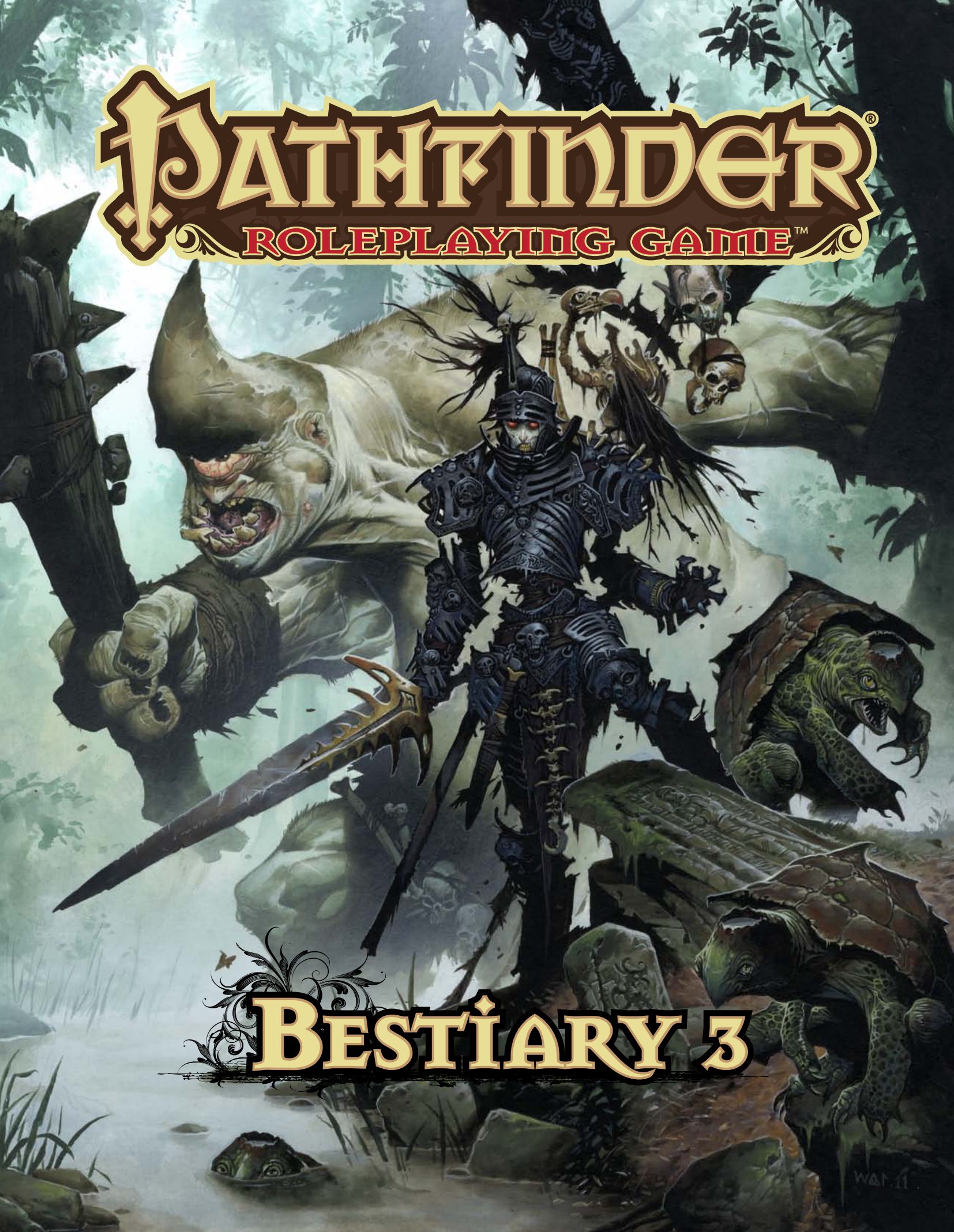
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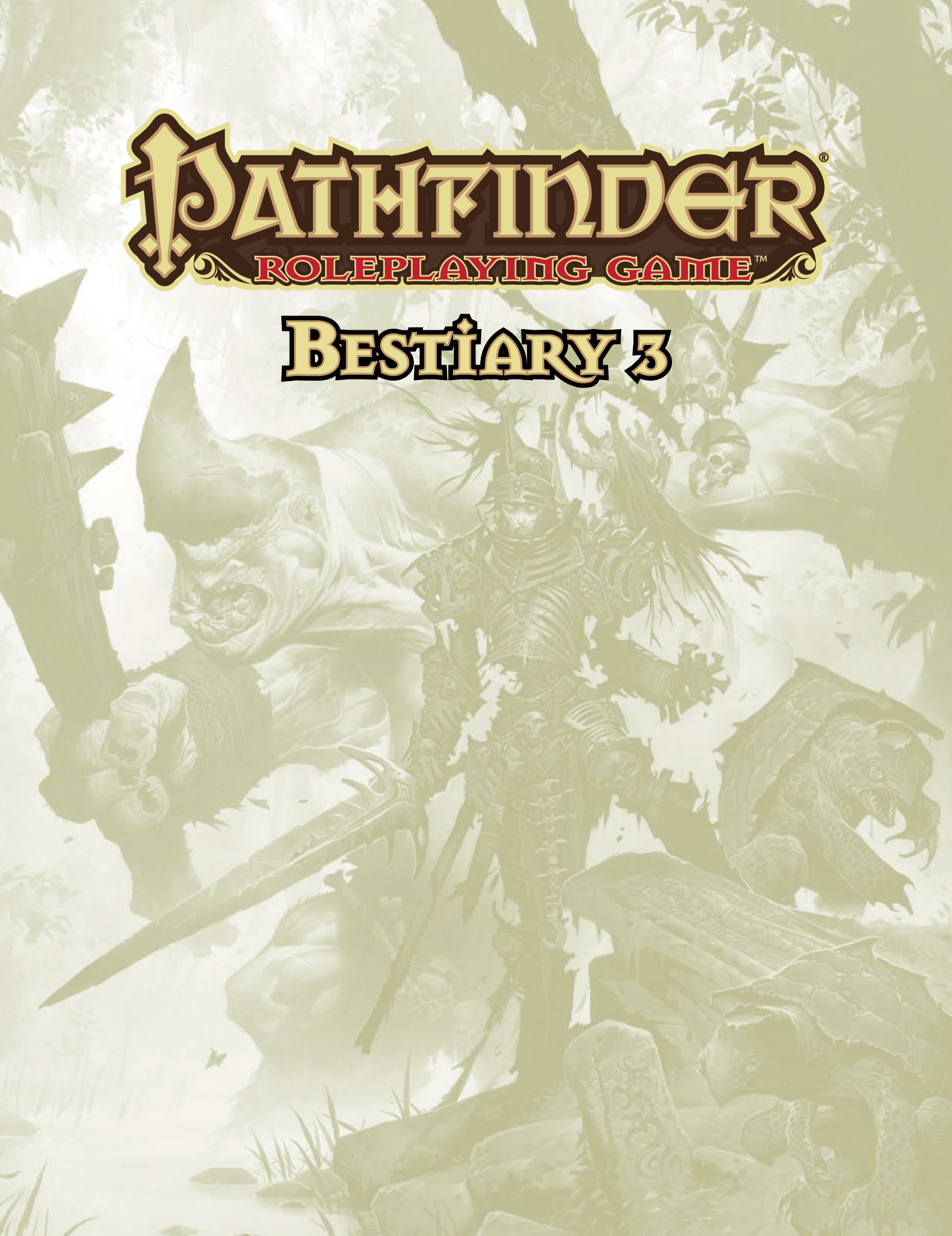

Pathfinder Roleplaying Game

Bestiary 3

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Introduction

Welcome to the *Pathfinder Roleplaying Game Bestiary 3*! Within the pages of this tome lurk a wide range of monsters, ready to challenge adventurers of every type. The creatures featured herein have been drawn from a multitude of sources, from real-world legends and myths (from which we get our kami and oni, as well as our cerberi and sasquatches), to the rich history of roleplaying games (which provide the demodands, the demilich, and the flumph), to the inventions of fantasy's greatest writers (including H. P. Lovecraft's moon-beasts, vooniths, yithians, and zoogs, Lewis Carroll's bandersnatch and jubjub bird, Robert E. Howard's zuvembie, and China Miéville's ceratioidi). In order to fully use the creatures in the *Pathfinder RPG Bestiary 3*, you'll need a copy of the *Pathfinder RPG Core Rulebook* and the *Pathfinder RPG Advanced Player's Guide*. Additional monsters can be found in the *Pathfinder RPG Bestiary* and *Pathfinder RPG Bestiary 2*.

While each monster is a unique creature, many possess similar special attacks, defenses, and qualities. Unique abilities are described below the monster's stat block. Many abilities common to several monsters appear in the universal monster rules in Appendix 3. If a monster's listed special ability does not appear in its description, you'll find it there. Check pages 292–301 of this book for the complete universal monster rules.

This book's appendices also contain a wealth of other information—you'll find charts organizing the monsters into several different categories, new templates and variants, and more.

Each monster description on the following pages is presented in the same format, split into three specific areas: Introduction, Stat Block, and Description.

Introduction

Each monster is presented alphabetically. In the case of a group of monsters sharing similar traits (such as outsider races and some animals or vermin), the monster's basic name is listed first.

Stat Block

This is where you'll find all of the information you need to run the monster in an encounter. A stat block is organized as follows (note that in cases where a line in a stat block has no value, that line is omitted).

Name and CR: The monster's name is presented first, along with its challenge rating (CR) and three icons you can use to quickly identify the creature's role in the game. Challenge rating is a numerical indication of how dangerous a monster is—the higher the number, the deadlier the creature. Challenge rating is detailed on page 397 of the *Pathfinder RPG Core Rulebook*.

XP: Listed here are the total experience points that PCs earn for defeating the monster.

Monster Icons

Each monster in this book is presented with three visual cues to help you quickly identify the monster's role and niche in the game. The first of these icons indicates the monster's type. The second indicates the terrain where the creature can normally be encountered. The third shows what sort of climate the creature prefers. More precise notes on each monster's type (and subtypes), preferred terrain, and climate appear elsewhere in its stat block, but these three icons can help you recognize this basic information at a glance.

Creature Type

Aberration

Animal

Construct

Dragon

Fey

Humanoid

Magical Beast

Monstrous Humanoid

Ooze

Outsider

Plant

Undead

Vermin

Terrain

Desert

Forest/Jungle

Hill

Mountain

Plain

Ruins/Dungeon

Sky

Swamp

Underground

Urban

Water

Climate

Cold

Extraplanar

Temperate

Tropical

Race, Class, and Level: Some monsters do not possess racial Hit Dice and are instead defined by their class levels. For these monsters, their race, class, and level appear here. Unless otherwise noted, the first class listed is the class chosen by the monster as its favored class.

Alignment, Size, and Type: While a monster's size and type remain constant (unless changed by the application of templates or other unusual modifiers), alignment is far more fluid. The alignments listed for the monsters in this book represent the norm for those monsters—they can vary as you require them to in order to serve the needs of your campaign. Only in the case of relatively unintelligent monsters (creatures with an Intelligence score of 2 or lower are almost never anything other than neutral) and planar monsters (outsiders with alignments other than those listed are unusual and typically outcasts from their kind) is the listed alignment relatively unchangeable.

Init and Senses: The creature's initiative modifier followed by any special senses and its Perception check modifier.

Aura: If the creature has a particular magical or exceptional aura, that aura is listed here, along with its radius from the creature and, as applicable, a save DC to resist the aura's effects.

AC: The creature's Armor Class, touch Armor Class, and flat-footed Armor Class. The modifiers that generate its AC are listed parenthetically at the end of this entry.

hp: The creature's hit points, followed by its Hit Dice (including modifiers from Constitution, favored class levels, creature type modifiers, and the Toughness feat). Creatures with PC class levels receive maximum hit points for their first HD, but all other HD rolls are assumed to be average. Fast healing and regeneration values, if any, follow the creature's HD.

Saving Throws: The creature's Fortitude, Reflex, and Will saves, followed by situational modifiers to those rolls.

Defensive Abilities/DR/Immune/Resist/SR: All of the creature's unusual defensive abilities. Damage reduction, immunities, resistances, and spell resistance are called out separately as necessary.

Weaknesses: All of the creature's unusual weaknesses are listed here.

Speed: The creature's land speed, and additional speeds as necessary for the creature.

Melee: The creature's melee attacks are listed here, with its attack roll modifier listed after the attack's name, followed by the damage in parentheses.

Ranged: As Melee above, but for ranged attacks.

Space/Reach: The creature's space and reach—if the creature's space and reach are standard (one 5-foot square and a reach of 5 feet), this line is omitted.

Special Attacks: The creature's special attacks. Full details for these attacks are given at the end of the stat block or in the universal monster rules in Appendix 3.

Spell-Like Abilities: After listing the caster level of the creature's spell-like abilities, this section lists all of the creature's spell-like abilities, organized by how many times per day it can use the abilities. Constant spell-like abilities function at all times but can be dispelled. A creature can reactivate a constant spell-like ability as a swift action.

Spells Known/Prepared: If the creature can actually cast spells, its caster level is indicated here, followed by the spells it knows or typically has prepared. Unless otherwise indicated, a spellcasting creature does not receive any of a spellcasting class's other abilities, such as a cleric's ability to spontaneously convert prepared spells to cure or inflict spells.

Ability Scores: The creature's ability scores are listed here. Unless otherwise indicated, a creature's ability scores represent the baseline of its racial modifiers applied to scores of 10 or 11. Creatures with NPC class levels have stats in the standard array (13, 12, 11, 10, 9, 8), while creatures with character class levels have the elite array (15, 14, 13, 12, 10, 8); in both cases, the creature's ability score modifiers are listed at the end of its description.

Base Atk/CMB/CMD: These values give the creature's base attack, its Combat Maneuver Bonus, and its Combat Maneuver Defense score.

Feats: The creature's feats are listed here. A bonus feat is indicated with a superscript "B."

Skills: The creature's skills are listed here. Racial modifiers to skills are indicated at the end of this entry.

Languages: The languages most commonly spoken by the creature are listed here. For unusual creatures, you can swap out the languages known for other choices as needed. A creature with a higher than normal Intelligence score receives the appropriate number of bonus languages.

SQ: Any special qualities possessed by the creature.

Environment: The regions and climates in which the creature is typically encountered are listed here; these often present wider ranges than the icons at the top of the stat block indicate. In this case, the icon listed at the top of the stat block indicates the creature's preferred terrain.

Organization: This lists how the creature is organized, including number ranges as appropriate.

Treasure: The exact value of the creature's treasure depends on whether you're running a slow, medium, or fast game, as summarized on Table 12–5 on page 399 of the *Pathfinder RPG Core Rulebook*. In cases where a creature has specific magical gear assigned to it, the assumption is a medium game—if you play a fast or slow game, you'll want to adjust the monster's gear as appropriate. "Standard" treasure indicates the total value of the creature's treasure is that of a CR equal to the average party level, as listed on Table 12–5 on page 399 in the *Core Rulebook*. "Double" or "triple" treasure indicates the creature has double or triple this standard value. "Incidental" indicates the creature has half this standard value, and then only within the confines of its lair. "None" indicates that the creature normally has no treasure (as is typical for an unintelligent creature that has no real lair, although such creatures are often used to guard treasures of varying amounts). "NPC gear" indicates the monster has treasure as normal for an NPC of a level equal to the monster's CR (see page 454 of the *Core Rulebook*).

Special Abilities: Finally, any of the creature's more unique special abilities are detailed in full here.

Description

Here you'll find information on how the monster fits into the world, notes on its ecology and society, and other bits of useful lore and flavor that will help you breathe life into the creature when your PCs encounter it. Some monsters have additional sections that cover variant creatures, notes on using the monsters as PCs, methods of constructing the creature, and so on.

Adaro

This hybrid of human and shark holds its spear menacingly, thick, glistening saliva dripping from its razor-sharp teeth.

ADARO **CR 3**

XP 800

NE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision, keen scent; Perception +8

DEFENSE

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

hp 30 (4d10+8)

Fort +3, **Ref** +7, **Will** +5

OFFENSE

Speed 10 ft., swim 50 ft.

Melee spear +8 (1d8+4/×3 plus poison), bite +2 (1d6+3)

Ranged spear +8 (1d8+3/×3)

Special Attacks rain frenzy

STATISTICS

Str 16, **Dex** 17, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +4; **CMB** +7; **CMD** 20

Feats Deadly Aim, Weapon Focus (spear)

Skills Intimidate +8, Perception +8, Stealth +10, Swim +18

Languages Aquan, Common; speak with sharks

SQ amphibious, poison use

ECOLOGY

Environment warm oceans

Organization solitary, hunting party (2–6), or tribe (7–12)

Treasure standard (3 spears, other treasure)

SPECIAL ABILITIES

Poison (Ex) Adaros favor a paralytic toxin secreted by the flying nettlefin pufferfish—a sticky venom that doesn't wash away in water.

Nettlefin Toxin: Spear—injury; *save* Fort DC 15; *frequency* 1/minute for 4 minutes; *effect* paralyzed for 1 minute; *cure* 2 consecutive saves.

Poison Use (Ex) Adaros are skilled in the use of poison and never risk accidentally poisoning themselves.

Rain Frenzy (Su) Adaros revere storms, and their lust for blood is amplified exponentially while it is raining. While fighting in the rain or during other stormy weather, adaros act as though affected by the *rage* spell. An adaro gains this benefit even if it is underwater, but only as long as it remains within a move action away from the water's surface (50 feet for most adaros).

Speak with Sharks (Su) An adaro can communicate telepathically with sharks to a distance of 100 feet. This communication is limited to simple concepts, such as "come," "defend," or "attack."

Malevolent denizens of the waters, adaros are among the fiercest sentient hunters of the tropical seas. They are known and feared by sailors on many exotic shores, as well as by common folk who just happen to live near the ocean. Many have witnessed a fellow sailor or fisher suddenly go rigid, a poisoned spear jutting from his guts, only to fall into the water and be taken by the vicious adaro responsible for the assault.

Strictly carnivorous, adaros feed upon their victims almost immediately after slaying them. Their brutally sharp teeth cut through bone almost as easily as through flesh, and their powerful digestive systems are capable of handling most organic matter. Adaros usually eat once every couple of days, gorging on meals half their weight.

Adaros' strange relationship with storms has intrigued scholars for centuries. These sea-dwellers have a special connection to the deadly creatures of the water and the wildness of foul weather, and it is no coincidence that they attack humanoids more often during rough seas. Adaros are seminomadic by nature; a tribe travels until it finds a suitable hunting ground, and leaves either when its presence becomes too well known or when its game runs low.

An adaro is 7-1/2 feet long and weighs 250 pounds.

Illustration by Victor Pérez Corbella

Adherer

This pallid humanoid creature is wrapped in wispy strips of skin, with bits of detritus and a sour stink clinging to it.

ADHERER **CR 3**

XP 800

LE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

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

hp 30 (4d10+8)

Fort +3, **Ref** +7, **Will** +5

DR 5/—; **SR** 14

OFFENSE

Speed 30 ft., climb 10 ft.

Melee 2 slams +6 (1d6+2 plus grab)

Special Attacks grab (Large)

STATISTICS

Str 14, **Dex** 16, **Con** 15, **Int** 4, **Wis** 13, **Cha** 11

Base Atk +4; **CMB** +7 (+15 grapple); **CMD** 19

Feats Agile Maneuvers, Combat Reflexes

Skills Climb +10, Craft (cloth) +3, Craft (traps) +1, Perception +5, Stealth +11; **Racial Modifiers** +2 Craft (cloth), +4 Stealth

Languages Aklo

SQ adhesive

ECOLOGY

Environment any temperate or underground

Organization solitary, gang (2–5), or nest (6–12)

Treasure standard

SPECIAL ABILITIES

Adhesive (Su) A weapon that strikes an adherer becomes stuck fast to the creature's adhesive flesh unless the wielder succeeds at a DC 14 Reflex save. A creature adjacent to the adherer can attempt to pry off a stuck weapon with a DC 17 Strength check, but doing so provokes an attack of opportunity from the adherer. The adherer's adhesive flesh gives it a +8 racial bonus on grapple checks. It can attempt to grapple a foe as a free action whenever a creature successfully hits it with a natural attack or an unarmed strike. An adherer does not gain the grappled condition when it grapples a foe, nor does it provoke attacks of opportunity when it attempts to do so. Fire can temporarily burn away an adherer's adhesive coating—whenever an adherer takes at least 10 points of fire damage, it loses its adhesive special quality for 1d4 rounds. Universal solvent, alchemical solvent, or a similar fluid removes an adherer's adhesive quality for 1 hour if it fails a DC 15 Reflex save, or for 1d4 rounds if it makes the save. The adherer's skin loses its adhesive quality 1 hour after the adherer dies. An adherer can release anything stuck to it as a free action. The save DCs are Constitution-based.

Adherers look vaguely like embalmed and mummified corpses wrapped in dirty linen, but they are in fact otherworldly beings of an entirely different nature. Transformed by hideous processes on the Ethereal Plane, their bodies are riddled with tiny, adhesive strands that can stick to anything, allowing adherers to bind their enemies' weapons and capture living creatures for their depraved rituals.

Though once human, adherers have forgotten all traces of humanity, and now hunt their former kindred with gleeful abandon. Adherers digest food unusually slowly, and as such can feed on a single creature (humans are their favorite meal) for days or even weeks, taking only one or two bites a day and forcing their living captives to endure a hellish, drawn-out death.

Illustration by Damien Mammoliti

Adlet

This humanoid wolf's fur is snowy white and its eyes piercing blue; it grips an ornate spear in its fist.

ADLET **CR 10**

XP 9,600 each

CN Medium humanoid (adlet, cold)

Init +12; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 25, touch 20, flat-footed 15 (+8 Dex, +2 dodge, +5 natural)

hp 127 each (15d8+60)

Fort +9, **Ref** +17, **Will** +8

Immune cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee +1 *spear* +17/+12/+7 (1d8+7/×3), bite +10 (1d6+2 plus 1d6 cold)

Special Attacks frozen breath

Spell-Like Abilities (CL 10th; concentration +11)

Constant—*pass without trace, ray of frost*

3/day—*fog cloud, sleet storm*

1/day—*ice storm, wind walk* (self only)

STATISTICS

Str 18, **Dex** 26, **Con** 18, **Int** 13, **Wis** 17, **Cha** 13

Base Atk +11; **CMB** +15; **CMD** 35

Feats Diehard, Dodge, Improved Initiative, Multiattack, Power Attack, Run, Self-Sufficient, Weapon Focus (spear)

Skills Acrobatics +13 (+17 when jumping), Climb +12, Handle Animal +9, Heal +5, Perception +13, Stealth +13 (+21 in snow), Survival +20, Swim +9; **Racial Modifiers** +8 Stealth in snow

Languages Common, Adlet

SQ arctic stride

ECOLOGY

Environment cold plains, hills, or mountains

Organization solitary, pair, or pack (3–18 plus 1 shaman)

Treasure standard (+1 *spear*, other treasure)

SPECIAL ABILITIES

Arctic Stride (Ex) An adlet can move through any sort of difficult terrain at its normal speed while within arctic or snowy terrain. Magically altered terrain affects an adlet normally.

Frozen Breath (Su) An adlet's breath is supernaturally cold, and deals an additional 1d6 points of cold damage with its bite as a result. Once every 1d4 rounds as a swift action, it can exhale, filling a 10-foot-radius spread around it with frigid air that deals 2d6 points of cold damage and staggers those in the area with numbing cold. A DC 21 Fortitude save negates the staggered effect but not the cold damage. The save DC is Constitution-based.

Adlets are cunning hunters of the arctic wilds. Tall, sinewy, nimble, and very quick, they see themselves as the true heritors of untamed arctic lands, and are offended by any other humanoid species that attempts to settle in such regions. Although not normally evil, adlets are very aggressive and warlike. They also have no social taboo against cannibalism, and their practice of eating their dead rather than burying them only further builds misconceptions about their morality.

Deeply religious, adlets worship the power and cruelty of nature, seeing divinity in the lash of the blizzard's wind, the ferocity of the polar bear, and the immensity of the towering iceberg. Many become oracles or druids, but all adlets know their place in the natural world. One in every dozen adlets is a shaman: an adlet with the advanced creature template and the ability to summon a greater ice elemental or 1d4+1 large ice elementals (see *Bestiary 2* 114) and *commune with nature* once per day each as spell-like abilities. An adlet is 6 feet tall and weighs 250 pounds.

Illustration by J. P. Targete

Ahuizotl

This bear-sized beast has a body like a squat simian, a dog's face, and a long tail that ends in a clawed hand.

AHUIZOTL **CR 6**

XP 2,400

NE Large magical beast (aquatic)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)

hp 68 (8d10+24)

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

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +12 (2d6+5), claw +12 (1d8+5/19–20 plus grab)

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

Special Attacks rake (2 claws +5, 1d4+5)

STATISTICS

Str 20, **Dex** 17, **Con** 17, **Int** 9, **Wis** 14, **Cha** 16

Base Atk +8; **CMB** +14 (+18 grapple); **CMD** 27 (31 vs. trip)

Feats Blinding Critical[B], Combat Reflexes, Improved Critical (claw)[B], Improved Initiative, Skill Focus (Stealth), Stand Still

Skills Bluff +9, Stealth +9, Swim +20; **Racial Modifiers** +6 Bluff

Languages Common

SQ amphibious, tenacious grapple, voice mimicry

ECOLOGY

Environment warm lakes, rivers, or swamps

Organization solitary

Treasure standard

SPECIAL ABILITIES

Tenacious Grapple (Ex) An ahuizotl does not gain the grappled condition when it grapples a foe.

Voice Mimicry (Ex) An ahuizotl can perfectly mimic the sound of humanoid sobbing and can even attempt to mimic voices it has heard. When mimicking a voice, an ahuizotl must make a Bluff check opposed by its listener's Sense Motive check. If the listener has never heard the voice the ahuizotl is attempting to mimic, the listener takes a –8 penalty on the Sense Motive check.

A carnage-hungry denizen of swamps, the ahuizotl is a ferocious-looking predator, even before one takes into consideration its most distinctive feature—a long tail that ends in a clawed but all-too-humanoid hand. Whether from the entrance of its aquatic home (typically a sunken mass of trees or a flooded cavern) or the thick reeds and flora that grow at the water's edge, an ahuizotl remains watchful for any intruder that might trespass into its territory. Upon sighting such prey, the beast uses its uncanny ability to mimic the sound of a humanoid in distress to lure victims near, so it can snatch them with its tail claw. Ahuizotls are particularly fond of feasting upon a victim's eyes, and their tail claws are particularly adept at swiping away such organs for the beasts to feed upon. Teeth and fingernails are another of the creature's favorite meals, and the appearance of mutilated bodies missing eyes, teeth, and nails along a river's banks is sure evidence of an ahuizotl attack.

Despite its preference for cruelty, an ahuizotl might come to mutually advantageous arrangements with other pernicious denizens of the swamps. Will-o'-wisps and ahuizotls often find themselves in such cooperative relationships, with the will-o'-wisp coaxing creatures near the ahuizotl's lair and then lingering to feed upon the victims' fear as the ahuizotl drags them into the depths. Some wily humanoids who fall into an ahuizotl's clutches—typically lizardfolk, boggards, or swamp-dwelling humans—have successfully managed to bargain away the lives of others in exchange for their own. Such arrangements always lead to a series of vicarious murders, as the aquatic predator's proxy coaxes new victims into the swamp for its fearsome partner to dine upon.

Ahuizotls are exceptionally long-lived, and a single individual might live and feed in a particular area for several human generations. An ahuizotl is 9 feet long and weighs 1,200 pounds.

Illustration by Scott Purdy

Akhlut

A dorsal fin rises up from the back of this immense black-and-white-furred, wolflike beast.

AKHLUT **CR 13**

XP 25,600

N Huge magical beast (cold, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, snow vision; Perception +14

DEFENSE

AC 29, touch 11, flat-footed 26 (+2 Dex, +1 dodge, +19 natural, –2 size)

hp 189 (18d10+90)

Fort +16, **Ref** +13, **Will** +10

DR 15/magic; **Immune** cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., swim 60 ft.

Melee bite +27 (4d8+15/15–20 plus 4d6 cold and grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks savage bite, shore storming, swallow whole (2d8+15 bludgeoning damage plus 4d6 cold, AC 19, 18 hp)

Spell-Like Abilities (CL 18th; concentration +16)

1/day—*control weather* (windy or cold weather only)

STATISTICS

Str 31, **Dex** 15, **Con** 20, **Int** 4, **Wis** 15, **Cha** 6

Base Atk +18; **CMB** +30 (+34 grapple); **CMD** 43 (47 vs. trip)

Feats Dodge, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills Acrobatics +8 (+12 when jumping), Perception +14, Stealth +16 (+28 in snow), Swim +18; **Racial Modifiers** +4 Perception, +12 Stealth in snow

SQ change shape (orca; *beast shape III*), hold breath, snow walking

Languages Aquan (cannot speak)

ECOLOGY

Environment cold lakes, plains, or oceans

Organization solitary

Treasure none

SPECIAL ABILITIES

Savage Bite (Ex) An akhlut's bite threatens a critical hit on a roll of 18–20.

Shore Storming (Ex) An akhlut automatically transforms into an orca whenever it is fully immersed in water, losing its legs and fur. Likewise, when an akhlut emerges from the water, it automatically transforms into its wolf-orca hybrid form. If an akhlut moves from water to land (or vice versa) on the round before initiating combat, it gains a +8 bonus on its initiative check. This initial attack resolves as a charge. An akhlut has the same statistics in both forms.

Snow Vision (Ex) An akhlut can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snowy weather.

Snow Walking (Su) An akhlut can walk on snow or thin sheets of ice as though affected by *water walk*. It only leaves a trail on such surfaces when it wants to.

Resembling nothing so much as a killer whale mixed with a wolf, the rarely seen akhlut stalks frigid seas and the frozen lands nearby, shrouded by perpetual blizzards. Legend holds that the first akhlut was born fully-formed in the eye of a polar hurricane, the merciless anger of the elements made flesh. Whether or not the tale is true, the akhlut's ferocity is certainly as memorable as that of any storm.

While the akhlut appears as a wolf-orca hybrid on land, when it enters the water, its legs and fur vanish and it transforms fully into the form of an orca. Akhluts are particularly skilled at charging into and out of water, their transformation between shapes occurring in the blink of an eye.

Each akhlut fiercely defends its hunting grounds from other predators, and especially against other akhluts. While this does reduce the number of dangerous predators in a region, it's unclear whether replacing lesser predators with something as dangerous as an akhlut is actually preferable. Typically, an akhlut considers its territory to be the boundaries of the storm created by its *control weather* spell-like ability, and rarely travels far from this storm's borders.

An akhlut is 22 feet long and weighs 8,000 pounds.

Illustration by Emrah Elmasli

Allip

This malignant cloud of shadows boils in the air, its skeletal maw eerily babbling as the creature's claws manifest from the darkness.

ALLIP **CR 3**

XP 800

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +7

Aura babble (60 ft., DC 15)

DEFENSE

AC 14, touch 14, flat-footed 13 (+3 deflection, +1 Dex)

hp 30 (4d8+12)

Fort +4, **Ref** +4, **Will** +4

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +4 (1d4 Wisdom damage)

Special Attacks babble, touch of insanity

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 17

Feats Improved Initiative, Lightning Reflexes

Skills Fly +16, Intimidate +10, Perception +7, Stealth +8

Languages Aklo, Common

SQ madness

ECOLOGY

Environment any

Organization solitary, pair, or haunt (3–6)

Treasure incidental

SPECIAL ABILITIES

Babble (Su) An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Madness (Su) Anyone targeting an allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of an allip deals 1d4 points of Wisdom damage (DC 15 Will negates). A successful critical hit causes 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.

Those who fall prey to madness and take their own lives sometimes find themselves lost on the path to the afterlife, trapped in a state between life and death. These unfortunates, known as allips, suffer from the violent and incurable insanity they faced in life and take out their terror, confusion, and rage upon the living. They reach out to those they encounter—possibly in wrath, but also perhaps oblivious to their own insane nature—spreading the psychoses that led to their own untimely deaths.

In combat, allips relentlessly attack the nearest living creature, relying on their babble to let them close in before attacking with their touch of insanity. Many seem to be driven to states of ferocity upon witnessing the terror living creatures exhibit when facing their spectral forms, or when faced with the intangibility of their incorporeal states. While allips have no way to kill creatures, those knocked unconscious by an allip's Wisdom-draining touch often emerge from the state suffering from insanity (see pages 250–251 of the *GameMastery Guide*)—a fate that many would say qualifies as worse than death.

Allips often seek to harm those who played a part in causing their mad, unholy condition. When faced with such foes, an allip ignores all other targets that confront it in favor of its hated enemies, attacking them until its tormentors have been forced into a vacant stupor. Alas, such vengeance does not put the allip to rest, but simply serves to further fuel its madness as it finds itself trapped in a world now no longer even holding the satisfaction of vengeance.

Illustration by Florian Stitz

Alraune

An attractive green-skinned woman sits in the depths of this enormous, sweet-smelling flower.

ALRAUNE **CR 13**

XP 25,600

NE Large plant

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

Aura calming fragrance (60 ft., DC 24)

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, –1 size)

hp 199 (19d8+114)

Fort +17, **Ref** +9, **Will** +11

Immune plant traits; **SR** 24

OFFENSE

Speed 40 ft.

Melee 4 vines +20 (1d10+7 plus grab and bleed)

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

Special Attacks bleed (2d6), constrict (1d10+10), feed

Spell-Like Abilities (CL 13th; concentration +18)

At will—*charm monster* (DC 18), *detect thoughts* (DC 17), *suggestion* (DC 18)

3/day—quickened *glitterdust* (DC 17), *hold monster* (DC 20)

1/day—*commune with nature, mind fog, wall of thorns*

STATISTICS

Str 24, **Dex** 13, **Con** 22, **Int** 10, **Wis** 17, **Cha** 21

Base Atk +14; **CMB** +22 (+26 grapple); **CMD** 33 (can't be tripped)

Feats Alertness, Cleave, Deceitful, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*glitterdust*), Vital Strike

Skills Bluff +16, Disguise +9, Knowledge (nature) +9, Perception +17, Sense Motive +14

Languages Aklo, Common, Elven, Sylvan

ECOLOGY

Environment temperate forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Calming Fragrance (Su) A supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds an alraune to a radius of 60 feet. Any creature in this area of effect must make a DC 24 Will save at the start of its turn to avoid falling under the effects of *calm emotions* for 1 round. Creatures that could be attracted to the alraune's current apparent gender take a –2 penalty on this Will save, while all other creatures gain a +2 bonus on the save. This is a mind-affecting effect. The save DC is Charisma-based.

Feed (Ex) An alraune's roots can feed on a helpless or willing target. At the end of an hour of feeding, the victim takes 1d6 points of both Constitution and Intelligence drain, and the alraune heals 3d6 points of damage.

An alraune relies on its supernaturally soothing odor to render enemies incapable of making hostile acts against it—even if the alraune attacks a foe, its calming scent can wipe away any thoughts of violence from its prey. At rest, an alraune appears to be merely a large thorny plant with a single enormous and brightly colored flower at its center.

When an alraune attacks, its thorny vines lash out and its flower blooms, revealing an attractive, green-skinned humanoid form within. An alraune's apparent gender can vary even from encounter to encounter, for the plant can reshape its humanoid portions as it desires to increase the likelihood of setting its victims at ease. Regardless of the plant's apparent gender, it is itself asexual and reproduces (typically once or twice per decade) by budding a single offspring over the course of a spring season.

Despite their appearance, alraunes are quite mobile (capable of walking almost like a spider upon their numerous long roots and thorny vines). They hunt by using *commune with nature* to locate potential prey, preferring humanoid flesh over all others. When an alraune needs prey, it uses its mind-affecting abilities to convince foes to dig their own graves and bury themselves—once a foe is helplessly buried in the soil, the alraune can feed from it via its flesh-burrowing roots, converting the victim's blood and memories into the strange nutrients it so craves.

Illustration by Carolina Eade

Animal Lord

This dark-skinned woman's languid movements are grace personified, her sparkling eyes those of a cat.

CAT LORD **CR 11**

XP 12,800

Human animal lord ranger 10

NG Medium outsider (native, shapechanger)

Init +7; **Senses** low-light vision, scent; Perception +17

DEFENSE

AC 25, touch 18, flat-footed 18 (+3 armor, +1 deflection, +6 Dex, +1 dodge, +4 natural)

hp 139 (10d10+80)

Fort +13, **Ref** +14, **Will** +7

Defensive Abilities evasion; **DR** 10/silver

OFFENSE

Speed 30 ft., climb 20 ft.; leap

Melee bite +15 (1d6+5 plus grab), 2 claws +15 (1d3+5)

Ranged +1 *keen composite longbow* +18/+13 (1d8+6/×3)

Special Attacks favored enemy (evil outsiders +6, giants +2, undead +2), pounce, rake (2 claws +15, 1d3+5)

Spell-Like Abilities (CL 10th; concentration +12)

At will—*charm animal* (cats only, DC 13)

Ranger Spells Prepared (CL 7th; concentration +11)

3rd—*greater magic fang*

2nd—*cat's grace*, *hold animal* (DC 16)

1st—*charm animal* (DC 15), *longstrider*, *pass without trace*

STATISTICS

Str 20, **Dex** 24, **Con** 22, **Int** 12, **Wis** 18, **Cha** 14

Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 34

Feats Agile Maneuvers, Deadly Aim, Dodge, Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Toughness, Vital Strike

Skills Acrobatics +17 (+22 when jumping), Climb +26, Handle Animal +15, Knowledge (nature) +14, Perception +17, Sense Motive +14, Stealth +20 (+24 in undergrowth), Survival +17; **Racial Modifiers** +5 Acrobatics when jumping, +4 Stealth in undergrowth

Languages Common, Sylvan; *speak with animals* (cats only)

SQ change shape (leopard; *shapechange*), favored terrain (jungle +4, plains +2), hunter's bond (leopard), swift tracker, track +5, wild empathy +12, woodland stride

ECOLOGY

Environment warm jungles

Organization solitary

Treasure NPC gear (*+1 leather armor*, *+1 keen composite longbow* [+5 Str] with 20 arrows, *amulet of natural armor +1*, *ring of protection +1*, other treasure)

Illustration by Eric Belisle

When the gods of nature or powerful spirits desire a champion to defend the animal world, they invest a token of their power in a chosen vessel—be it animal or humanoid. Traditionally, only one animal lord for a specific animal species is active on a world at any one time, although sometimes, when an extant animal lord strays from its charge or otherwise fails, the force that created it might create a replacement to send against the fallen animal lord to challenge it in a combat to the death, with the victor claiming the right to rule or a chance at redemption.

An animal lord does not dwell among humanity—the wild is its domain. How an animal lord interacts with a humanoid society largely depends on how that society treats the animals of that lord's affinity. Societies that honor and respect those animals, even if they use the animals as a food source, earn the animal lord's (sometimes grudging) respect, but those who abuse or otherwise harm animals of that lord's species find a powerful and ardent enemy in the lord.

The cat lord above uses a leopard as the base animal—this particular cat lord represents a newly created animal lord. The longer an animal lord exists, the higher its level should be.

Creating an Animal Lord

"Animal Lord" is an inherited template that can be added to any humanoid of 10 Hit Dice or more, referred to hereafter as the base creature. The animal lord also gains the characteristics of one type of animal (of a size no larger than one step larger than the base creature's size), referred to hereafter as the base animal.

CR: Same as the base creature or the base animal (whichever is higher) +2.

Alignment: Any neutral.

Type: The base creature's type changes to outsider (native, shapechanger). Do not recalculate class Hit Dice, BAB, or saves.

Senses: An animal lord gains the senses of both the base creature and the base animal in both of its forms.

AC: An animal lord gains the base animal or base creature's natural armor bonus, whichever is higher, in both of its forms—this bonus is increased by +2 to determine the animal lord's actual natural armor bonus.

Defensive Abilities: An animal lord gains DR 10/silver. It also gains all of the base animal's defensive abilities in both of its forms.

Speed: An animal lord's base speed is that of its base creature form or its base animal form, whichever is greater. Animal lords whose base animal has a burrow, climb, fly, or swim speed can use that mode of movement even in humanoid form, instantly growing the necessary appendages as necessary.

Melee: An animal lord in humanoid form can instantaneously transform parts of its body to make all of the natural attacks possessed by the base animal. An animal lord typically prefers to use its natural attacks in melee combat, but often carries manufactured ranged weapons to diversify its combat options as well.

Special Attacks: An animal lord gains all of the special attacks possessed by the base animal and can employ them in both humanoid and animal form. It also gains abilities determined by its species affinity (see below).

Ability Scores: Animal lords use the higher ability score between the base creature and the base animal as their base ability scores, then increase all of these ability scores by +4.

Skills: An animal lord gains all of the base animal's racial modifiers to skill checks.

Special Qualities: An animal lord gains the following special qualities.

Change Shape (Su): An animal lord has two forms—a humanoid and an animal form. When an animal lord in humanoid form uses the base animal's defensive abilities, movement types, attacks, and other features, the animal lord's body instantaneously changes as appropriate to allow the use of that ability, growing wings or claws or fangs as necessary. The animal lord can use this ability to take the shape of the base animal (as *shapechange*) as a move action.

Dominion (Su): In both forms, an animal lord is treated as if constantly under the effects of a *speak with animals* spell, but this only applies to creatures of the animal lord's species affinity (see below). In addition, an animal lord can cast *charm animal* on any animal of its affinity as a spell-like ability at will (CL equals the animal lord's HD).

Species Affinity

Animal lords can be made from almost any creature of the animal type, but most are grouped into larger categories known as species affinities. The most common animal lord kingdom affinities are detailed below, but many others exist. Animals listed in parenthesis list typical base animals for that lord.

Bear Lord (Grizzly Bear): Bear lords have broad shoulders, sharp teeth, and thick fingers. Bear lords gain the following additional ability.

Bear Hug (Ex): A bear lord deals +1d6 extra points of damage when it makes a grapple check to damage a creature.

Canine Lord (Dog, Hyena, Wolf): Canine lords are hirsute, have pronounced canines, and have slightly pointed ears. Canine lords gain the following additional ability.

Savage (Ex): A canine lord deals +1d6 extra points of damage on its first attack in a round against a prone opponent.

Cat Lord (Leopard, Lion, Tiger): Cat lords move with a fluid agility, and have slender bodies and catlike eyes. Cat lords gain the following additional ability.

Leap (Ex): A cat lord adds half its Hit Dice to all Acrobatics checks made to jump, and is always treated as if it had a running start when jumping.

Crocodile Lord (Crocodile): Crocodile lords have reptilian eyes, sharp teeth, and a scaly ridge along the spine. Crocodile lords gain the following additional ability.

Thick Skin (Ex): A crocodile lord's base natural armor bonus improves by an additional +2 in both of its forms.

Dinosaur Lord (Deinonychus, Tyrannosaurus): A dinosaur lord tends to have sharp teeth, scaly skin, and a booming voice. Dinosaur lords gain the following additional ability.

