)

hp 107 (14d10+30)

Fort +4, **Ref** +3, **Will** +5

DR 5/adamantine; **Immune** fire, construct traits

OFFENSE

Speed 20 ft.

Melee bite +21 (2d6+8 plus grab), 2 slams +16 (1d6+8)

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

Special Attacks swallow whole (no damage [see below], AC 18, 40 hp), trample (2d6+12, DC 25)

STATISTICS

Str 26, **Dex** 8, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +14; **CMB** +23 (+27 grapple); **CMD** 32 (36 vs. trip)

SQ conductive

ECOLOGY

Environment any

Organization solitary or prison (2–12)

Treasure incidental

SPECIAL ABILITIES

Conductive (Ex) Anytime a tophet is affected by an effect that deals fire damage, determine how much damage the construct would have taken if it were not immune to fire. Creatures currently swallowed whole by the construct take fire damage equal to half of this amount.

Swallow Whole (Ex)

Once swallowed by a tophet, an opponent takes no damage, but is trapped inside the creature's hollow interior. The construct's maw locks down, preventing creatures from climbing back out. A creature can attempt to hack or smash its way out as normal, but a tophet's stomach has hit points equal to one-tenth its actual hit

points plus its bonus hit points for being a construct (totalling 40 hit points for most tophets). Alternatively, a swallowed creature can attempt to pick the lock on the iron hatch in the tophet's stomach by making a DC 30 Disable Device check. If a creature exits by picking the lock, the tophet closes its hatch and can swallow whole again. These locks can also be picked from the outside, but only after the tophet is slain. A Large tophet's belly can hold 1 Medium creature at a time.

Known in some lands as furnace guards or iron gluttons, tophets have long served in the palaces and prisons of tyrants as vigilant sentinels and dreaded punishments. Appearing as rotund iron statues, often bearing the caricatured visages of past kings or dishonored nobles, these constructs all possess yawning maws, capable of easily gobbling up smaller creatures. Upon consuming a victim, the animate statue becomes a walking prison, holding its victim within with little chance for escape. The iron statue can then return its victim to the proper cell, the feet of its lord, or any other fate its creator determines. In the most feared case, tophets capture or are fed prisoners, then wander out into the desert heat or even rivers of molten rock, where their interiors attain hellish temperatures, torturing and often outright killing those trapped within.

Tophets are often assembled in groups of up to a dozen, where cruel rulers incarcerate traitors and other criminals. Mindless creatures capable only of obeying their masters' whims, these unthinking constructs make incorruptible guardians and are endlessly loyal.

Tophets stand 10 feet tall and weigh 3,000 pounds.

CONSTRUCTION

A tophet's hollow body is made of 3,000 pounds of iron or steel forged in heats comparable to those found in active volcanoes. Tophets can be made of other metals as well, such as bronze or cold iron.

TOPHET

CL 12th; **Price** 45,000 gp

CONSTRUCTION

Requirements Craft Construct, *bull's strength*, *endure elements*, creator must be CL 12th; **Skill** Craft (sculptures) DC 20; **Cost** 22,500 gp.



UNDEAD CREATOR	CR 10
HUMAN NECROMANCER 11	XP 9,600
Medium humanoid (human)	N

Init +5; **Senses** darkvision 60 ft., *see invisibility*; Perception +4

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 100 (11d6+59)

Fort +10, **Ref** +6, **Will** +10

Resist fire 30

OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4/19–20)

Special Attacks channel negative energy (DC 17, 8/day)

Arcane School Spell-Like Abilities (CL 11th; concentration +16)
8/day—grave touch (5 rounds)

Necromancer Spells Prepared (CL 11th; concentration +16)

6th—*create undead*, *eyebite* (DC 23)

5th—*baleful polymorph* (DC 20), *magic jar* (DC 22), *teleport*,
waves of fatigue

4th—*animate dead*, *enervation*, *fear* (DC 21), *solid fog*, *wall of fire*

3rd—*blink*, *fireball* (DC 18), *fly*, *ray of exhaustion*
(DC 20), *vampiric touch* (2)

2nd—*blindness/deafness* (DC 19),
false life, *resist energy*, *see invisibility*, *scare* (DC 19),
scorching ray

1st—*alarm*, *burning hands* (DC 16), *cause fear* (DC 18), *detect undead*, *expeditious retreat*,
mage armor, *magic missile*

0 (at will)—*bleed* (DC 17), *detect magic*, *read magic*, *touch of fatigue* (DC 17)

Opposition Schools enchantment, illusion

TACTICS

Before Combat The wizard casts *mage armor*, *false life*, *resist energy* (fire), and *see invisibility*.