Primeval Mind (Ex): A dinosaur lord is immune to charm effects and gains a +2 bonus on all Will saves.

Raptor Lord (Eagle, Falcon): Raptor lords have feathery-looking and brightly colored hair, wide searching eyes, and aquiline noses. Raptor lords gain the following additional ability.

Raptor's Dive (Ex): A raptor lord deals double damage with any charge that starts 10 or more feet above its target.

Rat Lord (Giant Rat): Rat lords have pointed chins and pointed ears, and move with quick, jittery motions. Rat lords gain the following additional ability.

Hearty (Ex): Rat lords are immune to disease and gain a +2 bonus on all Fortitude saves.

Shark Lord (Shark): Shark lords have black eyes, pale skin, sharp teeth, and little to no body hair. They gain the following additional ability.

Brutal Jaws (Ex): A shark lord's bite attack causes bleed (1d6).

Serpent Lord (Snake): Serpent lords tend to have unusual skin colors, often with stripes or other patterns), snakelike eyes, and forked tongues. Serpent lords gain the following ability.

Poison Immunity (Ex): Serpent lords are immune to poison.

Annis Hag

This repulsive, hunchbacked crone has skin the color of a fresh bruise. Despite her hunch, she looms taller than a human.

ANNIS HAG **CR 6**

XP 2,400

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 66 (7d10+28)

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

DR 5/bludgeoning; **SR** 17

OFFENSE

Speed 40 ft.

Melee bite +13 (1d6+7), 2 claws +13 (1d6+7 plus grab)

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

Special Attacks rend (2 claws, 2d6+10)

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

3/day—*alter self*, *fog cloud*

STATISTICS

Str 25, **Dex** 12, **Con** 18, **Int** 13, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 26

Feats Alertness, Blind-Fight, Great Fortitude, Intimidating Prowess

Skills Bluff +7, Diplomacy +7, Intimidate +17, Perception +13, Sense Motive +3, Stealth +7

Languages Common, Giant

ECOLOGY

Environment cold marshes

Organization solitary or coven (3 hags of any kind)

Treasure standard

Also known as black hags or iron hags, annis hags are the largest and most physically intimidating of their foul brood. Known for their iron-hard, wart-covered skin that varies from shades of deep blue to black and their claws like rusty blades, annis hags forgo much of the cunning and deceptiveness of their kind to revel in the more visceral evils of torture and slaughter. The typical annis hag stands just over 8 feet tall and weighs upward of 300 pounds.

Dwelling in dark caves, tangled hollows, and cursed ruins deep within frozen swamps or icy moors, annis hags stalk forth by night to sow fear and hunt the unwary. Although possessed of cunning minds, annis prove more decadent than most other hags, frequently indulging in their taste for living flesh and the music of pleading screams. Unlike green hags, they use their ability to assume humanoid form via *alter self* not to infiltrate societies but to lure victims into a false sense of security before attacking—often posing as travelers in need of aid or pilgrims seeking to share a camp.

Annis hags find the flesh of children, young animals, and the pure of heart particularly pleasing, both for the tenderness of such meals and for the sorrow such murders spread. After gorging themselves, these hags delight in stripping the skin from their victims, often garbing themselves in the grisly trophies. They are also known to retain and even preserve identifiable portions of their victims (such as heads) for later use in spreading misery. An annis who eats the children of a local farmer might keep the heads (or at least the faces) handy to return to the victims' parents, for example—often in the guise of an anonymous gift. The most insidious of annis hags present these gifts in ways that implicate friends or family in the victim's death.

Like most hags, annis sometimes join covens of their repulsive sisters, though many prove resistant to such cooperation. They are particularly unlikely to join covens that already include other annis, though groups of related annis—typically horrible triplets—are not unknown. A typical annis coven consists of one annis leader along with two green hags or sometimes even a witch or two. Annis covens often seek to recruit additional creatures as guardians and are particularly fond of trolls and ogres for such roles.

Illustrations by Nicholas Cloister

Ant Lion, Giant

This gigantic burrowing insect has an oversized abdomen. A terrifying set of long, hooked mandibles protrudes from its head.

GIANT ANT LION **CR 5**

XP 1,600

N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +0

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)

hp 60 (8d8+24)

Fort +9, **Ref** +2, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +10 (2d8+7 plus grab)

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

Special Attacks sand trap

STATISTICS

Str 20, **Dex** 11, **Con** 17, **Int** —, **Wis** 11, **Cha** 10

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 22 (30 vs. trip)

ECOLOGY

Environment warm deserts

Organization solitary or nest (2–4)

Treasure incidental

SPECIAL ABILITIES

Sand Trap (Ex) A giant ant lion can create a 60-foot-diameter, 20-foot-deep pit in any sand or soft earth surface. Creating a sand trap takes 1 hour. A DC 15 Perception check allows a creature to realize such a depression in the sand is in fact a trap. Any creature that steps into the trap slides to the center if it fails a DC 14 Reflex save—such victims take no damage, but they do fall prone. A giant ant lion can make an attack of opportunity against any creature that falls to the bottom of its sand trap. These creatures can move across sand traps at their normal speed and are immune to the trap's effects. Other creatures can navigate the trap's walls with a DC 20 Climb check.

Perils of the desert depths, giant ant lions construct traps from the shifting sands. These beasts lurk at the base of these pits, half buried and patiently awaiting unwary prey.

Ant Lion, Giant Adult

This spindly insect, borne aloft on four delicate wings, snaps its mandibles in obvious hunger.

GIANT ADULT ANT LION **CR 6**

XP 2,400

N Huge vermin

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 19, touch 11, flat-footed 16 (+8 armor, +3 Dex, –2 size)

hp 85 (10d8+40)

Fort +11, **Ref** +6, **Will** +3

Immune mind-affecting effects

OFFENSE

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

Melee bite +12 (2d8+10)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 24, **Dex** 16, **Con** 19, **Int** —, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +16; **CMD** 29 (37 vs. trip)

Skills Fly +7

ECOLOGY

Environment warm deserts

Organization solitary or cloud (2–12)

Treasure none

When a giant ant lion reaches maturity, it creates a cocoon of sand and dirt around itself. Over the course of a month, the ant lion undergoes a dramatic metamorphosis—when it emerges, its body has become elongated and thin and it has gained a set of enormous, lacy wings. Depending on the region, giant adult ant lions are often called giant lacewings, giant damselflies, or giant spindleflies, but regardless of their regional name, they remain ravenous and deadly, replacing the sand trap cunning of their larval form with swift flight and greater battlefield mobility.

Archon, Harbinger

What appears to be a miniaturized orrery zips through the air, with thin, sharp blades flashing periodically from within.

HARBINGER ARCHON CR 2

XP 600

LG Tiny outsider (archon, extraplanar, good, lawful)

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

DEFENSE

AC 16, touch 15, flat-footed 13 (+2 Dex, +1 dodge, +1 natural, +2 size)

hp 16 (3d10)

Fort +1, **Ref** +5, **Will** +4; +4 vs. poison

DR 5/evil; **Immune** electricity, petrification

OFFENSE

Speed fly 50 ft. (perfect)

Melee 3 blades +4 (1d4–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks wrath

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect evil*

At will—*dancing lights* (duration lasts until dismissed)

3/day—*cure light wounds*, *protection from evil*

1/week—*commune* (CL 12th, 6 questions)

STATISTICS

Str 6, **Dex** 15, **Con** 11, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +3; **CMD** 12

Feats Dodge, Improved Initiative

Skills Diplomacy +7, Fly +20, Knowledge (planes) +6, Knowledge (religion) +6, Perception +7, Sense Motive +7

Languages Celestial, Draconic, Infernal; truespeech

SQ disassemble, minor archon

ECOLOGY

Environment any (Heaven)

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

Treasure none

SPECIAL ABILITIES

Blades (Ex) A harbinger can extend blades from its body to strike with as primary natural attacks. These blades possess a +1 enhancement bonus on attack and damage rolls, and are treated as both magic and good-aligned for the purposes of penetrating damage reduction.

Disassemble (Su) As a move-equivalent action, a harbinger can break apart into its components. This is treated as *gaseous form*, except the archon retains its full flight speed and DR, and cannot fit through gaps smaller than 1 inch in diameter. Reforming into an orrery is a standard action.

Minor Archon (Ex) Harbinger archons lack the *aura of menace* and *teleport* abilities of more powerful archons.

Wrath (Su) Once per minute, a harbinger archon can emit a blast of energy that deals 2d6 points of force damage to adjacent creatures. A DC 12 Reflex save halves this damage. The harbinger can choose to omit any target from this blast that it desires, damaging only those foes it chooses. The save DC is Charisma-based.

Illustrations by Eric Belisle

Though counted among the least of the archons, harbingers nonetheless remain steadfast in their dedication to combating evil. These tiny beings serve as heralds and assistants for the forces of Heaven. While on the Material Plane, they advise mortals on how best to serve the causes of order and light. Some even venture to the other Outer Planes as minor ambassadors. Harbingers can also be bound into service as familiars, a role they accept eagerly, taking full responsibility for guiding their masters' souls toward salvation. A spellcaster must have the Improved Familiar feat, a lawful good alignment, and be an arcane caster level of 7th or higher to gain a harbinger familiar.

A harbinger resembles a whirling mechanical model of a planetary system. Its sun, moons, and planets are crafted of tiny glowing jewels whose color shifts with the harbinger's mood. Electric arcs and sparks of magical essence dance between its whirling pieces. The harbinger can dismantle itself into its component parts to squeeze through tiny gaps, its rings dissolving into glowing vapor while its star and planets remain. Harbingers shed light as brightly as a torch under normal conditions, but can dim to a faint glow if desired, and frequently spin off bits of their essence into *dancing lights*.

A harbinger archon's voice resembles the ringing of a dozen tiny bells, and regardless of the language the archon speaks, it retains that tinkling musical quality.

Most harbinger archons form from souls that led simple lives of wisdom and piety before their deaths. They remember nothing of their mortal existences, but retain a decidedly practical, if parochial, view of worldly matters. Only rarely does a harbinger want for a parable or proverb apropos to the task at hand.

Archon, Legion

This celestial knight bears a flaming blade as it flies through the air on metallic wings that seem to grow from its armor.

LEGION ARCHON **CR 7**

XP 3,200

LG Medium outsider (archon, extraplanar, good, lawful)

Init +1; **Senses** darkvision 60 ft. *detect evil*, low-light vision; Perception +13

Aura aura of menace (DC 17)

DEFENSE

AC 23, touch 11, flat-footed 22 (+9 armor, +1 Dex, +3 natural; +2 deflection vs. evil)

hp 76 (8d10+32)

Fort +10, **Ref** +3, **Will** +8; +4 vs. poison, +2 vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 18

OFFENSE

Speed 40 ft., fly 90 ft. (average)

Melee +1 *flaming burst greatsword* +13/+8 (2d6+5/17–20 plus 1d6 fire)

Ranged +1 *flaming javelin* +10 (1d6+4 plus 1d6 fire)

Special Attacks flames of faith

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*detect evil*, *magic circle against evil*

At will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*

3/day—*align weapon*, *mirror image*, *versatile weapon**

* See the *Advanced Player's Guide*.

STATISTICS

Str 16, **Dex** 12, **Con** 19, **Int** 10, **Wis** 15, **Cha** 17

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

Feats Improved Bull Rush, Improved Critical (greatsword)[B], Power Attack, Vital Strike, Weapon Focus (greatsword), Whirlwind Attack[B]

Skills Diplomacy +14, Fly +12, Intimidate +14, Knowledge (religion) +11, Perception +13, Sense Motive +9, Survival +9

Languages Celestial, Draconic, Infernal; truespeech

SQ second skin

ECOLOGY

Environment any (Heaven)

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

Treasure standard (masterwork full plate, other treasure)

SPECIAL ABILITIES

Flames of Faith (Ex) A legion archon can manifest a +1 *flaming burst greatsword* or +1 *flaming javelin* as a move-equivalent action. The legion archon's sword vanishes if it leaves its hand, and its javelin vanishes after striking or missing its target.

Second Skin (Ex) A legion archon is proficient in all forms of armor. It takes no reduction to its speed or any armor check penalties from wearing any sort of armor. Most legion archons wear full plate armor.

Where shield archons are the bulwarks of the armies of Heaven, legion archons are the swords, sent in file after file to match evil's boundless hordes.

Legion archons stand 6-1/2 feet in height and weigh 200 pounds. Beneath their helmets and armor, they have pale or nearly jet-black hairless skin. Their eyes burn bright with the flames of their faith, flaring brightest when they conjure forth their weapons. Regardless of the armor they choose to wear, their metallic wings merge with and extend beyond the armor, allowing them flight even when wearing the heaviest of protection.

Despite their warlike mien, legion archons prefer errands of peace and mercy. Their masters dispatch unarmed legion archons as celestial envoys, though still clad in their heavenly armor. In this fashion, they spread the word and love of Heaven to widely scattered realms.

Ascomoid

This misshapen sphere of pale yellow-green fungus rolls with an unnerving speed, spewing clouds of foul spores as it advances.

ASCOMOID **CR 5**

XP 1,600

N Large plant

Init +1; **Senses** tremorsense 60 ft.; Perception +0

DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 52 (7d8+21)

Fort +8, **Ref** +3, **Will** +2

DR 10/piercing; **Immune** plant traits; **Resist** electricity 10, fire 10

OFFENSE

Speed 40 ft.

Melee slam +8 (2d8+6)

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

Special Attacks poison, spores, trample (2d8+6, DC 17)

STATISTICS

Str 18, **Dex** 13, **Con** 17, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +10; **CMD** 21 (can't be tripped)

Feats Improved Overrun[B]

ECOLOGY

Environment underground

Organization solitary or cluster (2–8)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Spores—inhaled; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 2 saves. The save DC is Constitution-based.

Spores (Ex) Once per round as a free action, an ascomoid can release a jet of deadly spores to a range of 30 feet. Upon impacting a solid surface, such as a wall or creature, the jet billows out into a cloud of spores that fills a 10-foot-radius spread. This cloud lasts for 1 round before dispersing. Any creature in the cloud must make a DC 16 Fortitude save or become nauseated as long as it remains in the cloud. Any creature that fails to save against this nausea is also exposed to the ascomoid's poison (see above). The save DC is Constitution-based.

Oversized fungi, ascomoids are frequently mistaken for giant puffballs until they begin to move, rolling toward any living prey that they sense. Once they have crushed the life out of a creature, they quickly move on, leaving spores behind in their victim's body to grow new ascomoids. Ascomoids can grow to a width of 10 feet, but they rarely weigh more than 400 pounds.

While ascomoids require no light to grow, they do require a moist environment. They do not keep traditional lairs, but often wander the same areas over and over, littering these routes with the bones of past victims.

Although they are typically solitary creatures, ascomoids dwelling in areas of ample moisture with generous sources of food—or frequent unwitting passersby—sometimes form deadly clusters. Such colonies of these giant fungi often lurk in large caverns among other pallid vegetation. Given ascomoids' ability to detect vibrations, the slightest quake or potential footfall sets them rolling, turning their cavernous lairs into churning meat grinders. Bounding about violently, groups of ascomoids sometimes take hours to settle back down, unable to distinguish between the movements of prey and the tumbling of their own kind. In some cases, ascomoids have been known to lair at the top of steep rises, crushing climbers as they roll in terrible fungal avalanches.

Those crushed by an ascomoid or who fall victim to an ascomoid's spores face a revolting end, their bodies becoming hosts to quick-growing colonies of rampant fungi. Immature ascomoid mold sprouts quickly, typically appearing within 24 hours. After 48 hours, such victims become so overgrown with this furry, brown-green mold that they can no longer be restored to life by *raise dead*, as their bodies are too vitally pervaded and thoroughly consumed by the swiftly spreading mold. Within a month, a new ascomoid emerges from the foul mess.

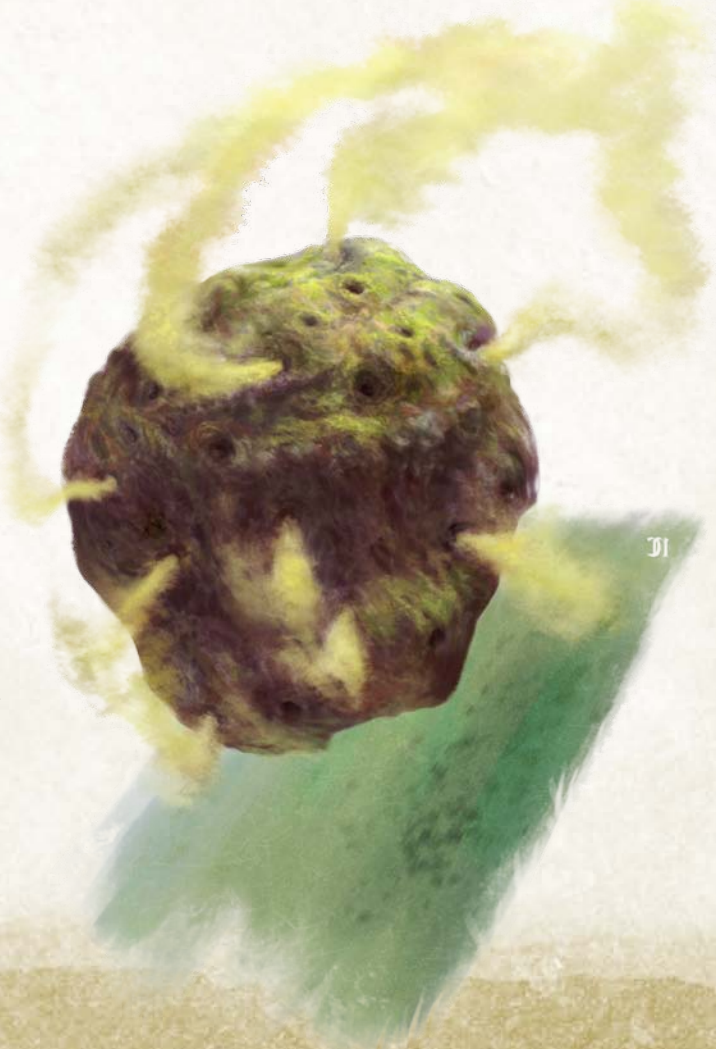


Illustration by Nicholas Cloister

Asura

Asuras are immortal beings whose origins are rooted in rejection and destruction. They are manifestations of divine accident, living blasphemies risen from mistakes made by the gods themselves. Given horrible life through these unspeakable divine errors, the asuras seek to sow doubt among mortals and ultimately revenge themselves upon the gods for their accursed existences.

Most asuras share a cohesive philosophy that culminates in nothing less than the systematic destruction of everything the gods have had a hand in creating. To this end, asuras study and meditate on the nature of creation so that they might better know how the cosmos can be unmade. The simplest among these fiends seek out the pious to torment, as well as holy places and relics to pollute with the taint of loathing and faithlessness. Once the destruction or corruption of a holy place is complete, asuras might take up residence in the area to contemplate what they have wrought and consider future misdeeds. The precise records and histories some temples keep can end up being the undoing of other bastions of faith. Thus, asuras spread.

Asuras have reason to seek places to dwell and brood, for unlike many other outsiders, the asuras have no realm to call their own. While the largest population of them dwells in the vast wildernesses of Hell, these fiends can be found throughout the Great Beyond, living anywhere they can make room for themselves. Asuras spend time plotting and nurturing their vast abhorrence of all things. They perfect arts of war and ruin. Even devils are unsafe in asura domains, because although asuras share the alignment of their hellspawned neighbors, devils are proper creatures of the extant multiverse. So consuming is asura antipathy that devils too must eventually fall for asuras to accomplish their ultimate goal.

Despite their warlike and devastating actions, most asuras have an ascetic quality and great insight into reality. They know a great deal about the cosmos. Further, little in the way of material wealth or comfort can sway them from their goals. An asura might possess treasure, probably pillaged from temples lost to asura raids, and it might have servants to see to its wants and needs. However, it values such aspects of existence only insofar as they help the asura move toward its ends.

Other asuras perfect modes of fighting or act as guardians or even extraplanar mercenaries. Such asuras become instruments of ruin, their presence antithetical to the lives of their enemies, whomever those foes might be. They rarely care whom or what they are hired to battle, so long as they can end the existence of a deity's work.

Asuras often collect and guard treasuries of looted religious relics, letting such objects serve as bait for pious heroes powerful enough to locate such treasures despite the asuras' elusive aura. The fiends know the loss of such holy objects often grieves and undermines the beliefs of common members of a faith, and so do all they can to draw out such spiritual suffering.

While an asura's individual incarnations can be slain, these fiends are nearly impossible to destroy permanently. The divine spark in them returns to the presence of mighty asura lords, the asura ranas, in Hell or elsewhere. Within a variable amount of time, usually some multiple of 7 years, a slain asura reincarnates as a weaker asura. A truly devoted asura that died in service to the asura cause might be given its old form at the cost of some of the asura rana's essence. Reincarnated asuras remember their past lives, their origins, and any enemy who has wronged them, and while their appearances and resources change, their thirst for revenge is eternal.

Rarely, however, contemplation on the nature of the multiverse or a desire for something more than eternal strife causes an asura to choose a different course. Such asuras meditate to become closer to that which they once sought to destroy, purifying themselves of their soul-burning hatred. Redeemed asuras are seldom good or religious, but they do wander the planes, dispensing wisdom and working against wanton destruction. Evil asuras loathe these traitors, and seek them out to destroy them with teeming fervor.

Known Asura Ranas

Asuras can grow mighty indeed in their endless cycle of reincarnation. The most powerful among them are the asura ranas who dwell in ruined holy places, abandoned deific domains, or in the wilds of Hell. These potent fiends have unique forms, and can demand anything of lesser members of their race, as they are revered as sages and profane bodhisattvas. They usually dwell in places that allow them to deny devotees of the deities access to holy objects or sites. The following list includes several asura ranas named in myth and tales of woe.

- Andak the Dismembered
- Bohga the Treasurer
- Chugarra the Guru of Butchers
- Chupurvagasti, Lady of Poison Mist
- Gavidya the Numberless
- Hydim of the Eternal Fast
- Ioramvol with the Mouth Full of Boulders
- Maeha, Father of False Worlds
- Onamahli the Twice Pure
- Rahu the Sun Eater
- Rytara, Serpent of the Eastern Eye
- Taraksun, Awakener of Wrath
- Zurapadyn, the Beast Who Waits in Smoke

Asura, Adhukait

A pair of spiked fiends, interwoven through bodily cavities and impaling limbs, spin in a dance with their twin curved knives.

ADHUKAIT **CR 7**

XP 3,200

LE Medium outsider (asura, evil, extraplanar, lawful)

Init +3; **Senses** all-around vision, darkvision 60 ft.; Perception +19

Aura elusive (30 ft.)

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 76 (9d10+27); regeneration 5 (good weapons, good spells)

Fort +6, **Ref** +11, **Will** +9; dual mind, +2 vs. enchantments

DR 5/good; **Immune** curse effects, disease, flanking, poison; **Resist** acid 10, electricity 10; **SR** 18

OFFENSE

Speed 40 ft.

Melee 2 mwk kukris +15/+10 (1d4+5/18–20), 2 claws +9 (1d4+2)

Special Attacks dance of disaster

Spell-Like Abilities (CL 6th; concentration +9)

At will— *feather fall, greater teleport* (self plus 50 lbs. of objects only), *spider climb*

3/day—*blink, blur, mirror image, spike growth*

1/day—summon (level 4, 1 adhukait 35%)

STATISTICS

Str 20, **Dex** 17, **Con** 17, **Int** 13, **Wis** 16, **Cha** 16

Base Atk +9; **CMB** +14; **CMD** 28

Feats Combat Reflexes, Dodge, Lightning Reflexes, Mobility, Nimble Moves

Skills Acrobatics +15 (+19 when jumping), Bluff +15, Escape Artist +21, Intimidate +11, Knowledge (planes) +9, Perception +19, Perform (dance) +14, Stealth +15; **Racial Modifiers** Acrobatics (+4 when jumping), +6 Escape Artist, +4 Perception

Languages Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

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

Treasure standard (2 masterwork kukris, other treasure)

SPECIAL ABILITIES

Dance of Disaster (Su) Whenever an adhukait hits with a melee attack during a full-attack action, it can move 10 feet before making its next attack. The adhukait's normal speed does not limit this movement—it can move 10 feet after any successful hit among its four attacks, as long as it has another attack to make.

Dual Mind (Su) An adhukait is a single creature with two distinct minds, so it can attempt two saving throws against mind-affecting effects. If either saving throw succeeds, the mind-affecting effect fails to affect the adhukait.

Known also as the twinned ones, adhukaits are warrior asuras, specialized at quick raids designed for theft, assassination, or kidnapping. An adhukait is adept at infiltration and escape. In killing, the fiend is brutally efficient unless it wishes to prolong pain to demoralize or enrage its enemies.

Although an adhukait appears to be two connected creatures, it is one entity with two minds. The creature's personality and purpose is as unified as its bizarre form. An adhukait is 6 feet tall. It weighs 330 pounds.

Adhukaits prefer desolate spots as lairs, especially those that recall past terror or sorrow. In such dens, they keep trophies from their engagements as focuses for meditation and objects of study. Adhukaits also keep treasures stolen from temples and holy places. While at rest, adhukaits remain near any ill-gotten items to ensure no meddling magician can locate the lost objects.

Legend holds that the first adhukaits emerged from the shattered remains of two godlike brigands. These burglars, their names long since lost to history, attempted to raid a celestial hall. The resident deity and his or her servants slew the thieves, crushed their bodies together into one, and hurled their remains to the earth. As their crumbling, entwined bodies struck the world, they caused terrible earthquakes and tsunamis that slew thousands of innocents—including many worshipers of the headstrong deity who accidentally caused the devastation. The first adhukaits grew from the shattered, mingled remains of these brigands, rising from the blasted crater to serve the asuras as elite soldiers.

Illustrations by Alex Alexandrov

Asura, Aghasura

This immense creature looks like a horned rattlesnake, save for its two muscular arms, each of which wields a scimitar.

AGHASURA **CR 11**

XP 12,800

LE Huge outsider (asura, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., scent; Perception +19

Aura attraction (50 ft.), elusive (75 ft.)

DEFENSE

AC 23, touch 11, flat-footed 20 (+6 armor, +3 Dex, +6 natural, –2 size)

hp 161 (14d10+84); regeneration 5 (good weapons, good spells)

Fort +15, **Ref** +9, **Will** +11; +2 vs. enchantment spells

DR 10/good; **Immune** curse effects, disease, poison; **Resist** acid 10, electricity 10; **SR** 22

OFFENSE

Speed 35 ft., swim 20 ft.

Melee 2 mwk scimitars +26 (2d6+12/15–20 plus poison), bite +19 (2d8+6 plus grab and poison)

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

Special Attacks dual wielder, infused weapons, swallow whole (2d6+12 acid damage, AC 13, 16 hp)

Spell-Like Abilities (CL 11th; concentration +15)

At will—*greater teleport* (self plus 50 lbs. of objects only)

3/day—*deeper darkness*

1/day—*cloudkill* (DC 19), summon (level 4, 1d4+1 adhukaits, 45%, or 1 aghasura, 20%)

STATISTICS

Str 34, **Dex** 17, **Con** 23, **Int** 11, **Wis** 14, **Cha** 18

Base Atk +14; **CMB** +28 (+32 grapple); **CMD** 41 (can't be tripped)

Feats Cleave, Critical Focus, Great Cleave, Improved Critical (scimitar), Lightning Reflexes, Power Attack, Weapon Focus (scimitar)

Skills Acrobatics +17, Bluff +19, Escape Artist +6, Intimidate +17, Knowledge (planes) +13, Perception +19, Sense Motive +19, Stealth +9, Swim +17; **Racial Modifiers** +6 Escape Artist, +4 Perception

Languages Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary or troop (2–9)

Treasure standard (masterwork breastplate, 2 masterwork scimitars, other treasure)

SPECIAL ABILITIES

Attraction Aura (Su) An aghasura exudes a 50-foot aura whenever it remains motionless for at least 1 round. All nonevil creatures that enter this area must make a DC 21 Will save to avoid being compelled to move toward the aghasura's location. If the aghasura moves, the effect ends for all currently affected creatures. This is a mind-affecting compulsion. The save DC is Charisma-based.

Dual Wielder (Ex) An aghasura does not take a penalty on attack or damage rolls when attacking with two weapons.

Infused Weapons (Su) Weapons an aghasura wields are considered to be magic for the purposes of overcoming damage reduction. In addition, such weapons gain the ability to deliver the aghasura's poison on a successful attack.

Poison (Ex) Bite or weapon—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves.

Aghasuras, or the poison ones, are massive fiends who have perfected the art of ambush and hold to duties of guardianship and butchery. It is said that these frightful ophidian monsters came into being when a deity granted free will to her favorite serpent pets, but when these pets were left to their own devices, they slipped into the deity's favored temple and slew all of her greatest priests. The serpents who survived the deity's wrath became the first aghasuras.

An aghasura is 30 feet long and weighs nearly 7 tons.

Asura, Asurendra

This four-armed humanoid horror is garbed in golden armor and surrounded by a nimbus of floating, glowing weaponry.

ASURENDRA **CR 20**

XP 307,200

LE Huge outsider (asura, evil, extraplanar, lawful)

Init +12; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent, *true seeing;* Perception +34

Aura *dimensional lock* (20 ft., enemies only), elusive (100 ft.)

DEFENSE

AC 35, touch 25, flat-footed 26 (+5 deflection, +8 Dex, +1 dodge, +3 insight, +10 natural, –2 size)

hp 385 (22d10+264); regeneration 10 (good weapons, good spells)

Fort +25, **Ref** +17, **Will** +20; +2 vs. enchantment spells,

DR 15/chaotic and good; **Immune** curse effects, disease, flanking, poison, polymorph; **Resist** acid 10, electricity 10; **SR** 31

OFFENSE

Speed 50 ft., climb 50 ft., fly 50 ft. (perfect), swim 50 ft.

Melee bite +28 (2d6+6 plus grab and poison), 6 claws +33 (2d6+13 plus curse)

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

Special Attacks curse of false wisdom, spirit blades (+27, 3d6+7/19–20), swallow whole (4d6+19 bludgeoning plus 4d8+12 acid damage, AC 15, 34 hp)

Spell-Like Abilities (CL 20th; concentration +30)

Constant—*dimensional lock* (enemies only), *freedom of movement, tongues, true seeing*

At will—*death knell* (DC 22), *greater dispel magic, greater scrying, greater teleport* (self plus 50 lbs. of objects only)

3/day—quickened *baleful polymorph* (DC 25), quickened *blade barrier* (DC 26), *blasphemy* (DC 27), quickened *death knell* (DC 22), *deeper darkness, demand* (DC 28)

1/day—*power word stun*, summon (level 9, any 1 CR 19 or lower asura 100%), *time stop*

STATISTICS

Str 36, **Dex** 26, **Con** 34, **Int** 25, **Wis** 25, **Cha** 31

Base Atk +22; **CMB** +37 (+41 grapple); **CMD** 61

Feats Awesome Blow, Cleave, Combat Reflexes[B], Critical Focus, Deflect Arrows[B], Dodge[B], Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Mobility[B], Power Attack, Quicken Spell-Like Ability (*baleful polymorph, blade barrier, death knell*), Snatch Arrows[B], Spring Attack[B]

Skills Acrobatics +31 (+39 when jumping), Bluff +33, Climb +21, Diplomacy +30, Escape Artist +14, Fly +35, Intimidate +33, Knowledge (arcana) +27, Knowledge (history) +13, Knowledge (planes) +30, Knowledge (religion) +27, Perception +34, Perform (dance) +33, Sense Motive +30, Spellcraft +27, Stealth +23, Swim +21, Use Magic Device +30; **Racial Modifiers** Acrobatics (+8 when jumping), +6 Escape Artist, +4 Perception

Languages Common, Infernal; *tongues*, telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary or pair

Treasure double

SPECIAL ABILITIES

Curse of False Wisdom (Su) Claw—contact; *save* Will DC 31; *frequency* 1 day; *effect* 1d6 Wis drain.

Poison (Ex) Bite—injury; *save* Fort DC 33; *frequency* 1/round for 6 rounds; *effect* 1d6 Con; *cure* 2 consecutive saves.

Spirit Blades (Su) As a swift action, an asurendra can call forth up to six longsword-shaped force effects that float near the asurendra until directed. The asurendra can use a standard action to direct one blade to attack a target up to a distance of 50 feet away, or use a full-attack action to cause all six blades to attack up to six different targets up to a distance of 50 feet away, each to a different location if desired. Once an asurendra directs a spirit blade to attack a foe, the blade continues to make a single attack against that foe each round on the asurendra's turn until directed otherwise by the asurendra and as long as the foe remains within 50 feet of the asurendra. As a move action, the asurendra can direct all currently attacking blades to switch targets to new foes within 50 feet. These weapons attack using the asurendra's base attack bonus modified by its Wisdom modifier (+29 for most asurendras), and deal 3d6 points of damage plus an amount of force damage equal to the asurendra's Wisdom modifier (3d6+7 for most asurendras). Physical attacks do no affect these blades, but *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* (touch AC 25) causes them to vanish. If a spirit blade's target dies or moves beyond a 50-foot range and the asurendra does not retarget that blade by the end of its turn, the blade vanishes. Likewise, any blades that are not within 50 feet of the asurendra at the end of its turn also vanish.

With the notable exception of the unique asura ranas, asurendras are the mightiest of their kind. Although few asurendras possess anything resembling an extended realm, in Hell or elsewhere, these asuras are the "wise ones" of asura kind. Most dwell within shrinelike fortresses in which they can practice their ruinous mysticism and command lesser asuras who seek their teachings. To most asuras, an asurendra's order is something akin to a deific edict.

Each asurendra is a humanoid creature of immense proportions. Their exact appearance varies just as the appearances of humanoids vary, but all asurendras have six arms and multiple eyes and heads. An asurendra's body is an example of physical perfection, athletically and gracefully built, but its face has monstrous or inhuman features, such as tusks or bizarrely placed features. Most asurendras are 19 feet tall and weigh 8,000 pounds.

Few asurendras were born to their might—they achieve their power only over the course of countless lifetimes spent as lesser asuras. Throughout each incarnation,

Illustration by Alex Alexandrov

these tenacious asuras sought unity with some concept of destruction. Eventually, through dark meditation and vile action, the asuras ascended to a state of being united with some aspect of unmaking. They also gained power over their own being and slowly reshaped themselves into a vision of their perfect selves, instruments of annihilation ideally suited to fell gods and their divine works.

In battle, an asurendra does its best to destroy all enemies, taking a moment to ensure death when any foe falls. Asurendras enjoy eating the bodies of fallen foes, and some can even use the flesh and bone of those they consume to create new asuras to serve them.

Blasphemous Sages

Each asurendra follows its own bliss toward a specific method of vengeance against the divine. Like philosophers dispensing wisdom, they teach their ways to others so that more asuras might ascend into perfection. Listed here are some ideas of the vile ways asurendras might use their "enlightened" hatred.

Death: All living things can die. Instead of war, an asurendra can focus on the aftermath of war. Such an asurendra replaces quickened *baleful polymorph* with quickened *slay living* and quickened *blade barrier* with quickened *circle of death*. Its spirit blades deal negative energy damage, not force damage, and can thus be used to heal allied undead creatures as easily as they can serve as weapons against the living.

Sacrilege: Blasphemy is joy to any asura, but truly impious asurendras learn talents that mimic divine miracles. Cults to these asurendras, which almost always seem benevolent on first glance, turn people from the worship of real deities. These asurendras do not possess a spirit blade special attack, but can use *miracle* as a spell-like ability once per day as long as the miracle granted is in keeping with their blasphemous design.

Shaping: Some asurendras like to remake what the gods have created. Nothing escapes a shaper's vision, and its enemies find their bodies, minds, and souls are like clay in a shaper's hands. An asurendra sage of shaping lacks a spirit blade special attack, but gains the following special ability.

Create Asura (Su): As a full-round action, an asurendra can turn a creature that it has eaten within the last 24 hours into a tripurasura (see page 26) that it then excretes into existence. Such tripurasuras remain loyal to the asurendra that created them as long as they remain tripurasuras. If an asurendra has enough tripurasuras at hand, it can consume them as well and transform them into more powerful asuras using this ability. An asurendra can transform any tripurasuras it has eaten within the last 24 hours into a number of Hit Dice worth of other asuras equal to the number of tripurasuras it has consumed. An asurendra can create as many tripurasuras as it wishes with this ability, but can only create more powerful asuras by combining multiple tripurasuras once per day. An asurendra cannot create another asurendra with this ability. A newly formed asura considers the asurendra to be its master. Not all of a creature's soul is consumed when it is used to create a tripurasura—beings swallowed and used to create asuras in this manner are dead, but can be restored to life as normal.

Asura, Tripurasura

This tiny monstrosity has the body of a well-muscled man, a crown of frilled horns, and eyes that glow like rubies.

TRIPURASURA **CR 2**

XP 600

LE Tiny outsider (asura, evil, extraplanar, lawful)

Init +2; **Senses** darkvision 60 ft., *detect magic*; Perception +10

DEFENSE

AC 16, touch 16, flat-footed 13 (+2 Dex, +1 dodge, +1 insight, +2 size)

hp 19 (3d10+3); fast healing 2

Fort +4, **Ref** +3, **Will** +5, +2 vs. enchantments

DR 5/cold iron or good; **Immune** curse effects, disease, poison; **Resist** acid 10, electricity 10

OFFENSE

Speed 20 ft.

Melee sting +8 (1d4–1 plus poison)

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect magic*

At will—*feather fall*

3/day—*levitate, locate object, spider climb*

1/week—*commune* (6 questions, CL 12th)

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 13, **Wis** 15, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 13

Feats Dodge, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Appraise +4, Bluff +7, Escape Artist +8, Knowledge (arcana) +4, Knowledge (planes) +7, Perception +10, Perform (dance) +5, Spellcraft +4, Stealth +14; **Racial Modifiers** –4 Acrobatics when jumping, +6 Escape Artist, +4 Perception

Languages Common, Infernal

SQ change shape (any Small humanoid; *alter self*), elusive

ECOLOGY

Environment any (Hell)

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

Treasure standard

SPECIAL ABILITIES

Change Shape (Su) The tripurasura has only one alternative form—when it uses change shape, it always appears as the same Small humanoid. Most take the form of gnomes or human children.

Elusive (Su) The tripurasura and items it carries are considered to be under the effects of a *nondetection* spell. A caster must succeed at a DC 14 caster level check to overcome this effect.

Poison (Ex) Tongue—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis damage; *cure* 1 save.

Tripurasuras, or sly ones, are among the weakest asuras, manifestations not of divine mistakes but instead creations of the most powerful of asuras exhibiting their loathing of the gods by creating blasphemous mockeries of their creations. A newly created tripurasura most commonly exists for one of two reasons: to give an asurendra sage the raw materials it needs to create more powerful asuras, or to seek out mortals—especially mortal spellcasters—to recruit into the asura cause.

Using its power to assume a pleasing or innocuous form, a tripurasura wanders the world, seeking pious mortals to corrupt. When it encounters a promising spellcaster (typically one who has some sort of link to a church or religion, but not necessarily a divine spellcaster), the tripurasura presents itself as an apprentice, pilgrim, or other type of curious student eager to learn from the spellcaster. The tripurasura keeps its true nature and its powers hidden, and seeks opportunities to steer its "master" away from decisions it might have made in good conscience to acts that promote the collapse of religious belief, faith, and society. When, as it inevitably does, the wayward spellcaster runs afoul of justice or is confronted by those seeking revenge, the tripurasura fades away to watch the final stage of the spellcaster's fall from grace, then seeks a new victim in another city or region.

Some spellcasters, on the other hand, actually seek out these tiny fiends to employ as familiars. A tripurasura greatly values these opportunities, since it need not abandon its master once its work is done and can continue to spread its agenda for as long as its master survives. A spellcaster must be lawful evil, at least 7th level, and have the Improved Familiar feat to gain a tripurasura as a familiar.

Illustration by Alex Alexandrov

Asura, Upasunda

This six-armed woman has three fanged faces on her head. She wears colorful robes, and her hands wield several exotic weapons.

UPASUNDA **CR 9**

XP 6,400

LE Medium outsider (asura, evil, extraplanar, lawful)

Init +7; **Senses** all-around vision, darkvision 60 ft.; Perception +23

Aura elusive (50 ft.)

DEFENSE

AC 24, touch 21, flat-footed 16 (+7 Dex, +1 dodge, +3 insight, +3 natural)

hp 114 (12d10+48); regeneration 5 (good weapons, good spells)

Fort +12, **Ref** +11, **Will** +15

Defensive Abilities improved evasion; **DR** 10/good; **Immune** curse effects, disease, flanking, poison; **Resist** acid 10, electricity 10; **SR** 20

OFFENSE

Speed 50 ft.

Melee mwk longsword +20/+15/+10 (1d8+6/19–20), mwk spear +19 (1d8+6/×3), mwk kukri +19 (1d4+6/18–20) or 6 slams +18 (1d4+6)

Special Attacks infused weapons, multiweapon mastery

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

At will—*disguise self, greater teleport* (self plus 50 lbs. of objects only), *feather fall, see invisibility, spider climb*

3/day—*deeper darkness, levitate, rainbow pattern* (DC 18)

1/day—*haste, hold monster* (DC 18), summon (level 4, 2 adhukaits 45% or 1 upasunda 20%)

STATISTICS

Str 22, **Dex** 24, **Con** 19, **Int** 15, **Wis** 24, **Cha** 19

Base Atk +12; **CMB** +18 (+20 grapple); **CMD** 36 (38 grapple)

Feats Cleave, Combat Reflexes[B], Deflect Arrows[B], Dodge, Great Cleave, Improved Grapple[B], Mobility, Power Attack, Spring Attack

Skills Acrobatics +19 (+27 when jumping), Bluff +16, Diplomacy +13, Escape Artist +25, Intimidate +16, Knowledge (arcana) +8, Knowledge (planes) +14, Perception +23, Perform (dance) +16, Sense Motive +19, Stealth +19; **Racial Modifiers** +8 Acrobatics when jumping, +6 Escape Artist, +4 Perception

Languages Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or squad (3–6)

Treasure standard (weapons listed above plus other treasure)

SPECIAL ABILITIES

Infused Weapons (Su) In addition to being evil and lawful, weapons an upasunda wields are considered to be magic for the purposes of overcoming damage reduction.

Multiweapon Mastery (Ex) An upasunda takes no penalties when fighting with multiple weapons.

Upasundas, also called beatific ones, are asuras who devote themselves to martial meditations and physical perfection. Upasundas seek monklike poise and skill, and through it, the ability to deal flawless destruction wherever they go. Their nickname suggests purity, and indeed, each beatific one is an expression of asura purity through devotion to the ideal of annihilation. It is believed that the first upasundas were created from the jealous followers of a man who achieved divinity through his own force of will. Those of his followers who felt abandoned when this new deity ascended to the Great Beyond sought other ways to achieve immortality, and fell pray to one of the asura ranas, who granted them their desire by transforming them into beatific ones.

Upasundas never surrender to foes in combat and rarely flee from battle. They hope to increase in skill and wisdom or to die in battle. On either path lies evolution toward a greater understanding of destruction in its countless forms.

An upasunda is 7 feet tall and weighs 240 pounds.

Illustration by Eva Widermann

Atomie

This miniscule, green-skinned humanoid wields a needle-thin rapier. A pair of dragonfly wings holds the wee creature aloft.

ATOMIE **CR 1**

XP 400

CN Diminutive fey

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

DEFENSE

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

hp 9 (2d6+2)

Fort +1, **Ref** +6, **Will** +5

DR 2/cold iron

OFFENSE

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

Melee rapier +8 (1d2–2/18–20)

Space 1 ft.; **Reach** 0 ft.

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 6th; concentration +10)

Constant—*speak with animals*

At will—*dancing lights*, *reduce person* (DC 15)

3/day—*invisibility* (self only)

1/day—*shrink item*

STATISTICS

Str 6, **Dex** 17, **Con** 13, **Int** 11, **Wis** 14, **Cha** 18

Base Atk +1; **CMB** +0; **CMD** 8

Feats Improved Initiative[B], Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Bluff +9, Escape Artist +7, Fly +18, Perception +7, Sense Motive +6, Stealth +20

Languages Common, Sylvan; *speak with animals*

ECOLOGY

Environment any temperate

Organization solitary, pair, gang (3–6), or band (7–14)

Treasure standard (rapier, other treasure)

Illustration by Dmitry Burmak

Atomies perceive themselves as larger than they actually are. Like pups standing up to a full-grown cur, atomies never back down from aggression, and take tremendous pride in defeating and humiliating foes larger than themselves. Atomies find great pleasure in shoring up the odds in a fight against larger foes. They make use of their *reduce person* spell-like ability as an offensive measure, hoping to shock and humiliate humanoid opponents, giving them a chance to make a killing jab. Atomies employ their *invisibility* spell-like ability to get in close and make sneak attacks before darting back out of reach.

In lands thick with fey, atomies often serve as border sentries or bodyguards to nymphs, dryads, or other more powerful fey creatures. While atomies prove only passable in their ability to defend such creatures, other fey accept their fealty out of respect and perhaps with a bit of mirth as well. Atomies enjoy their time as honor guards, but often grow bored and leave their posts in search of adventure.

These nimble creatures adore swordplay and practice with their blades endlessly. Atomies often travel their lands seeking adventure tinged with mischief. Sensitive to bullying and oppression, atomies revel in turning the tables on a cruel mayor or tormenting dishonorable mercenary bands. Atomies, enamored with tales of epic duels and the defeat of great evils, sometimes follow adventuring parties and eavesdrop on their nightly tales by the campfire. If a warrior in the group tends to boast of his swordplay, an atomie rarely resists the urge to humble him by sabotaging his equipment or invisibly reducing him and challenging him to a duel.

Atomies get along well with grigs, and it is not uncommon to see the two types of creatures banding together for defense or companionship. Some sages claim the two creatures share a past link, pointing out their similar insectile wings. Anyone questioning an atomie or grig about this theory is greeted with bouts of shrill tiny laughter. An atomie stands just under a foot tall and weighs 2 pounds.

Axe Beak

This stout flightless bird stands upon two long, taloned legs, but it is its axe-shaped beak that looks the most ferocious.

AXE BEAK **CR 2**

XP 600

N Large animal

Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, –1 size)

hp 22 (3d8+9)

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

OFFENSE

Speed 50 ft.

Melee bite +5 (1d8+6)

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

Special Attacks sudden charge

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +7; **CMD** 20

Feats Run, Skill Focus (Perception)

Skills Perception +9

ECOLOGY

Environment temperate plains

Organization solitary, pair, or flock (3–6)

Treasure incidental

SPECIAL ABILITIES

Sudden Charge (Ex) When making a charge attack, an axe beak makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the axe beak cannot be tripped in return.

Keen-witted and powerful avian predators, axe beaks compete with wolves and hunting cats for prey upon vast, open steppes and prairies. Although feared for their boldness and territorial natures, these giant birds prove eminently tamable, making useful guardians, hunters, and even steeds when kept well fed. Axe beaks are relatively social creatures, forming small groups in which both males and females hunt together. They nest in immense mounds made of sticks, branches, leaves, and whatever else they can scavenge (including the bones and equipment of previous meals), with each nest used by a large group of axe beaks. Females typically lay clutches of 1d4+1 eggs once per year, which the parents take turns keeping warm for 2 months before they hatch.

Mature axe beaks stand 9 feet tall and weigh as much as 500 pounds. Their plumage varies widely, from gray to brown to black in temperate climes, but taking on exotic shades of gold, red, blue, and other vibrant hues in more tropical environs. Axe beaks have lifespans of up to 50 years.

An axe beak requires training before it will bear a rider. Taming an axe beak requires 6 weeks of work and a DC 25 Handle Animal check, after which it can be taught tricks as normal. Riding an axe beak requires an exotic saddle. Axe beak eggs are worth 1,000 gp apiece on the open market, while young are worth 1,500 gp each. A light load for an axe beak is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds.

Other types of large, predatory flightless birds exist—the axe beak is but the most commonly encountered and well known of this breed of predator. Two less common variants of the axe beak are summarized below.

Diatryma: While the dark-feathered, orange-beaked diatrymas are smaller than the average axe-beak, standing at a mere 6 to 7 feet in height, they are no less ferocious. Diatrymas are axe beaks reduced to Medium size; they have 2 Hit Dice and are CR 1.

Terror Bird: Terror birds stand a full foot taller than the average axe beak, and their powerful talons serve as additional weapons. Terror birds are axe beaks advanced to 5 HD that gain Improved Critical (bite) as a bonus feat. They also have two additional natural attacks, a pair of talons that do a base damage of 1d4 damage each. Terror birds are CR 4.

Illustration by Ben Wootten

Azruverda

A humanoid head peers forth from this enormous creature's beautifully iridescent, spike-covered beetle carapace.

AZRUVERDA **CR 13**

XP 25,600

CG Huge aberration

Init +2; **Senses** darkvision 60 ft., tremorsense 100 ft.; Perception +22

DEFENSE

AC 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, –2 size)

hp 168 (16d8+96)

Fort +11, **Ref** +7, **Will** +15

DR 10/magic and slashing; **Immune** acid; **Resist** cold 10

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +21 (2d6+11), 2 claws +21 (1d10+11)

Ranged acid spit +13 touch (10d6 acid)

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

Special Attacks acid spit, rend (1d10+11)

Spell-Like Abilities (CL 16th; concentration +23)

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

3/day—*daylight*, *giant vermin*, *insect plague*, *repel vermin* (DC 21), *summon swarm*

STATISTICS

Str 32, **Dex** 15, **Con** 23, **Int** 14, **Wis** 16, **Cha** 25

Base Atk +12; **CMB** +25 (+29 bull rush); **CMD** 37 (39 vs. bull rush, 45 vs. trip)

Feats Awesome Blow, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Iron Will, Point-Blank Shot, Power Attack, Weapon Focus (acid spit)

Skills Climb +26, Handle Animal +17, Intimidate +26, Knowledge (dungeoneering) +12, Knowledge (nature) +12, Perception +22, Sense Motive +13, Spellcraft +15, Survival +16

Languages Aklo, Common, Undercommon

SQ vermin master

ECOLOGY

Environment underground

Organization solitary, pair, or brood (3–7)

Treasure standard

SPECIAL ABILITIES

Acid Spit (Ex) An azruverda can spit a stream of acid at a target within 60 feet as a ranged touch attack that deals 10d6 points of acid damage.

Vermin Master (Su) An azruverda can mentally control to up to 32 HD (twice the azruverda's racial Hit Dice) of vermin at any one time through a combination of supernatural pheromones and magical manipulation. To control a vermin, the azruverda must be able to see it, and it must be within 120 feet. Attempting to control a vermin is a standard action—the vermin can resist this attempt with a DC 25 Will save. If the vermin fails this save, the azruverda can issue a simple mental command like "fight," "come here," "go there," or "stand still" as a swift action. Though composed of thousands of individuals, vermin with the swarm subtype are vulnerable to this ability as well. An azruverda can release a creature from this control as a free action. Vermin affected by this ability act normally unless an azruverda is actively controlling it, but never attack their master azruverda. The save DC is Charisma-based.

Although repulsive in shape, these enormous, human-faced insectoid creatures are generally peaceful and serene. Left to its own devices, an azruverda is typically content to cultivate fungal gardens in deep underground sanctuaries. These gardens are beautiful to behold—masterful combinations of fungi, rocks, and other objects arranged in an artistic manner. Although generally solitary, azruverdas collaborate when a threat intrudes upon one of their underground homes.

Azruverdas stand 16 feet tall on their many legs and weigh close to 4,000 pounds.

Illustration by Eric Braddock

Baku

This floating creature has long brown fur. Its face features a pair of long tusks and a curious elongated trunk for a snout.

BAKU **CR 8**

XP 4,800

N Medium magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 15, touch 15, flat-footed 10 (+5 Dex)

hp 95 (10d10+40)

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

DR 10/cold iron; **Immune** mind-affecting effects, sleep; **SR** 19

OFFENSE

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

Melee 2 claws +15 (1d4+2), gore +15 (1d6+2)

Special Attacks mental drain

Spell-Like Abilities (CL 10th; concentration +17)

At will—*invisibility*, *lullaby*, *sleep* (DC 18)

3/day—*deep slumber* (DC 20), *dream*

1/day—*ethereal jaunt*, *modify memory* (DC 21)

STATISTICS

Str 14, **Dex** 21, **Con** 18, **Int** 15, **Wis** 16, **Cha** 25

Base Atk +10; **CMB** +12; **CMD** 27 (31 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative, Iron Will, Weapon Finesse

Skills Diplomacy +15, Fly +18, Perception +16, Sense Motive +13, Spellcraft +8, Stealth +16

Languages Aklo, Celestial, Common

SQ dream claws

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Dream Claws (Ex) A baku's claws are treated as cold iron and magic for purposes of overcoming damage reduction.

Dream Eating (Su) A baku can feed upon the dreams of any single sleeping creature within 100 feet. Alternatively, the baku can feed upon the dreams of a creature that it manages to contact with its *dream* spell-like ability. A creature can resist this effect with a DC 22 Will save. When a baku feeds in this way, it can elect to consume only nightmares or all dreams. If it only consumes nightmares, the target creature is immune to the effects of the *nightmare* spell, the dream haunting ability of the night hag, and other similar attacks for that period of sleep. If the baku instead feeds on all of the creature's dreams, that creature is fatigued upon waking and does not gain any benefits it would have received from sleep, such as natural healing or the ability to regain spells after resting. This is a mind-affecting sleep effect. The save DC is Charisma-based.

Mental Drain (Su) When a baku attacks with a claw, it can choose, as a swift action, to deal 1d4 points of Intelligence damage on that attack. A DC 22 Will save negates this ability damage. The save DC is Charisma-based.

Bizarre creatures that feed on thoughts, bakus stay hidden from humanoids and feed on their creativity and dreams as well as their fears and nightmares. Bakus rarely encounter others of their kind, living largely solitary lives. Some sages speculate the creatures are not born, but rather spontaneously manifest as if spun from dreams, nightmares, and creative thoughts. Bakus are about 5 feet long and weigh 100 pounds.

Bakus dislike feeding on thoughts concerning themselves, and tend to cease when their target begins thinking of the baku. For this reason, bakus keep hidden in settlements, floating in the evening air above bedrooms and boarding houses, siphoning sustenance from the dreaming populace. Bakus themselves do not sleep.

Given their connection to dreams and nightmares, bakus are mortal enemies of night hags. Though usually calm and gentle creatures, bakus that encounter night hags dedicate themselves to hunting them down and ridding the world of their dark influence. A baku uses its *ethereal jaunt* spell-like ability to fight night hags as they inflict nightmares on their victims.

Illustration by Dmitry Burmak

Bandersnatch

This six-limbed beast stalks forward with a fluid grace. Barbed quills run along its back, and its eyes glow with a blue light.

BANDERSNATCH CR 17

XP 102,400

N Gargantuan magical beast

Init +11; **Senses** blindsense 120 ft., darkvision 120 ft., low-light vision, scent; Perception +26

DEFENSE

AC 33, touch 13, flat-footed 26 (+7 Dex, +20 natural, –4 size)

hp 310 (23d10+184); fast healing 10

Fort +21, **Ref** +20, **Will** +11

Defensive Abilities quick recovery, quill defense; **Immune** fear, paralysis, poison, sleep

OFFENSE

Speed 60 ft., climb 20 ft.

Melee bite +32 (2d8+13 plus grab), 2 claws +32 (2d6+13/19–20), tail slap +27 (2d8+19/×3 plus pain)

Ranged 4 quills +26 (1d10+13/19–20)

Space 20 ft.; **Reach** 15 ft. (20 ft. with tail slap)

Special Attacks bounding charge, brutal tail, gaze, lash out, pounce, rake (4 claws, +32, 2d6+13/19–20), rend (2 claws, 2d6+19)

STATISTICS

Str 36, **Dex** 25, **Con** 27, **Int** 2, **Wis** 15, **Cha** 18

Base Atk +23; **CMB** +40 (+44 grapple); **CMD** 57 (65 vs. trip)

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Critical Mastery, Exhausting Critical, Improved Critical (claws), Improved Critical (quills), Improved Initiative, Improved Iron Will, Iron Will, Skill Focus (Stealth), Tiring Critical

Skills Acrobatics +19 (+31 when jumping), Climb +21, Perception +26, Stealth +18 (+26 forests), Survival +3 (+23 tracking); **Racial Modifiers** +8 Acrobatics, +10 Perception, +4 Stealth (+12 forests), +20 Survival when tracking

SQ planar acclimation, relentless tracker

ECOLOGY

Environment any forests

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Bounding Charge (Ex) A bandersnatch can move through difficult terrain when it charges.

Brutal Tail (Ex) The quills and barbs on a bandersnatch's tail cause triple damage on a critical hit from its tail slap. A bandersnatch adds 1-1/2 times its strength bonus on attack rolls when using its tail slap.

Gaze (Su) Confused, range 30 feet, Fortitude DC 29 negates. A bandersnatch can direct its gaze attack against a single foe as a swift action. This is a mind-affecting compulsion effect. The save DC is Constitution-based.

Lash Out (Ex) As a swift action, a bandersnatch can make a single attack with a bite, claw, or tail slap. A bandersnatch cannot lash out on the same round it charges.

Pain (Ex) Whenever a creature takes damage from a bandersnatch's tail slap attack, quills, or quill defense, that creature must make a DC 28 Reflex save or a quill lodges in its flesh, causing the creature to become sickened until the quill is removed. Removing one quill requires a DC 20 Heal check made as a full-round action. For every 5 by which the check exceeds the DC, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d10+6 points of damage to the victim. The save DC is Dexterity-based.

Planar Acclimation (Ex) A bandersnatch is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Quill Defense (Ex) Any creature that strikes a bandersnatch with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d10 points of piercing damage from the bandersnatch's quills and suffers from the bandersnatch's pain attack.

Quick Recovery (Su) A debilitated bandersnatch recovers with frightening speed. If a bandersnatch starts its turn affected by any or all of the following conditions, these conditions end at the end of its turn: confused, dazed, dazzled, exhausted, fatigued, nauseated, sickened, and stunned. Furthermore, a bandersnatch affected by ability damage, ability drain, or a mind-affecting effect that allows a save receives a single additional save against the effect of its choice at the original DC at the end of its turn in order to shake off the effect.

Quills (Ex) With a snap of its tail, a bandersnatch can loose a volley of four quills as a standard action (make an attack roll for each spike). This attack has a range of 300 feet with no range increment. All targets must be within 30 feet of each other. Launched quills regrow in a single round, during which the bandersnatch's defensive abilities are unaffected.

Relentless Tracker (Ex) A bandersnatch can move at up to double its speed and still track without penalty. It gains a +10 competence bonus on Survival checks made to track creatures it has wounded.

Bandersnatches are consummate hunters, and only the deadliest predators or the most cunning intelligent prey offer them sport. Once a bandersnatch has marked a creature for death, it runs it to ground without fear, rest, or remorse.

Bandersnatches rely on speed, shock, and terror to bring down prey. They pace their quarry from a distance, hidden among the trees, then break from cover, savage their target, and dart away again. They drag smaller creatures away to dispatch at leisure, while engaging larger ones in skirmishes until they gradually wear their prey down. An outmatched bandersnatch withdraws at full speed,

Illustration by Dave Allsop

stopping only to pick off pursuers that distance themselves from their allies. Once its wounds heal, the bandersnatch returns to the scene of its defeat, picks up the trail of its assailants, and eliminates them one by one.

In appearance, a bandersnatch resembles a tawny, six-legged great cat, but with wickedly barbed quills running the length of its body and down to the tip of its long, flexible tail. Its quills serve to deter attackers, but also act as a formidable weapon. With a single flick of its muscular tail, a bandersnatch can fling as many as a half-dozen quills at distant foes with surprising accuracy. A bandersnatch captivates any prey that meets the gaze of its saucerlike, luminous eyes. A bandersnatch measures 40 feet in length plus another 10 feet of tail and weighs 12,000 pounds. Despite their bulk, bandersnatches move with speed, grace, and even considerable stealth when required.

Bandersnatches were once native to the primal world of the fey, where they preyed on the greatest hunters of that ancient realm. As with other legendary creatures from this realm, such as the jabberwock, bandersnatches belong to a group of creatures known collectively as the "Tane." Whether the fey were careless in guarding their portals or released the first bandersnatches into Material Plane deliberately cannot be said with certainty. Rare in the extreme on the Material Plane, bandersnatches lair within forgotten forests where ancient beasts walk the world.

Bandersnatches mate only rarely. A female becomes fertile perhaps once or twice per century, leaving the male soon after mating and giving birth to only one or two kittens per litter. The mother brings meat to her ravenous young, which mature into lesser bandersnatches (see below) within a year. Bandersnatches live for a thousand years or longer.

Variant Bandersnatches

Though no bandersnatch is ordinary, some are rarer than others. The most famous is the frumious bandersnatch, brimming with rage so fierce it burns. Variant bandersnatches may combine two or more of the abilities below.

Confounding Bandersnatch (+1 CR): Confounding bandersnatches drip infectious madness from their quills and claws. *Poison (Ex)* Claws and quills—injury; *save* Fort DC 29; *frequency* 1/minute for 6 minutes; *effect* confused for 1 minute; *cure* 2 consecutive saves. The save DC is Constitution-based.

Frumious Bandersnatch (+2 CR): A frumious bandersnatch seethes with barely repressed rage and anger. If it misses with its bite attack or falls below half of its hit points, it succumbs to such uncontrollable fury that it bursts into flame. While engulfed in these flames, a frumious bandersnatch is affected as by a *haste* spell (this effect cannot be dispelled) and causes an additional 2d6 points of fire damage with each of its melee attacks and its quill defense ability. The fury lasts for 5 rounds, after which the bandersnatch cannot enter a fury again for another 5 rounds. A frumious bandersnatch has fire resistance 30.

Lesser Bandersnatch (–4 CR): Smaller or younger bandersnatches are still fearsome predators in their own right. A lesser bandersnatch is Huge, with 4 fewer Hit Dice than a typical bandersnatch. Reduce its physical ability scores by 4 each and its Wisdom and Charisma by 2 each. A lesser bandersnatch lacks quick recovery and deals 1d8+4 points of damage with its quill defense and pain abilities. Lesser bandersnatches never have any additional variant powers.

Magicbane Bandersnatch (+3 CR): These bandersnatches radiate an antimagic aura in a 20-foot radius. Should the aura be brought down, it returns automatically as a free action on the bandersnatch's next turn. Magicbane bandersnatches lack gaze and quick recovery.

Primal Bandersnatch (+2 CR): Primal bandersnatches have kept their ties to the ancient world of the fey. They have the extraplanar subtype, SR equal to 11 plus their CR, DR 10/cold iron, and the advanced creature simple template.

Baregara

This lumbering apelike monster has blood-red fur, twisted horns, and a hideous fanged orifice set in the center of its chest.

BAREGARA **CR 12**

XP 19,200

CE Large outsider (chaotic, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)

hp 168 (16d10+80)

Fort +15, **Ref** +14, **Will** +10

DR 10/good; **Immune** electricity, poison, **Resist** acid 10, cold 10, fire 10; **SR** 23

OFFENSE

Speed 30 ft., climb 40 ft.

Melee bite +23 (1d8+4), 2 claws +23 (1d10+8 plus grab), gore +18 (1d8+8)

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

Special Attacks devouring grapple, monstrous challenge, one-armed hold

Spell-Like Abilities (CL 16th; concentration +19)

Constant—*see invisibility*

At will—*dispel magic*, *teleport* (self plus 50 lbs. of objects only)

3/day—quickened *hold person* (DC 15)

1/day—summon (level 4, 1d4 dire apes 50% or 1d2 girallons 35%), *unholy blight* (DC 17)

STATISTICS

Str 26, **Dex** 19, **Con** 20, **Int** 15, **Wis** 16, **Cha** 17

Base Atk +16; **CMB** +25 (+29 grapple); **CMD** 39

Feats Critical Focus, Improved Initiative, Intimidating Prowess, Iron Will, Power Attack, Quicken Spell-Like Ability (*hold person*), Step Up, Throw Anything

Skills Acrobatics +15, Bluff +14, Climb +27, Diplomacy +11, Intimidate +30, Knowledge (nature) +10, Knowledge (planes) +13, Perception +22, Sense Motive +14, Stealth +19, Survival +19, Swim +16

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

ECOLOGY

Environment warm forests (Abyss)

Organization solitary, pair, or troop (3–5)

Treasure standard

SPECIAL ABILITIES

Devouring grapple (Ex) The mouth at the center of a baregara's chest automatically deals 2d8+4 points of damage per round to any creature the baregara successfully grapples.

Monstrous Challenge (Su) As a standard action, a baregara can make an Intimidate check to demoralize an opponent. If this check is successful, the baregara surges with power and gains a +4 enhancement bonus to Strength and Constitution for 10 minutes. This ability is usable three times per day.

One-Armed Hold (Ex) A baregara's huge arms allow it to initiate and maintain a grapple without the standard –4 penalty for not having both hands free.

Although natives of the Abyss that often serve as minions for powerful demons or demon lords, baregaras are not in fact demons themselves. Some scholars classify them as "proto-demons"—monsters like bebiliths or xacabras that could perhaps someday complete their supernatural evolution into full demonic glory, but that have not quite yet reached that end. Of course, to the baregara's victims, these debates are incidental.

In the Abyss, baregaras form small troops just like the apes of the Material Plane. These troops are led by the strongest fighter or an individual anointed by a powerful demon the baregara troop serves. Rivalries between troops are part of a complex hierarchy that is all but incomprehensible to non-baregaras, but planar scholars have observed that all baregaras take trophies from notable kills, and that these grisly mementos play some role in establishing the convoluted social standing of the troop leaders and their followers.

Even when knuckle-walking on their enormous hands, baregaras stand over 12 feet high when measured to the top of their horns, and their dense bodies can weigh up to 1,500 pounds.

Illustration by Scott Purdy

Baykok

This howling corpse swoops through the air with hideously elongated legs and a bow made of bone.

BAYKOK **CR 9**

XP 6,400

NE Medium undead

Init +10; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 24, touch 17, flat-footed 17 (+6 Dex, +1 dodge, +7 natural)

hp 97 (15d8+30)

Fort +7, **Ref** +11, **Will** +9

Immune undead traits

OFFENSE

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

Melee 2 claws +14 (1d6+3)

Ranged +1 *composite longbow* +20/+15/+10 (1d8+4/19–20/×3 plus 1d6 negative energy and paralysis)

Special Attacks devour soul, dread howl, infused arrows

STATISTICS

Str 17, **Dex** 22, **Con** —, **Int** 11, **Wis** 10, **Cha** 15

Base Atk +11; **CMB** +14; **CMD** 31

Feats Dodge, Improved Critical (composite longbow), Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow)

Skills Fly +28, Intimidate +20, Perception +18, Stealth +24

Languages Common

ECOLOGY

Environment any

Organization solitary, gang (2–5), or flight (6–12)

Treasure standard (+1 *composite longbow* [+3 Str], other treasure)

SPECIAL ABILITIES

Devour Soul (Su) A baykok can take a standard action to devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a DC 19 Fortitude save. If it fails, the target is instantly slain. If the creature is already dead, it does not make a saving throw, although the body cannot be more than 1 hour dead. A creature subjected to this attack cannot be brought back to life via *raise dead* (*resurrection* and more powerful effects work normally). When a baykok devours a soul in this way, it heals 5d6+10 points of damage and becomes hasted for 4 rounds (as if affected by *haste*). This is a death effect. The save DC is Charisma-based.

Dread Howl (Su) Once per day, a baykok can unleash a blood-curdling howl. Any living creature within a 30-foot-radius burst becomes paralyzed with fear for 1 round unless it resists with a DC 19 Will save. Any creature that makes this saving throw is instead shaken for 1 round. This is a fear effect. The DC is Charisma-based.

Infused Arrows (Su) A baykok creates arrows of bone as it fires its bow—it need not carry arrows as ammunition. These bone arrows do normal damage for arrows fired from the bow, but gain a +1 enhancement bonus on attack and damage rolls. In addition, each arrow deals an additional 1d6 points of negative energy on a hit. Further, the first creature struck in a round by a baykok's arrow must make a DC 19 Fortitude save to avoid being paralyzed for 1d3 rounds. A baykok can fire normal arrows from its bow if it wishes—such arrows, however, do not gain the special negative energy damage or paralysis effects. The DC is Charisma-based.

When hunters become utterly obsessed with the chase and indulge excessively in the savagery of the kill, their souls become progressively tainted. When such remorseless hunters perish before they can capture and kill their quarry, they sometimes rise from death as baykoks—flying undead horrors that kill purely for the ecstasy that only murder can bring them.

Unlike many undead who feed on and hate all living things, a baykok seeks always to prove its mastery of the hunt. Though thoroughly wicked, baykoks often ignore all but the most powerful-looking foe in a group, only picking off lesser creatures if they dare to get between the baykok and its true prey. When it finally lays low its quarry, the baykok swoops down on the victim to devour the creature's soul in an attempt to make sure the creature never returns to seek revenge.

Illustration by Eric Belisle

Behemoth

Immense, ageless, and very nearly invincible, behemoths deliver divine retribution to the mortal realms. Shaped from the primal energies of creation and infused with elemental might, behemoths resemble living creatures, but lack the frailties of flesh. Marginally more intelligent than the smartest animal, behemoths can understand Aklo but cannot speak. Nothing less than a god or the most potent of legendary artifacts can command a behemoth, and even the gods feel some trepidation at unleashing one, lest the behemoth cast off its reins and turn its wrath against its maker.

For nearly as long as mortals have worshiped the gods, mortals have known hubris and the gods' righteous anger. When a mortal's offense grows too great for divine patience to suffer, the gods lash out through plagues and floods, and through their terrible servants. Of these vengeful minions, the behemoths are among the most feared. A god or coalition of gods creates a behemoth from the wellsprings of primal chaos, binds it into a semblance of flesh, and fills its mind with righteousness and the thirst to destroy all in its path. The beast is then turned loose upon its victims—those deemed most deserving of bearing the brunt of the wrath of the gods. Some deities stay close at hand as their beasts savage the lands, the better to turn the creatures aside once their divine anger is appeased, while others turn their backs on mortal plights, leaving behemoths to expend their anger until naught but lifeless cinders remain. Entire worlds have been destroyed by these living retributions. Such shattered lands might have nothing left alive save for the conquering behemoths themselves, immortal, living monuments to murdered worlds.

While behemoths are created by the gods, their forms and countenances are the result of which of three domains they have been created to rule—air, earth, or sea. Each of these realms is in turn associated with one of three common types of behemoths—if the application of a word like "common" is even appropriate for such an uncommon creature.

Behemoths cast upon a world's landmasses are known as thunder behemoths. These are the least of their kind, yet they are formidable, nigh unstoppable engines of armageddon nevertheless. They are the behemoths of choice when it comes to destroying a single nation or empire, for while devastating, they are bound to the land itself, and their advances across a globe are thus more limited than those of the two greater behemoths.

When several nations or regions evoke the gods' wrath, a thalassic behemoth is sent into that world's oceans to wreak havoc. By disrupting oceanic trade, destroying port cities, and rendering well-populated shores all but uninhabitable, thalassic behemoths excel at destroying civilizations where they are most vulnerable. A vengeful god may inflict several thunder behemoths upon a realm that has wronged it, placing a thalassic behemoth in the ocean to finalize the devastation.

The most devastating of the three common behemoths is the tempest behemoth, a tremendous birdlike monster capable of devastating numerous lands in a short amount of time. Because it rules the skies above those lands the gods wish to smite, the tempest behemoth has greater mobility than its other kin. When the gods are truly vexed, they might set upon a world numerous behemoths, but the conditions that might call for the deployment of more than a solitary tempest behemoth boggle the mind nearly as much as the sheer size of any of these monsters does—few worlds are capable of the level of blasphemy and hubris that would necessitate multiple tempest behemoths as divine punishment.

Other behemoths exist, such as sirocco behemoths that flay with air and fire, behemoths of the lightless depths of the oceans, and dread holocaust behemoths forged of lightning and fire. Some deities take particular delight in spawning truly unique and powerful behemoths—many scholars place the legendary tarrasque in this category, even though its powers are quite different than those shared by most other behemoths. Regardless of their nature, each behemoth suffers a single flaw by which it might be slain, a chink in its immortality. Some attribute this weakness, however small, to the imperfect process of binding chaos to order, others to divine caution, lest a behemoth one day prove a match for the gods themselves.

A behemoth's creation is not always the act of a cruel god seeking to inflict devastation on an innocent world—often, these monsters are created by good or neutral deities to serve as instruments of justice. Perhaps ironically, gods of a more lawful or civilized bent are the most apt to call up a behemoth, as gods of the natural world either aren't inclined to punish mortals at all, or would instead make use of natural disasters like earthquakes and storms to teach lessons to their wayward followers. While a single behemoth usually suffices, multiple creatures of this kind are sometimes visited upon a world. While it may be small solace, behemoths are incapable of procreation—regardless of the total number of behemoths active on a world at any one time, that number does not increase without the direct, vengeful intervention of a deity.

Even societies that refrain from insulting the gods are not immune to the behemoth's wrath, for the gods rarely remove these beasts when their work is done. An ancient civilization destroyed by a behemoth may still harbor in its ruined heart a slumbering monster, waiting only for the right moment or a tragic accident to waken and ravage once again.

Illustration by Tyler Walpole

Behemoth, Tempest

Three pairs of wings beat rhythmically, churning up hurricane-force winds around this vast, birdlike monstrosity.

TEMPEST BEHEMOTH CR 22

XP 614,400

N Colossal magical beast (air, behemoth)

Init +9; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +31

DEFENSE

AC 40, touch 8, flat-footed 34 (+5 Dex, +1 dodge, +32 natural, –8 size)

hp 445 (33d10+264); regeneration 20

Fort +26, **Ref** +23, **Will** +16

Defensive Abilities unstoppable; **DR** 15/epic; **Immune** ability damage, aging, bleed, disease, electricity, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 33

Weaknesses vulnerable to miracles and wishes

OFFENSE

Speed 40 ft., fly 200 ft. (good)

Melee bite +41 (4d6+16/19–20 plus bleed), 2 talons (2d8+16 plus bleed), wings +36 (8d8+8)

Ranged 6 scales +31 (1d10+16/19–20 plus bleed)

Space 30 ft.; **Reach** 30 ft.

Special Attacks bleed (2d6), gale, ruinous, thunderbolt

Spell-Like Abilities (CL 20th; concentration +22)

3/day—*storm of vengeance* (DC 21)

STATISTICS

Str 43, **Dex** 21, **Con** 26, **Int** 3, **Wis** 16, **Cha** 14

Base Atk +33; **CMB** +57; **CMD** 73

Feats Combat Reflexes, Dodge, Flyby Attack, Greater Vital Strike, Hover, Improved Critical (feathers), Improved Critical (bite), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Stance, Mobility, Power Attack, Snatch, Vital Strike, Weapon Focus (feathers), Wind Stance

Skills Fly +29, Perception +31, Stealth –7, Survival +15; **Racial Modifiers** +20 Fly, +10 Perception

Language Aklo (cannot speak)

ECOLOGY

Environment any air

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Gale (Su) A tempest behemoth can generate winds of up to hurricane force as a free action, blowing in as many as three different directions at once. The winds blow either away from or directly toward the behemoth in a 30-foot-wide path that extends for 1,000 feet.

Scales (Ex) A tempest behemoth can hurl up to six scales from its wings (range increment 100 feet) as a standard action.

Thunderbolt (Su) As a swift action once every 1d4 rounds, a behemoth can shoot a bolt of lightning that deals 15d6 points of electricity damage and 15d6 points of sonic damage, and that causes permanent deafness in a 200-foot line (DC 34 Reflex save halves damage and negates deafness). The save DC is Constitution-based.

Riding the winds on a triple set of wings, tempest behemoths fly above all, death riding in their shadows. In battle, they snatch up foes only to cast them away from great heights, smash enemies with their wings, or hurl razor-edged scales at distant targets. A tempest behemoth's divine heritage wards its body, mind, and soul against harm. Only the most powerful magic or attack can pierce its defenses. Serene in their immortality, tempest behemoths fear no other being.

As living forces of divine retribution, tempest behemoths are sent forth into the world to raze far-flung cities, ravage towns with mighty storms, level remote mountain temples, and tear apart siege fortresses impregnable from the ground.

The advent of a tempest behemoth is generally presaged by foul weather and terrific storms that drive flocks of birds before their headwinds. The day before the behemoth arrives, the storms suddenly abate—ironically encouraging victims to emerge into the open just as the behemoth strikes.

Behemoth, Thalassic

Two massive limbs drag the bulk of this whale-like beast's body from the churning waters of the sea.

THALASSIC BEHEMOTH CR 20

XP 307,200

N Colossal magical beast (aquatic, behemoth, water)

Init –1; **Senses** blindsense 60 ft., darkvision 60 ft..; Perception +34

DEFENSE

AC 37, touch 1, flat-footed 37 (–1 Dex, +36 natural, –8 size)

hp 391 (29d10+232); regeneration 20 (fire)

Fort +24, **Ref** +17, **Will** +14

Defensive Abilities unstoppable; **DR** 15/epic; **Immune** ability damage, aging, bleed, cold, disease, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 31

Weaknesses vulnerable to miracles and wishes

OFFENSE

Speed 20 ft., swim 200 ft.

Melee bite +39 (6d6+18/19–20 plus grab), 2 claws +39 (3d6+18), tail slap +34 (4d6+9 plus trip)

Ranged water jet +20 (4d8+18/19–20 plus stun and push)

Space 30 ft.; **Reach** 20 ft.

Spell-Like Abilities (CL 20th; concentration +22)

3/day—*tsunami** (DC 21)

Special Attacks capsize (DC 25), fast swallow, push (water jet, 20 ft.), rend (claws, 3d6+18), ruinous, swallow whole (4d6+27 bludgeoning, AC 28, 39 hp)

* See the *Advanced Player's Guide*.

STATISTICS

Str 47, **Dex** 8, **Con** 27, **Int** 3, **Wis** 16, **Cha** 14

Base Atk +29; **CMB** +55 (+59 grapple); **CMD** 64

Feats Ability Focus (water jet), Cleave, Great Cleave, Greater Sunder, Greater Vital Strike, Improved Critical (bite, water jet), Improved Iron Will, Improved Sunder, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Vital Strike

Skills Perception +34, Stealth –13, Survival +18, Swim +30; **Racial Modifiers** +10 Perception

SQ amphibious

Language Aklo (cannot speak)

ECOLOGY

Environment any water

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Water Jet (Su) A thalassic behemoth can blast water from its blowhole with surprising force and accuracy. This water jet has a range of 240 feet with no range penalties. A target hit by the water jet is subject to the behemoth's push ability and must succeed at a DC 32 Fortitude save or be stunned for 1d4+1 rounds. The save DC is Constitution-based.

Sent by the gods to punish those who dwell near the sea, thalassic behemoths scourge ships and other vessels from the waters before turning their attention toward structures and survivors on land. Despite their massive bulk, thalassic behemoths swim incredibly fast and can easily outpace all but the fleetest of ships. On land, they can be more readily escaped, at least by those willing and able to leave homes and belongings behind. Though capable of surviving indefinitely on land and employing a clumsy, seal-like locomotion, thalassic behemoths soon weary of gravity's never-ending drag. They rarely venture more than a mile or two from shore before returning to the comforting buoyancy of the seas.

Thalassic behemoths resemble immense sperm whales in the water, but they can quickly haul themselves ashore using their mighty forelimbs. Tail and limb alike shatter wood and stone with but a single blow, while their jaws gape wide enough to swallow smaller boats whole.

The coming of a thalassic behemoth is typically foreshadowed by a dramatic increase in missing ships, strange tides, and the uncanny sight of sea life purposefully beaching upon shores. Thalassic behemoths generally spend much of their time lurking a few hundred feet below the surface—but legends hold that even greater behemoths, the dread leviathans, dwell in the deepest oceanic reaches.

Illustrations by Tyler Walpole

Behemoth, Thunder

This enormous beast has rocky, armored plates on its body. Elaborate horns crown its horrific head.

THUNDER BEHEMOTH CR 18

XP 153,600

N Colossal magical beast (behemoth, earth)

Init –2; **Senses** blindsense 60 ft., darkvision 60 ft., tremorsense 60 ft.; Perception +27

DEFENSE

AC 35, touch 0, flat-footed 35 (–2 Dex, +35 natural, –8 size)

hp 337 (25d10+200); regeneration 20

Fort +22, **Ref** +12, **Will** +12

Defensive Abilities unstoppable; **DR** 15/epic; **Immune** ability damage, acid, aging, bleed, disease, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 29

Weaknesses vulnerable to miracles and wishes

OFFENSE

Speed 30 ft., burrow 30 ft.

Melee bite +33 (4d6+16 plus grab), gore +33 (4d6+16), 2 stomps +28 (2d8+8 plus trip)

Ranged 4 rocks +15 (3d6+24 plus stun)

Space 30 ft.; **Reach** 20 ft.

Spell-Like Abilities (CL 20th; concentration +22)

3/day—*earthquake* (DC 20)

Special Attacks fast swallow, mighty roar, rock spitting, ruinous, swallow whole (4d6+24 bludgeoning and 4d6 fire damage, AC 27, 33 hp), trample (2d8+24, DC 38)

STATISTICS

Str 43, **Dex** 6, **Con** 26, **Int** 3, **Wis** 14, **Cha** 15

Base Atk +25; **CMB** +49 (+53 grapple); **CMD** 57 (61 vs. trip)

Feats Awesome Blow, Cleave, Great Cleave, Greater Bull Rush, Greater Overrun, Greater Sunder, Improved Bull Rush, Improved Overrun, Improved Sunder, Iron Will, Lunge, Power Attack, Snatch

Skills Perception +27, Survival +14, Swim +28; **Racial Modifiers** +10 Perception

Language Aklo (cannot speak)

ECOLOGY

Environment any land

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Mighty Roar (Su) Every 1d4 rounds as a standard action, a thunder behemoth can issue a mighty roar in a 60-foot cone that duplicates the effect of an empowered *greater shout* (Fortitude DC 30 for half damage). This is a sonic effect. The save DC is Constitution-based.

Rock Spitting (Ex) A thunder behemoth can spit rocks from the essentially inexhaustible store in its gizzard. It can spit up to four rocks as a standard action, with a range increment of 60 feet. A creature that is critically hit by one of these rocks must make a DC 38 Fortitude save to resist being stunned for 1 round. The save DC is Strength-based.

Swallow Whole (Ex) A thunder behemoth has five stomachs and can shunt a swallowed victim into any one of them (usually choosing an empty stomach).

Thunder behemoths walk the land as little more than roving appetites, driven by an all-consuming hunger to devour every animal, plant, and even building in sight. They indiscriminately gorge their five seemingly bottomless stomachs on forests and jungles, collapse mine and mountain alike in search of ore, and raze settlements and strongholds for the cowering morsels within.

Thunder behemoths are sent out by the gods to destroy wicked cities, raze great temples or monuments that offend divine eyes, and otherwise act as instruments of divine wrath either on the surface of a world or just below it. The days before a thunder behemoth arrives are fraught with minor but unnerving earthquakes, mass exoduses of burrowing animals to the surface, and an unexplained increase in fallen trees and sinkholes.

Berbalang

This hunched, bat-winged horror moves with an uncanny grace, its glowing eyes and long tongue presenting a frightening visage.

BERBALANG **CR 6**

XP 2,400

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)

hp 68 (8d8+32)

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

DR 10/good or silver; **Immune** undead traits

Defensive Abilities projection

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee 1 bite +10 (1d6+3 plus paralysis), 2 claws +9 (1d6+3 plus paralysis) or incorporeal touch +10 (1d4 Con damage)

Special Attacks paralysis (1d4+1 rounds, DC 18)

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

At will—*bleed*, *ghost sound* (DC 14)

3/day—*alter self*, *charm person* (DC 15)

STATISTICS

Str 17, **Dex** 19, **Con** —, **Int** 13, **Wis** 16, **Cha** 18

Base Atk +6; **CMB** +9; **CMD** 26

Feats Defensive Combat Training, Dodge, Flyby Attack, Mobility

Skills Bluff +10, Escape Artist +10, Fly +17, Knowledge (local) +5, Knowledge (religion) +6, Perception +14, Stealth +15

Languages Common

ECOLOGY

Environment any land

Organization solitary or pack (2–8)

Treasure standard

SPECIAL ABILITIES

Projection (Su) Once per day as a full-round action, a berbalang can enter a trance that separates the creature's spirit from its body. This splits the berbalang's current hit points in half between its body and its spirit. The berbalang's spirit body gains the incorporeal subtype and special ability; otherwise, it retains the same statistics as its physical self with the following changes: AC 19, touch 19, flat-footed 10 (+4 Dex, +4 deflection, +1 dodge), single incorporeal touch attack that deals 1d4 Constitution damage on a hit as its sole attack. This spirit projection can travel no more than 1 mile away from the berbalang's body. Because the creature is only partially in existence when in this state, its body gains *displacement* as the spell. When separated in this way, the berbalang's body is unconscious and helpless. If the berbalang's body is injured while in this state, the separated projection immediately returns to its body, and the body loses *displacement*. If the physical body is slain, the spirit body immediately dies as well. If the spirit is reduced to 0 or fewer hit points, it returns to the body immediately. A berbalang in spirit form can end the effect at any time as a standard action, at which point the spirit immediately returns to the body. When a berbalang's spirit form returns to the body, add both the spirit body's hit points and the physical body's hit points back together to determine the creature's current hit point total.

Illustration by Dmitry Burmak

Berbalangs prefer to make their homes within a day's travel of humanoid settlements. These lairs are well hidden and sometimes protected by other undead creatures. Some berbalangs set themselves up as secluded shamans or wise old crones, using *alter self* to appear human. Ultimately cowardly, berbalangs rarely attack a settlement directly, preferring to pluck its meals from those who stray too far from civilization. A berbalang stands as tall as a human and rarely weighs more than 100 pounds.