During Combat The wizard casts *solid fog* on a group of enemies, then casts *wall of fire* in a circle (focused inward) around the *solid fog*. As opponents leave the fog, he attacks them directly with *eyebite* and *enervation*. He might cast *fear* to drive opponents through the *wall of fire*, or cast *fireball* on a group of opponents grouped together.

Base Statistics Without *false life*, *mage armor*, *resist energy*, and *see invisibility*, the wizard's statistics are **Senses** darkvision 60 ft.; **AC** 12, touch 11, flat-footed 11;

hp 85; **Resist** none.

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 20, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +5; **CMD** 16

Feats Brew Potion, Combat Casting, Command Undead, Craft Wondrous Item, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (necromancy), Toughness

Skills Craft (alchemy) +19, Fly +5, Heal +4, Intimidate +7, Knowledge (arcana) +19, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility, planes) +13, Knowledge (religion) +18, Perception +4, Spellcraft +19

Languages Aklo, Common, Dwarven, Elven, Goblin, Infernal

SQ arcane bond (rat), life sight (10 feet, 11 rounds/day)

Combat Gear *potions of cure moderate wounds* (2), *potion of displacement*, *potion of invisibility*, *robe of bones*; **Other Gear** masterwork dagger, *amulet of natural armor* +1, *belt of mighty constitution* +2, *cloak of resistance* +2, *goggles of night*, *headband of vast intelligence* +2, spellbook, crystal for *magic jar* (worth 100 gp), onyx gems (worth 300 gp), 623 gp

The undead creator dispassionately crafts unlife out of dead flesh and bone.

TYREK GLODFER

Tyrek's love of necromancy is not due to evil motives or megalomaniacal goals, but rather stems from his clinical view of other creatures as mere objects to be manipulated in either life or death. He is as likely to purchase an unusual corpse from a poor family as he is to raid a graveyard for the parts he needs. Though working with negative energy will eventually corrupt him and turn him fully evil, for now he is an amoral scholar of the thin line between life, death, and undeath.

Combat Encounters: Tyrek is usually found with undead minions he created, allied undead creatures, or death cultists paying him for his services. He rarely believes the stakes of a battle are high enough to get involved, unless he's attacked or his enemies threaten to stop him from continuing his work.

Roleplaying Suggestions: Tyrek is willing to join adventurers if their travels involve strange or new kinds of undead for him to examine or capture for further study. If any of his allies die, he's more likely to examine the corpse, raise it from the dead, or use it for parts than to mourn.



WRATH PRIEST	CR 7
HALF-ORC CLERIC OF ROVAGUG 8	XP 3,200
Medium humanoid (human, orc)	CE

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 10, flat-footed 20 (+9 armor, +1 natural)

hp 71 (8d8+32)

Fort +8, **Ref** +2, **Will** +8; +2 resistance vs. good

Defensive Abilities orc ferocity; **Immune** fire (96 points)

OFFENSE

Speed 20 ft.

Melee +1 *greataxe* +12/+7 (1d12+9/x3)

Ranged javelin +6/+1 (1d6+6)

Special Attacks channel negative energy 4/day (DC 15, 4d6), destructive aura (+4, 8 rounds/day), destructive smite (+4, 5/day), scythe of evil (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 8th; concentration +10)
5/day—touch of evil (4 rounds)

Cleric Spells Prepared (CL 8th; concentration +10)

4th—*chaos hammer* (DC 16), *divine power*, *unholy blight*^o (DC 16)

3rd—*invisibility purge*, *prayer*, *protection from energy* (DC 15), *rage*^o

2nd—*align weapon*^o (evil weapons only), *bull's strength*, *darkness*, *spiritual weapon* (2)

1st—*bane* (DC 13), *divine favor*, *entropic shield*, *protection from good*, *shield of faith*, *true strike*^o

0 (at will)—*bleed* (DC 12), *guidance*, *light*, *resistance*

D Domain spell; **Domains** Destruction, Evil

TACTICS

Before Combat The cleric casts *protection from energy* (fire).

During Combat The cleric casts *divine power* and *shield of faith* at the start of combat, then closes to melee distance. If combat starts and he cannot reach any opponents on the first round, he casts *chaos hammer* or *unholy blight*. If fighting creatures he knows are good, he uses his scythe of evil ability on his greataxe. If he has allies, he casts *prayer*.