Bhuta

This ghostly apparition floats in the air on backward-facing feet. Its hands end in sharp talons, and its eyes glow with blue fire.

BHUTA **CR 11**

XP 12,800

NE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., scent; Perception +13

DEFENSE

AC 25, touch 25, flat-footed 17 (+7 deflection, +7 Dex, +1 dodge)

hp 147 (14d8+84)

Fort +10, **Ref** +11, **Will** +10

Defensive Abilities incorporeal, channel resistance +4; **Immune** undead traits

Weaknesses cold iron

OFFENSE

Speed fly 30 ft. (perfect)

Melee 2 incorporeal claws +17 (5d8 plus bleed)

Special Attacks bleed (1d8), blood drain (1d6 Constitution)

Spell-Like Abilities (CL 11th; concentration +17)

At will—*animal trance* (DC 18), *speak with animals*, *veil* (self only, as animal with backward feet; DC 22)

3/day—*charm animal* (DC 17)

1/day—*magic jar* (animals only, DC 21)

STATISTICS

Str —, **Dex** 25, **Con** —, **Int** 11, **Wis** 8, **Cha** 22

Base Atk +10; **CMB** +17; **CMD** 35

Feats Animal Affinity, Dodge, Flyby Attack, Iron Will, Lunge, Mobility, Stealthy

Skills Bluff +16, Escape Artist +9, Fly +15, Handle Animal +14, Knowledge (nature) +8, Perception +13, Ride +9, Sense Motive +13, Stealth +24

Languages Common

ECOLOGY

Environment any aboveground natural area

Organization solitary or with a group of animals

Treasure none

SPECIAL ABILITIES

Blood Drain (Su) As a standard action, a bhuta can suck blood from an adjacent opponent that is taking bleed damage. The target takes 1d6 points of Constitution damage (Fort DC 23 for half). The bhuta heals 5 hit points when it drains blood.

Cold Iron Weakness (Su) A cold iron weapon is considered to be magical when used against a bhuta. A magic cold iron weapon always functions as a *ghost touch* weapon when used against a bhuta.

A bhuta is a ghostlike undead creature born of horrible death or murder in a natural setting. It is a manifestation of rage at the injustice of a death that interrupted important business or unsated desires. Doomed to haunt the wilderness within several miles of the site of its demise, a bhuta turns to the local fauna as tools for its vengeance.

A bhuta can appear in a variety of animalistic forms by using its *veil* ability, but its natural appearance is that of a bestial humanoid phantom that floats a foot above the ground as it moves. While bhutas are incorporeal, the touch of their claws creates horrific, bleeding wounds. A bhuta's feet point backward. To disguise its nature, a bhuta can appear solid, manifesting in long robes that help disguise the fact that it floats and has strange feet. By means of its *magic jar* spell-like ability, a bhuta can also possess living animals to use as its minions; an animal possessed by a bhuta casts no shadow, and therefore prefers to lurk in heavily canopied or thicketed areas, waiting for the right time to strike out and attack intruders.

Animals find themselves attracted to bhutas, which use their spell-like abilities to manipulate such victims toward evil and deceptive ends. Bhutas generally avoid influencing animal companions or domesticated animals, for changes in behavior among such creatures can easily arouse suspicion and reveal a bhuta's presence and influence.

A bhuta might have tasks it wishes to complete from its previous existence as a living creature, or it might work against those who slew its living form. This link to its past life is vague and compulsive rather than clear, unlike that of a ghost.

Bhutas who have no specific target for retribution still seek to trouble those living in or near their domains, coaxing passersby into accepting them as traveling companions and using their influence over animals as a testament to their benevolence. When invited to join a group, a bhuta can journey outside its normal territory. However, a bhuta's hunger for living blood usually drives it to attack its companions before it wanders far.

Illustration by Eric Braddock

Bogeyman

Dressed in a long dark coat and a tall hat, this lanky, fanged humanoid exudes an almost palpable aura of horror.

BOGEYMAN **CR 10**

XP 9,600

NE Medium fey

Init +9; **Senses** low-light vision; Perception +23

Aura deepest fear (30 ft., DC 25)

DEFENSE

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge)

hp 93 (17d6+34); terrible rejuvenation 5

Fort +9, **Ref** +15, **Will** +13

DR 15/cold iron; **SR** 21

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d8+8/19–20)

Special Attacks sneak attack +6d6, striking fear

Spell-Like Abilities (CL 10th; concentration +17)

Constant—*detect thoughts*, *tongues*

At will—*darkness*, *gaseous form*, *ghost sound* (DC 17), *invisibility*, *suggestion* (DC 20)

3/day—*crushing despair* (DC 21), *hold person* (DC 20), quickened *phantasmal killer* (DC 21)

1/day—*nightmare* (DC 22)

STATISTICS

Str 12, **Dex** 21, **Con** 14, **Int** 15, **Wis** 16, **Cha** 25

Base Atk +8; **CMB** +9; **CMD** 32

Feats Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Quicken Spell-Like Ability (*phantasmal killer*), Skill Focus (Stealth), Spring Attack, Weapon Finesse

Skills Bluff +27, Diplomacy +20, Disable Device +15, Escape Artist +18, Intimidate +28, Knowledge (local) +16, Perception +23, Sense Motive +23, Spellcraft +12, Stealth +35; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Aklo, Common; *tongues*

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Deepest Fear (Su) A bogeyman is cloaked in a 30-foot aura of fear. This aura manifests as a shifting haze of images that reflect the viewer's deepest fears. The first time it ends its turn within the aura, a creature must make a DC 25 Will save or become shaken for as long as it stays within the aura. If the creature succeeds at the saving throw, it cannot be affected again by the aura for another 24 hours. This is a fear effect. The DC is Charisma-based.

Striking Fear (Su) If a bogeyman confirms a critical hit or a sneak attack with one of its claws on a target currently suffering a fear effect, that effect automatically becomes one step more severe (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A DC 25 Will save negates this increase. In addition, a critical hit from the bogeyman's claw forces any target that has successfully saved against the creature's fear aura to make another Will save against its effects, even if 24 hours have not yet passed. This is a fear effect. The DC is Charisma-based.

Terrible Rejuvenation (Su) A bogeyman gains fast healing 5 while any creature within its deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself.

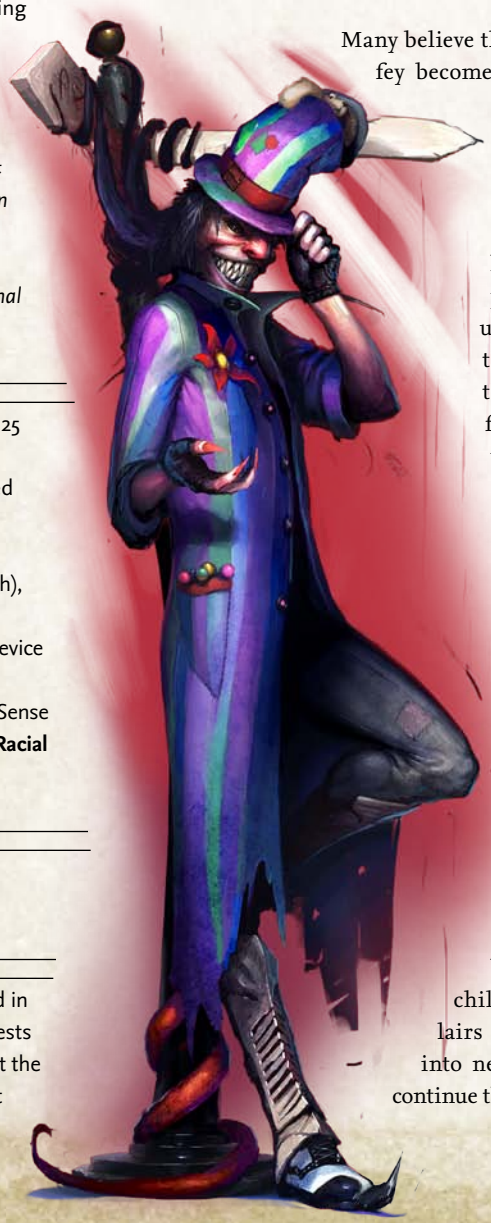


Illustration by Branko Bistrovic

Many believe that the most cruel and mischievous fey become bogeymen as a punishment or a reward for their actions. Others see bogeymen as supernatural manifestations of society's willingness to do itself harm.

Bogeymen use their powers to haunt houses or secluded natural places where they can hunt prey unobserved. They relish using their *ghost sound* ability to hint at their presence long before they fully reveal themselves. It is not uncommon for a bogeyman to hide under a bed, or in a closet left slightly ajar, for days or even weeks, all the while feeding on its victims' growing realization that they are not alone.

The most evil bogeymen are those who abandon the tactic of feeding on one person's fears at a time and take up roles of mass murderers or serial killers, or other pursuits designed to drive fear into the hearts of an entire city of victims. True to their name, all bogeymen are male. Sometimes, children whom they steal away to secret lairs emerge years later, transformed into new bogeymen, and return home to continue their supernatural father's work.

Brain Ooze

Two slimy tentacles protrude from the sides of this brain-shaped mass of quivering ooze.

BRAIN OOZE **CR 7**

XP 3,200

NE Tiny ooze

Init +6; **Senses** blindsight 60 ft.; Perception +11

Aura psychic noise (10 ft., DC 19)

DEFENSE

AC 23, touch 19, flat-footed 18 (+4 armor, +4 Dex, +1 dodge, +2 insight, +2 size)

hp 75 (10d8+30)

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

Defensive Abilities evasion, prescience; **Immune** ooze traits

OFFENSE

Speed 5 ft., fly 60 ft. (good)

Melee 2 tentacles +13 touch (1d6 electricity plus neural pulse)

Space 2-1/2 feet; **Reach** 0 ft.

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*detect thoughts*, *mage armor*

At will—*charm monster* (DC 18), *dominate animal* (DC 17), *dominate person* (DC 19)

3/day—*dispel magic*, *modify memory* (DC 18)

STATISTICS

Str 4, **Dex** 19, **Con** 16, **Int** 15, **Wis** 12, **Cha** 19

Base Atk +7; **CMB** +9; **CMD** 22 (can't be tripped)

Feats Defensive Training, Dodge, Iron Will, Mobility, Weapon Finesse

Skills Bluff +10, Diplomacy +5, Fly +23, Perception +11, Sense Motive +11, Stealth +15

Languages Aklo (cannot speak); telepathy 100 ft.

ECOLOGY

Environment any ruins or underground

Organization solitary, pair, flight (3–6), or colony (7–12)

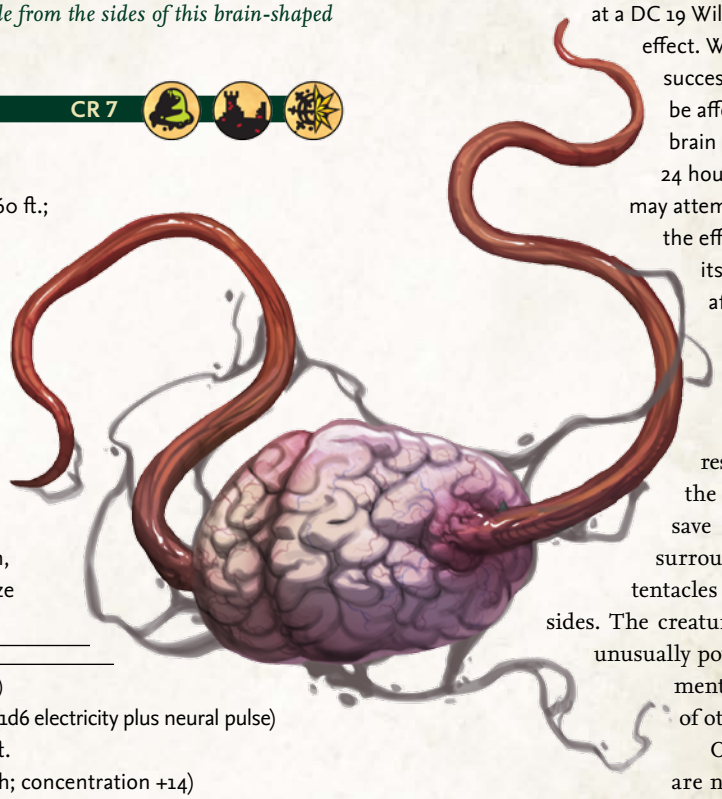
Treasure incidental

SPECIAL ABILITIES

Neural Pulse (Su) Creatures hit by a brain ooze's tentacle must succeed at a DC 18 Fortitude save or take 1d6 points of Intelligence damage and be staggered for 1d4 rounds. Each time a brain ooze causes Intelligence damage, it gains 5 temporary hit points. The save DC is Constitution-based.

Prescience (Su) Limited precognitive abilities grant a brain ooze a +2 insight bonus on initiative checks, on Reflex saves, and to its Armor Class. Brain oozes are never surprised or flat-footed.

Psychic Noise (Su) The discordant psychic noise emitted by a brain ooze dazes nearby creatures for 1d4 rounds. When a creature begins its turn within the aura, it must succeed at a DC 19 Will save to negate this effect. Whether or not the save is successful, that creature cannot be affected again by the same brain ooze's psychic noise for 24 hours. An affected creature may attempt a new save to shake off the effect at the end of each of its turns. This is a mind-affecting effect. The save DC is Charisma-based.



A brain ooze (sometimes known as a "killer brain") resembles almost precisely the raw brain of a human, save for the eldritch energy surrounding it and the twin tentacles extending from its sides. The creature's thought patterns are unusually powerful, and cause painful mental feedback in the minds of other conscious beings. Other intelligent beings are nothing more than cattle and playthings to brain oozes—victims to be tormented, thought patterns to be consumed. Brain oozes prefer to manipulate their prey from the shadows. Rather than assaulting openly, they provoke fights and conflict within groups, or lure one or two victims away for the kill. Brain oozes derive particular satisfaction from forcing an individual to commit terrible acts, then wiping away all knowledge of the crimes from the victim's memory. They torment such hapless puppets again and again, forcing them to commit ever greater atrocities. Once weary of their sport they return the modified memories with *dispel magic*, and feast upon the delicious misery of the victim's final despair.

Brain oozes feed through their tentacles by extracting the thoughts of living creatures. Animals and less intelligent creatures provide little nourishment, but they prize fey, outsiders, and spellcasters as delicacies. After several feedings, a brain ooze divides into two nearly identical brains, each retaining only a portion of the knowledge and experiences of the parent.

The similarities between intellect devourers and brain oozes have not gone unnoticed, but the two species appear to have little in common beyond appearance. Some theorize that brain oozes are actually the result of an ancient race's failed attempt to achieve immortality by preserving their minds via alien technology or magic.

Illustration by Andrew Hou

Carbuncle

This small, awkward reptile with a fist-sized gem jutting from between its two bulging eyes seems both surprised and perplexed.

CARBUNCLE **CR 1**

XP 400

N Tiny magical beast

Init –2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 12, touch 10, flat-footed 12 (–2 Dex, +2 natural, +2 size)

hp 13 (2d10+2)

Fort +4, **Ref** +1, **Will** +3

Weaknesses vulnerability to suggestion

OFFENSE

Speed 20 ft.

Melee bite +1 (1d3–3)

Special Attacks fatal faker, specious suggestion

Spell-Like Abilities (CL 3rd; concentration +3)

3/day—*daze* (DC 10), *jump*, *levitate* (self only, up to 10 feet)

STATISTICS

Str 5, **Dex** 7, **Con** 12, **Int** 6, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** –2; **CMD** 5 (9 vs. trip)

Feats Iron Will

Skills Stealth +10 (+14 in grass or brush), Survival +2; **Racial Modifiers** –4 Acrobatics when jumping, +4 Stealth in grass or brush

Languages empath 30 ft.

ECOLOGY

Environment any forests or swamps

Organization solitary or group (2–8)

Treasure standard

SPECIAL ABILITIES

Empath (Su) Carbuncles possess a crude form of telepathy, allowing them to transmit mild impressions and remembered sensations to other creatures. This form of telepathy cannot convey language or hinder a target in any way (such as by transmitting pain). Thus, a carbuncle can relate a feeling of fear or the faint smell of leaves, but cannot directly warn an ally of a monster or tell of a treasure under a dirt mound.

Fatal Faker (Su) As a standard action three times per day, a carbuncle can teleport as per the spell *dimension door*, but only within a range of 30 feet. Upon teleporting, the carbuncle leaves behind a perfect replica of itself amid a colored flash and the sound of a reptilian choke. This replica duplicates the carbuncle in all ways, though it is obviously dead and the colorless stone in its head is reduced to worthless dust.

Specious Suggestion (Su) As a standard action three times per day, a carbuncle can concentrate intently on one creature within its line of sight and attempt to impose its will upon the target. A DC 11 Will save is enough to resist this compulsion. If the target fails to resist, roll 1d6. On a result of 1–2, the target gains a flash of insight and a +2 insight bonus to its Armor Class for 1 minute. On a result of 3–4, the victim is affected as if by *suggestion* for 1 minute, and must follow a single (usually embarrassing, always harmless) *suggestion* from the carbuncle. On a result of 5–6, the victim's thoughts are garbled with those of the carbuncle, imposing a –2 penalty to the victim's Will saving throws for 1 minute. This is a mind-affecting effect. The save DC is Charisma-based.

Vulnerability to Suggestion (Ex) Any mind-affecting spell can affect a carbuncle regardless of creature type limitations. A spell like *charm person*, for example, which typically only affects humanoid creatures, can also affect carbuncles.

Never have legend and misinformation met upon a more inauspicious brow than that of the lowly carbuncle. Even the creature's name summons ideas that range from the grandiose to the grotesque. Carbuncles appear to be little more than ungainly reptiles. What sets them apart, however, is their strange magical abilities and the fist-sized gemstone horn jutting from above their bulging eyes. Although tales differ regarding the type and value of the stone, many claim it is a ruby or garnet. In truth, however, a carbuncle's gem is merely a highly reflective growth, not unlike a fingernail.

Carbuncles exhibit a peculiar attraction to magic-users, especially sorcerers with the fey bloodline and any who pack supplies of fresh fruit. Many enchanters laud the extraordinary mind-control powers of these intense creatures and extol the aid they can offer mages of their field—though others consider such tales something of an academic in-joke.

A neutral spellcaster with the Improved Familiar feat can gain a carbuncle as a familiar at 5th level.

Illustration by Scott Purdy

Carnivorous Crystal

The facets of this crystalline formation shift and vibrate, as though in anticipation.

CARNIVOROUS CRYSTAL CR 11

XP 12,800

N Medium ooze (earth, extraplanar)

Init –5; **Senses** blindsight 120 ft.; Perception –5

Aura subsonic hum (60 ft., DC 22)

DEFENSE

AC 17, touch 5, flat-footed 17 (–5 Dex, +12 natural)

hp 136 (16d8+64)

Fort +9, **Ref** +0, **Will** +0

DR 10/—; **Immune** cold, electricity, ooze traits; **Resist** fire 20

Weaknesses brittle, vulnerable to sonic

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +18 (7d8+9/18–20 plus entrap)

Special Attacks crystallize, entrap (DC 22, 1d10 rounds, hardness 10, hp 10), razor sharp

STATISTICS

Str 22, **Dex** 1, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +18; **CMD** 23 (can't be tripped)

Skills Climb +14, Stealth +0 (+5 in rocky environs); **Racial Modifiers** +5 stealth (+10 in rocky environs)

SQ freeze, split (critical hit from a bludgeoning or sonic attack, 15 hp)

ECOLOGY

Environment any underground (Plane of Earth)

Organization solitary, colony (2–4), or formation (5–10)

Treasure incidental

SPECIAL ABILITIES

Brittle (Ex) Bludgeoning and sonic attacks can inflict critical hits on a carnivorous crystal. A successful critical hit from such attacks causes the carnivorous crystal to split, even if the attack causes no damage. The crystal remains immune to precision-based damage, such as damage from sneak attacks.

Crystallize (Ex) A creature entrapped by a carnivorous crystal's attack must succeed at a DC 22 Fortitude save each round or become helpless. If a helpless creature fails this save, it becomes petrified as its body crystallizes. In 1d4 hours, the petrified victim shatters and a new carnivorous crystal emerges from the remains. The save DC is Constitution-based.

Razor Sharp (Ex) A carnivorous crystal's slam attack deals devastating piercing and slashing damage, and threatens a critical hit on a roll of 18, 19, or 20.

Subsonic Hum (Su) An active carnivorous crystal gives off supernatural sonic vibrations. Any living creature starting its turn within this aura must succeed at a DC 22 Fortitude save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same carnivorous crystal's subsonic hum for 24 hours. This is a sonic mind-affecting effect. The save DC is Constitution-based.

Natives of the endless caverns of the Plane of Earth, carnivorous crystals normally lead quiet existences, subsisting on minerals leeched from the surrounding rock. Living creatures, however, provide a veritable feast, as devouring the minerals in their bones and blood allows a crystal to reproduce in mere hours instead of years. Though lacking in anything that could be called intelligence, carnivorous crystals sense the living, and hunger for the sustenance trapped within their bodies.

On the Plane of Earth and in the deepest caverns of the Material Plane, ancient carnivorous crystals grow without bounds, reaching incredible sizes.

Illustration by Andrew Hou

Caryatid Column

With its feet planted firmly together, this marble statue of a female warrior holding a stone sword rises up to support the ceiling.

CARYATID COLUMN **CR 3**

XP 800

N Medium construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 14, touch 9, flat-footed 14 (–1 Dex, +5 natural)

hp 36 (3d10+20)

Fort +1, **Ref** +0, **Will** +1

DR 5/—; **Immune** construct traits, magic

Defensive Abilities shatter weapons

OFFENSE

Speed 20 ft.

Melee mwk longsword +8 (1d8+4/19–20)

STATISTICS

Str 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +7; **CMD** 16 (cannot be disarmed)

SQ statue

ECOLOGY

Environment any

Organization solitary, pair, or colonnade (6–11)

Treasure standard (masterwork longsword, other treasure)

SPECIAL ABILITIES

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.
- *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column.
- A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

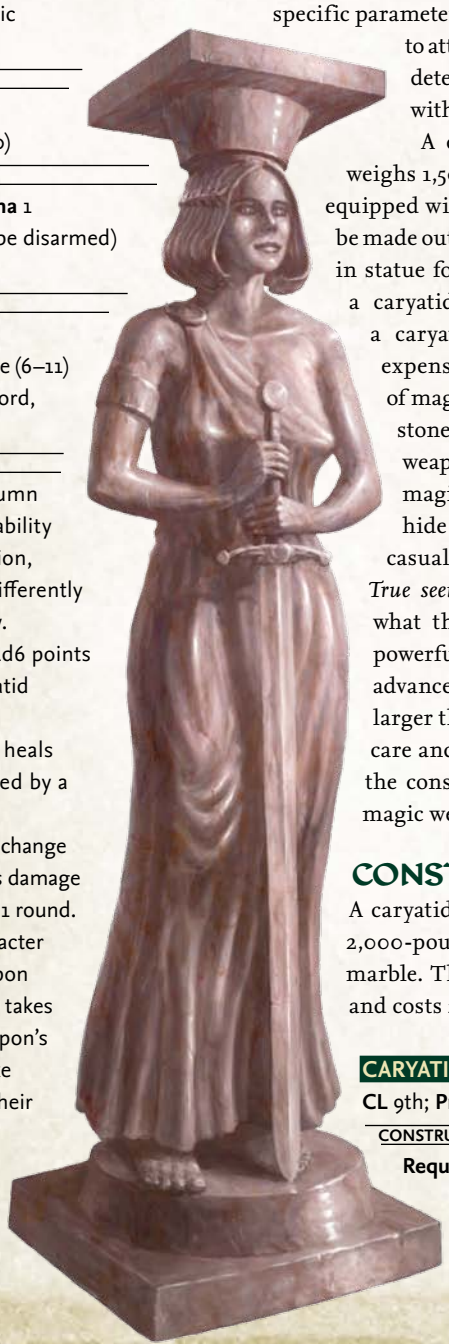


Illustration by Nicholas Cloister

Caryatid columns are the lesser cousins of true golems, constructs created by spellcasters to guard objects or areas. Unlike true golems, caryatid columns cannot be made into shield guardians, but they are often used in greater numbers because of their relatively inexpensive creation cost. Each caryatid column is programmed to guard an object or area when created, and once set, this command cannot be changed. Caryatid columns are often given specific parameters concerning whom to ignore and whom to attack, but since they have no special form of detection, such restrictions can be overcome with disguises if the parameters are known.

A caryatid column stands 7 feet tall and weighs 1,500 pounds. Caryatid columns are always equipped with a masterwork weapon that appears to be made out of stone as long as the construct remains in statue form. The weapon can be recovered after a caryatid column has been defeated. Arming a caryatid column with magical weapons is expensive but feasible—even the most powerful of magic weapons appear as nothing more than stone when held by a caryatid column. Since a weapon held in this manner does not radiate magic, many use this trait as a method to hide potent or powerful weapons from both casual observation and study via *detect magic*. *True seeing* reveals such disguised weapons for what they really are. Often, only particularly powerful caryatid columns (typically those with advanced Hit Dice, but rarely those made much larger than Medium size) are entrusted with the care and protection of such weapons. Of course, the constructs themselves make full use of any magic weapons they are given to guard.

Construction

A caryatid column's body is carved from a single 2,000-pound block of stone, such as granite or marble. The stone must be of exceptional quality, and costs 2,000 gp.

CARYATID COLUMN

CL 9th; **Price** 12,000 gp

CONSTRUCTION

Requirements Craft Construct, *lesser geas*, *polymorph*, *shatter*, caster must be at least 9th level; **Skill** Craft (sculpting) or Craft (stonemasonry) DC 15; **Cost** 7,000 gp

Catfolk

This lithe, catlike humanoid has a long tail and pointed ears. Her feline eyes sparkle with curiosity and mischief.

CATFOLK **CR 1/2**

XP 200

Catfolk ranger 1

NG Medium humanoid (catfolk)

Init +3; **Senses** low-light vision; Perception +2

DEFENSE

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

hp 12 (1d10+2)

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

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+2/19–20)

Ranged longbow +5 (1d8/×3)

Special Attacks favored enemy (magical beasts +2)

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 8, **Wis** 11, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 16

Feats Weapon Focus (longbow)

Skills Climb +5, Handle Animal +5, Knowledge (nature) +3, Perception +2, Stealth +8, Survival +6; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Catfolk, Common

SQ cat's luck, sprinter, track +1, wild empathy +2

ECOLOGY

Environment any temperate or warm forest or plains, or urban

Organization solitary, pair, pride (3–12 plus 1 leader of 3rd level and 1–4 cheetahs or leopards), or tribe (13–60 plus 50% noncombatants and 1 subchief of 3rd level per 10 adults, and 1 chief of 6th level plus 6–12 cheetahs or leopards)

Treasure NPC gear (studded leather armor, longbow with 20 arrows, longsword, other treasure)

SPECIAL ABILITIES

Cat's Luck (Ex) Once per day when a catfolk makes a Reflex saving throw, it can roll the saving throw twice and take the better result. It must decide to use this ability before the saving throw is attempted.

Sprinter (Ex) A catfolk gains a 10-foot racial bonus to its speed when using the charge, run, or withdraw actions.

Most catfolk are tribal hunter-gatherers who dwell in harmony with nature, though some tribes have acclimated well to urban environments. As a culture, catfolk are loyal, generous, and amiable. They like belonging to and being at harmony with a group whose members work together to accomplish their needs and wants. Tribal catfolk prefer for the most capable societal members to lead, so every tribe has a council of elevated subchiefs. A tribe's chief is usually the most competent (and magically talented) member of that tribe.

Personal growth is part of catfolk culture, as is expression as a means of personal exploration. Catfolk have few taboos, and often exhibit harmless but strange eccentricities. Individuals cultivate a wide range of pursuits and self-expression, taking risks others might label unwise. Most individual catfolk like to be the center of attention, but not at the cost of group cohesion.

Catfolk Characters

Catfolk have no racial Hit Dice, gaining their capabilities from class levels. All catfolk have the following racial traits.

+2 Dexterity, –2 Wisdom, +2 Charisma: Catfolk are agile and amiable, but they are known for their lack of common sense and self-control.

Low-Light Vision: In dim light, catfolk can see twice as far as humans.

Cat's Luck: See above.

Sprinter: See above.

Natural Hunter: Catfolk receive a +2 racial bonus on Perception, Stealth, and Survival checks.

Languages: Catfolk speak Catfolk and Common. A catfolk who has a high Intelligence score can choose from the following bonus languages: Elven, Gnoll, Gnome, Goblin, Halfling, Orc, and Sylvan.

Illustration by Carolina Eade

Caulborn

This creature has a split-jawed mouth, a hoodlike growth on its head, and two hideously elongated fingers on each hand.

CAULBORN **CR 7**

XP 3,200

N Medium outsider (extraplanar)

Init +4; **Senses** blindsense 60 ft., darkvision 60 ft., thoughtsense; Perception +15

DEFENSE

AC 19, touch 18, flat-footed 15 (+4 deflection, +4 Dex, +1 natural)

hp 76 (9d10+27)

Fort +6, **Ref** +8, **Will** +13

Defensive Abilities premonition, psychic deflection; **Immune** visual effects

OFFENSE

Speed 30 ft.

Melee bite +13 (2d6+3), 2 claws +12 (1d6+3)

Special Attacks consume thoughts

Spell-Like Abilities (CL 7th; concentration +11)

Constant—*detect magic*, *detect thoughts* (DC 16), *read magic*

3/day—*charm monster* (DC 18), *daze monster* (DC 16), *hold monster* (DC 19), *hypnotic pattern* (DC 16), *vampiric touch* (DC 17)

1/week—*plane shift* (willing targets only)

STATISTICS

Str 16, **Dex** 19, **Con** 16, **Int** 25, **Wis** 20, **Cha** 19

Base Atk +9; **CMB** +12; **CMD** 30

Feats Combat Casting, Combat Expertise, Combat Reflexes, Iron Will, Weapon Focus (bite)

Skills Acrobatics +12, Appraise +12, Bluff +14, Intimidate +14, Knowledge (all) +14, Perception +15, Sense Motive +12, Stealth +11, Use Magic Device +9

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Giant, Infernal; telepathy 100 ft.

SQ cooperative scrying, hive mind

ECOLOGY

Environment any

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

Treasure double

SPECIAL ABILITIES

Consume Thoughts (Ex) A caulborn can consume the thoughts of a willing, helpless, or fascinated creature with a touch attack. If the target fails a DC 18 Will save, the caulborn can alter the victim's memory as if using *modify memory*. This process deals 1d4 points of Intelligence and Wisdom damage to the target. The save DC is Charisma-based.

Cooperative Scrying (Sp) Three or more caulborn joining hands can scry on a place or creature as if using the *scrying* spell (DC 20), but with no limit to the spell's duration so long as at least three of the caulborn involved continue to join hands and concentrate. This ability functions at CL 7th (or at the highest CL available to the most powerful caulborn in the group). The save DC is Charisma-based, adjusted by the modifier of the caulborn with the highest Charisma score.

Hive Mind (Ex) As long as there are at least two caulborn within 300 feet of each other, if one caulborn in the group is aware of a particular danger, they all are. No caulborn in a group is considered flanked or flat-footed unless all of them are.

Psychic Deflection (Su) A caulborn adds its Charisma modifier as a deflection bonus to its AC. The caulborn loses this bonus when unconscious.

Thoughtsense (Su) A caulborn notices and locates living, conscious creatures within 60 feet, just as if it possessed the blindsight ability. Spells such as *nondetection* or *mind blank* make an affected creature undetectable by this sense.

Illustration by Chris Seaman

Caulborn are a race of telepathic prophets and historians who subsist on the psychic energy of others. They wander the planes in search of new facts and concepts to add to the pulsating brain-sacks that serve as their collective memories. When a band of caulborn find a particularly interesting site, they settle down to dwell there for many years until they feel that they have learned all there is to know about the location.

A caulborn is literally a creature of the mind. Its body is self-sustaining, and it exists solely to record and catalogue new thoughts. While they are not evil, caulborn have little interest in alliances or friendship with other races.

Cecaelia

In place of legs, this handsome humanoid sports an octopus's eight writhing tentacles.

CECAELIA **CR 5**

XP 1,600

CN Medium monstrous humanoid (aquatic)

Init +4; **Senses** darkvision 60 ft., tentacle sense 10 ft.; Perception +1

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 45 (6d10+12)

Fort +4, **Ref** +9, **Will** +6

OFFENSE

Speed 30 ft., swim 40 ft., jet 200 ft.

Melee mwk spear +11/+6 (1d8+4/×3), 2 tentacles +5 (1d4+1 plus grab)

Ranged mwk spear +12 (1d8+3/×3)

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

STATISTICS

Str 16, **Dex** 19, **Con** 14, **Int** 9, **Wis** 12, **Cha** 11

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 23 (can't be tripped)

Feats Combat Reflexes, Weapon Focus (spear), Weapon Focus (tentacles)

Skills Stealth +13, Survival +10, Swim +12

Languages Aquan, Common

SQ amphibious

ECOLOGY

Environment warm water

Organization solitary, pair, or hunting party (2–7)

Treasure standard (masterwork spear, other treasure)

SPECIAL ABILITIES

Ink Cloud (Ex) Once per hour as a standard action, a cecaelia can emit a 10-foot-radius sphere of ink while underwater. This ink cloud provides total concealment and persists for 1 minute.

Tentacle Sense (Ex) As a swift action while swimming and while it is not grappled or grappling, the cecaelia can spread its tentacles wide to form a sensory net around it. This grants blindsight to a range of 10 feet and lasts as long as the cecaelia concentrates. While this effect lasts, the creature cannot attack with its tentacles or move.

Cecaelias are intelligent human-octopus hybrids that hunt coastlines and ocean reefs. A cecaelia's humanoid upper body varies individually but generally reflects the features of the inhabitants of the nearest humanoid settlements. Sages think this is an adaptive trait, akin to an octopus's natural camouflage, allowing cecaelias to mutate within one to two generations to blend in with humanoids sharing their territory. Cecaelia stand 6 feet tall on land, and weigh just over 200 pounds. They generally live to be 60 years old.

Cecaelias don't normally wear clothes, but often carry woven seaweed backpacks. They prefer not to wear armor, though when they do, they prefer light, flexible varieties. Tattoos are a common form of decoration as well.

Cecaelias are inquisitive creatures, but wary of strangers, and are quickly frustrated by wordy attempts at diplomacy—which they nearly always view as attempts at deception. As allies, they can be valuable to coastal communities since they often dig up treasures from the seabed that they then trade for fragments of polished glass or bits of "land fare," as they refer to food not taken from the sea.

Illustration by Alberto Dal Lago

Ceratioidi

This flabby, fishlike humanoid has the wide mouth, bulging eyes, and dangling, luminescent flesh lure of a deep-sea predator.

CERATIOIDI **CR 3**

XP 800

N Medium monstrous humanoid (aquatic)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 30 (4d10+8)

Fort +3, **Ref** +4, **Will** +6

Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 50 ft.

Melee 2 shortspears +8 (1d6+3) or 2 slams +7 (1d4+3)

Ranged 2 shortspears +5 (1d6+3)

Special Attacks lure

STATISTICS

Str 17, **Dex** 10, **Con** 15, **Int** 15, **Wis** 14, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 17

Feats Ability Focus (lure), Weapon Focus (shortspear)

Skills Bluff +5, Intimidate +8, Perception +9, Sense Motive +6, Stealth +7, Swim +10

Languages Aquan, Common

SQ dual mind, primitive amphibian

ECOLOGY

Environment any saltwater

Organization solitary, mated individual, or clan (3–20)

Treasure standard

SPECIAL ABILITIES

Dual Mind (Ex) The fact that each ceratioidi is actually two creatures sharing the same body gives it a number of unique abilities. A ceratioidi can delegate various actions and physical processes to the individual minds, allowing it to fight with two weapons simultaneously without any penalties. It can also select two favored classes. The telepathic tangle between its twin consciousnesses makes a ceratioidi impervious to mind-affecting effects.

Lure (Su) As a free action, a ceratioidi can light the dangling lure on its forehead, forcing all non-ceratioidi within a 20-foot radius to make a DC 15 Will save or become fascinated for 1 round. Regardless of the preceding interaction between the ceratioidi and its target, a creature affected by this ability does not view the ceratioidi who has fascinated it as a potential threat until that ceratioidi actually attacks—allowing it to approach without breaking the fascination. Once a creature successfully saves against this effect, it is immune to the same ceratioidi's lure ability for 24 hours. The save DC is Charisma-based.

Primitive Amphibian (Ex) Ceratioidi have rudimentary lungs capable of breathing air indefinitely, but their skin must be bathed in salt water regularly or it begins drying out painfully. They can go for a number of hours equal to twice their Constitution score (30 hours for most ceratioidi) before they need to be bathed in salt water—if they don't, they take 1 point of Constitution damage per hour. Any Constitution damage accrued is reversed after they spend at least 10 minutes immersed in salt water.

Rulers of deep ocean trenches, ceratioidi share several unusual traits with the aquatic predators of the ceratiidae family, also known as angler fish. From their strange, spired cities beneath the waves, ceratioidi cast their nets of influence far and wide.

Perhaps the strangest aspect of the ceratioidi is that each individual is in fact two entities—a powerful, imposing female, and a rat-sized parasitic male who spends most of his life attached to his mate's neck. A female without a mate loses her dual mind ability, while a male unattached to a female retains his intelligence but otherwise has the same statistics as an electric eel (without the electricity special ability or electricity resistance).

Illustration by Scott Purdy

Cerberi

Every strip of this three-headed hound's hide has been peeled away, leaving wet sinew and bulging tendons exposed.

CERBERI **CR 6**

XP 2,400

LE Medium outsider (evil, extraplanar, lawful)

Init +6; **Senses** soul scent; Perception +15

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +8, **Will** +4

OFFENSE

Speed 40 ft.

Melee 3 bites +11 (1d6+4 plus cerberus's jaws)

Special Attacks rend (2 bites, 1d6+4 or 3 bites, 1d6+8)

STATISTICS

Str 16, **Dex** 14, **Con** 19, **Int** 6, **Wis** 15, **Cha** 9

Base Atk +8; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Alertness, Combat Reflexes, Improved Initiative, Stand Still

Skills Acrobatics +13 (+17 when jumping), Perception +15, Sense Motive +4, Stealth +13, Survival +10 (+14 when tracking undead); **Racial Modifiers** +4 Survival when tracking undead

Languages Infernal (cannot speak)

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or pack (3–9)

Treasure standard

SPECIAL ABILITIES

Cerberus's Jaws (Su) Curse—bite; *save* Fort DC 18; *effect* dimensional anchoring. A creature affected by this curse cannot utilize extradimensional travel such as *teleport*, as if it were under the effect of a *dimensional anchor* spell. The save DC is Constitution-based.

Soul Scent (Su) This ability functions as the scent ability, save that it also grants the cerberi a +4 racial bonus on Survival checks made to track undead. This ability even allows a cerberi to track the passage of an incorporeal creature.

The mythical watchdogs of Hell, cerberi bear the bodies of terrible, powerful hounds combined with the essences of fiends. Relied upon by villains and frightful beings as guardians and jailers, these three-headed canine abominations possess far greater cunning than their flensed, bestial appearances would suggest—a terrible intellect they pour largely into malice and enjoyment of their victims' tormented ends.

Cerberi draw upon a legendary pedigree, all reputedly tracing their lineage to a single primordial evil beast said to still guard the foundations of some forsaken, deathly realm. Brethren to hell hounds, cerberi loathe their distant kin, viciously attacking such hellspawn if not kept at heel by a tyrannical master.

In their natural infernal environments, cerberi might be found anywhere powerful fiends have need for guardians. Cerberi's incredible ability to trap victims on planes and track the dead make them highly coveted servants across the multiverse. The hounds' bestial appearances and love of slaughter often cause those who consider themselves cerberi owners to forget the deviousness of their allies, a development that often ends poorly, if not bloodily, for the unwary and the weak.

Outside of the devil-tamed reaches of Hell and other foul extraplanar wildernesses, small groups of cerberi gather in harsh, packlike communities. Typically dominated by the strongest or wiliest member, such packs form swift and deadly throngs, stalking trespassers upon their vast hunting grounds and doggedly pursuing any scent of lost souls. Although cerberi gain no sustenance from attacking the dead, all gain a vicious satisfaction at the feeling of an immortal essence discorporating forever within their deadly jaws, as befits their infernal nature.

A typical cerberi stands a broad 4 feet tall and weighs over 200 pounds.

Illustration by Jim Pavelec

Cerebric Fungus

A swollen, brainlike bulb encrusted with fungal shelves squats atop several ropy legs. A wide mouth bisects the bulb's crown.

CEREBRIC FUNGUS CR 3

XP 800

N Medium plant

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12

Aura unsettling appearance (60 ft., DC 14)

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 30 (4d8+12); fast healing 2

Fort +7, **Ref** +1, **Will** +6

Defensive Abilities otherworldly mind; **Immune** plant traits, **Resist** cold 5

Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+2), 2 tendrils +3 (1d4+1 plus pull)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tendrils)

Special Attacks pull (tendril, 5 ft.), star-shriek

Spell-Like Abilities (CL 4th; concentration +6)

Constant—*detect thoughts* (DC 14)

At will—touch of madness (DC 14)

3/day—*calm emotions* (DC 14), *touch of idiocy* (DC 14)

STATISTICS

Str 14, **Dex** 11, **Con** 16, **Int** 15, **Wis** 20, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 15 (21 vs. trip)

Feats Improved Initiative, Multiattack

Skills Bluff +6, Diplomacy +6, Perception +12, Stealth +7

Languages telepathy 100 ft.

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Otherworldly Mind (Ex) Any creature attempting to contact a cerebric fungus's mind or read its thoughts with a divination spell or similar ability must succeed at a DC 16 Will save or be overwhelmed by the alien thoughts in the creature's head. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and the divination effect immediately ends. The save is Charisma-based and includes a +2 racial bonus.

Star-Shriek (Ex) Once per day as a full-round action, a cerebric fungus can unleash a shrill scream of madness. All creatures (except other cerebric fungi) within 30 feet must make a DC 15 Will save or be nauseated for 1d4 rounds. This is a sonic, mind-affecting effect. The save DC is Constitution-based.

Touch of Madness (Sp) The cerebric fungus may daze one living creature by making a successful touch attack. The target creature must succeed at a DC 14 Will save, or it becomes dazed for 1 round per caster level (4 rounds for most cerebric fungi). The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment, equivalent to a 2nd-level spell.

Unsettling Appearance (Su) A cerebric fungus constantly scans the minds of those around it, projecting around itself a confusing collage of images gleaned from their thoughts. Creatures within 60 feet that can see the fungus must succeed at a DC 14 Will save or take a –2 penalty on attack rolls. This is a mind-affecting effect. The save DC is Charisma-based.

Cerebric fungi are a race of carnivorous, intelligent fungi native to a distant planet. Although they are one of the lowliest life forms on their homeworld, the fungi still possess an alien intellect far beyond that of most terrestrial creatures. Cerebric fungi display great curiosity about other races and species when they visit other worlds, asking endless, apparently senseless, questions and engaging in disturbing experiments. Some eccentric scholars claim to have learned unsettling secrets from these interrogations.

Although capable of fine manipulation with their prehensile filaments, cerebric fungi normally forgo the use of weapons in favor of their natural attacks.

Illustration by Eric Braddock

Clockwork

Clockwork constructs are the technological cousins of golems, constructed with a combination of magic and precise technologies dependant upon the internal churning and turning of thousands of intricate springs, screws, and gears.

There are those who would scoff at the work of clockwork engineers, whose constructs seem at best merely imitations of the creations brought to life by practitioners of the purely arcane arts. However, those canny enough to realize the potential of clockwork engines know their true power to be both exotic and potent. In worlds where clockworks are common, these creatures can rival even the most powerful of golems for raw power. Massive giants comprising countless nuts and bolts have torn entire empires asunder. Time and time again, clockwork creatures have proven themselves a formidable presence in the face of more traditional rivals, and those who have borne witness to the feats of these creatures know to hold their tongues before questioning the constructs' power.

Clockwork creatures function by combining magical energies and clockwork mechanisms. The myriad metal parts that go into the construction of a clockwork creation require absolute precision in order to function properly, so they must be built by only the steadiest of hands. Amateurish attempts at clockwork construction typically result in nonfunctional units or misfires, and many an engineering lab has been burned to the ground by novices seeking to learn the basics of clockworks and the elements that power them.

Particularly guileful crafters may construct miniature clockwork spies that can record sound, and rumors tell of even more advanced technologies that allow visual recording. While magical wonders such as spells can allow the user to scry information or to see where one isn't normally physically able to, clockwork spies provide an edge in that their memories are concrete and incorruptible, enabling them to make flawless recordings of events not subject to the regular perversions of human memories.

Clockwork creations, as their names suggests, must be wound up before they animate. The creator of a clockwork crafts a unique key for each creation. This key is typically inserted into the clockwork's back and turned clockwise to wind it. Turning the key counterclockwise has the effect of winding the machine down, though only a willing (or completely helpless) machine will allow itself to be unwound in this way, meaning either its creator or someone its creator has specifically designated can normally do so. Since each key is totally unique, construction of a new key (or bypassing a key entirely) requires a successful Disable Device check (DC = 20 + the clockwork's CR). Larger clockworks tend to have larger keys, and particularly huge keys require more than one set of hands to turn. Rather than seek assistance from other engineers, eccentric or hermetic inventors often rely upon other clockwork creations to help them turn keys or aid in the creation of more monumental constructs. Other times, engineers give copies of keys to their most trusted clockworks, which can be programmed to wind allies and even themselves as the situation requires.

Much like golems and animated objects, clockwork creatures can be given any number of commands; a perpetually turning script in their core records those orders and programs the rest of the machine. Only one who possesses a key to the clockwork can program it, but any commands given to the construct last until the clockwork is reprogrammed or destroyed. An individual clockwork's potential is only limited by its creator's innovation and aptitude. Unlike many golems, which are trapped in bodies resembling lumbering and fallible cages, clockwork constructs can be repeatedly reworked and reengineered—gears can be oiled, springs can be replaced, and pistons can be fine-tuned. The ever-adjustable framework of these mechanical beasts allows for extreme variation from creation to creation.

Since clockwork creations are mostly mechanical and are at the mercy of their creator's adeptness with the technology, they are prone to the follies of human error. Loose bolts, improper programming, or lack of maintenance are all cause for malfunctions, errors that can range from minute energy leaks to deadly explosions. The most common cause of malfunction, however, is not imparted by the creator, but by the clockwork's destroyer. Creatures attacking the machine gradually unhinge screws and twist cogs with each landed blow, giving the clockwork a greater chance of backfire. Many combat clockworks are thus accompanied by clockwork servants—servitor clockworks that quickly and readily fix their mechanical allies in the heat of battle.

In the earlier days of clockwork technology, many practical hindrances prevented rapid maturation of the devices. Clockwork machines were powered by inefficient, costly resources; however, the advent of arcane enchantment not only has allowed for greater precision in the crafting of gears and other key components, but has also opened up a wide new range of possibilities for defensive systems and offensive weaponry. Early attempts to combine clockwork with steam power or other nonmagical forms of energy tended to overcomplicate the already delicate machinery, and have long since been abandoned as a result. Whispers abound of an even more unusual category of clockwork that has solved this problem and has merged the complexities of steam power with the adaptability of magical energies, yet such exotic and unusual clockworks remain nothing more than rumors in most worlds at this time.

Clockwork Goliath

The gears of this enormous, four-armed mechanical giant shriek and grind in a deafening cacophony as it lumbers forth.

CLOCKWORK GOLIATH CR 19

XP 204,800

N Gargantuan construct (clockwork)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 35, touch 13, flat-footed 28 (+5 Dex, +2 dodge, +22 natural, –4 size)

hp 214 (28d10+60)

Fort +9, **Ref** +16, **Will** +9

DR 15/adamantine; **Immune** construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 40 ft.

Melee 4 slams +41 (3d6+17)

Ranged cannon +29/+24/+19/+14 (6d6/×4)

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

Special Attacks self-destruction, trample (3d6+25, DC 41)

STATISTICS

Str 45, **Dex** 20, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +28; **CMB** +49; **CMD** 66

Feats Improved Initiative[B], Lightning Reflexes[B]

SQ swift reactions, winding

ECOLOGY

Environment any

Organization solitary, pair, or siege (3–6)

Treasure none

SPECIAL ABILITIES

Cannon (Ex) One of a goliath's arms ends in a cannon. The goliath may use this as one of its four slam attacks, or it can use it to fire cannonballs. A cannon has a range increment of 100 feet, and deals 6d6 points of bludgeoning and piercing damage on a hit with a ×4 critical modifier. A clockwork goliath's cannon can hold up to 12 cannonballs—reloading a single cannonball is a standard action.

Self-Destruction (Su) When a goliath's hit points are reduced to 10% its total (21 hp for most clockwork goliaths) or less but still above 0, it self-destructs on its next turn, bursting in an explosion of metal scraps and steam that deals 12d6 points of slashing damage plus 12d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful DC 24 Reflex save halves the damage. The save is Constitution-based.

The thunderous clockwork goliath is easily recognized as the epitome of technology created to destroy. The exact nature of a clockwork goliath's "hands" varies—they all resolve as slam attacks in melee combat, though.

The clockwork goliath towers over most creatures and buildings; standing at a height of 45 feet, it weighs over 100 tons.

Construction

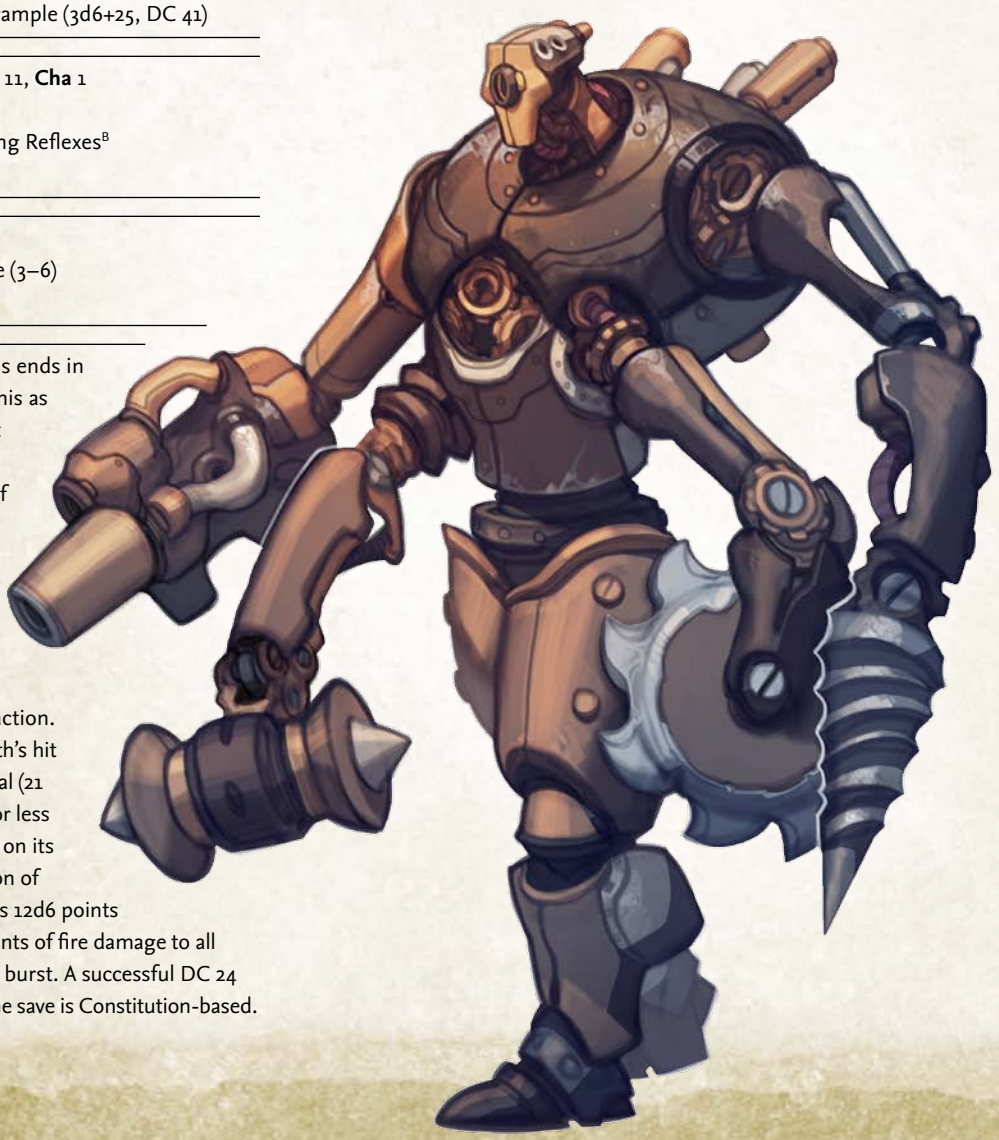
The clockwork goliath is one of the most difficult of its kind to create. The creator must start with crafted clockwork pieces worth 20,000 gp.

CLOCKWORK GOLIATH

CL 18th; **Price** 300,000 gp

CONSTRUCTION

Requirements Craft Construct, Gunsmithing (*Ultimate Combat* 103), *animate objects*, *geas/quest*, and *limited wish*, creator must be at least caster level 18th; **Skill** Craft (clockwork) DC 25; **Cost** 160,000 gp



Illustrations by Andrew Hou

Clockwork Leviathan

Long and metallic, this serpentine construction resembles a mechanical eel with several paddle-like limbs.

CLOCKWORK LEVIATHAN CR 12

XP 19,200

N Huge construct (clockwork)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 28, touch 14, flat-footed 22 (+4 Dex, +2 dodge, +14 natural, –2 size)

hp 128 (16d10+40)

Fort +5, **Ref** +11, **Will** +5

DR 10/adamantine; **Immune** fire, construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., swim 60 ft.

Melee bite +25 (2d6+11), 2 slam +25 (1d8+11 plus grab)

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

Special Attacks breath weapon (60-ft. line, 12d8 fire damage, DC 18 for half, usable every 1d4 rounds, 3/day), grind, swallow whole (2d8+16 slashing damage plus 2d6 fire damage, AC 17, 20 hp)

STATISTICS

Str 33, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +16; **CMB** +29 (+33 grapple); **CMD** 45 (can't be tripped)

Feats Improved Initiative[B], Lightning Reflexes[B]

Skills Stealth +8 (+12 in water), Swim +19;
Racial Modifiers +12 Stealth (+16 in water)

SQ swift reactions, winding

ECOLOGY

Environment any

Organization solitary or pod (2–4)

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) A clockwork leviathan's breath weapon is a powerful jet of scorching steam—it functions equally well above and under water.

Grind (Ex) A clockwork leviathan deals an additional 1d8+16 points of slashing damage when it makes a successful grapple check because of the myriad twisting gears and churning pistons that make up its jagged underbelly.

Swallow Whole (Ex) A clockwork leviathan's interior is filled with injurious grinding gears and superheated water—in addition to taking damage, a swallowed creature must hold its breath or risk drowning as long as it remains inside a clockwork leviathan's "stomach."

Clockwork leviathans are equally capable of functioning on land and in water. Sailors who are haunted by the memories of these treacherous machines need not exaggerate their yarns, for the reality of an aquatic construct such as this holds enough terror in its story for even the hardiest of seafarers.

A clockwork leviathan's numerous metal plates and links are made of such resilient material that they never rust, even after long exposure to the briny sea waters that leviathans often patrol.

Clockwork leviathans are 25 feet long and weigh just over 3 tons.

Construction

When creating these clockworks, great care must be taken to waterproof their components. The creator must start with crafted clockwork pieces worth 10,000 gp.

CLOCKWORK LEVIATHAN

CL 12th; **Price** 130,000 gp

CONSTRUCTION

Requirements Craft Construct, *freedom of movement*, *geas/quest*, *heat metal*, and *limited wish*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 70,000 gp

Clockwork Servant

This four-armed, human-sized clockwork construct balances on three legs that rise into a central body.

CLOCKWORK SERVANT CR 2

XP 600

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 Dex, +2 dodge, +2 natural)

hp 31 (2d10+20); fast healing 2

Fort +0, **Ref** +4, **Will** +0

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4 (entangle, see page 147 of the *Core Rulebook*)

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +2; **CMB** +6; **CMD** 20

Feats Improved Initiative[B], Lightning Reflexes[B]

SQ repair clockwork, swift reactions, winding

ECOLOGY

Environment any

Organization solitary, team (2–4), or squadron (5–10)

Treasure none

SPECIAL ABILITIES

Net (Ex) As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with masterwork or even magic nets, although the clockwork servant presented here is armed with standard nets.

Repair Clockwork (Ex) Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

Since clockwork engineers can't always be present to make sure their devices are working at full capacity, the clockwork servant was invented to serve that role. Clockwork servants excel at repairing themselves and other clockworks on the battlefield, proving useful for skirmishes and campaigns alike.

Rumors of clockwork servants with magically imparted intelligence persist among explorers of certain strange ruins—while no smarter than the average human, such "awakened" clockwork servants have skills and feats as appropriate for their Hit Dice (Disable Device +7, Perception +2, and Skill Focus [Disable Device] for most intelligent clockwork servants), and are said to serve in more complex roles than mere repair workers. An intelligent clockwork has an Intelligence score of 11 and can speak one language.

Clockwork servants are about 5 feet tall and weigh over 400 pounds.

Construction

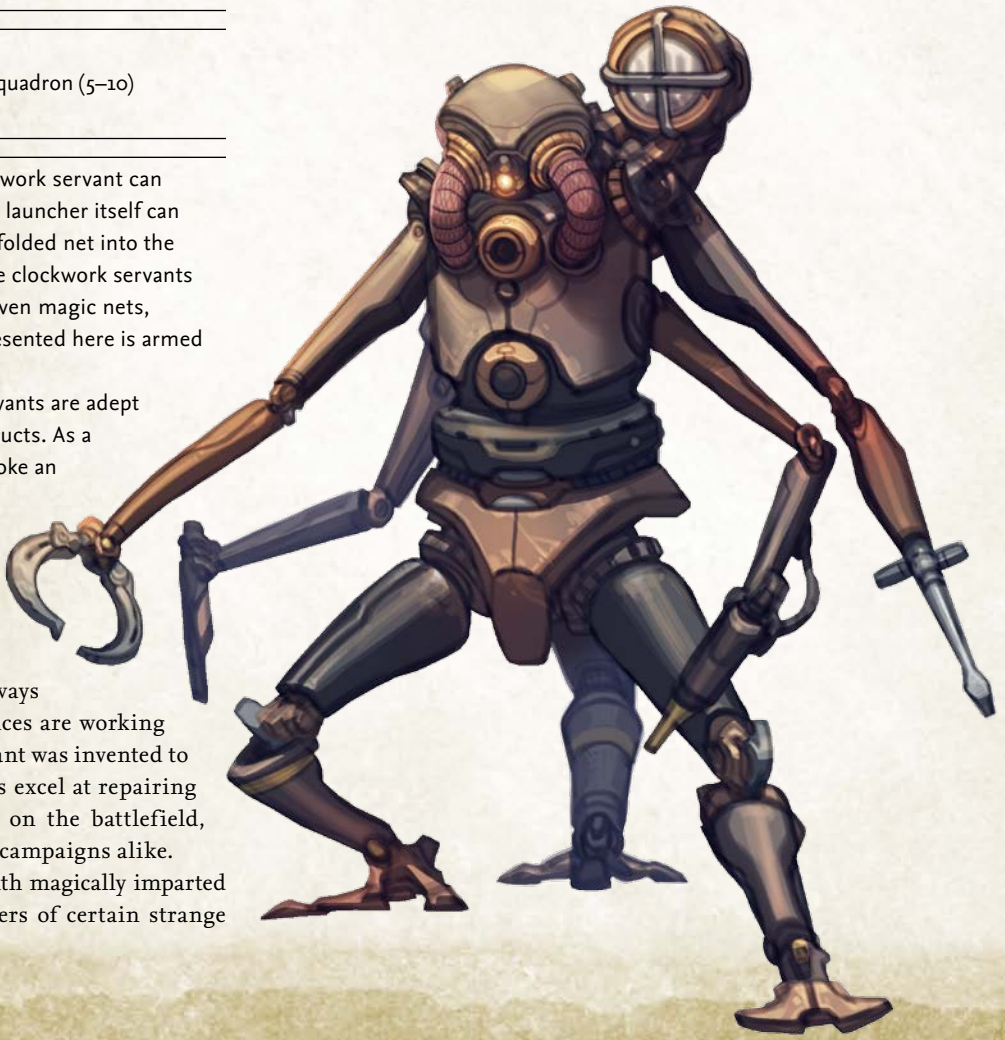
The creator of a clockwork servant must start with crafted clockwork pieces worth 500 gp.

CLOCKWORK SERVANT

CL 12th; **Price** 7,500 gp (13,500 for an intelligent servant)

CONSTRUCTION

Requirements Craft Construct, *geas/quest* and *make whole*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 4,000 gp (7,000 for an intelligent clockwork servant)



Illustrations by Andrew Hou

Clockwork Soldier

Cogs and gears are visible in the gaps of this metallic creature's armor. It wields a polearm as it stands ready at attention.

CLOCKWORK SOLDIER CR 6

XP 2,400

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 14, flat-footed 16 (+2 Dex, +2 dodge, +6 natural)

hp 64 (8d10+20)

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

DR 5/adamantine; **Immune** construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee +1 *halberd* +18/+13 (1d10+13/×3)

Special Attacks latch

STATISTICS

Str 28, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +17 (+19 disarm); **CMD** 31 (33 vs. disarm)

Feats Improved Initiative[B], Lightning Reflexes[B]

SQ efficient winding, proficient, standby, swift reactions

ECOLOGY

Environment any

Organization solitary, pair, trio, troop (3–8), or company (9–12 plus 1–4 clockwork servants)

Treasure standard (+1 *halberd*, other treasure)

SPECIAL ABILITIES

Efficient Winding (Ex) A clockwork soldier can function for 2 days per Hit Die every time it is wound.

Latch (Ex) Clockwork soldiers have specially designed hands that easily grasp and lock onto weapons and objects. A soldier can attempt to disarm or grapple as a standard action without provoking an attack of opportunity, and it receives a +2 bonus on disarm checks. In addition, it receives a +2 bonus to CMD against attempts to disarm it.

Proficient (Ex) A clockwork soldier is proficient with all simple and martial weapons.

Standby (Ex) A clockwork soldier can place itself on standby as a standard action. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a –4 penalty on Perception checks. Time spent on standby does not count against the soldier's wind-down duration. A clockwork soldier can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

The clockwork soldier is a mechanical mercenary that fights to the death for its creator. With the ability to wield most weapons with full proficiency, clockwork soldiers are versatile and wholly unpredictable foes. Most are armed with magic weapons—a +1 *halberd* being the most common armament.

Clockwork soldiers are among the most efficient constructs of their kind. They are ideal for sentry and guard duty. Clockwork soldiers have the same basic shape as a human. They are 6 feet tall and weigh 500 pounds.

Construction

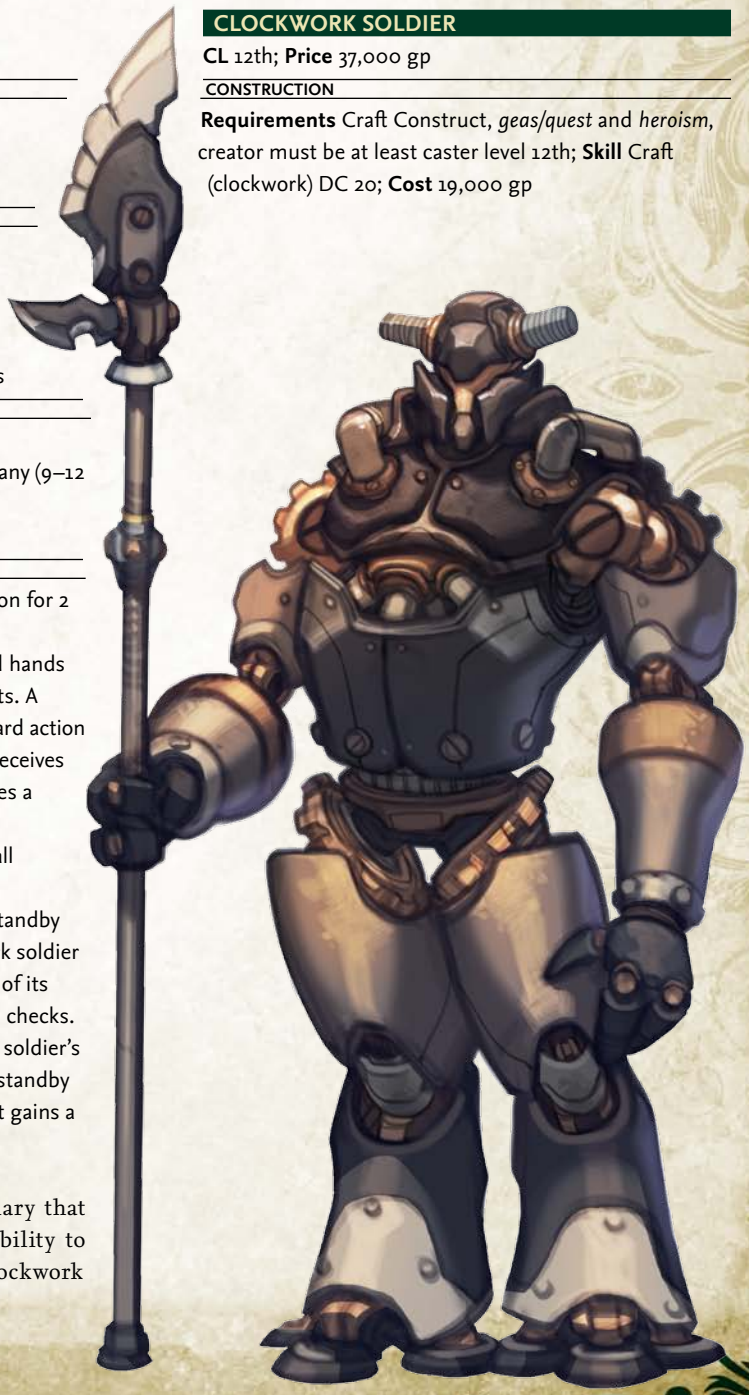
The creator must start with crafted clockwork pieces worth 1,000 gp; the cost of the soldier's weapon is not included in this price.

CLOCKWORK SOLDIER

CL 12th; **Price** 37,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest* and *heroism*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 19,000 gp



Clockwork Spy

This tiny steel creature has one oversized eye, a spherical body, and several spiderlike legs of grinding metal.

CLOCKWORK SPY **CR 1/2**

XP 200

N Tiny construct (clockwork)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 15, flat-footed 12 (+1 Dex, +2 dodge, +2 size)

hp 5 (1d10)

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

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

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

Melee slam +3 (1d2)

Special Attacks record audio, self-destruct

STATISTICS

Str 10, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative[B], Lightning Reflexes[B]

Skills Climb +2, Fly –3, Stealth +11; **Racial Modifiers** +2 Climb, +2 Stealth

SQ swift reactions, winding

ECOLOGY

Environment any

Organization solitary

Treasure incidental (gemstone worth 50 gp)

SPECIAL ABILITIES

Record Audio (Su) A clockwork spy can record nearby sounds as a swift action, archiving all sound within a 20-foot spread onto a small gemstone worth 50 gp embedded in its body. The clockwork spy can record up to 1 hour of sound per Hit Die it possesses. Starting and stopping playback of recorded sound is a swift action. Removing a gemstone or installing a gemstone into a clockwork spy requires a DC 25 Disable Device check as a full-round action—failure does not damage the gemstone but does erase any recorded sounds on the gemstone. Since clockwork spies are not intelligent, they must be given simple commands as to when they are to start recording sounds. A clockwork spy can differentiate between creature types and subtypes, but not between specific individuals—a spy can be ordered to start recording sound as soon as a humanoid (human) or an aberration comes in range, but it cannot be ordered to start recording when a specific person comes within range. Once a clockwork spy begins recording sound, it cannot cease recording early. Likewise, it cannot record sound onto a gemstone that already contains a recording.

Self-Destruct (Su) Unless specifically programmed otherwise by its creator, a clockwork spy explodes 1 round after it is destroyed. During this round, the thing shrieks and thrashes about as if undergoing convulsions. On what would normally have been the clockwork spy's next action, it explodes, dealing 1d6 points of fire damage in a 5-foot radius (Reflex DC 10 for half damage). A DC 20 Disable Device check made as a standard action can halt the spy's self-destruct sequence, but does not prevent it from dying. A clockwork spy that self-destructs automatically destroys its gemstone, along with any information contained inside it. The save DC is Constitution-based.

These spindly and discreet mechanical arachnids are ideal for surveillance and reconnaissance missions, and can be vital tools in political intrigues or illicit consortium tactics. Their retractable, insectile wings make the swift creatures even craftier foes than most would anticipate. As they are less combat-oriented than many other clockworks, if a clockwork spy is caught in the act of recording its target, escape is usually the most practical course of action for it.

Clockwork spies are about 2 feet wide from leg to leg, and weigh less than 40 pounds.

Construction

These delicate constructs are full of small parts and difficult to construct. The creator must start with crafted clockwork pieces worth 250 gp.

CLOCKWORK SPY

CL 12th; **Price** 1,250 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest* and *ghost sound*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 750 gp

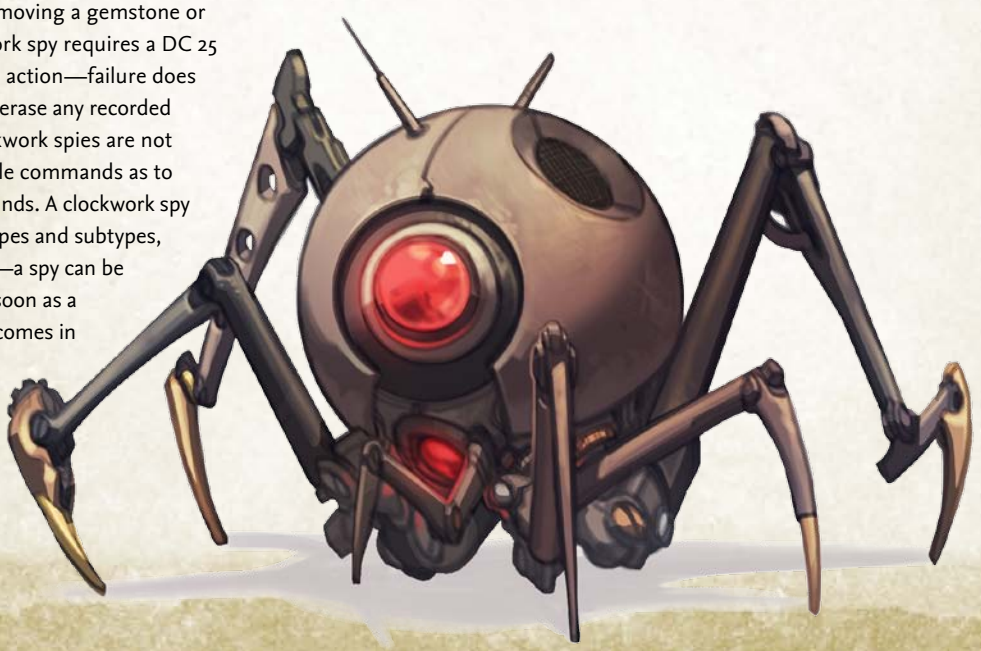


Illustration by Andrew Hou

Cold Rider

Jagged, twisting antlers of dark blue ice crown the helm of this ice-armored humanoid figure.

COLD RIDER **CR 8**

XP 4,800

CE Medium fey (cold)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 21, touch 13, flat-footed 18 (+8 armor, +3 Dex)

hp 97 (13d6+52); fast healing 5

Fort +8, **Ref** +11, **Will** +10

Defensive Abilities implements of ice; **Immune** cold; **SR** 19

Weaknesses vulnerable to fire and sonic, susceptible to *shatter*

OFFENSE

Speed 30 ft.; icewalking

Melee +2 *icy burst glaive* +12/+7 (1d10+6/×3 plus 1d6 cold) or gore +9 (2d6+3 plus 1d6 cold)

Spell-Like Abilities (CL 10th; concentration +13)

Constant—*pass without trace*

At will—*chill metal* (DC 15), *deep slumber* (DC 16), *ghost sound* (DC 13), *obscuring mist*, *phantom steed*, *ray of frost*

1/day—*freedom of movement*, *ice storm*

STATISTICS

Str 17, **Dex** 16, **Con** 18, **Int** 14, **Wis** 15, **Cha** 17

Base Atk +6; **CMB** +9; **CMD** 22

Feats Improved Initiative, Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, Weapon Focus (glaive)

Skills Acrobatics +19, Handle Animal +16, Intimidate +16, Knowledge (nature) +18, Perception +18, Ride +22, Sense Motive +18, Stealth +19

Languages Common, Elven, Sylvan

ECOLOGY

Environment any cold

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

Treasure standard

SPECIAL ABILITIES

Icewalking (Ex) A cold rider and any creature it rides can move across icy surfaces without penalty and do not need to make Acrobatics checks to run or charge on ice. They may climb icy surfaces as if under the effects of the *spider climb* spell.

Implements of Ice (Su) A cold rider wears full plate armor and wields a +2 *icy burst glaive* made of magical ice as hard as steel. Its armor has no armor check penalty. When a cold rider dies, its armor and glaive melt into water in 1d6 rounds.

Susceptible to Shatter (Ex) A *shatter* spell deals 3d6 points of damage to a cold rider (no save) and reduces its armor bonus by 2 for 1 minute. *Shatter* spells automatically overcome a cold rider's spell resistance.

Cold riders are terrifying armored majesties, clad in cloaks of frost with a pair of large crystal-blue antlers cresting their almost skeletal heads. Their icy armor and weapons are as much a part of them as their frozen flesh. Cold riders delight in perversion, slaughter, and the corruption of other fey. They prefer undead or cold-resistant steeds, but even when they have no access to such, their phantom steed spell-like ability ensures they never go long without a mount.

Cold riders are 7 feet tall, though their antlers easily add another 2 feet to their height. They weigh 300 pounds.

Illustration by John Gravato

Crab, Shark-Eating

This spiny, long-legged crab towers over its surroundings. Its quick and powerful claws thrash wildly, eager for prey.

SHARK-EATING CRAB **CR 7**

XP 3,200

N Huge vermin (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, –2 size)

hp 84 (8d8+48)

Fort +12, **Ref** +4, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 60 ft.

Melee 2 claws +13 (1d8+9 plus grab)

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

Special Attacks constrict (1d8+9), darting claw

STATISTICS

Str 29, **Dex** 14, **Con** 22, **Int** —, **Wis** 12, **Cha** 2

Base Atk +6; **CMB** +17 (+21 grapple); **CMD** 29 (41 vs. trip)

Skills Perception +5, Swim +17; **Racial Modifiers** +4 Perception

SQ water dependency

ECOLOGY

Environment any water

Organization solitary or cast (2–8)

Treasure none

SPECIAL ABILITIES

Darting Claw (Ex) Evolved for snatching fast prey, a shark-eating crab is exceptionally quick with its claws. When making a full attack, if a shark-eating crab misses with both of its claw attacks, it can make an additional claw attack at a –2 penalty against any creature within its reach.

Extremely fast and agile for such a large creature, the shark-eating crab preys on predators of the sea. Not limiting its consumption to just sharks, these crabs feed on fast-moving fish like barracudas and tuna, and even mollusks like giant squid. Their hunting skills have evolved over the ages to track the movements of fast creatures swimming above them as the crabs blend into their surroundings.

The typical shark-eating crab stands 16 feet tall and weighs just over 4,000 pounds.

Crab, Shipwrecker

Claws the size of rowboats dominate the form of this massive crab. Barnacles and sea grass cling to the creature's thick shell.

SHIPWRECKER CRAB **CR 13**

XP 25,600

N Colossal vermin (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 27, touch 5, flat-footed 24 (+3 Dex, +22 natural, –8 size)

hp 189 (14d8+126)

Fort +18, **Ref** +7, **Will** +6

Immune mind-affecting effects

OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 claws +16 (2d8+21 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks constrict (2d8+21)

STATISTICS

Str 38, **Dex** 16, **Con** 28, **Int** —, **Wis** 14, **Cha** 5

Base Atk +10; **CMB** +32 (+36 grapple); **CMD** 45 (61 vs. trip)

Skills Perception +10, Swim +22

SQ powerful claws

ECOLOGY

Environment any water

Organization solitary or cast (2–12)

Treasure none

SPECIAL ABILITIES

Powerful Claws (Ex) A shipwrecker crab's claw attacks deal damage equal to 1-1/2 times its Strength modifier. In addition, a shipwrecker crab ignores up to 5 points of hardness when damaging objects.

A bane to all vessels traveling the seas, shipwrecker crabs can ruin the career of a merchant captain in minutes, destroying her ship, dumping its cargo into the waters below, and plucking her drowning crew from the wreckage for food.

Shipwrecker crabs live most of their lives in shallow seas, coming near the coast or surface to hunt and feed.

A shipwrecker crab measures 50 feet across, with two long arms capable of extending a further 30 feet each, and weighs 6 tons.

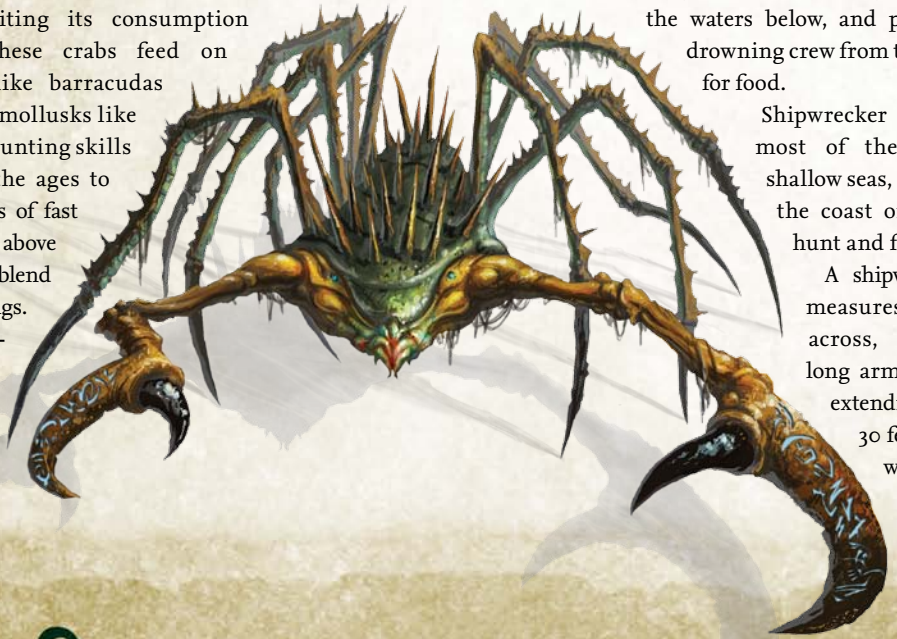


Illustration by Mariusz Gandzel

Cyclops, Great

This misshapen but incredibly muscular humanoid has a single huge bloodshot eye set under a short, jagged horn on its brow.

GREAT CYCLOPS **CR 12**

XP 19,200

CE Huge humanoid (giant)

Init +1; **Senses** low-light vision; Perception +22

DEFENSE

AC 26, touch 9, flat-footed 25 (+4 armor, +1 Dex, +13 natural, –2 size)

hp 195 (17d8+119)

Fort +12, **Ref** +6, **Will** +14

OFFENSE

Speed 50 ft.

Melee mwk greatclub +24/+19/+14 (3d8+19), gore +17 (1d8+6) or gore +23 (1d8+13), 2 slams +23 (2d6+13)

Ranged rock +11 (2d6+19)

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

Special Attacks powerful charge (gore, 4d8+24), rock throwing (120 ft.)

STATISTICS

Str 36, **Dex** 13, **Con** 25, **Int** 7, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +27; **CMD** 38

Feats Awesome Blow, Cleave, Critical Focus, Diehard, Endurance, Improved Bull Rush, Iron Will, Power Attack, Staggering Critical

Skills Perception +22

Languages Common, Cyclops, Giant

SQ flash of brutality

ECOLOGY

Environment any temperate or tropical

Organization solitary, colony (2–5), or tribe (6–14)

Treasure standard (masterwork greatclub, hide armor, other treasure)

SPECIAL ABILITIES

Flash of Brutality (Su) Once per day as a swift action, a great cyclops can gain a burst of savage of inspiration. When it does, it doubles the threat range of all weapons, natural attacks, and rock attacks it makes until the start of its next turn. Furthermore, once per day, when the great cyclops reaches 0 or fewer hit points and is conscious because of its Diehard feat, this ability recharges, allowing it to use the ability a second time that same day.

Degenerate giants of cyclops-kind, the legendary great cyclopes embody the rage and dark doom of this race of uncanny seers. In their eyes blaze endless possibilities for bloodshed and terror, their myopic gazes seeming to witness the potential for infinite deaths and devastations hidden within each moment. Gigantic but dull-witted, these massive savages are usually loners, but occasionally either need or fate drives them to rampages from which few are safe. Such undeniable force brings with it a dread that, in many instances, grows to reverence, giving rise to strange cults that cloak these cyclopes with veils of menace and dark legends.

Denizens of remote and primeval parts of the world, great cyclopes typically dwell in lands where none might intrude upon them—deserted islands, high craggy mountains, and stoic hill countries often provide the great caves they favor as lairs. While most avoid well-traveled or populated lands, spending much of their time hunting megafauna and even monstrous prey in the wilds, some, driven by hunger or a desperation to wander, seek out the paths and settlements of humanoids, finding that their fragile buildings are easily shattered and that the mewling creatures make savory meals.

The average great cyclops stands approximately 30 feet tall and weighs upward of 4 tons, though individuals of significantly greater size are known.

Illustration by Alberto Dal Lago

Daemon, Crucidaemon

Its body seemingly made of iron, this shapely feminine form has wrists pierced by chains that end in curved blades.

CRUCIDAEMON CR 15

XP 51,200

NE Medium outsider (daemon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., *deathwatch*, *detect good*, *true seeing*; Perception +23

DEFENSE

AC 29, touch 16, flat-footed 23 (+5 Dex, +1 dodge, +13 natural)

hp 212 (17d10+119)

Fort +17, **Ref** +12, **Will** +13

DR 10/good and silver; **Immune** acid, bleed, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft.

Melee daggers +29/+29/+24/+19/+14 (1d4+11/17–20)

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

Special Attacks bleed (2d6), chained daggers, trap making

Spell-Like Abilities (CL 16th; concentration +25)

Constant—*air walk*, *deathwatch*, *detect good*, *true seeing*

At will—*fear* (DC 23), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*

3/day—*greater glyph of warding* (DC 25), *hold monster* (DC 24)

1/day—*insanity* (DC 26), summon (level 4, 2 piscodaemons 50%), *symbol of pain* (DC 24)

STATISTICS

Str 28, **Dex** 21, **Con** 24, **Int** 16, **Wis** 17, **Cha** 29

Base Atk +17; **CMB** +26; **CMD** 42

Feats Dodge, Improved Critical (daggers), Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Stealthy, Step Up, Weapon Focus (daggers)

Skills Bluff +29, Craft (traps) +31, Disable Device +25, Escape Artist +7, Intimidate +29, Knowledge (arcana, engineering) +11, Perception +23, Sense Motive +16, Spellcraft +18, Stealth +29, Use Magic Device +19; **Racial Modifiers** +8 Craft (traps)

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or inquisition (3–6)

Treasure standard

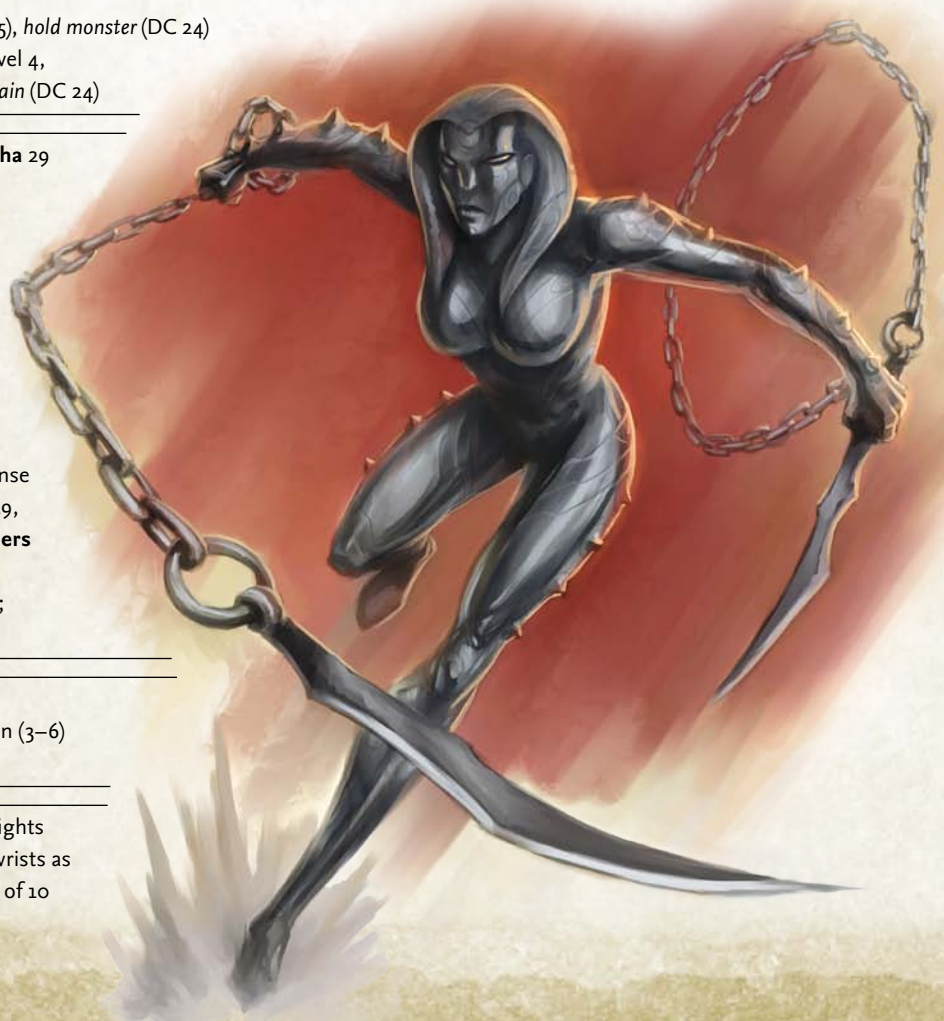
SPECIAL ABILITIES

Chained Daggers (Su) A crucidaemon fights with the two daggers chained to its wrists as if dual wielding daggers with a reach of 10 feet (although it can also attack adjacent foes with no penalty). It takes no penalty on attack or damage rolls while wielding both of these daggers at once. These daggers are considered to be *+2 daggers* that deal 2d6 points of bleed damage. The daggers become nonmagical upon the daemon's death, and cannot be disarmed. A crucidaemon may remanifest a destroyed dagger as a standard action.