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +6; **CMB** +10; **CMD** 20

Feats Heavy Armor Proficiency, Power Attack, Toughness, Weapon Focus (greataxe)

Skills Intimidate +7, Perception +5, Spellcraft +3

Languages Common, Orc

SQ aura, orc blood, weapon familiarity

Combat Gear *potions of cure serious wounds* (2), alchemist's fire (2);

Other Gear +1 *half-plate*, +1 *greataxe*, javelins (5), *amulet of natural armor* +1, wooden unholy symbol, 184 gp

The wrath priest serves the primordial god of disaster and destruction, striking down innocents and enemies

with fire, blade, and hatred. He is a quintessential nihilist, and can not be bought or reasoned with except as it furthers his god's horrific ends.

AZNEK

Aznek is cruel, violent, and destructive—a childhood bully given profane magic and physical might. He loves the screams of his victims, and smashes beautiful things for the fun of it. He likes having strong minions, and encourages them to challenge him for dominance, though none has succeeded. He lets these would-be rivals live, albeit with broken arms or legs as reminders of their failure.

Combat Encounters: Aznek makes a good solo encounter, boss of a group of raiders (especially orcs), or minion of a strong leader or powerful warbeast.

Roleplaying Suggestions: Aznek's nature makes it difficult to interact with him except as his servant.



WYVARAN

This dragonlike humanoid brandishes its spear, spreads its wings, and shows its fangs in an angry snarl.

WYVARAN	CR 1/2	  
XP 200		
Female wyvaran inquisitor ^{APG} 1		
LN Medium dragon		
Init +2; Senses darkvision 60 ft., low-light vision; Perception +7		
DEFENSE		
AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)		
hp 10 (1d8+2)		
Fort +3, Ref +2, Will +5		
Immune paralysis, sleep		
OFFENSE		
Speed 30 ft., fly 30 ft. (clumsy) (20 ft., fly 20 ft. [clumsy] in armor)		
Melee shortspear +1 (1d6) or slapping tail +0 (1d8; attacks of opportunity only)		
Domain Spell-Like Abilities (CL 1st; concentration +3) 6/day—lightning arc (1d6 electricity)		
Inquisitor Spells Known (CL 1st; concentration +3) 1st (2/day)— <i>cause fear</i> (DC 15), <i>shield of faith</i> 0 (at will)— <i>acid splash</i> , <i>daze</i> (DC 14), <i>disrupt undead</i> , <i>guidance</i>		
Domain Air		
STATISTICS		
Str 10, Dex 14, Con 13, Int 6, Wis 17, Cha 14		
Base Atk +0; CMB +0; CMD 12		
Feats Weapon Focus (shortspear)		
Skills Fly –6, Intimidate +6, Knowledge (religion) +2, Perception +7		
Languages Common, Draconic		
SQ judgment 1/day, monster lore +3, stern gaze		
ECOLOGY		
Environment temperate mountains		
Organization solitary, wing (2–8), or flight (4–12)		
Treasure NPC gear (spear, scale mail, holy symbol, other treasure)		

These creatures are the result of magical draconic experiments at crossbreeding wyverns and kobolds. Wyvarans are fiercely territorial creatures loyal to their kin and tribe, and allow no interlopers into their lands without good reason or proper tribute. Each defends its personal property, and seeks revenge on any who dare steal from it. Most evil and neutral wyvarans primarily concern themselves with expanding their territory and wealth.

Many civilized races dismiss wyvarans as fast, dumb, selfish brutes. However, a creature who respects the wyvarans' rules about their property finds that they make steadfast and loyal allies. Adventuring wyvarans often view their companions as clutchmates, and are willing to take great risks to protect them.

WYVARAN CHARACTERS

Wyvarans are defined by their class levels—they don't have racial Hit Dice. All wyvarans have the following racial traits.

+2 Dexterity, –2 Intelligence, +2 Wisdom: Wyvarans have a reptilian grace and a strong will, but they tend to be a little dimwitted.

Normal Speed: Wyvarans have a base speed of 30 feet.

Flight: Wyvarans have dragonlike wings that grant them a fly speed of 30 feet with clumsy maneuverability.

Slapping Tail (Ex): Wyvarans have a tail attack they can only use when making attacks of opportunity. This slapping tail attack deals 1d8 points of damage plus the wyvaran's Strength modifier.

Darkvision 60 ft.: Wyvarans can see in the dark up to 60 feet.

Low-Light Vision: Wyvarans have low-light vision.