Trap Making (Ex) A crucidaemon can use Disable Device to disarm magic traps. When it uses its *greater glyph of warding* spell-like ability to create a spell glyph, it may utilize any 6th-level or lower spell from the cleric or the wizard spell list, even though it otherwise can't cast these spells. The Perception and Disable Device DCs for any traps a crucidaemon creates gain a +2 bonus.

Bloody representations of death by traps or torture, crucidaemons spend their existence subjecting creatures to an eternity of pain and terror. Whereas many daemons are quick to feed on the soul of mortals they capture, a crucidaemon lets its victims linger, marinating their souls in torment and pain so that when the time for feeding finally comes, they welcome their final oblivion with tears of gratitude.

Crucidaemons are 6 feet tall and weigh 250 pounds.



Illustrations by Tyler Walpole

Daemon, Vulnudaemon

A bloody, tooth-filled mouth that looks almost like a horrific gash gasps in the neck of this pale, childlike horror.

VULNUDAEMON CR 4

XP 1,200

NE Small outsider (daemon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*; Perception +10

Aura aura of doom (30 ft., DC 18)

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 39 (6d10+6)

Fort +6, **Ref** +5, **Will** +6

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

OFFENSE

Speed 30 ft.

Melee short sword +10/+5 (1d4+2/19–20 plus bleed), bite +5 (1d3+1)

Special Attacks bleed (1d4), sneak attack +1d6

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

Constant—*detect good*, *detect magic*

3/day—*blur*, *death knell* (DC 15), *invisibility*, *minor image* (DC 14)

1/day—*inflict critical wounds* (DC 17), summon (level 2, 1d4 cacodaemons 40%)

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 12, **Wis** 13, **Cha** 16

Base Atk +6; **CMB** +7; **CMD** 20

Feats Ability Focus (aura of doom), Combat Casting, Weapon Finesse

Skills Bluff +12, Diplomacy +10, Fly +11, Knowledge (arcana) +7, Knowledge (planes) +8, Perception +10, Sense Motive +10, Spellcraft +8, Stealth +16

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

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

Treasure standard

SPECIAL ABILITIES

Aura of Doom (Su) As a free action, a vulnudaemon can radiate an aura of dread and hopelessness. Any creature within 30 feet of the vulnudaemon must succeed at a DC 18 Will save or become shaken for as long as it remains in the aura.

These deceptive daemons personify death resulting from murder accented with betrayal. Most often formed from the souls of evil creatures killed by family or friends, vulnudaemons spread their insanity throughout the worlds by deceiving and killing all creatures they meet.

Vulnudaemons stalk their prey, infecting them with a sense of impending doom and watching their reactions, learning their responses before attacking and savoring their death. These daemons serve as excellent assassins, hiding in the shadows before debilitating their enemies, or striking from the protection of invisibility in order to deliver the killing blow. When facing stronger enemies, vulnudaemons seek to wear them down through a series of attacks, nicking at them and darting off, then repeating the process until their opponents bleed out.

Vulnudaemons often find themselves called to the Material Plane by cultists of deities associated with murder and assassination. These cultists often see vulnudaemons as sacred creatures favored by their deity, and rather than simply use the daemons as assassins, cultists often grant them a shocking degree of freedom to wander the region as they will, picking victims to fit their own agendas and murdering whomever they wish. Cultists who conjure vulnudaemons into the world usually take care to show the daemons a secret hand sign or other code that members of the cult can show them, lest the monsters decide to target one of the believers for an attack. Whether or not an accidentally targeted cultist has the time to flash her safety sign to the daemon should the creature attack her at a later date is, of course, another matter.

Vulnudaemons stand 3 feet tall and weigh 25 pounds.

Deathtrap Ooze

The killing blade of this horrific trap drips with an animated sheen of foul brown-orange slime.

DEATHTRAP OOZE **CR 8**

XP 4,800

N Large ooze (shapechanger)

Init –4; **Senses** Perception –5

DEFENSE

AC 10, touch 5, flat-footed 10 (–4 Dex, +5 natural, –1 size)

hp 126 (12d8+72)

Fort +10, **Ref** +0, **Will** –1

Immune acid, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +13 (2d6+6 plus 2d6 acid and grab)

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

Special Attacks constrict (2d6+6 plus 2d6 acid)

STATISTICS

Str 20, **Dex** 3, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 21 (can't be tripped)

Skills Climb +13

SQ compression, trap form

ECOLOGY

Environment any underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Acid (Ex) A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.

Trap Form (Su) Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it can assume the form of must be of a CR equal to or less than that of the deathtrap ooze itself—appropriate traps from pages 420–421 of the *Core Rulebook* include the swinging axe trap (CR 1), the wall scythe trap (CR 4), and the falling block trap (CR 5). In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

Illustration by Maichol Quinto

A deathtrap ooze is a disgusting mass of brown-orange sludge that moves and hunts of its own volition. It exists only to feed. Thought to be related to ochre jellies, the deathtrap ooze is up to 12 feet wide and 6 inches deep in its normal, mobile form. While moving, it shrinks a foot or two in width, gaining about 6 inches of height, and rolls forward in a quivering mass.

Deathtrap oozes are less inclined to look for prey than are other oozes—they prefer to hunt by ambush. Their ability to assume the form of simple mechanical traps has long intrigued scholars, but this ability is not something born out of intellect as much as by supernatural cunning. A deathtrap ooze lacks any creative ability—it can only mimic traps that it has encountered during its wanderings, and even then, the repertoire of trap designs it can draw upon is limited to just the last few it has encountered.

These oozes surely have an origin rooted in magical meddling. Countless ancient crypts have such oozes within, lurking patiently in ageless trap form, awaiting would-be tomb-raiders for a first-in-centuries breakfast. Those who have studied the deathtrap ooze suppose that wizards of some lost culture altered ochre jellies into perfect guardians.

Like ochre jellies, elder deathtrap oozes can grow to be enormous. Rumor holds that some can also duplicate even more complex traps that release toxic fumes, spray acid, or contain poison. Some even claim there are oozes so huge that they can duplicate traps that fill entire rooms with multiple moving parts.

Deathweb

This animated husk from an enormous spider seems filled with thousands of living spiders that fall from its body like drops of blood.

DEATHWEB **CR 6**

XP 2,400

N Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +15

Aura infestation (5 ft., 1d6 plus poison)

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)

hp 71 (11d8+22)

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

Immune undead traits

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +15 (2d8+12)

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

Special Attacks web (+9 ranged, DC 15, 11 hp)

STATISTICS

Str 26, **Dex** 14, **Con** —, **Int** 7, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +17; **CMD** 29 (41 vs. trip)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Vital Strike

Skills Climb +16, Perception +15, Stealth +16; **Racial Modifiers** +4 Stealth

SQ compression

ECOLOGY

Environment any

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

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Infestation—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Infestation (Su) An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a deathweb, to a radius of 5 feet. Any creature within the infestation takes 1d6 points of damage at the end of each round it remains in the area. A creature that takes this damage must make a DC 17 Fortitude save or be nauseated for 1 round. In addition, those damaged by this infestation are poisoned as well. Any area effect attack that deals 10 or more points of damage to a deathweb destroys its infesting spiders, removing its aura for 3 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation. The save DC is Charisma-based.

A deathweb is the undead exoskeleton of a massive spider animated with the vilest necromancy. The spells that create this monstrosity bind to it thousands of normal spiders, which together form the mind of the undead beast like an arachnid hive. These smaller spiders live in and direct their exoskeleton home, working together to swarm around the deathweb and weave its web sheets.

The exoskeleton of a deathweb is cracked and full of holes to allow the resident spiders easy passage into and out of it. Although the exoskeleton can be up to 10 feet long, the largest spiders within are only 6 inches in length. The variety in the sizes of the internal spiders allows them to ably move all parts of the exoskeleton, giving the massive carapace amazing dexterity and swiftness, as well as cleverness, perception, and presence.

These capabilities make deathwebs resourceful and frightening opponents, especially when adversaries mistake them for normal monstrous arachnids or mindless undead. Because of their ability to squeeze into tight surroundings, deathwebs may be found lurking in all manner of niches.

Deathwebs lair where they can build webs to trap passersby, such as among thick trees or in caves or tunnels. The creatures don't actively collect valuables, but they kill indiscriminately to feed the multitude of spiders within. Webs in a deathweb's lair are thus likely to contain valuables despite the creature's lack of interest in wealth.

Illustration by Kev Crossley

Demilich

Glittering jewels encrust this leering skull as it floats up into the air on a swirling vortex of dust and shimmering magic.

DEMILICH **CR 14**

XP 38,400

NE Tiny undead

Init +7; **Senses** darkvision 60 ft., *true seeing*; Perception +27

DEFENSE

AC 25, touch 21, flat-footed 21 (+3 Dex, +1 dodge, +4 natural, +5 profane, +2 size)

hp 142 (15d8+75)

Fort +14, **Ref** +15, **Will** +21

Defensive Abilities channel resistance +5, rejuvenation, unholy grace; **DR** 20/—; **Immune** acid, cold, electricity, magic, polymorph, undead traits

Weaknesses torpor, *vorpal* susceptibility

OFFENSE

Speed fly 30 ft. (perfect)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks devour soul

Spell-Like Abilities (CL 20th; concentration +25)

Constant—*true seeing*

At will—*greater bestow curse* (DC 21), *telekinesis* (DC 19), *wail of the banshee* (20-ft.-radius spread centered on the demilich; DC 24)

STATISTICS

Str 6, **Dex** 17, **Con** —, **Int** 21, **Wis** 20, **Cha** 21

Base Atk +11; **CMB** +12; **CMD** 30

Feats Ability Focus (devour soul), Alertness, Defensive Combat Training, Dodge, Flyby Attack[B], Improved Initiative, Iron Will, Lightning Reflexes, Mobility

Skills Bluff +20, Fly +23 Knowledge (arcana) +23, Knowledge (dungeoneering) +20, Knowledge (history) +15, Knowledge (planes) +15, Knowledge (religion) +18, Perception +27, Sense Motive +27, Spellcraft +23, Stealth +24

Languages Abyssal, Aklo, Common, Draconic, Giant, Infernal

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Devour Soul (Su) As a standard action with a range of 300 feet, a demilich can imprison the soul of a living creature within one of 10 special gems embedded in its skull. If the target succeeds at a DC 24 Fortitude save, it gains two permanent negative levels. If it fails, its soul is immediately drawn into one of the gems in the demilich's skull. The soul remains trapped within the gem, visible as but a gleam except under *true seeing*. The soulless body corrupts and decays rapidly, reducing to dust in a single round. As long as the dead creature's soul remains trapped in the gemstone, it cannot be restored to life via any means save direct divine intervention. Gems with souls trapped in them can be retrieved from a destroyed demilich, at which point they can either be crushed to release any souls within to their afterlife or used in the place of the usual material components to restore the soul and body with *resurrection* or *true resurrection*. After 24 hours, the demilich can choose to consume any soul trapped in a gem, healing it 1d6 hit points per Hit Die of the soul, at which point only *miracle* or *wish* can restore the dead creature to life. The save DC is Charisma-based, and includes a +2 bonus for the Ability Focus feat.

Greater Bestow Curse (Sp) This spell-like ability functions like *bestow curse*, but can have one of the following effects: –12 to one ability score; –6 to two ability scores; –8 penalty on attack rolls, saves, and checks; or a 25% chance to act normally. This ability is treated as a 6th-level spell.

Immunity to Magic (Su) A demilich is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells function differently against the creature, as noted below.

- A *dispel evil* spell deals 2d6 points of damage, with no saving throw.
- *Holy smite* affects a demilich normally.
- A *power word kill* spoken by an ethereal caster deals 50 points of damage to the demilich if it fails a Fortitude save (with a DC determined as though the spell allowed a saving throw).
- A *shatter* spell deals 1d6 points of damage per two caster levels (maximum 10d6), with no saving throw.

Rejuvenation (Su) A destroyed demilich reforms in 2d6 days. To permanently destroy a demilich, holy water must be poured over its remains within the area of a *hallow* spell. To complete the destruction, *holy word* or *dispel evil* must be cast. If the caster succeeds at a caster level check with a DC equal to 10 + the demilich's Hit Dice, the demilich is permanently destroyed.

Telekinetic Storm (Su) As a special use of its *telekinesis* spell-like ability, a demilich can churn up its treasure, dust, bones, and other loose debris in the area into a whirling storm about its skull. The storm obscures vision as a *fog cloud* within a 20-foot spread centered on the demilich's skull. Creatures within the storm take 12d6 points of damage per round on the demilich's turn (Reflex DC 20 for half damage). The demilich can maintain the storm indefinitely by concentrating.

Torpor (Ex) A demilich takes no actions against intruders unless its remains or treasure are disturbed.

Unholy Grace (Su) A demilich gains a bonus on saves and a profane bonus to AC equal to its Charisma modifier.

Vorpal Susceptibility (Ex) *Vorpal* weapons of any kind ignore a demilich's damage reduction.

In their endless years of unlife, some liches lose themselves in introspection, and can no longer rouse themselves to face the endless march of days. Still others cast their consciousness far from their bodies, wandering planes and realities far beyond mortal ken. Absent the vitality

Illustration by Jean-Baptiste Reynaud

of the soul, such a lich's physical form succumbs to decay over the centuries. In time, only the lich's skull remains intact. Yet the bonds of undeath keep the lich's remains from final dissolution. Vestiges of the lich's intellect remain within the skull, and wake to terrible wrath should it be disturbed. Traces of the lich's will to live strengthen the skull, rendering it harder than any steel. The lich's greed and lust for power manifest in the growth of gems in its skull. Lastly, though only the barest remnants of the lich's eldritch might survive, a demilich aroused to anger still retains enough power to flense the very soul from any defiling its final rest.

The lich's phylactery invariably fails during the slow decline of lich into demilich, losing its last vestiges of enchantment if not crumbling into dust with the lich's body. But even without the preserving power of the phylactery, demiliches retain a tenacious grip on existence. Only powerful and precise use of magic can permanently destroy a demilich and its remains.

To the unwary adventurer, a demilich looks like nothing more than dust and bones within the lich's former sanctum. Indeed, until disturbed, a demilich has only the vaguest awareness of intruders, and ignores their presence. Any attempt to steal the demilich's possessions, disturb its remains, or harm its domain rouses the demilich's slumbering mind, causing it to rise up in the air and voice its *wail of the banshee* before again settling to the ground. Should the interlopers relent, the skull returns to its torpor. But if they persist, the skull rises again, not to rest again until all in its sight have perished. Fortunately for intruders, demiliches never pursue those wise enough flee.

Becoming a Demilich

Most demiliches achieved their state through apathy, not volition. For each decade that a demilich fails to stir itself to meaningful action, there is a 1% cumulative chance that its corporeal body decays into dust, save for the skull. Any return to activity resets the chance of transformation to 0%. Once the lich's body decays, the lich's intellect returns to its phylactery as normal. However, the skull rejects the return of the lich's consciousness, keeping the lich trapped in its deteriorating phylactery for 1d10 years. If during that time the lich's remains are destroyed or scattered (for example, by wandering adventurers), the lich's phylactery forms a new body and the intellect leaves the phylactery as normal, returning the lich to life. But if the lich's remains survive unperturbed, the phylactery's magic fails catastrophically, releasing the lich's soul and causing 5d10 points of damage to the phylactery. Regardless of whether or not the phylactery physically survives, the energies released by its failure channel into the lifeless skull of the lich, allowing the last remnants of the lich's soul to transform it into a demilich. The lich's soul itself either is utterly destroyed, reaches its final reward or punishment, or is condemned to wander the edges of the multiverse forever.

For wandering liches, the process is similar, but based on the number of decades the lich spends without its intellect returning to its body. While the lich's body still decays, its mind remains at large, only becoming trapped in the phylactery if the lich tries to return during the period in which its body has failed, but it has not yet become a demilich. Should the lich's phylactery fail before the wandering lich returns, the skull becomes a demilich, and the lich's mind is doomed to wander until the end of days.

Awakened Demiliches

Under exceptional conditions, a lich's full consciousness survives its transformation into a demilich, or a lich's wandering intellect manages to return to its jeweled skull. Such creatures are awakened demiliches, and combine the powers and near-invulnerability of a demilich with the mind and spellcasting prowess of a lich. An awakened demilich has the full spellcasting abilities of the lich it was before, and gains Eschew Materials and Still Spell as bonus feats. Awakened liches keep their original lich Hit Dice, and any mental attributes that are higher than the demilich's minimums. They otherwise have all the special abilities and defenses of a demilich, and no abilities of the original lich beyond spellcasting and mental attributes. An awakened demilich has a CR of 16, or the CR of the original lich + 3, whichever is higher.

Demodand

In an ancient war forgotten by most mortals, the thanatotic titans rose up against the gods in a horrific war. When the titans who launched this war were defeated, the gods banished them to the Abyss for eternity, where the gods hoped the titans' immense power would be contained. For millennia, the exiled titans seethed and brooded, convinced that only they were truly worthy of the adulation and worship of mortals—the bitter seed that had grown into their rebellion. This festering hatred mixed with arrogance led the thanatotic titans to create their own race of worshipers. They kneaded together the dark earth and polluted waters of the Abyss into clay the color of a starless night. The greatest of their sculptors and lifeshapers sculpted the clay into humanoid likenesses of themselves, the size of men but more comely, with proud visages, great draconic wings, and chiseled frames. Then the creators cut themselves and let their own blood flow into the empty shells of their creations, and let their own breath act as bellows, pumping blood and air into the sculpted figures to awaken them. Deeming their own powers to be deific, the titans reasoned that they could craft life and existence as well as the old gods. They were wrong.

The titans' sculpted paragons of might charred and melted, oozing into twisted shapes. These shapes, however, clung tenaciously to the spark of life imparted to them.

Thus the demodands were born—a hideous race of creatures imbued with the fickle cruelty of their masters. Misshapen and foul to behold, demodands are known by some scholars as titanspawn. Despite their physical repulsiveness, however, all demodands possess a drop of their creators' titanic power. This trace of near-divine power makes them as formidable as they are vicious, and many demon lords have spent years, if not centuries, waging wars, foiling raids, and undoing the damage that demodands cause. As the thanatotic titans expand their influence and holdings in the Abyss with immortal patience, it is the demodands who act as their shock troops, generals, and slavers. Their preferred captives are mortals with some connection to the gods, such as clerics, paladins, or other believers. Demodands take great pleasure in torturing such captives before subjecting them to lives of abject servitude. During the countless years of ensuing labor, demodands slip foul, insidious whispers into the ears of their slaves, designed to challenge and ultimately erode their captives' faith. Those that succumb are taken before one of the thanatotic titans to be "redeemed," and are then sent back into the world as new believers, spreading the "true" faith of the evil titans. Such mortals often form clandestine cults dedicated to thanatotic worship, and are closely monitored by the demodands who first captured them. For those mortal slaves whose faith will not break, the demodands ensure that their bodies eventually do.

Demodands have no such ulterior motives when they take demons as slaves, for they see their abyssal cohorts as little more than powerful servants to be used for their innate strength and spell-like powers. In particular, demodands prize powerful demons like glabrezus or nalfeshnees as status symbols if they can be held, and turn these slaves into bodyguards, or gladiators in the fabled thanatotic arenas. Shaggy demodands are also known to mount entire invasions into alternate planes of the Abyss to capture incubi and succubi to serve as pleasure slaves to themselves or their titan masters.

Unlike demons, who are created from the foulest of mortal souls, demodands procreate within the foul corners of the Abyss. Female demodands birth clutches upon clutches of eggs and then leave them to fend for themselves. Those that survive to the point of hatching then enter a gruesome race with their siblings, for demodands always hatch with a great hunger. With no parents to provide for them and no guaranteed source of food, they invariably turn on their brood mates for their first meal. Both the titans and the other demodands see this fight for survival as a necessity to make the race stronger. On occasion, more than one hatchling survives, usually by fleeing the dread hunger of its siblings.

When not gleefully carrying out the domineering orders of their masters, demodands rove the Abyss looking for foolish travelers and lost souls. Others use stealth to walk the Material Plane, where they can strike out in the name of their makers. Such demodands busy themselves defacing temples and holy sites, murdering religious leaders, or subverting entire communities.

Despite worshiping their masters like deities, all demodands are imbued with the same bitter hatred of the divine that cast their makers from the heavens. This heretical fervor makes them particularly resistant to divine magic in all its forms, and all demodands have a weaker form of their progenitors' godslayer ability. Demodands take particular pleasure in disrupting the link between gods and their servants, and on the rarest of occasions have let prospective victims live after such attacks, knowing that it was not just its enemy's power, but its very faith that was shaken.

The only hatred that eclipses the demodands' loathing of demons and the religiously faithful is their fury at the celestial races. Within these vessels of divine power—angels above all others—the demodands see the incarnate form of all they were crafted to despise and destroy. Indeed, powerful individuals and evil cults alike who seek to destroy a good-aligned outsider often find that the payments they need to offer to enlist the services of even the mightiest of demodands are greatly reduced.

Illustration by Tyler Walpole

Demodand, Shaggy

This toad-faced humanoid is bloated and swollen, with folds of obsidian skin hanging down beneath two immense bat wings.

SHAGGY DEMODAND CR 18

XP 153,600

CE Medium outsider (chaotic, demodand, evil, extraplanar)

Init +11; **Senses** blindsense 30 ft., darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; Perception +36

DEFENSE

AC 32, touch 17, flat-footed 25 (+7 Dex, +15 natural)

hp 262 (25d10+125)

Fort +19, **Ref** +17, **Will** +18; +4 vs. divine spells

DR 15/good and magic; **Immune** acid, poison; **Resist** cold 10, fire 10; **SR** 29

OFFENSE

Speed 40 ft., fly 50 ft. (average)

Melee +2 *unholy morningstar* +36/+31/+26/+21 (1d8+11), bite +32 (2d6+4), claw +32 (1d6+4) or
bite +34 (2d6+9), 2 claws +34 (1d6+9)

Special Attacks faith-stealing strike

Spell-Like Abilities (CL 20th; concentration +25)
Constant—*detect good*, *detect magic*, *see invisibility*
At will—*detect thoughts* (DC 17), *fear* (DC 19), *gaseous form*, *greater dispel magic*, *invisibility* (self only), *magic circle against good*
3/day—empowered *cloudkill* (DC 20), *fog cloud*, quickened *ray of enfeeblement* (DC 16), *stinking cloud* (DC 18)
1/day—*blasphemy* (DC 22), *chaos hammer* (DC 19), *mass charm monster* (DC 23), summon (level 6, 1d6 tarry demodands or 1d4 slimy demodands 60%)

STATISTICS

Str 29, **Dex** 24, **Con** 21, **Int** 19, **Wis** 18, **Cha** 20

Base Atk +25; **CMB** +34; **CMD** 51

Feats Alertness, Cleave, Combat Casting, Combat Reflexes, Empower Spell-Like Ability (*cloudkill*), Flyby Attack, Great Cleave, Improved Initiative, Intimidating Prowess, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*)

Skills Acrobatics +35 (+39 when jumping), Bluff +28, Diplomacy +28, Fly +35, Intimidate +42, Knowledge (arcana) +26, Knowledge (planes) +15, Knowledge (religion) +15, Perception +36, Sense Motive +36, Spellcraft +29, Use Magic Device +30

Languages Abyssal, Celestial, Common

SQ heretical soul

ECOLOGY

Environment any (Abyss)

Organization solitary or warband (1 shaggy demodand plus 2–5 tarry demodands)

Treasure double (+2 *unholy morningstar*, other treasure)

Shaggy demodands are obese outsiders that occupy the highest status within demodand society. The fleshy tyrants stand just under 7 feet tall and have huge bat wings capable of supporting their 600-pound weight. Their faces have the broad-set eyes of a toad and toothy underbites.

Although they still answer to their titanic masters, shaggy demodands are the masters of their kind, and serve the thanatotic titans as advisors, covert agents, or battlefield generals. In the Abyss, shaggy demodands command great armies, leading them against demonic hordes as the balance of Abyssal power ebbs and flows. Often underestimated due to their shape, these demodands are both intelligent and cunning, and approach battle with an effective mixture of strategy and ruthless detachment.

Demodand, Slimy

This muscular, frog-headed humanoid has tattered flesh hanging from its batlike wings and is covered in a viscous slime.

SLIMY DEMODAND CR 16

XP 76,800

CE Medium outsider (chaotic, demodand, evil, extraplanar)

Init +4; **Senses** darkvision 120 ft., *detect good*, *detect magic*, *see invisibility*; Perception +2

Aura stench (DC 26, 1d6 rounds)

DEFENSE

AC 30, touch 13, flat-footed 27 (+6 armor, +3 Dex, +11 natural)

hp 241 (21d10+126)

Fort +18, **Ref** +13, **Will** +14; +4 vs. divine spells

DR 10/good and magic; **Immune** acid, poison; **Resist** cold 10, fire 10; **SR** 27

OFFENSE

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

Melee bite +30 (1d10+9 plus 2d6 acid), 2 claws +30 (2d6+13/19–20 plus 2d6 acid and grab)

Special Attacks acid, dread claws, faith-stealing strike

Spell-Like Abilities (CL 16th; concentration +19)

Constant—*detect good*, *detect magic*, *see invisibility*

At will—*detect thoughts* (DC 15), *fear* (DC 17)

3/day—*acid fog*, *greater dispel magic*

1/day—summon (level 6, 1d4 tarry demodands 50%)

STATISTICS

Str 28, **Dex** 18, **Con** 23, **Int** 14, **Wis** 15, **Cha** 17

Base Atk +21; **CMB** +30 (+34 grapple); **CMD** 44

Feats Bleeding Critical, Blind-Fight, Critical Focus, Flyby Attack, Greater Vital Strike, Improved Critical (claw), Improved Vital Strike, Intimidating Prowess, Lightning Reflexes, Power Attack, Vital Strike

Skills Acrobatics +11, Bluff +27, Climb +19, Fly +25, Intimidate +36, Knowledge (arcana) +13, Knowledge (planes) +13, Sense Motive +26, Spellcraft +20, Stealth +25, Survival +20

Languages Abyssal, Celestial, Common

SQ heretical soul

ECOLOGY

Environment any (Abyss)

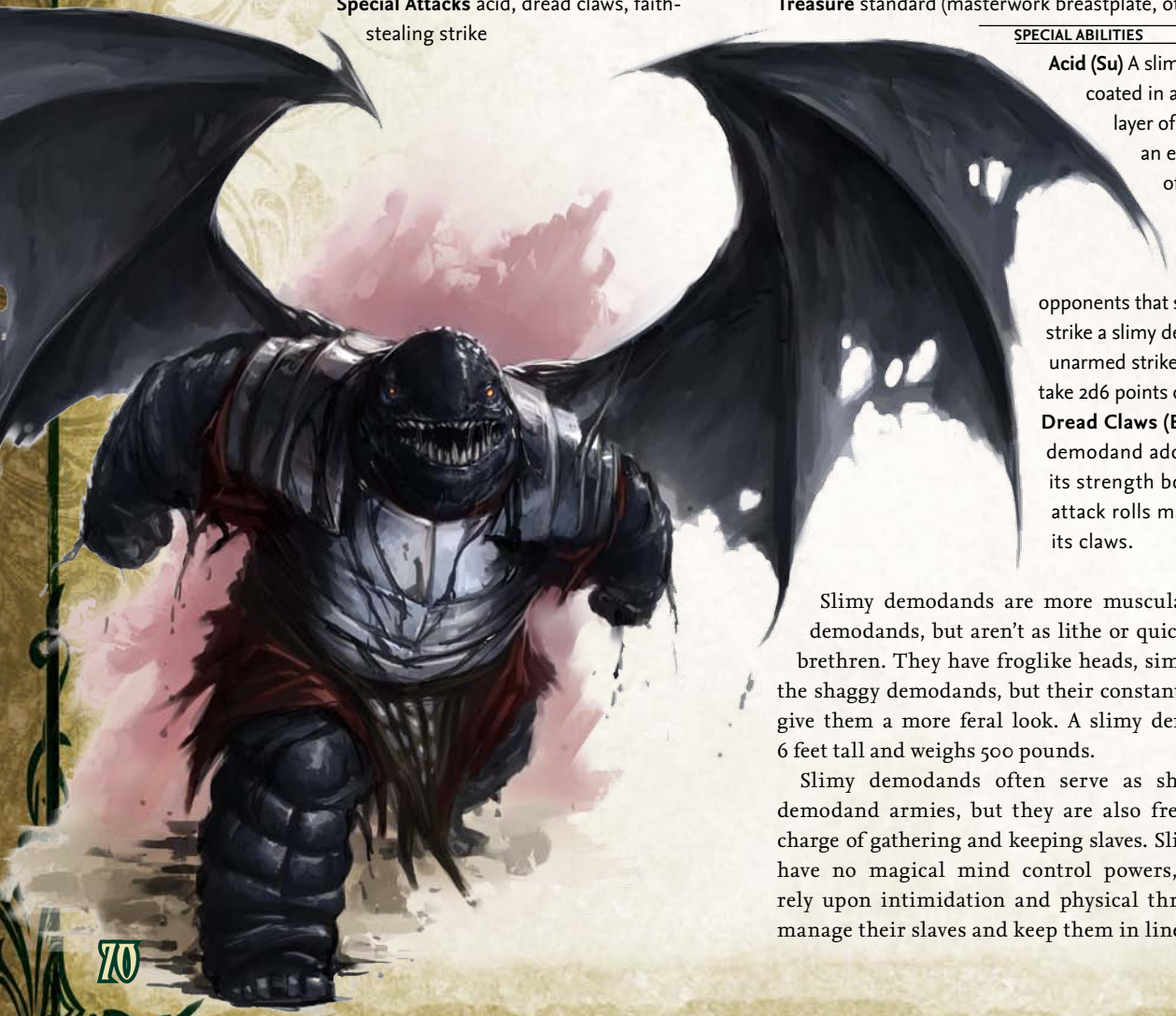
Organization solitary or slaving party (2 slimy demodands and 2–5 tarry demodands)

Treasure standard (masterwork breastplate, other treasure)

SPECIAL ABILITIES

Acid (Su) A slimy demodand is coated in an ever-dripping layer of acid that deals an extra 2d6 points of acid damage on a successful natural attack. In addition, opponents that successfully strike a slimy demodand with an unarmed strike or natural attack take 2d6 points of acid damage.

Dread Claws (Ex) A slimy demodand adds 1-1/2 times its strength bonus on all attack rolls made when using its claws.



Illustrations by Tyler Walpole

Slimy demodands are more muscular than shaggy demodands, but aren't as lithe or quick as their tarry brethren. They have froglike heads, similar to those of the shaggy demodands, but their constantly darting eyes give them a more feral look. A slimy demodand stands 6 feet tall and weighs 500 pounds.

Slimy demodands often serve as shock troops in demodand armies, but they are also frequently put in charge of gathering and keeping slaves. Slimy demodands have no magical mind control powers, but prefer to rely upon intimidation and physical threats anyway to manage their slaves and keep them in line.

Demodand, Tarry

This lithe, toothy creature's jet-black skin looks like living tar, and ooze drips from the claws that cap its long arms.

TARRY DEMODAND CR 13

XP 25,600

CE Medium outsider (chaotic, demodand, evil, extraplanar)

Init +9; **Senses** darkvision 120 ft., *detect good*, *detect magic*; Perception +22

DEFENSE

AC 26, touch 13, flat-footed 23 (+6 armor, +3 Dex, +7 natural)

hp 171 (18d10+72)

Fort +15, **Ref** +11, **Will** +12; +4 vs. divine spells

DR 10/good and magic; **Immune** acid, poison; **Resist** cold 10, fire 10; **SR** 24

OFFENSE

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

Melee mwk short sword +26/+21/+16/+11 (1d6+9/19–20), mwk short sword +26/+21/+16 (1d6+4/19–20), bite +22 (1d8+4)

Special Attacks adhesion, faith-stealing strike

Spell-Like Abilities (CL 13th; concentration +24)

Constant—*detect good*, *detect magic*

3/day—*dispel magic*

1/day—*chaos hammer* (DC 17), summon (level 4, 1d2 tarry demodands 40%)

STATISTICS

Str 28, **Dex** 21, **Con** 18, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +18; **CMB** +27; **CMD** 42 (46 vs. disarm)

Feats Combat Reflexes, Greater Two-Weapon Fighting, Improved Bull Rush, Improved Initiative, Improved Two-Weapon Fighting, Lunge, Power Attack, Two-Weapon Fighting, Weapon Focus (short sword)

Skills Bluff +16, Climb +19, Fly +23, Intimidate +24, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +22, Sense Motive +14, Stealth +17, Survival +14

Languages Abyssal, Celestial, Common

SQ heretical soul

ECOLOGY

Environment any (Abyss)

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

Treasure standard (masterwork breastplate, 2 masterwork short swords, other treasure)

SPECIAL ABILITIES

Adhesion (Ex) A creature striking a tarry demodand with a manufactured weapon must make a DC 23 Reflex save; failure means the weapon sticks to the demodand and cannot be used to make attacks until freed. Freeing a stuck weapon requires a successful grapple check. This adhesion grants a +4 racial bonus to CMD against disarm attempts.

Tarry demodands are lithe and lean compared to other demodands. Despite this difference, all tarry demodands are strong and agile. Although their batlike wings appear tattered and useless, they can still fly. A tarry demodand stands 7 feet tall and weighs 400 pounds.

The tarry demodand is the grunt of the demodand army—bred for battle, these swift and deadly demodands make up the bulk of any demodand legion. That they themselves are more powerful than most outsiders is as much a testament to their race as anything else—a single tarry demodand is a formidable opponent, to say nothing of a group of the creatures. Although tarry demodands are quite strong, they prefer using light weapons—one in each hand. Tarry demodands only rarely use larger weaponry, and then only when directly ordered by a superior. They lack the terrific claws of the greater demodands, and a tarry demodand with no weapons tends to flee combat as soon as possible, only to return when it is properly armed.

Demon, Coloxus

This figure would be the picture of elegance and refinement were it not for its grotesque fly head and shivering insectile wings.

COLOXUS **CR 12**

XP 19,200

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

Init +13; **Senses** darkvision 60 ft., scent; Perception +31

DEFENSE

AC 26, touch 19, flat-footed 17 (+9 Dex, +7 natural)

hp 168 (16d10+80)

Fort +15, **Ref** +19, **Will** +9

DR 10/good; **Immune** electricity, disease, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

OFFENSE

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

Melee bite +25 (1d6+4 plus siphon), 2 slams +25 (1d4+4)

Special Attacks droning wings, siphon, sneak attack +4d6

Spell-Like Abilities (CL 12th; concentration +18)

Constant—*tongues*

At will—*contagion* (DC 20), *invisibility*, *suggestion* (DC 19)

3/day—*confusion* (DC 20), *haste*, quickened *invisibility*, *mind fog* (DC 21)

1/day—*giant vermin*, *shadow evocation* (DC 21)

STATISTICS

Str 19, **Dex** 28, **Con** 20, **Int** 17, **Wis** 18, **Cha** 23

Base Atk +16; **CMB** +25; **CMD** 39

Feats Agile Maneuvers, Combat Reflexes, Deceitful, Flyby Attack, Hover, Improved Initiative, Quicken Spell-Like Ability (*invisibility*), Weapon Finesse

Skills Acrobatics +28, Appraise +14, Bluff +29, Diplomacy +14, Disguise +19, Fly +32, Knowledge (arcana, history, planes, and religion) +14, Perception +31, Sleight of Hand +17, Stealth +28; **Racial Modifiers** +8 Perception

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

ECOLOGY

Environment urban (Abyss)

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

Treasure double

SPECIAL ABILITIES

Droning Wings (Ex) Once per day, when it flutters its wings as a standard action, a coloxus can create a mesmerizing display of color and a sound-dampening buzzing drone. All creatures within 30 feet that can see the coloxus must make a DC 24 Will save or be slowed for up to 6 rounds. Each subsequent round, the coloxus must take a swift action to maintain the effect or the effect ceases at the end of its turn. Additionally, the sound creates a buffer against sonic energy, granting the fly demon immunity to sonic attacks or effects while it continues to drone. The save DC is Charisma-based.

Siphon (Su) Any creature bitten by a coloxus must make a DC 23 Fortitude save or take 1d4 points of Charisma damage. A coloxus heals itself of 5 points of damage for every point of Charisma damage it deals. The save DC is Constitution-based.

Illustration by Dmitry Burmak

Coloxus demons, known also as fly demons, resemble humans with the head of a fly and twin pairs of gossamer wings. Even their smallest movements and gestures seem infused with manic quickness and alertness. A coloxus prefers to wear opulent clothing and jewels that would rival the wealthiest nobility of any race. A coloxus is 6 feet tall and weighs 150 pounds.

Ironically—given their grotesque, insectile appearance—coloxus demons are demons of vanity. They are formed from the souls of narcissistic mortals responsible for disasters or tragedy through their careless self-absorption.

Despite their foul appearance, coloxus demons consider themselves cultured and elite. They are unusually patient and well mannered for demons, and as a result are often used as emissaries, diplomats, and negotiators by marilith generals, balors, and even demon lords. Even when facing hated foes, coloxus demons are the epitome of courtesy, but such manners are always a deceitful veneer, masking the creatures' efforts to gain the upper hand.

Evil mortal spellcasters are fond of conjuring coloxus demons for similar roles, but the monsters also work well as assassins. Even in this role, a coloxus is dignified and polite. Only when presented with a reflection of itself does the normally civilized coloxus show its true demonic colors—any creature foolish enough to trick a coloxus into looking at a mirror finds herself the eternal foe of an insulted and scandalized demon.

Demon, Incubus

This darkly handsome humanoid's batlike wings, curving horns, and bestial legs betray his demonic origin.

INCUBUS **CR 6**

XP 2,400

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

Init +2; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +6, **Will** +8

DR 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee mwk scimitar +14/+9 (1d6+5/18–20) or 2 slams +13 (1d4+5)

Special Attacks pain redoubled

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

Constant—*tongues*

At will—*charm person* (DC 16), *detect thoughts* (DC 17), *greater teleport* (self plus 50 lbs. of objects only), *suggestion* (DC 18)

1/day—*crushing despair* (DC 19), summon (level 3, 2 schirs 40%)

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 16, **Wis** 15, **Cha** 21

Base Atk +8; **CMB** +13; **CMD** 25

Feats Flyby Attack, Lightning Reflexes, Power Attack, Vital Strike

Skills Acrobatics +6, Bluff +16, Diplomacy +16, Escape Artist +6, Fly +13, Intimidate +16, Knowledge (planes) +14, Perception +13, Sense Motive +13, Spellcraft +14, Stealth +11; **Racial Modifiers** +8 Intimidate, +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft., *tongues*

SQ change shape (Small or Medium humanoid; *alter self*)

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or wing (2–8)

Treasure standard (masterwork scimitar, other treasure)

SPECIAL ABILITIES

Pain Redoubled (Su) When an incubus confirms a critical hit with a melee weapon or a natural weapon, that attack deals an additional 2d6 points of nonlethal damage and the target must succeed at a DC 19 Fortitude save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. The save DC is Charisma-based.

An incubus in his true form is always muscular and attractive, with long hair and intense eyes. His skin can be of any color, but is always smooth and silky. When not using his wings for flight, an incubus can fold them to drape across its shoulders like a cloak—many decorate both the inside and outside of their wings with tattoos, ink, or self-inflicted scars. Incubi stand between 6 and 6-1/2 feet tall and typically weigh 200 pounds.

When not in battle, incubi serve as counselors, torturers, and companions for greater demons. They are also often conjured for similar roles by mortal spellcasters, although care must be taken in dalliances with incubi, for they delight in causing pain to their companions.

Like succubi, incubi form from the chaotic evil souls of particularly lustful and rapacious mortals. Yet whereas succubi are subtle and methodical about using their charms to cause ruin, the typical incubus is forthright and forceful about his insatiable desires.

Illustration by Tyler Walpole

Demon, Schir

This goat-headed humanoid is covered in a mangy gray hide that only partly covers its gaunt but muscled frame.

SCHIR **CR 4**

XP 1,200

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

Init +2; **Senses** darkvision 60 ft., *see invisibility*; Perception +13

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 37 (5d10+10)

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

DR 5/cold iron or good; **Immune** disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee mwk halberd +10 (1d10+4/×3 plus disease), gore +3 (1d6+2) or
gore +8 (1d6+4)

Special Attacks powerful charge (gore, 3d6+4)

Spell-Like Abilities (CL 6th; concentration +4)
Constant—*see invisibility*, *tongues*
3/day—*arcane lock*, *expeditious retreat*, *protection from good*
1/day—summon (level 2, 1d3 schirs 20%)

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6

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

Feats Iron Will, Power Attack, Weapon Focus (halberd)

Skills Acrobatics +10 (+18 jumping), Climb +11, Intimidate +6, Perception +13, Survival +2; **Racial Modifiers** +8 Acrobatics when jumping, +8 Perception

Languages Abyssal; telepathy 100 ft., *tongues*

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or pack (2–8)

Treasure standard (masterwork halberd, other treasure)

SPECIAL ABILITIES

Disease (Ex) A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 15 Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based.
Gray Pox: Halberd—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves.

A schir resembles a tall, muscular humanoid with the head and hooves of a demonic goat. A ragged hide covers patches of a schir's body, usually around the forearms and lower legs, with a crestlike patch running down from the creature's crown to the nape of its neck. Schir demons are 7 feet tall, though they usually stoop and so appear shorter, and weigh 300 pounds.

Also known as spite demons, schirs are among the most violent and vile-tempered inhabitants of the Abyss. Schirs are formed from the souls of mortals who either committed or framed others for heinous crimes—acts committed for the sole purpose of petty retribution. Despite such origins, schirs occupy one of the lowest orders in the demonic hierarchy, often serving as front-line infantry in demonic armies or as guards for minor demonic commanders.

Although not especially intelligent, schirs are cunning warriors and able sentries. Although they prefer to charge into combat, a schir's natural jumping ability makes it a nimble enemy, capable of using its surroundings astutely. A schir will often jump on top of rocks, crumbling walls, or any other high place to hack with its disease-ridden halberd. For all of schirs' capabilities, their spitefulness makes them distrustful of any creature that has not proven its greater power and strength numerous times.

A schir set loose upon the Material Plane quickly seeks to set itself up as a leader of its own army—often, schirs seek out tribes of savage humanoids and attempt to replace the current leaders. They are particularly fond of infiltrating gnoll tribes.

Illustration by Tyler Walpole

Derhii

Powerful black wings beat from the back of this large ape, which carries a wickedly curved sword in its simian hands.

DERHII **CR 5**

XP 1,600

N Large monstrous humanoid

Init +3; **Senses** darkvision 60 ft., scent; Perception +14

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, –1 size)

hp 59 (7d10+21)

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

OFFENSE

Speed 30 ft., climb 30 ft., fly 60 ft. (poor)

Melee mwk falchion +12/+7 (2d6+7/18–20) or 2 slams +11 (1d6+5)

Ranged javelin +9 (1d8+5)

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

Special Attacks aerial charge, knockdown

STATISTICS

Str 21, **Dex** 16, **Con** 17, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +13; **CMD** 26

Feats Acrobatic, Combat Reflexes, Iron Will, Skill Focus (Perception)

Skills Acrobatics +12, Climb +13, Fly +9, Perception +14

Languages Auran, Common

SQ booming voice

ECOLOGY

Environment warm forests and mountains

Organization solitary, pair, troop (3–5), or tribe (8–48)

Treasure standard (masterwork falchion, 4 javelins, other treasure)

SPECIAL ABILITIES

Aerial Charge (Ex) When airborne, a derhii can dive at twice its normal flying speed. This is the equivalent of a charge, granting a +2 bonus on the attack roll and a –2 penalty to AC.

Booming Voice (Ex) A derhii can use its own booming voice as a signal. The sound can be heard up to 12 miles away as a thrumming in the air that conveys 20 words of information in 5 minutes.

Knockdown (Ex) When a derhii confirms a critical hit with a two-handed weapon, it has a chance to knock an opponent prone in addition to the damage dealt by the critical hit. If the derhii's confirmation roll exceeds its opponent's CMD, the opponent is knocked prone as if from the trip combat maneuver. This does not provoke an attack of opportunity, nor can the derhii be tripped if the confirmation roll fails to exceed the CMD.

Illustration by Ben Wootten

The derhii, or flying ape, is a carnivorous and dangerous form of the gentler earthbound ape. Derhii resemble gorillas with the enormous black-and-gray wings of buzzards or vultures. They stand 9 feet tall and weigh 400 pounds.

Derhii form relatively small groupings known as troops, which usually consist of a single adult male, several adult females, and their offspring. Occasionally, multiple males or females band together in single-gender troops with no young, but such groupings are usually formed for a specific purpose, such as hunting, raiding, or war, and break up when they have fulfilled that purpose. Multiple troops of derhii form large primitive tribes, usually under the rule of a single powerful chieftain.

Derhii often roost in jungle canopies and in cliff dwellings, preferring nests woven in tall trees or cliff-side caves high above ground level. From these roosts, derhii sometimes demand tribute from lesser apes, while allying themselves with even more powerful flying creatures, such as dragons or dragonnes. Occasionally, derhii can be found inhabiting crumbling and overgrown ruins hidden deep in the jungle.

Derhii are carnivorous by nature and hunters by preference, attacking prey from high above with javelins thrown from their powerful arms before descending to finish things off with their blades, but when meat is scarce, they eat fruits and roots or whatever else they can forage.

Devil, Contract

With rust-colored skin and a jutting crown of ridge-like horns, this muscular devil is draped in lengthy contracts.

CONTRACT DEVIL **CR 10**

XP 9,600

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

Init +11; **Senses** darkvision 60 ft., see in darkness; Perception +26

DEFENSE

AC 25, touch 18, flat-footed 17 (+7 Dex, +1 dodge, +7 natural)

hp 136 (13d10+65)

Fort +9, **Ref** +15, **Will** +16

DR 10/good; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10; **SR** 21

OFFENSE

Speed 30 ft.

Melee binding contract (whip) +20/+15/+10 (1d4+7 plus bleed), gore +11 (2d6+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with binding contract)

Special Attacks binding contract, bleed (1d6), impale (2d8+4)

Spell-Like Abilities (CL 13th; concentration +19)

Constant—*tongues*

At will—*bestow curse* (DC 20), *detect thoughts* (DC 18), *dimension door*, *erase*, *identify*, *major image* (DC 19), *produce flame*, *sending*

3/day—*arcane eye*, *break enchantment*, *greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 18), *locate creature*, *mage's private sanctum*, *scorching ray*, *silence* (DC 18), *vision*

1/day—*contact other plane*, *delayed blast fireball* (DC 23), *dismissal* (DC 21), *plane shift* (DC 23), summon (level 4, 1d6 bearded devils or 1 bone devil 50%), *symbol of pain* (DC 21)

STATISTICS

Str 17, **Dex** 25, **Con** 20, **Int** 24, **Wis** 23, **Cha** 22

Base Atk +13; **CMB** +16; **CMD** 34

Feats Alertness, Deceitful, Dodge, Improved Initiative, Iron Will, Mobility, Persuasive

Skills Bluff +26, Diplomacy +26, Disguise +8, Intimidate +26, Knowledge (arcana) +23, Knowledge (nobility) +23, Knowledge (planes) +23, Knowledge (religion) +23, Linguistics +20, Perception +26, Profession (scribe) +19, Sense Motive +26, Sleight of Hand +20, Spellcraft +20

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon; telepathy 100 ft., *tongues*

SQ infernal contract, infernal investment

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or court (2–12)

Treasure standard

SPECIAL ABILITIES

Binding Contract (Su) All contract devils carry numerous lengthy contracts draped over their horns or within their numerous carrying cases. They can wield these contracts like whips, but deal lethal damage regardless of the armor bonus of their target. A contract devil modifies attack and damage rolls when using a binding contract by its Intelligence modifier, not its Strength modifier (this equates to a +7 bonus for most contract devils). Wounds created by a binding contract resemble horrifically deep paper cuts and cause 1d6 points of bleed damage. A contract devil can use its binding contract to disarm and trip foes as if the contract were a whip. If it is itself disarmed of the contract, the devil can rearm itself with a new contract as an immediate action.

Impale (Ex) As a swift action, a contract devil can impale an opponent grappled by its binding contract, dealing 2d8+4 points of piercing damage.

Infernal Contract (Su) As a full-round action, a contract devil can produce an infernal contract for a single living mortal creature. This contract can grant a wide range of abilities and effects, as detailed on the following page. To receive any of these bonuses, however, the mortal must sign its true name to the document of its own free will. Upon doing so, that mortal's soul is sworn to the contract devil, condemning the soul to an eternity of servitude in Hell rather than whatever fate would naturally befall it upon the mortal's death. Breaking a contract with a contract devil is difficult and dangerous (see the next page); as long as the infernal contract remains in effect, the victim cannot be restored to life after death save by a *miracle* or a *wish*. If a mortal is restored to life in this way, the contract devil immediately senses the development—it not only knows which soul has been restored to life, but also gains the benefits of a *discern location* spell targeted on the character or creature that restored the damned soul to life.

Infernal Investment (Su) As a subclause of all infernal contracts, a contract devil can use *greater scrying* at will upon any creature it has a contract with. The target creature always fails its save against the devil's scrying attempt—this ability otherwise functions at caster level 20th.

A contract devil, also a called phistophilus, always appears handsome and confident, its chiseled features housing a perpetually smug grin. Contract devils have red skin and black hair and stand near 6-1/2 feet in height, not counting their horns. The thicket of horns around a contract devil's body increases its height to 7 feet and its weight to 350 pounds.

Contract devils serve Asmodeus, archfiends, and the vast bureaucracy of Hell as clerks, scribes, and bargainers for mortal souls. They exist to keep track of the damned, to manage Hell's endless ordinances, and, when time and opportunity permit, to coax mortals into damnation.

Illustration by Concept Art House

Most phistophiluses spend their eternities in the various courts of Hell's nine layers, particularly in the maze-like fortress-libraries where all infernal laws and oaths are recorded. Occasionally they serve similar roles on the Material Plane when summoned by particularly desperate, arrogant, or foolish mortals.

When one of the souls damned by a contract devil is restored to life (typically via powerful magic like a *wish* or *miracle*), the phistophilus immediately notices the transgression. Usually, the contract devil recruits the aid of more powerful allies to track down and punish such transgressors and to collect the escaped soul as quickly as possible.

Infernal Contracts

While numerous types of infernal contracts exist, the following two are those most often offered to mortals by contract devils.

Evil Wishes: Upon signing this contract, a mortal is granted three *wishes*, as per the spell. It must use these *wishes* within 24 hours of signing the contract—if it does not, the *wishes* are wasted but it remains bound to the contract nevertheless. While the mortal chooses the intention of the *wishes*, the contract devil decides upon the specifics, allowing for its own diabolical interpretation of the results should the mortal imprecisely phrase a *wish*.

Infernal Slave: A mortal can negotiate with a contract devil for the lifelong service of a devil. The mortal chooses any type of devil (except for a contract devil) of a CR equal to or less than its own character level at the time of the bargain. Upon signing the contract, the mortal's infernal slave appears and is bound to do the mortal no harm and follow its orders for as long as it lives. Although the devil must obey its master's commands, many devils delight in corrupting the intentions of these orders in all manner of cruel or mischievous ways.

Breaking an Infernal Contract

An agreement with a contract devil can only be broken in two ways. When a contract is signed, a second copy manifests; one copy is retained by the devil and the other is given to the mortal. Mortals are free to do whatever they please with the lengthy, obviously evil documents, while contract devils typically keep active contracts with them at all times. Should both copies of a contract be destroyed, any effects caused by the contract are canceled or reversed and the mortal's soul goes to its normal place of rest after death and can be resurrected as normal. Merely absconding with both copies of the contract is not enough to break the contract—as long as both copies exist, the signer's soul remains forever damned.

Alternatively, a second mortal might be allowed to adopt the terms of a contract—with its soul replacing that of the original contract signer after death. The mortal who seeks to pay the debt of another must contact the contract devil who holds the relevant contract. The contract devil has a choice of whether or not to allow one mortal to pay another's debt, but values religious and good-aligned souls over others. Shrewd manipulators, contract devils often only agree to allow one mortal to pay another's debt in return for some service or proof of worth. If a contract devil agrees to accept another soul in payment, the original contract signer retains all of the benefits of the contract, but is released from damnation and may be resurrected as normal. The new signer, however, receives no benefits, cannot be returned to life upon dying, and spends an eternity in Hell after death.

Dinosaur, Dimetrodon

The massive sail on the back of this squat reptilian creature flexes and twitches as the beast stalks forward.

DIMETRODON **CR 3**

XP 800

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 34 (4d8+16)

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

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+7/19–20)

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

Special Attacks tearing bite

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 1, **Wis** 12, **Cha** 3

Base Atk +3; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Weapon Focus (bite)

Skills Perception +6, Stealth +3

ECOLOGY

Environment warm forests

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

Treasure none

SPECIAL ABILITIES

Tearing Bite (Ex) A dimetrodon's jaws are filled with razor-sharp teeth of two different sizes. This gives the creature a threat range of 19–20 with its bite attack.

A dimetrodon is a quadrupedal reptile similar in shape to a crocodile, but with a blunter snout filled with jagged, sharp teeth. Its most distinguishing feature is the massive sail that runs the length of its back. By extending or contracting the fin, the cold-blooded reptile can control its body temperature with ease. While they are not technically dinosaurs, dimetrodons are still often found dwelling in regions inhabited by such creatures.

A fully grown adult dimetrodon can reach a length of up to 15 feet and weigh upward of 2,000 pounds.

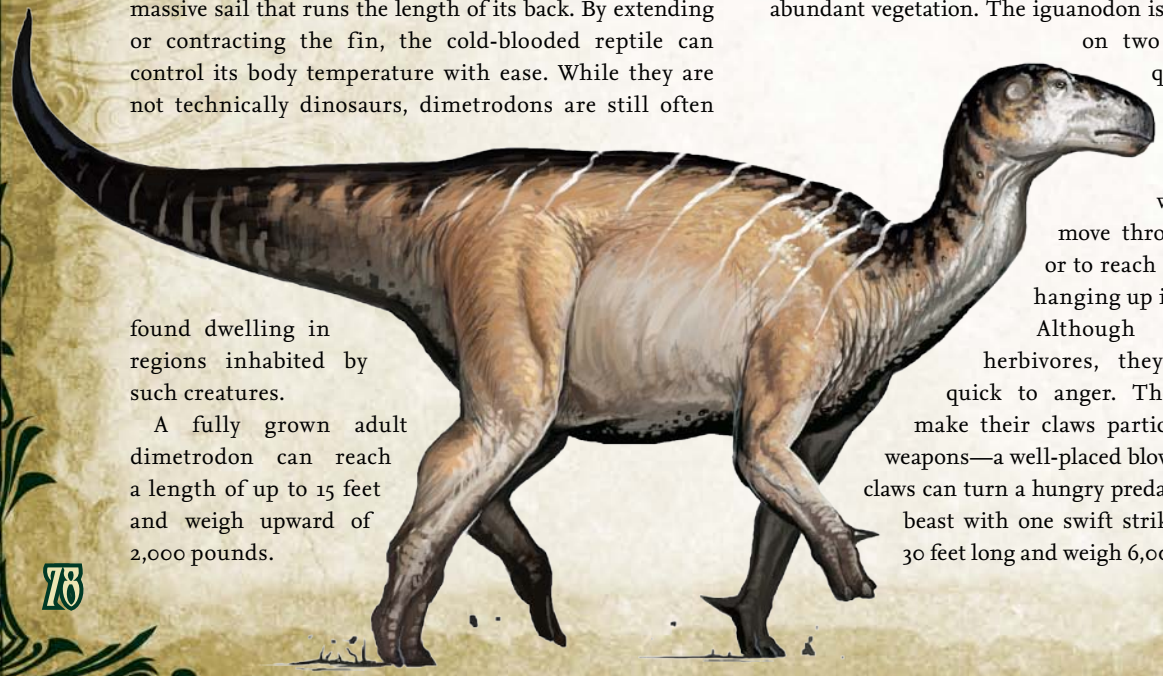


Illustration by Ben Wootten

Dinosaur, Iguanodon

This dinosaur seems comfortable on two legs or four. Its front limbs are each adorned with a cruel-looking, thumblike spike.

IGUANODON **CR 6**

XP 2,400

N Huge animal

Init +2; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 19, touch 10, flat-footed 17 (+2 Dex, +9 natural, –2 size)

hp 76 (9d8+36)

Fort +10, **Ref** +8, **Will** +4

OFFENSE

Speed 30 ft.

Melee 2 claws +13 (1d8+8/×3)

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

Special Attacks thumb spikes

STATISTICS

Str 27, **Dex** 14, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +6; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Power Attack, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (claw)

Skills Perception +12, Stealth +4

ECOLOGY

Environment warm forests or swamps

Organization solitary, pair, or pack (3–6)

Treasure none

SPECIAL ABILITIES

Thumb Spikes (Ex) An iguanodon's thumb spikes can inflict grievous wounds—they deal triple damage on a successful critical hit.

Iguanodons are large, herbivorous dinosaurs that inhabit swamps and forests where they can take advantage of abundant vegetation. The iguanodon is capable of moving on two feet or on four, quickly switching from one stance to the other, depending on whether it needs to move through dense foliage or to reach delectable morsels hanging up in the canopy.

Although iguanodons are herbivores, they are notoriously quick to anger. Their thumb spikes make their claws particularly devastating weapons—a well-placed blow from one of these claws can turn a hungry predator into a cowering beast with one swift strike. Iguanodons are 30 feet long and weigh 6,000 pounds.

Dinosaur, 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.

Dinosaur, 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.

Illustration by Florian Stitz

Dire Corby

This creature looks like a humanoid crow with oily black feathers, glittering eyes, and a sharp beak.

DIRE CORBY **CR 1**

XP 400

NE Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 15 (2d10+4)

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

Defensive Abilities ferocity

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 claws +3 (1d4+1)

Special Attacks leap, rend (2 claws, 1d4+1)

STATISTICS

Str 13, **Dex** 12, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

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

Feats Blind-Fight, Skill Focus (Stealth)

Skills Acrobatics +10, Climb +13, Perception +6, Stealth +8; **Racial Modifiers** +8 Acrobatics, +2 Perception

Languages Undercommon

ECOLOGY

Environment any underground

Organization gang (2–5), hunting flock (1–3 dread corbies and 5–10 dire corbies), or rookery (1–10 dread corbies and 10–50 dire corbies plus 1 barbarian or fighter of 3rd–5th level per 10 adults)

Treasure standard

SPECIAL ABILITIES

Leap (Ex) A dire corby can perform a special kind of pounce attack by jumping into combat. When a dire corby charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it succeeds at this Acrobatics check, it can make a full attack (two claw attacks, plus a rend attack if both claws hit) against foes in reach. If it fails, it can still make its one attack as normal for a charge.

Dire corbies are subterranean predators that resemble humanoid crows with muscular arms and fearsome claws. Though they make their cliff-side homes on the walls of underground chasms, where they climb and leap with death-defying agility, they are most frequently encountered in the tunnels where they wait to ambush prey, leaping down from the ceiling to rend and tear.

Dire corbies are intelligent, but have little use for society outside of the rough, squabbling pecking order of their rookeries, where their social order is little better than that of the mundane birds they resemble. Along with the near-suicidal savagery with which they launch themselves into combat, dire corbies are known for their terrifying screeches, songs of doom capable of unsettling even experienced explorers.

In addition to being savage predators, dire corbies are also notorious cannibals when it comes to their young, and a mother dire corby must carefully defend her eggs lest a flock of males from the same rookery descend on her nest and devour the unborn children in a flurry of yolk and blood. This ultimately counterproductive tendency only further supports the impression most races have of dire corbies as dangerously unbalanced beings, and may explain why the creatures remain relatively rare.

A typical dire corby stands 5 feet tall and weighs between 125 and 150 pounds.

Dread Corby

These powerful dire corbies are the offspring of dire corbies and harpies. They have the advanced template and gain the following special attack.

Screech of Doom (Su): Once per day, a dread corby can shriek at a target within 30 feet. The target must make a DC 12 Will save or become frightened for 1d4 rounds. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

Illustration by Scott Purdy

Disenchanter

This blue-furred creature sports a short trunk and a camel-like body. The air around it seems to shimmer with magical energy.

DISENCHANTER **CR 3**

XP 800

N Large magical beast

Init +3; **Senses** darkvision 60 ft., *detect magic*, low-light vision; Perception +9

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +4

DR 5/magic

Weaknesses vulnerable to *dispel magic*

OFFENSE

Speed 50 ft.

Melee trunk +7 touch (disenchant), 2 hooves +2 (1d6+2)

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

Special Attacks power spray

Spell-Like Abilities (CL 4th; concentration +3)

Constant—*detect magic*

3/day—*magic weapon*

1/day—*dimension door*

STATISTICS

Str 19, **Dex** 17, **Con** 14, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Iron Will, Skill Focus (Perception)

Skills Escape Artist +5, Perception +9

Languages none

ECOLOGY

Environment warm land

Organization solitary, pair, or family (2 adults and 1–2 calves with the young creature template)

Treasure none

SPECIAL ABILITIES

Disenchant (Ex) A disenchanter can use its trunk to make a melee touch attack against a target's worn, held, or carried magic item in an attempt to drink the item's magic. The disenchanter makes a caster level check (+4) opposed by the target's Fortitude save. If the check succeeds, the disenchanter drains the item's magic, rendering it nonmagical. To determine which of a target's magic items is affected, use Table 9–2 on page 216 of the *Core Rulebook* (though a disenchanter never uses this ability on a headband or similar head-slot item unless it has first tried to wear the item). Disenchanters may instead target specific visible items, in which case they generally target the most obvious items. Artifacts are immune to this ability. Disenchant only works against objects that a disenchanter can touch, and even a thin layer of cloth effectively protects items from it.

Power Spray (Su) Once per day, a disenchanter can release a 20-foot cone-shaped burst of raw magical energy through its trunk. Creatures in the cone take 4d6 points of damage (DC 14 Reflex save for half). Creatures immune to magic effects that allow spell resistance (such as golems) are immune to this ability. The save DC is Constitution-based.

Vulnerable to Dispel Magic (Ex) A disenchanter targeted by *dispel magic* takes 1d6 points of damage per caster level (maximum 10d6, Fortitude save for half). *Greater dispel magic* functions similarly (maximum 20d6 damage, Fortitude save for half).

A disenchanter is a blue-furred creature that resembles a single-humped camel with a prehensile trunk. The creatures can sense magic, which they consume for sustenance, draining the power of magic items and storing their magical energy in their humps. Disenchanters are social creatures, and often seek the companionship of other intelligent beings, making excellent mounts and trackers for treasure hunters. A typical disenchanter is 8 feet long and weighs 1,600 pounds.

Illustration by Victor Pérez Corbella

Div

While demons exist to destroy, devils yearn to corrupt and control, and daemons seek the death of all things, the foul beings known as divs strive to ruin and despoil all things created by mortals. Spawned from corrupted genies exiled to the accursed depths of Abaddon, divs harbor an ancient hatred against all mortalkind, doing all in their power not simply to destroy but also to torment all that lives. Patient and vicious, divs seek to spoil all things beautiful and joyous, dooming their victims to existences full of frustration and suffering before succumbing to lengthy, painful deaths.

The most ancient of myths claim that divs were the aides and architects of numerous magical and forgotten mortal empires in an age of wondrous and mysterious antiquity. During this unfathomably ancient time these masters of creation served as helpful genies, allied to thankful and gracious masters. However, this bond with mortals soon frayed, as generations of the shorter-lived races ebbed and flowed like ripples in a puddle, forgetting the oaths and respect their forbearers gave divs; some began to abuse and neglect their otherworldly allies, while others merely turned away from genies to rely upon and extol the creations of mortalkind. As the contributions of geniekind were ignored and the deities celebrated the rise of their mortal creations across the worlds, many of the ancient architects rose in rebellion against mortals and the ancient deities who shepherded them. In turning from the paths of inspiration and creation, these genie rebels fell under the sway of a power of destruction known as Ahriman, who granted them not only the vicious might to avenge themselves against mortalkind, but also twisted forms marking them as paragons of depredation, havoc, and ruin. Thus did first divs come into being.

Ever since, divs have arisen from the spirits of the most nefarious and spiteful evil genies. Rather than returning to the Elemental Planes upon their destruction, these foul genies find their way into the claws of Ahriman, a spirit of annihilation who has haunted geniekind since the earliest days of creation. Having forged a realm upon the ruined hinterlands of the foul plane of Abaddon, Ahriman uses the innate corruption of that realm along with his own immortal evil to inspire wickedness in the souls drawn to him, warping such profane spirits into div servitors of a variety of terrible forms. Indifferent to the genie race from which the soul hailed, the Lord of the Divs sees only the evil within and grants it an abhorrent shape particular to the vices that brought the genie to his domain. What emerges from Ahriman's grip is a dreadful new fiend, an enemy of mortalkind and the deities of good, a hateful spirit given a form with which to wreak its revenge. The dark god's touch leaves behind nothing of the individual genie that once was—only hatred, entitlement, and vengeance remain.

Illustration by Eva Widermann

Ahriman

Ahriman appears as a bestial fiend, his hands clawed like those of a tiger and feet taloned like those of a vulture. Oily snakes worm through his scarred black flesh, riddling their host and all near him with deadly venoms. Horns etched with ancient curses crown the tigerlike face of Ahriman, and beyond a great maw filled with soul-rending fangs lies a gate to a realm of darkness rivaled only by oblivion.

An ancient evil, Ahriman sprung from the creation of the first genies. Scholars say when the act of creation that brought genies to life occurred, a shadow of destruction followed. This shadow cast itself across the world, countering light and creation where it fell. Over countless millennia, this spirit of annihilation came to be known as Ahriman.

Ahriman's ultimate goal is oblivion. To aid him in his immortal plots he has spawned innumerable blasphemies over countless ages, but the corrupted genie spirts known as divs are his most numerous slaves. Ahriman and his minions delight in influencing mortals toward destructive decisions and the abandonment of wisdom. As ageless and patient as he is vicious, this force of ancient evil seeks to ease the world toward dissolution one failure at a time.

A conniving demigod, Ahriman accepts the worship of evil mortals despite his and his minions' loathing of such beings. Clerics of Ahriman are either nihilists or deluded cultists who work to corrupt others, sow misfortune, and tear down the works of geniekind. Ahriman grants access to the domains of Darkness, Death, Destruction, and Evil. Ahriman's symbol is a black circle with a thin sliver of light overtaken by darkness, and his favored weapon is the whip.

Although as varied in form as any of the more pervasive fiendish races, divs often demonstrate the pride, affectations, and tastes of geniekind, drawing them toward desert realms, ancient sites, and opulent displays of power. Yet for all their varied powers, most divs prefer using mortals to foster the dooms they envision, manipulating those they hate to become the masters of their own destruction. Nothing pleases a div as much as seeing a powerful mortal squander everything she's built to end up poor, faithless, and resentful. Divs also treat genies with spite and hatred, eagerly slaying them or working them into their degenerate plans.

As a flaw of their spiritual reshaping, each type of div has a strange weakness that compels it to act in a certain way, such as always attacking the most beautiful opponent, bargaining to learn a secret, or avoiding the color red. Although the wisest know and tell of these weaknesses, every div is aware of its compulsions and avoids being entrapped by them while also plotting ways to exploit opponents who think it vulnerable.

Div, Aghash

Draped in rags and hunched over on goatlike legs, this creature possesses a featureless face, save for a large eye ringed by fangs.

AGHASH **CR 4**

XP 1,200

NE Medium outsider (div, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., see in darkness; Perception +11

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 42 (5d10+15)

Fort +4, **Ref** +6, **Will** +7

DR 5/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d6+2)

Special Attacks cursed gaze, sandstorm

Spell-Like Abilities (CL 6th; concentration +10)

At will—*bestow curse* (DC 16), *detect good*, *detect magic*, *dimension door*, *minor image* (DC 15), *spectral hand*

1/day—*suggestion* (DC 16), summon (level 3, 1d2 dorus 25%)

STATISTICS

Str 14, **Dex** 15, **Con** 16, **Int** 13, **Wis** 13, **Cha** 18

Base Atk +5; **CMB** +7; **CMD** 19

Feats Alertness, Iron Will, Weapon Focus (claw)

Skills Bluff +10, Disguise +12, Intimidate +10, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +11, Sense Motive +9, Spellcraft +9, Stealth +10

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Cursed Gaze (Su) Aghash's choice: confused for 1 round, shaken for 1 round, stunned for 1 round, or deals 1d4 points of damage, 30 feet, Fortitude DC 16 negates. Any creature under the effects of *protection from evil* is immune to an aghash's gaze. The save DC is Charisma-based.

Sandstorm (Su) Once per day, as a full-round action, an aghash can create a temporary sandstorm. This storm has a radius of 100 feet centered on the aghash and lasts for 1 minute per Hit Die the aghash possesses (typically 5). This functions as a sandstorm (*Core Rulebook* 431).

Aghashes embody the evil eye, a curse granted by merely witnessing these embodiments of ruin and misfortune. Terrifying, haglike beings, aghashes wander deserts of the Material Plane spreading doom with their gazes. These wretched creatures hold nothing sacred, taking particular pleasure in bringing vain and arrogant mortals, particularly spellcasters, to ruin. Ragged and filthy, an aghash moves with a staggering motion. Its hoofed legs bend like those of a goat, giving its emaciated frame an obscene, jerking gait.

All divs exhibit some manner of compulsion, and aghashes' is to despise beautiful mortals. If given a choice between attacking two different opponents, an aghash always chooses the most physically becoming foe. Such is their loathing—or, perhaps, jealousy—that an aghash might stalk attractive foes, delighting in afflicting them with curses that sap their Charisma or otherwise undermines their charm. With its *spectral hand* ability an aghash can deliver curses from a distance, leading some victims to believe they've been afflicted by a disease or cursed by the gods themselves. All the while, the aghash lingers nearby, delighting in the suffering it has caused.

An aghash stands between 5 and 6 feet tall and weighs about 100 pounds.

Div, Akvan

Ornate armor covers this hulking creature, rocky protrusions jutting from its hide and fierce horns crowning its broad head.

AKVAN **CR 20**

XP 307,200

NE Gargantuan outsider (div, evil, extraplanar)

Init +12; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +34

Aura hopelessness (30 ft., DC 30)

DEFENSE

AC 38, touch 10, flat-footed 34 (+13 armor, +4 Dex, +15 natural, –4 size)

hp 372 (24d10+240)

Fort +18, **Ref** +22, **Will** +21

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

OFFENSE

Speed 50 ft., fly 120 ft. (good)

Melee bite +32 (2d8+12 plus grab/19–20), 2 claws +32 (2d6+12), tail slap +30 (2d10+6)

Space 20 ft.; **Reach** 20 ft. (25 ft. with tail)

Special Attacks create ghul, rend (2 claws, 2d6+18), shake faith, swallow whole (6d6+18 plus 4d6 energy damage, AC 25, 37 hp), torturous gullet, trample (2d8+18, DC 34)

Spell-Like Abilities (CL 20th; concentration +28)

Constant—*true seeing*

At will—*align weapon*, *detect magic*, *greater teleport* (self plus 50 lbs. of objects only), *magic circle against good*, *telekinesis* (DC 23)

3/day—*blasphemy* (DC 25), *disintegrate* (DC 24), *dispel magic*, *forcecage* (DC 25), *protection from energy*

1/day—*geas/quest*, *plane shift*, *summon* (level 6, 1d2 sepids 100%)

STATISTICS

Str 35, **Dex** 26, **Con** 30, **Int** 19, **Wis** 24, **Cha** 27

Base Atk +24; **CMB** +40; **CMD** 58

Feats Awesome Blow, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Critical (bite), Multiattack, Power Attack, Staggering Critical, Stunning Critical

Skills Acrobatics +28 (+36 when jumping), Bluff +43, Diplomacy +31, Fly +27, Intimidate +31, Knowledge (arcana) +31, Knowledge (planes) +31, Knowledge (religion) +19, Perception +34, Sense Motive +30, Spellcraft +22, Use Magic Device +23; **Racial Modifiers** +8 Acrobatics when jumping, +8 Bluff

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

SQ armor training 4

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure standard (*+5 half-plate*, other treasure)

SPECIAL ABILITIES

Armor Training (Ex) An akvan is created wearing armor, and is naturally experienced in its use. An akvan possesses the armor training ability of a 15th-level fighter.

Aura of Hopelessness (Su) All creatures within 30 feet of an akvan must make a successful DC 30 Will save or take a –4 penalty on attack rolls, saving throws, skill checks, and ability checks. This is a mind-affecting effect. The save DC is Charisma-based.

Create Ghul (Su) Any genie that is slain by an akvan becomes a ghul (see page 125) in 1d4 rounds. Such ghuls are under the command of the akvan that created them and remain enslaved until it dies, at which point they become free-willed ghuls. They do not possess any of the abilities they had in life.

Shake Faith (Su) Anytime an akvan strikes a divine spellcaster with any of its melee attacks, the target must make a DC 30 Will save or be shaken for 1d4 rounds. If the save is successful, the target is instead shaken for 1 round. The save DC is Charisma-based.

Torturous Gullet (Su) As hunters of otherworldly beings, akvans are uniquely drawn to digest creatures with a variety of resistances. In addition to the damage dealt by crushing internal organs, creatures swallowed by an akvan take 4d6 points of acid, cold, electricity, or fire damage per round. The akvan chooses what type of energy damage those in its stomach will take every round, and may change this from round to round. Additionally, an akvan's stomach is thickly armored, allowing it to benefit from its entire natural armor bonus instead of merely half.

Akvans number among the most physically powerful and openly destructive servants of Ahriman, directly carrying out his ancient plans for oblivion. Their twisted minds bend toward desolation, ruin, and blasphemy, and their hatred of the gods of creation and beings renowned for inspiring art and wonder knows few equals. Whereas most divs turn their cruelty and vengefulness exclusively upon mortals, akvans broaden the scope of their hatred to encompass geniekind as well.

Akvans seek out wonders to destroy—monuments from lost ages that have long inspired awe and pride or beings and establishments said to be invincible. While divs typically spread their taint through more subtle ways, akvans target symbols for destruction, bringing down not just stone and mortar but hopes and dreams. Additionally, these masters of destruction promote the creation of new horrors, transforming their most hated victims, genies, into nightmares known as ghuls. Thus, an akvan's evil does not end with its victim's death, as slain genies arise from the battlefield—or are belched up

Illustration by Eva Widermann

from an akvan's gullet—as blasphemous undead servants. These undead minions serve their terrifying master and, over the ages, gather around it as an army of profane slaves.

Hatred and hunger for genies and those allied with them constitute the racial compulsion to which all akvans bow. These divs always go out of their way to hunt, destroy, and consume any genie they encounter. While wise enough to not waste their lives in combat against foes obviously more powerful then they, akvans seek to bring low any such opponents, if not by brute strength, then by guile.

Akvans stand approximately 40 feet tall and weigh over 30,000 pounds.

Akvan Princes

As akvans go through existence slaying mortals and genies, many gravitate toward one of the races of geniekind, targeting members of that race with particular passion. Over ages of service, akvans who prove especially lethal in slaughtering genies garner the attention of Ahriman, who blesses such divs with increased power, transforming them into akvan princes.

Each akvan prince dedicates itself to extinguishing a particular type of genie and gains special abilities with which to slaughter genies of that type. An akvan prince gains an additional 4–8 Hit Dice, a +4 bonus to three ability scores, and has a CR of 22–24. The akvan prince also gains one of the following sets of abilities, depending on what type of genies it hunts.

Crumbling Earth: A shaitan-hunting akvan prince shatters the strongest stone. It gains the stone glide ability, tremorsense 100 feet, and a burrow speed of 100 feet, and its natural attacks are treated as adamantine for the purposes of overcoming damage reduction. It also gains the following spell-like abilities: 3/day—quickened *stone shape*, *transmute mud to rock*, *transmute rock to mud*, *wish*.

Dying Ember: An efreet-hating akvan prince holds dominion over flame. It gains resist fire 30, an efreeti's heat special attack (1d6 when struck, 6d6 when grappling or grappled), and the following spell-like abilities: at will—quickened *quench*, *scorching ray*, *wall of fire*; 3/day—*wish*.

Gasping Wind: A djinn-hunting akvan prince gains power over the wind. It gains resist electricity 30 and the whirlwind ability, its fly speed increases to 120 feet (perfect maneuverability), and it gains the following spell-like abilities: at will—*invisibility*; 3/day—*gaseous form*, *wish*.

Thirsty Sea: A marid-slaying akvan prince controls and poisons water. It gains a swim speed of 100 feet, a marid's water's fury special attack (8d6 points of damage, blinds and stuns for 1d6 rounds), and the following spell-like abilities: constant—*water breathing*, *water walk*; at will—quickened *control water*; 3/day—*horrid wilting*, *wish*.

Unbalanced Soul: A jann-killing akvan prince spreads failure and defeat. It gains resist acid, cold, and electricity 20, and the following spell-like abilities: at will—*ethereal jaunt*, *invisibility*; 3/day—*insanity*, *mage's disjunction*, *wish*.

Div, Doru

This disembodied and bestial head covered in lashing hair and curling horns flies through the air.

DORU **CR 2**

XP 600

NE Tiny outsider (div, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 16 (3d10)

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

DR 10/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 13

OFFENSE

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

Melee bite +9 (1d4–1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities

(CL 6th; concentration +8)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

3/day—*charm person* (DC 13), *minor image* (DC 13)

1/day—*suggestion* (DC 14)

1/week—commune (CL 12th, 6 questions)

STATISTICS

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

Base Atk +3; **CMB** +4; **CMD** 13 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Bluff +8, Fly +11, Knowledge (arcana) +6, Knowledge (planes) +6, Perception +7, Spellcraft +6, Stealth +17

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis; *cure* 2 consecutive saves.

Illustration by Eric Lofgren

Dorus are the divs that whisper in the night, the foul inspiration that drifts upon fetid winds, the messengers of pretender gods. Wild hair whips around a doru's six twisting horns, while a flat nose, a fanged mouth, and red glowing eyes complete the terrifying image of this bodiless monstrosity. Dorus almost always fly, preferring to stay at heights that keep them at the eye level of those with whom they would have dealings. When not flying, dorus roll across the ground in a disturbing manner, horns bouncing and teeth clattering as the creatures cackle and cartwheel, terrifying children and shocking the faint of heart.

The least of the divs, dorus serve as messengers and servants of other divs and sometimes mortal spellcasters. While not strong combatants, dorus prefer to sow ruin in more subtle ways. They enjoy tainting mortals with exaggerated news and outright lies, trying to turn impressionable beings to waste and wickedness. Even if a doru fails to fully corrupt an intelligent being itself, it attempts to weaken the target's will, making the victim more pliable to future corruption and ruin.

All divs have some manner of esoteric flaw in their personalities—dorus are obsessed with secrets. These covetous fiends hoard secrets and legends like a miser hoards gold. This thirst for information causes the curious dorus to enter into ridiculous bargains to obtain hidden knowledge from those they believe hold tales of special interest or value, especially when such information has the potential to aid in the corruption of future souls. Such bargains are usually what seal dorus to servitude, whether their service be to other divs or to mortal spellcasters. Cunning creatures, dorus often act as double (and sometimes triple) agents, but they rarely maintain this complex series of lies and deceptions for long. Dorus abhor mortals, as all divs do, and find it difficult to remain obedient to such beings for more than a span of a few decades at most. Only the most precious and profane secrets have the potential to keep a doru faithful to a mortal master for more than a century.

Serving greater divs or mortal spellcasters, divs deliver messages, most directly plucked from secret sources. Dorus' spell-like abilities make them excellent spies, granting them the ability to infiltrate, eavesdrop while invisible, and charm their way out of perilous situations. Those serving mortals pride themselves on manipulating their masters into furthering the divs' own ends. Many evil spellcasters seeking profane power and ancient evil secrets seek to take dorus as familiars. A neutral evil spellcaster of at least 7th level who takes the Improved Familiar feat can select a doru as a familiar.

Div, Ghawwas

Bristling with spiny ridges, coral horns, and needle-sharp teeth, this menacing biped seems to have emerged from some poisoned sea.

GHAWWAS **CR 10**

XP 9,600

NE Large outsider (aquatic, div, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +19

DEFENSE

AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, –1 size)

hp 161 (14d10+84)

Fort +10, **Ref** +13, **Will** +11

Defensive Abilities rough hide; **DR** 10/cold iron and good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 21

OFFENSE

Speed 30 ft., swim 80 ft.

Melee bite +22 (1d8+7/19–20), 2 claws +20 (1d6+7), sting +20 (1d6+7 plus poison) or spear +20/+15/+10 (2d6+7/×3 plus poison)

Ranged spear +15 (2d6+7/×3 plus poison)

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

Special Attacks boiling sea

Spell-Like Abilities (CL 12th; concentration +14)

Constant—*detect good*, *detect magic*

At will—*control water*, *curse water*, *deeper darkness*, *dimension door*

3/day—*hallucinatory terrain* (DC 16), *stinking cloud* (DC 15), summon (level 6, 1 pairaka 60%), *quench* (DC 15)

STATISTICS

Str 24, **Dex** 15, **Con** 23, **Int** 12, **Wis** 15, **Cha** 14

Base Atk +14; **CMB** +22; **CMD** 34

Feats Combat Reflexes, Greater Weapon Focus (bite), Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (bite)

Skills Bluff +19, Knowledge (geography and planes) +18, Perception +19, Stealth +15, Survival +19, Swim +32

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

SQ amphibious

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Boiling Sea (Su) As a standard action, a ghawwas can cause the waters around it to boil. Any creature within 50 feet of the ghawwas, within the same body of water, and at least half submerged takes 6d6 points of heat damage (DC 22 Fortitude save for half). The save DC is Constitution-based.

Poison (Ex) Sting—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.

Rough Hide (Ex) Ghawwas have rough hides studded with jagged barbs and spiny protrusions. Any creature striking a ghawwas with a natural weapon or an unarmed strike takes 1d6 points of slashing and piercing damage.

Full of poison and treachery, ghawwas foul the seas and seek to bring ruin to those who dwell there. Ghawwas resemble a mixture of hulking humanoid, prehistoric fish, and poisonous bottom-feeder. While most ghawwas live in salt water, they sometimes teleport to oases to defile them or suck them dry. Although they see all mortals as enemies, ghawwas bear a particular grudge against peaceable, water-breathing creatures such as merfolk and locathah.

All ghawwas find the tolling of bells insufferable, the sound filling them with rage and driving them to seek out the source and destroy either the bell or those ringing it.

The typical ghawwas stands 12 feet tall and weighs close to 1,200 pounds.

Illustration by Paul Davidson

Div, Pairaka

Blue-skinned and draped in revealing attire, this humanoid fiend has a sultry gaze suggesting all manner of debased pleasures.

PAIRAKA **CR 7**

XP 3,200

NE Medium outsider (div, evil, extraplanar, shapechanger)

Init +9; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +16

DEFENSE

AC 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)

hp 76 (9d10+27)

Fort +6, **Ref** +11, **Will** +10

DR 10/cold iron or good; **Immune** fire, poison, disease; **Resist** acid 10, electricity 10; **SR** 22

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 2 claws +14 (1d6+3 plus disease)

Spell-Like Abilities (CL 12th; concentration +19)

Constant—*detect good*, *detect magic*

At will—*charm monster* (DC 20), *dimension door* (self plus 50 lbs. of objects only), *misdirection* (DC 19)

1/day—*insect plague*, summon (level 3, 1d4 dorus 50%)

STATISTICS

Str 17, **Dex** 20, **Con** 16, **Int** 14, **Wis** 18, **Cha** 24

Base Atk +9; **CMB** +12; **CMD** 27

Feats Deceitful, Flyby Attack, Hover, Improved Initiative, Weapon Finesse

Skills Bluff +20, Diplomacy +18, Disguise +18, Fly +16, Intimidate +16, Knowledge (local) +13, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +17

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

SQ change shape (any Small or Medium animal or humanoid; *polymorph*)

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Disease (Su) A pairaka carries two diseases. Its claws infect targets with bubonic plague, and any willing contact with its skin (such as through caressing, grappling, or more) exposes victims to the shakes.

Bubonic Plague: Claw—injury; *save* Fort DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Str damage, 1 Cha damage, and target is fatigued; *cure* 2 consecutive saves.

Shakes: Contact; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d8 Dex damage; *cure* 2 consecutive saves.