Languages: Wyvarans speak Common and Draconic. A wyvaran with a high Intelligence score can choose from the following: Dwarven, Elven, Gnome, Goblin, and Orc.



XILL

This flame-red humanoid appears to be a strange mix of insect and reptile, with four arms and twitching, fanged mandibles.

XILL

CR 6

XP 2,400

LE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 Dex, +5 natural, +2 shield)

hp 67 (9d10+18)

Fort +8, **Ref** +10, **Will** +6

SR 17

OFFENSE

Speed 40 ft.

Melee short swords +13/+13/+8 (1d6+3/19–20), claw +13 (1d4+3 plus grab), bite +7 (1d3+1 plus paralysis), or 4 claws +13 (1d4+3 plus grab), bite +12 (1d3+3 plus paralysis)

Ranged 2 longbows +13 (1d8/×3)

Special Attacks implant, paralysis (1d4 hours, DC 16)

STATISTICS

Str 17, **Dex** 18, **Con** 14, **Int** 15, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +12 (+16 grapple); **CMD** 26

Feats Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (claw, short sword)

Skills Acrobatics +16, Bluff +12, Intimidate +12, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +13, Sense Motive +13, Stealth +16

Languages Common, Infernal

SQ multiweapon mastery, planewalk

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary, pair, or gang (3–6)

Treasure standard (heavy steel shield, 2 short swords, 2 longbows with 40 arrows, other treasure)

SPECIAL ABILITIES

Implant (Ex) As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Multiweapon Mastery (Ex) A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Planewalk (Su) A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round

actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

Xills are the scourge of the Ethereal Plane, conquering everything in their paths with only one purpose: to perpetuate their race at the expense of others. All xills are female and capable of fertilizing their own eggs, but require living hosts to incubate these eggs, which they inject into paralyzed victims by means of a grotesque ovipositor normally kept retracted behind their mandibles. Evil and alien, the plane-shifting xills possess impressive intelligence and a totalitarian, militaristic culture all their own. Though they see most other life forms as incubators, they particularly prize phase spiders for this purpose.



YETI

This creature stands like a man, yet is half again the height of most men and covered with a coat of thick white fur.

YETI

CR 4



XP 1,200

N Large monstrous humanoid (cold)

Init +1; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)

hp 45 (6d10+12)

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

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +9 (1d6+4 plus 1d6 cold)

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

Special Attacks frightful gaze, rend (2 claws, 1d6+6 plus 1d6 cold)

STATISTICS

Str 19, **Dex** 12, **Con** 15, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 22

Feats Cleave, Great Fortitude, Power Attack

Skills Climb +21, Intimidate +9, Perception +10, Stealth +1 (+9 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)

Languages Aklo

ECOLOGY

Environment cold mountains

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

Treasure standard

SPECIAL ABILITIES

Cold (Su) A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

Frightful Gaze (Su)

Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

Mysterious and rarely seen (save by victims), the yeti is a towering denizen of the loneliest and tallest mountain peaks. Those who dwell upon the lower reaches of such storied slopes whisper tales of "abominable snowmen" who come down from the heights to raid, taking livestock or even humans as prey and leaving behind only monstrous barefoot tracks in the bloodstained snow.

Although yeti stories are accurate in their portrayals of fierce, stealthy, and immensely strong creatures, they are not when it comes to ascribing the yeti's temperament and source. They dwell in small tribes atop their distant mountains, where they are sheltered from contact with most other races. Those with violent or cruel natures are usually forced out of tribes to live lonely lives as exiles, and without the support of a tribe such yeti are often driven to raiding lowlander settlements, thus perpetuating the myth of the yeti as a demon made flesh.

The source of such cruel madness can often be traced to a singular source—proximity to strange, eldritch dimensions. The yetis' mountain lairs rise high in places where the boundaries between this world and others rasp thin. It is unclear if the yeti are invaders from these dimensions or Material Plane natives influenced by otherworldly realms, but it seems certain that whatever their origins, the yeti are no friends to those who dwell beyond, and may even act as guardians against intrusions from such strange worlds into the Material Plane.



Pathfinder Society Special #6-97: Siege of Serpents Supplement

Event _____ Date _____

GM # _____ GM Character # _____

GM Name _____ GM Prestige Earned _____

☐ Dark Archive ☐ The Exchange ☐ Grand Lodge ☐ Liberty's Edge
☐ Scarab Sages ☐ Silver Crusade ☐ Sovereign Court
☐ A ☐ B ☐ C ☐ D

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Character Name _____
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