Lustful Dreams (Su) Pairakas can torment sleeping creatures. While an intelligent creature sleeps, a pairaka can slip into the target's mind and twist its dreams to lusty nocturnal visions. The victim must be asleep for the pairaka to use this ability and the pairaka must be within 100 feet. If the victim fails a DC 21 Will save, it experiences vivid hallucinations of a lurid nature that leave it breathless and fatigued upon waking. The victim, even a depraved soul, rarely considers the sexual nature of these dreams enjoyable, as the images exploit any number of taboos the pairaka suspects its victim might harbor. The save DC is Charisma-based. Creatures that do not sleep or dream are immune to this effect.

Illustration by Tyler Walpole

A sensual pairing of seduction and destruction, pairakas embody the corruptive nature of unbridled lust. Pairakas spend little time in their true form while on the Material Plane, choosing to cloak themselves instead in alluring forms to seduce potential victims, ruin relationships, and foment obsession. In its true form, a pairaka's body is a foul landscape of blazing rashes, oozing pustules, and taut blisters suggestive of the corruptions it harbors, bodily and spiritually.

Pairakas pride themselves on perversion. They love nothing more than turning lovers against one another or destroying the bonds of friendship. Pairakas feed off this slow torment and savor each broken heart or disappointment. They use lust and sexuality as their primary tools, wielding taboos and carnal appetites to sever once-friendly relationships. Pairakas also use their seduction to spread disease, charming victims into physical contact.

Just as all other divs suffer a weakness, pairakas cannot stand the color red. They never wear the color or enter a place that is painted red, and they always attack creatures that are garbed in clothes of a crimson hue first.

Pairakas stand 6 feet tall and weigh around 150 pounds. Their skin color varies widely between individuals.

Div, Sepid

Twice the height of a human, this horned monstrous warrior wields a massive blade.

SEPID **CR 14**

XP 38,400

NE Large outsider (div, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +22

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, –1 size)

hp 202 (15d10+120)

Fort +13, **Ref** +16, **Will** +15

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

OFFENSE

Speed 40 ft.

Melee +1 *falchion* +23/+18/+13 (2d6+11/15–20) or 2 claws +21 (1d6+7)

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

Special Attacks rain of debris

Spell-Like Abilities (CL 15th; concentration +21)

At will—*comprehend languages*, *deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only), *nondetection*, *speak with dead* (DC 19)

3/day—*blindness/deafness* (DC 18), *fly*, *ice storm*, *invisibility*, *mirror image*, *scorching ray*, *touch of idiocy*, *true strike*

1/day—*animate dead*, *baleful polymorph* (DC 21), *bestow curse* (DC 20), *break enchantment*, *create undead*, *disintegrate* (DC 22), *enervation*, *fireball* (DC 19), *hold monster* (DC 21), summon (level 4, 1 ghawwas or 1 shira 40%), *true seeing*

STATISTICS

Str 25, **Dex** 20, **Con** 27, **Int** 19, **Wis** 19, **Cha** 22

Base Atk +15; **CMB** +23; **CMD** 38

Feats Cleave, Combat Reflexes, Deflect Arrows[B], Improved Critical (falchion), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (falchion)

Skills Bluff +24, Fly +15, Intimidate +24, Knowledge (arcana) +22, Knowledge (planes) +22, Knowledge (religion) +15, Perception +22, Sense Motive +20, Spellcraft +22, Stealth +19, Use Magic Device +24

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

SQ deflect rays

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure standard (*+1 falchion*, other treasure)

SPECIAL ABILITIES

Deflect Rays (Su) Once per round as an immediate action, a sepid can use its Deflect Arrows feat to deflect a ray or a spell that uses a ranged touch attack.

Rain of Debris (Su) Three times per day as a standard action, a sepid can call forth a hail of stones, wood, metal, and similar debris. The debris rains down and pelts all creatures in a 10-foot-high, 40-foot-radius cylinder centered on the sepid, dealing 15d6 points of bludgeoning damage (Reflex DC 25 for half). This attack does not harm the sepid, and counts as an evil attack for the purpose of damage reduction. The save DC is Constitution-based.

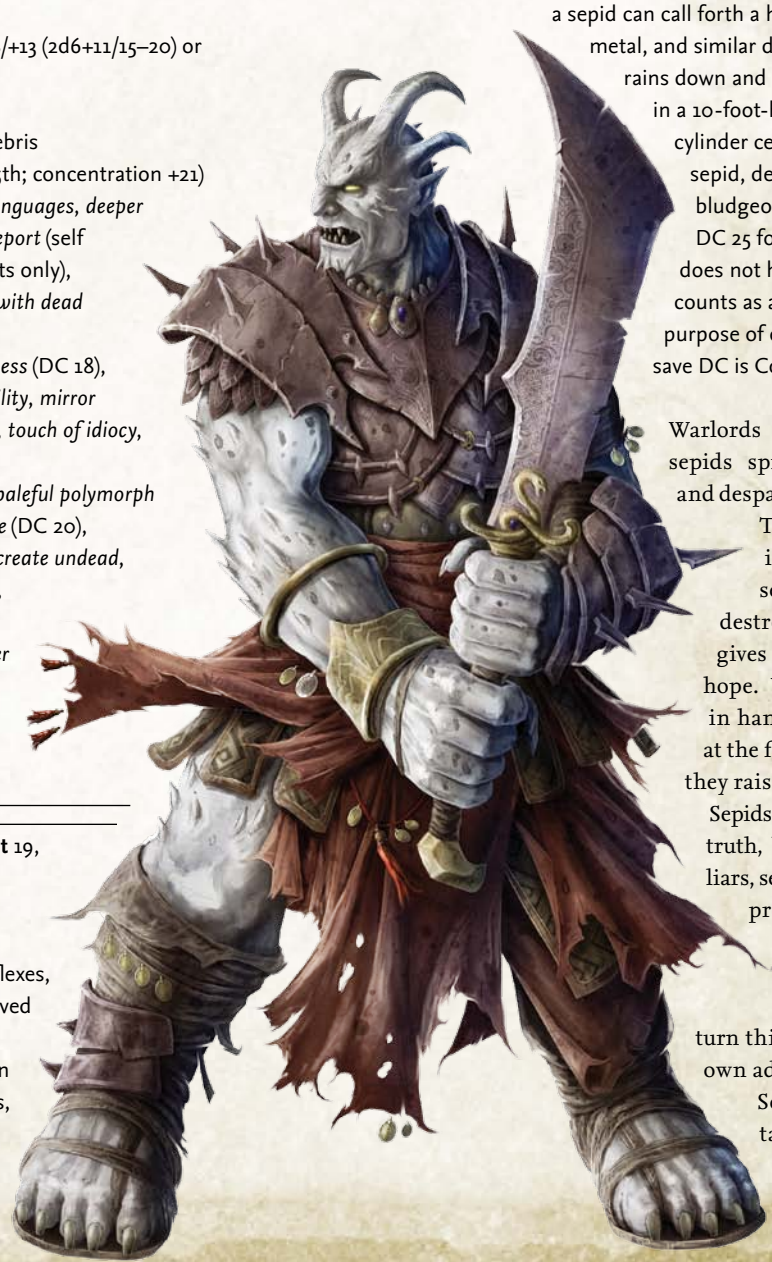


Illustration by Jason Engle

Warlords among the divs, sepids spread fear, slaughter, and despair wherever they pass. They foster battles, incite rebellions, and seek heroes to slay, destroying all that which gives common people hope. With their falchions in hand, sepids often stand at the fore of the foul legions they raise.

Sepids delight in twisting the truth, but while all divs are liars, sepids make themselves predictable by always doing the opposite of what they claim, and wise opponents turn this knowledge to their own advantage.

Sepids stand 13 feet tall and weigh upward of 1,500 pounds.

Div, Shira

Moving with deadly grace, this brutal, thickly furred humanoid figure's head is that of a lioness with dead black eyes.

SHIRA **CR 12**

XP 19,200

NE Large outsider (div, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +21

DEFENSE

AC 27, touch 16, flat-footed 20 (+7 Dex, +11 natural, –1 size)

hp 150 (12d10+84)

Fort +11, **Ref** +15, **Will** +14

DR 10/cold iron and good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 23

OFFENSE

Speed 50 ft.

Melee bite +21 (1d8+9/19–20), 2 claws +21 (1d8+9 plus grab)

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

Special Attacks consume essence, dusty pelt, rake (2 claws +21, 1d8+9)

Spell-Like Abilities (CL 13th; concentration +18)

Constant—*true seeing*

At will—*greater teleport* (self plus 50 lbs. of objects only)

3/day—*magic circle against good*, *waves of fatigue*

1/day—summon (level 5, 1d2 pairakas or 1 shira 35%)

STATISTICS

Str 28, **Dex** 25, **Con** 25, **Int** 13, **Wis** 22, **Cha** 20

Base Atk +12; **CMB** +22 (+26 grapple); **CMD** 39

Feats Improved Critical (bite), Improved Initiative, Power Attack, Run, Weapon Focus (claw), Weapon Focus (bite)

Skills Acrobatics +22 (+30 when jumping), Bluff +20, Climb +24, Intimidate +20, Perception +21, Stealth +18, Survival +21

Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Consume Essence (Su) A shira's deadliest attacks drain away a portion of its victim's essence. Whenever a shira hits with a coup de grace attack using its bite, or confirms a critical hit with its claws or bite, the target must succeed at a DC 23 Fortitude save or take 1d4 points of Constitution drain. The save is Constitution-based.

Dusty Pelt (Ex) A shira collects and produces copious amounts of dust and ash within the coarse hairs of its furry hide. As a move action, it can shake itself, creating a cloud of dust that fills its space, providing it concealment. Any attack that deals at least 10 points of bludgeoning, piercing, or slashing damage to the shira (before DR) automatically activates this ability. The dust cloud lasts for 1 round. A light wind disperses this cloud immediately.

Illustration by Tyler Walpole

Bestial stalkers, shiras live to hunt and feed. Resembling anthropomorphic lionesses, these divs use their powerful builds, keen senses, and deadly instincts to track the proudest mortals and slay the most formidable foes. They embody the deadly nature of the wilds and the dispassion with which beast and land might turn against mortals, delighting in proving to civilized beings how small and helpless they are in the face of a savage world.

Shiras prefer hunting alone, keeping company with even others of their own kind only long enough to form temporary hunting bands. With a hunger for intelligent prey, they savor the taste of mortal souls, savaging not just victims' bodies but also their vital essences. Despite being the most feral of all divs, shiras sometimes serve as scouts and assassins for div hordes. Such arrangements usually prove to be temporary, however, lasting only until the shiras' savage instincts or lust for the hunt again takes hold.

Shiras never go after an easy kill, and instead target the most obviously powerful of the possible targets. When acting on this compulsion, a shira weighs its chances for survival and the glory of its intended kill, planning its tactics carefully and not necessarily charging savagely forth. Though savage, a shira is also a cunning hunter and might wait weeks for the perfect opportunity to bring down its chosen prey.

Most shiras stand 10 feet tall and weigh approximately 1,200 pounds.

Dragon, Faerie

A pair of brightly colored butterfly wings sprouts from the back of this miniature dragon.

FAERIE DRAGON **CR 2**

XP 600

CG Tiny dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)

hp 22 (3d12+3)

Fort +4, **Ref** +6, **Will** +5

Immune paralysis, sleep; **SR** 13

OFFENSE

Speed 10 ft., fly 60 ft. (perfect), swim 30 ft.

Melee bite +4 (1d3–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks breath weapon (5-ft. cone, euphoria, Fort DC 12 negates, usable every 1d4 rounds)

Spell-Like Abilities (CL 3rd; concentration +6)

3/day—*greater invisibility* (self only)

Spells Known (CL 3rd; concentration +6)

1st (6/day)—*grease* (DC 14), *silent image* (DC 14), *sleep* (DC 14)

0 (at will)—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *mage hand*, *open/close*

STATISTICS

Str 9, **Dex** 17, **Con** 13, **Int** 16, **Wis** 14, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 14 (18 vs. trip)

Feats Acrobatic, Dodge

Skills Acrobatics +8 (+0 when jumping), Bluff +9, Diplomacy +9, Fly +23, Perception +8, Sense Motive +8, Stealth +17, Swim +13, Use Magic Device +9

Languages Common, Draconic, Elven, Sylvan; telepathy 100 ft.

ECOLOGY

Environment temperate or warm forests

Organization solitary or clan (2–8)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) 5-foot cone, euphoria for 1d6 rounds, DC 12 Fortitude negates. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A faerie dragon can use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

Spells A faerie dragon casts spells as a 3rd-level sorcerer.

Related to pseudodragons, faerie dragons are whimsical, playful pranksters that spend most of their time either relaxing in cool forest glades or engaged in some sort of prank. Although such mischief is usually spontaneous, some faerie dragons have been known to spend months or even years in preparation of one truly spectacular joke. Travelers making their way through lands known to be inhabited by these good-natured—but sometimes annoying—tricksters are advised to keep up their guard lest they face all manner of creative annoyances (horses painted with berry juice, squirrels placed inside bedrolls, and clothing decorating high branches being a few examples).

Unlike true dragons, faerie dragons do not grow larger with age, but their scales do change color, starting with red and moving through the rainbow to reach dark violet at old age. Faerie dragons grow in power as spellcasters as they age (typically gaining levels in sorcerer), learning more powerful spells to complement their innate abilities. The spells of faerie dragons tend to focus on tools that can be used to create or enhance pranks, and illusion and enchantment spells are particularly popular.

Faerie dragons avoid combat unless there is no other option. If forced to fight, faerie dragons attempt to confound enemies rather than kill them, using both spells and breath weapon to weaken and scatter foes before fleeing. The only exception to this is when a faerie dragon's clan or allies are in danger. As capricious as these tiny dragons can be, many prove quick to bond with goodly creatures, especially fey and others they find interesting or hilarious—adventurers often fall into this latter camp, particularly those most outraged by a faerie dragon's tricks.

Faerie dragons sometimes ally with spellcasters, serving as curious, occasionally reckless, but always true familiars. An arcane spellcaster of at least 7th level with an alignment within 1 step of chaotic good who has the Improved Familiar feat may select a faerie dragon as a familiar.

Illustration by Anna Mohrbacher

Dragon, Imperial

Although chromatic and metallic dragons are the most widely known, other categories of true dragon exist. Presented here are the five imperial dragons, regal guardians of ancient lands and servants of cosmic balance.

Age Categories

Many of a true dragon's abilities, attacks, and other statistics improve as the dragon grows older. These increases are divided into 12 age categories—as a dragon ages, its base statistics change as noted on the Dragon Age Categories table.

Age Category: This is the age category's name.

Age in Years: This is the dragon's actual age.

CR: This column modifies the dragon's base CR.

Size: This column shows the number of size categories to increase the dragon's base size by, depending on its age (from Tiny to Small, Small to Medium, and so on). A true dragon does not gain the standard increases to ability scores when it achieves a larger size—instead, true dragons gain ability score increases according to their age category, as indicated on the Dragon Ability Scores table.

Hit Dice: This shows how many additional Hit Dice a dragon gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increasing the dragon's base attack bonus and base save bonuses. A dragon has skill ranks equal to 6 + its Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in the total ability score increases (see the Dragon Ability Scores table).

Natural Armor: This shows the amount the dragon's base natural armor bonus increases by with each age category.

Breath Weapon: Each dragon has a breath weapon (see Combat) that deals a base amount of damage. This multiplier increases the number of dice of damage dealt by the dragon's breath weapon. For example, a mature adult dragon with a base breath weapon that deals 2d6 points of acid damage would deal 14d6 points of acid damage (due to the ×7 multiplier).

Combat

The Dragon Attacks and Speeds table lists the attacks a dragon can employ and the damage it deals (a dash indicates a dragon of that size does not possess that natural attack). Dragons gain other abilities described here when they reach a specific age category.

Fly Speed: A dragon's fly speed increases as indicated, according to its size. Imperial dragons are wingless and their flight is a supernatural ability.

Bite: This is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (even though it has more than one attack). A dragon's bite attack has reach as if the creature were one size category larger (+10 feet for Colossal dragons).

Claws: These primary attacks deal the indicated damage plus the dragon's Strength bonus.

Gore: As they are wingless, Medium and larger imperial dragons make gore attacks with their horns instead of wing attacks. A gore is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus. An imperial dragon's gore attack has reach as if the creature were one size category larger (+10 feet for Colossal dragons).

Tail Slap: The dragon can slap one foe each round with its tail. A tail slap is a secondary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (this is an exception to the normal secondary attack rules).

Crush (Ex): A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed at a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex): This allows a Gargantuan or larger dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus. Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Breath Weapon (Su): Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is 10 + 1/2 the dragon's HD + the dragon's Con modifier. Saves against various breath weapons use the same DC; the type of saving throw is noted in the variety descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

Additional Dragon Rules

Dragon Senses (Ex): Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.

Dragon Age Categories

Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor	Breath Weapon
1 Wyrmling	0–5	Base	Base	Base	Base	Base
2 Very young	6–15	Base + 2	Base + 1	Base + 2	Base + 3	Base × 2
3 Young	16–25	Base + 4	Base + 2	Base + 4	Base + 6	Base × 3
4 Juvenile	26–50	Base + 5	Base + 2	Base + 6	Base + 9	Base × 4
5 Young adult	51–100	Base + 7	Base + 3	Base + 8	Base + 12	Base × 5
6 Adult	101–200	Base + 8	Base + 3	Base + 10	Base + 15	Base × 6
7 Mature adult	201–400	Base + 9	Base + 3	Base + 12	Base + 18	Base × 7
8 Old	401–600	Base + 11	Base + 4	Base + 14	Base + 21	Base × 8
9 Very old	601–800	Base + 12	Base + 4	Base + 16	Base + 24	Base × 9
10 Ancient	801–1,000	Base + 13	Base + 4	Base + 18	Base + 27	Base × 10
11 Wyrm	1,001–1,200	Base + 14	Base + 4	Base + 20	Base + 30	Base × 11
12 Great wyrm	1,201+	Base + 16	Base + 5	Base + 22	Base + 33	Base × 12

Dragon Ability Scores

Age Category	Str	Dex	Con	Int	Wis	Cha
1 Wyrmling	Base	Base	Base	Base	Base	Base
2 Very young	Base + 4	Base – 2	Base + 2	Base + 2	Base + 2	Base + 2
3 Young	Base + 8	Base – 2	Base + 4	Base + 2	Base + 2	Base + 2
4 Juvenile	Base + 10	Base – 2	Base + 6	Base + 4	Base + 4	Base + 4
5 Young adult	Base + 12	Base – 4	Base + 6	Base + 4	Base + 4	Base + 4
6 Adult	Base + 14	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
7 Mature adult	Base + 16	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
8 Old	Base + 18	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
9 Very old	Base + 20	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
10 Ancient	Base + 22	Base – 6	Base + 12	Base + 10	Base + 10	Base + 10
11 Wyrm	Base + 24	Base – 8	Base + 12	Base + 10	Base + 10	Base + 10
12 Great wyrm	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12

Dragon Attacks and Speeds

Size	Fly Speed (Maneuverability)	1 Bite	2 Claws	Gore	1 Tail Slap	1 Crush	1 Tail Sweep	Breath Weapon Line	Breath Weapon Cone
Tiny	100 ft. (average)	1d4	1d3	—	—	—	—	30 ft.	15 ft.
Small	150 ft. (average)	1d6	1d4	—	—	—	—	40 ft.	20 ft.
Medium	150 ft. (average)	1d8	1d6	1d6	—	—	—	60 ft.	30 ft.
Large	200 ft. (poor)	2d6	1d8	1d8	1d8	—	—	80 ft.	40 ft.
Huge	200 ft. (poor)	2d8	2d6	2d6	2d6	2d8	—	100 ft.	50 ft.
Gargantuan	250 ft. (clumsy)	4d6	2d8	2d8	2d8	4d6	2d6	120 ft.	60 ft.
Colossal	250 ft. (clumsy)	4d8	4d6	4d8	4d6	4d8	2d8	140 ft.	70 ft.

Frightful Presence (Ex): A dragon's frightful presence has a range equal to 30 feet × the dragon's age category, but otherwise functions as detailed in the universal monster rules in the appendix.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its specific description. Its caster level depends on its age, as shown for each type.

Spell-Like Abilities: A dragon's caster level for its spell-like abilities is equal to its total Hit Dice.

Damage Reduction: Dragons gain damage reduction as they age, as indicated in each dragon's specific entry. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Every dragon is immune to sleep effects and paralysis effects. In addition, a dragon is immune to one or more additional forms of attack or energy damage no matter what its age, as given in its specific description.

Spell Resistance (Ex): As dragons grow older, they become more resistant to spells and spell-like abilities, as indicated in the specific dragon descriptions. A dragon's SR is equal to 11 + its CR.

Imperial Dragon, Forest

This massive serpentine and wingless creature has jade scales and antlers, and sounds like grinding stones as it stalks forth.

Forest Dragon

CE dragon (earth)

Base Statistics

CR 6; **Size** Small; **Hit Dice** 7d12

Speed 40 ft, burrow 20 ft., climb 30 ft.

Natural Armor +6; **Breath Weapon** cone, 2d6 piercing

Str 15, **Dex** 14, **Con** 14, **Int** 10, **Wis** 11, **Cha** 10

Ecology

Environment any forest

Organization solitary

Treasure triple

Special Abilities

Change Shape (Su) An adult or older forest dragon can assume any humanoid form three times per day as if using *polymorph*.

Destructive Crush (Su) When an old or older forest dragon makes a crush attack, the impact kicks up debris in a 20-foot-radius burst for 1d6 rounds. The debris obscures the vision of creatures within the debris field and grants concealment to those creatures. The forest dragon can see normally within and through the debris field.

Elemental Breath (Su) Once per day, when an ancient or older forest dragon uses its breath weapon, it can summon a greater earth elemental within the cone. The caster level for these effects is the same as the dragon's caster level.

Sound Imitation (Ex) A very young or older forest dragon can mimic any voice or sound it has heard by making a successful Bluff check against the listener's Sense Motive check.

Stony Death (Su) Any creature reduced to 0 or fewer hit points by a great wyrm forest dragon's breath weapon must also make a Fortitude save (same DC as the forest dragon's breath weapon) or be petrified as the *flesh to stone* spell. This is a death effect.

Woodland Stride (Ex) As the druid ability of the same name.

Age Category	Special Abilities	Caster Level
Wyrmling	Woodland stride, immunity to poison	—
Very young	Sound imitation	—
Young	*Pass without trace*	1st
Juvenile	Frightful presence, *entangle*	3rd
Young adult	DR 2/adamantine	5th
Adult	Change shape, *blight*	7th
Mature adult	DR 5/adamantine	9th
Old	Destructive crush, *tree stride*	11th
Very old	DR 10/adamantine	13th
Ancient	Elemental breath, *animate plants*	15th
Wyrm	DR 15/adamantine	17th
Great wyrm	Stony death, *earthquake*	19th

Young Forest Dragon CR 10

XP 9,600

CE Large dragon (earth)

Init +5; **Senses** dragon senses, tremorsense 60 ft.; Perception +15

Defense

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, –1 size)

hp 126 (11d12+55)

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

Immune paralysis, poison, sleep

Offense

Speed 40 ft., burrow 20 ft., climb 30 ft., fly 200 ft. (poor)

Melee bite +17 (2d6+9), 2 claws +16 (1d8+6), gore +16 (1d8+9), tail slap +14 (1d8+9)

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

Special Attacks breath weapon (40-ft. cone, 6d6 piercing damage, DC 19)

Spell-Like Abilities (CL 11th; concentration +12)

At will—*pass without trace*

Spells Known (CL 1st; concentration +12)

1st (4/day)—*obscuring mist*, *shield*

0 (at-will)—*ghost sound*, *read magic*, *resistance*, *touch of fatigue*

Statistics

Str 23, **Dex** 12, **Con** 18, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +11; **CMB** +18; **CMD** 29 (33 vs. trip)

Feats Improved Initiative, Multiattack, Power Attack, Skill Focus (Stealth), Toughness, Weapon Focus (bite)

Skills Acrobatics +10 (+14 when jumping), Bluff +15, Climb +28, Fly –3, Intimidate +15, Knowledge (arcana, nature) +9, Perception +15, Stealth +17, Survival +10

Languages Common, Draconic

SQ sound imitation, woodland stride

Adult Forest Dragon CR 14

XP 38,400

CE Huge dragon (earth)

Init +4; **Senses** dragon senses, tremorsense 60 ft.; Perception +23

Aura frightful presence (180 ft., DC 21)

Defense

AC 30, touch 8, flat-footed 30 (+22 natural, –2 size)

hp 229 (17d12+119)

Fort +16, **Ref** +10, **Will** +15

DR 2/adamantine; **Immune** paralysis, poison, sleep; **SR** 25

Offense

Speed 40 ft., burrow 20 ft., climb 30 ft., fly 200 ft. (poor)

Melee bite +25 (2d8+13), 2 claws +24 (2d6+9), gore +24 (2d6+13), tail slap +22 (2d6+13)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite and gore)

Special Attacks breath weapon (50-ft. cone, 12d6 piercing damage), crush (DC 24, 2d8+13)

Spell-Like Abilities (CL 17th; concentration +20)

At will—*blight* (DC 18), *entangle* (DC 14), *pass without trace*

Spells Known (CL 7th; concentration +10)

3rd (5/day)—*wind wall*, *stinking cloud* (DC 16)

Illustration by Jim Nelson

2nd (7/day)—*fog cloud*, *hideous laughter* (DC 15), *touch of idiocy*
1st (7/day)—*hypnotism* (DC 14)1, *obscuring mist*, *magic missile*, *ray of enfeeblement* (DC 14), *shield*
0 (at-will)—*daze* (DC 13), *detect magic*, *ghost sound*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*

STATISTICS

Str 29, **Dex** 10, **Con** 22, **Int** 16, **Wis** 17, **Cha** 16
Base Atk +17; **CMB** +28; **CMD** 38 (42 vs. trip)
Feats Improved Initiative, Improved Natural Armor, Iron Will, Multiattack, Power Attack, Skill Focus (Stealth), Stealthy, Toughness, Weapon Focus (bite)
Skills Acrobatics +11 (+15 when jumping), Bluff +23, Climb +37, Escape Artist +2, Fly +12, Intimidate +23, Knowledge (arcana, nature) +15, Perception +23, Spellcraft +23, Stealth +22, Survival +16
Languages Common, Draconic, Sylvan
SQ change shape, sound imitation, woodland stride

ANCIENT FOREST DRAGON CR 19

XP 204,800

CE Gargantuan dragon (earth)
Init +3; **Senses** dragon senses, tremorsense 60 ft.; Perception +33
Aura frightful presence (300 ft., DC 29)

DEFENSE

AC 39, touch 5, flat-footed 39 (–1 Dex, +34 natural, –4 size)
hp 387 (25d12+225)
Fort +22, **Ref** +13, **Will** +21
DR 10/adamantine; **Immune** paralysis, poison, sleep; **SR** 30

OFFENSE

Speed 40 ft., burrow 20 ft., climb 30 ft., fly 250 ft. (clumsy)
Melee bite +36 (4d6+19/19–20), 2 claws +34 (2d8+13), gore +34 (2d8+19), tail slap +32 (2d8+19)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite and gore)
Special Attacks breath weapon (60-ft. cone, 20d6 piercing damage, DC 32) crush (DC 32, 2d8+19), destructive crush, tail sweep (2d6+19, DC 35)
Spell-Like Abilities (CL 25th; concentration +30)
At will—*animate plants*, *entangle* (DC 16), blight (DC 20), *pass without trace*, *tree stride*
Spells Known (CL 15th; concentration +20)
7th (4/day)—*power word blind*, *waves of exhaustion* (DC 22)
6th (6/day)—*acid fog*, *disintegrate* (DC 21), *move earth*
5th (7/day)—*baleful polymorph* (DC 20), *cloudkill* (DC 20), *feeblemind* (DC 20), *passwall*
4th (7/day)—*bestow curse* (DC 19), *charm monster* (DC 19), *solid fog*, *stone shape*
3rd (7/day)—*lightning bolt* (DC 18), *wind wall*, *slow* (DC 18), *stinking cloud* (DC 18)
2nd (7/day)—*fog cloud*, *glitterdust*, *hideous laughter*, *invisibility*, *touch of idiocy*
1st (8/day)—*hypnotism* (DC 16), *obscuring mist*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*
0 (at-will)—*dancing lights*, *daze* (DC 15), *detect magic*, *ghost sound*, *mage hand*, *mending*, *read magic*, *resistance*, *touch of fatigue*

STATISTICS

Str 37, **Dex** 8, **Con** 26, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +25; **CMB** +42; **CMD** 51 (55 vs. trip)
Feats Combat Casting, Deceitful, Greater Weapon Focus (bite), Improved Critical (bite), Improved Initiative, Improved Natural Armor, Iron Will, Multiattack, Power Attack, Skill Focus (Stealth), Stealthy, Toughness, Weapon Focus (bite)
Skills Acrobatics +25 (+29 when jumping), Bluff +35, Climb +47, Disguise +7, Escape Artist +28, Fly +0, Intimidate +33, Knowledge (arcana, nature) +31, Perception +33, Spellcraft +33, Stealth +25, Survival +29
Languages Common, Draconic, Elven, Goblin, Sylvan, Terran
SQ change shape, sound imitation, woodland stride

Forest dragons, or dilung, are fickle and malevolent dragons that dwell in deep, rugged woodlands. While a forest dragon can fly, it prefers to stalk the earth, flying only to pursue objects of its wrath.

Imperial Dragon, Sea

The long, undulating body of this serpentine dragon rolls and bends with scales the color of the ocean's waves.

SEA DRAGON

CG dragon (water)

BASE STATISTICS

CR 4; **Size** Small; **Hit Dice** 5d12

Speed 40 ft., swim 60 ft.

Natural Armor +5; **Breath Weapon** cone, 2d6 fire

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

ECOLOGY

Environment any water

Organization solitary

Treasure triple

SPECIAL ABILITIES

Change Shape (Su) A young or older sea dragon can assume any humanoid form three times per day as if using *polymorph*.

Sea Strider (Su) Three times per day as a standard action, an old or older sea dragon can move from one body of water to another as if using the *teleport* spell (self only).

Tidal Wave (Su) Once per day, a great wyrm sea dragon can create a tidal wave. This ability is the same as the bronze dragon's ability of the same name (*Bestiary* 104).

Torrent Breath (Su) Instead of a cone of super-heated steam, a very young or older sea dragon can breathe a line of pressurized water twice the length of the sea dragon's cone breath weapon. This line deals bludgeoning damage.

Unfettered Swimmer (Su) A juvenile sea dragon gains a 10-foot bonus to its swim speed. The sea dragon's swim speed continues to increase by an additional 10 feet every two age categories. Furthermore, while swimming, the sea dragon is treated as if under the effects of the spell *freedom of movement*.

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to electricity, water breathing	—
Very young	Torrent breath	—
Young	Change shape, *create water*	1st
Juvenile	Frightful presence, *hydraulic push**, unfettered swimmer	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	*Call lightning*	7th
Mature adult	DR 10/magic	9th
Old	*Control water*, sea strider	11th
Very old	DR 15/magic	13th
Ancient	*Water walk*	15th
Wyrm	DR 20/magic	17th
Great wyrm	Tidal wave, *vortex**	19th

* See the *Advanced Player's Guide*.

YOUNG SEA DRAGON CR 8

XP 4,800

CG Large dragon (water)

Init +5; **Senses** dragon senses; Perception +5

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)

hp 85 (9d12+27)

Fort +11, **Ref** +7, **Will** +9

Immune electricity, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +13 (2d6+7), 2 claws +13 (1d8+5), gore +13 (1d8+7), tail slap +11 (1d8+7)

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

Special Attacks breath weapon (40-ft. cone, 6d6 fire damage, DC 17), torrent breath

Spell-Like Abilities (CL 9th; concentration +12)

At will—*create water*

Spells Known (CL 1st; concentration +4)

1st (4/day)—*color spray* (DC 14), *sleep* (DC 14)

0 (at will)—*acid splash*, *mage hand*, *ray of frost*, *resistance*

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +9; **CMB** +15; **CMD** 26 (30 vs. trip)

Feats Alertness, Great Fortitude, Improved Initiative, Lunge, Multiattack

Skills Diplomacy +15, Fly +7, Intimidate +15, Knowledge (arcana, nature) +15, Perception +5, Sense Motive +17, Stealth +9, Survival +15, Swim +25

Languages Aquan, Common, Draconic

SQ change shape, water breathing

ADULT SEA DRAGON CR 12

XP 19,200

CG Huge dragon (water)

Init +4; **Senses** dragon senses; Perception +27

Aura frightful presence (180 ft., DC 22)

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, –2 size)

hp 172 (15d12+75)

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

DR 5/magic; **Immune** electricity, paralysis, sleep; **SR** 23

OFFENSE

Speed 40 ft., fly 200 ft. (poor), swim 80 ft.

Melee bite +22 (2d8+12), 2 claws +22 (2d6+8), gore +21 (2d6+12), tail slap +19 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite and gore)

Special Attacks breath weapon (50-ft. cone, 12d6 fire damage, DC 22), crush (DC 22, 2d8+12), torrent breath

Spell-Like Abilities (CL 15th; concentration +20)

At will—*call lightning* (DC 18), *create water*, *hydraulic push**

Spells Known (CL 7th; concentration +12)

3rd (5/day)—*hold person* (DC 18), *sleet storm*

Illustration by Jim Nelson

2nd (7/day)—*gust of wind* (DC 17), *mirror image*, *see invisibility*
1st (8/day)—*charm person* (DC 16), *chill touch*, *color spray* (DC 16), *expeditious retreat*, *sleep* (DC 16)
0 (at will)—*acid splash*, *daze* (DC 15), *detect magic*, *mage hand*, *ray of frost*, *read magic*, *resistance*
* See the *Advanced Player's Guide*.

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +15; **CMB** +25; **CMD** 35 (39 vs. trip)
Feats Alertness, Great Fortitude, Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Weapon Focus (bite and claw)
Skills Diplomacy +23, Fly +10, Intimidate +23, Knowledge (arcana, geography, nature) +23, Perception +27, Sense Motive +27, Stealth +10, Survival +23, Swim +34
Languages Aquan, Auran, Celestial, Common, Draconic, Elven
SQ change shape, unfettered swimmer, water breathing

ANCIENT SEA DRAGON CR 17

XP 102,400

CG Gargantuan dragon (water)
Init +3; **Senses** dragon senses; Perception +37
Aura frightful presence (300 ft., DC 28)

DEFENSE

AC 37, touch 5, flat-footed 37 (–1 Dex, +32 natural, –4 size)
hp 310 (23d12+161)
Fort +22, **Ref** +14, **Will** +20
DR 15/magic; **Immune** electricity, paralysis, sleep; **SR** 28

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy), swim 100 ft.
Melee bite +33 (4d6+18), 2 claws +32 (2d8+12), gore +32 (2d8+18), tail slap +29 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite and gore)
Special Attacks breath weapon (60-ft. cone, 20d6 fire damage, DC 28), crush (DC 28, 4d6+18), tail sweep (DC 28, 2d6+18), torrent breath
Spell-Like Abilities (CL 23rd; concentration +30)
At will—*control water*, *call lightning* (DC 20), *create water*, *hydraulic push**, *water walk*
Spells Known (CL 15th; concentration +22)
7th (5/day)—*insanity* (DC 24), *plane shift* (DC 24)
6th (7/day)—*chain lightning* (DC 23), *freezing sphere* (DC 23), *forceful hand*
5th (7/day)—*cone of cold* (DC 22), *dream*, *mind fog* (DC 22), *persistent image* (DC 22)
4th (7/day)—*black tentacles*, *confusion* (DC 21), *lesser geas* (DC 21), *rainbow pattern* (DC 21)
3rd (8/day)—*haste*, *hold person* (DC 20), *lightning bolt* (DC 20), *sleet storm*
2nd (8/day)—*gust of wind* (DC 19), *mirror image*, *obscure object*, *scare* (DC 19), *see invisibility*
1st (8/day)—*charm person* (DC 18), *chill touch*, *color spray* (DC 18), *expeditious retreat*, *sleep*
0 (at will)—*acid splash*, *daze* (DC 17), *detect magic*, *ghost sound*, *mage hand*, *message*, *ray of frost*, *read magic*, *resistance*
* See the *Advanced Player's Guide*.

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 24, **Wis** 25, **Cha** 24
Base Atk +23; **CMB** +39; **CMD** 48 (52 vs. trip)
Feats Alertness, Flyby Attack, Great Fortitude, Greater Weapon Focus (bite), Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Snatch, Weapon Focus (bite, claws, gore)
Skills Bluff +33, Diplomacy +33, Fly +11, Intimidate +33, Knowledge (arcana, geography, history, nature) +33, Perception +37, Sense Motive +37, Stealth +13, Survival +33, Swim +46
Languages Aquan, Auran, Celestial, Common, Draconic, Elven, Gnome, Sylvan
SQ change shape, sea strider, unfettered swimmer, water breathing

Infused with the power of waves and storms, sea dragons—or jiaolungs, as they are known in many lands—are draconic protectors of oceans and their creatures. Possessing tempestuous natures, sea dragons wander widely, sometimes claiming thousands of miles of ocean and coastlines as their protectorates.

Imperial Dragon, Sky

Although wingless, this dragon twists gracefully though the sky, its scales reflecting the shifting hues of the heavens.

SKY DRAGON

LG dragon (air)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 40 ft.

Natural Armor +6; **Breath Weapon** cone, 2d8 electricity

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

ECOLOGY

Environment temperate or warm mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Borne Aloft (Su) Old or younger sky dragons fly with good maneuverability while all older sky dragons have perfect.

Celestial Emissary (Su) Three times per day, a great wyrm sky dragon can imbue others with the celestial aspect of the oracle spell *divine vessel**, but it can only be cast on another willing creature of good alignment.

Change Shape (Su) A young or older sky dragon can assume any humanoid form three times per day as if using *polymorph*.

Cloud Sight (Su) A very young or older sky dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

Grounding Breath (Su) Any flying creature damaged by the breath weapon of an ancient or older sky dragon must make a Fortitude save with the same DC as the sky dragon's breath weapon or lose the ability to fly for 1d4 rounds.

Primal Lightning (Su) An old or older sky dragon's breath weapon can affect creatures normally immune or resistant to electricity damage. A creature immune to electricity damage still takes half damage from the breath weapon (no damage with a successful saving throw). Resistant creatures' electricity resistance is treated as 10 less than normal.

Age Category	Special Abilities	Caster Level
Wyrmling	Borne aloft, immunity to electricity	—
Very young	Cloud sight	—
Young	Change shape, *detect evil*	1st
Juvenile	*Feather fall*, frightful presence	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	*Gust of wind*	7th
Mature adult	DR 10/magic	9th
Old	*Call lightning storm*, primal lightning	11th
Very old	DR 15/magic	13th
Ancient	*Control winds*, grounding breath	15th
Wyrm	DR 20/magic	17th
Great wyrm	Celestial emissary, *stormbolts**	19th

* See the *Advanced Player's Guide*.

YOUNG SKY DRAGON CR 9

XP 6,400

LG Large dragon (air)

Init +1; **Senses** cloud sight, dragon senses; Perception +22

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, –1 size)

hp 95 (10d12+30)

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

Immune electricity, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (good)

Melee bite +14 (2d6+7), 2 claws +14 (1d8+5), gore +14 (1d8+7), tail slap +12 (1d8+7)

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

Special Attacks breath weapon (40-ft. cone, 6d8 electricity damage, DC 18)

Spell-Like Abilities (CL 10th; concentration +13)

At will—*detect evil*

Spells Known (CL 1st; concentration +4)

1st (4/day)—*obscuring mist*, *shocking grasp*

0 (at will)—*disrupt undead*, *mending*, *message*, *read magic*

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +10; **CMB** +16; **CMD** 27 (31 vs. trip)

Feats Flyby Attack, Hover, Lightning Reflexes, Multiattack, Skill Focus (Perception)

Skills Diplomacy +16, Fly +16, Heal +16, Knowledge (arcana, religion) +16, Perception +22, Perform (sing) +16, Sense Motive +16, Spellcraft +16

Languages Auran, Common, Draconic

SQ borne aloft, change shape

ADULT SKY DRAGON CR 13

XP 25,600

LG Huge dragon (air)

Init +4; **Senses** cloud sight, dragon senses; Perception +30

Aura frightful presence (180 ft., DC 23)

DEFENSE

AC 29, touch 8, flat-footed 29 (+21 natural, –2 size)

hp 184 (16d12+80)

Fort +15, **Ref** +12, **Will** +17

DR 5/magic; **Immune** electricity, paralysis, sleep; **SR** 24

OFFENSE

Speed 40 ft., fly 200 ft. (good)

Melee bite +22 (2d8+12/19–20), 2 claws +22 (2d6+8), gore +22 (2d6+12), tail slap +20 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite and gore)

Special Attacks breath weapon (50-ft. cone, 12d8 electricity damage, DC 23), crush (DC 23, 2d8+12)

Spell-Like Abilities (CL 16th; concentration +21)

At will—*detect evil*, *feather fall*, *gust of wind* (DC 17)

Spells Known (CL 7th; concentration +12)

3rd (5/day)—*blink*, *lightning bolt* (DC 18)

Illustration by Jim Nelson

2nd (7/day)—*glitterdust* (DC 17), *invisibility*, *resist energy*
1st (8/day)—*endure elements*, *expeditious retreat*, *magic missile*, *obscuring mist*, *shocking grasp*
0 (at will)—*detect magic*, *disrupt undead*, *mage hand*, *mending*, *message*, *ray of frost*, *read magic*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +16; **CMB** +26; **CMD** 36 (40 vs. trip)
Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Skill Focus (Perception)
Skills Acrobatics +19 (+23 when jumping), Diplomacy +24, Fly +19, Heal +24, Knowledge (arcana, geography, religion) +24, Perception +30, Perform (sing) +24, Sense Motive +24, Spellcraft +24
Languages Auran, Celestial, Common, Draconic, Infernal, Sylvan
SQ borne aloft, change shape

ANCIENT SKY DRAGON CR 18

XP 153,600
LG Gargantuan dragon (air)
Init +3; **Senses** dragon senses; Perception +39

DEFENSE

AC 38, touch 5, flat-footed 38 (–1 Dex, +33 natural, –4 size)
hp 333 (23d12+184)
Fort +20, **Ref** +14, **Will** +22
DR 15/magic; **Immune** electricity, paralysis, sleep; **SR** 29

OFFENSE

Speed 40 ft., fly 250 ft. (perfect)
Melee bite +32 (4d6+18/19–20), 2 claws +31 (2d8+12), gore +31 (2d8+18), tail slap +29 (2d8+18)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite and gore)
Special Attacks breath weapon (60-ft. cone, 20d8 electricity, DC 28) crush (DC 28; 2d6+18), grounding breath, primal lightning, tail sweep (DC 28; 2d6+18),
Spell-Like Abilities (CL 23th; concentration +30)
At will—*call lightning storm* (DC 22), *control winds* (DC 22), *detect evil*, *feather fall*, *gust of wind* (DC 19)
Spells Known (caster level 15th; concentration +22)
7th (5/day)—*forcecage* (DC 24), *mass hold person* (DC 24)
6th (7/day)—*acid fog*, *chain lightning* (DC 23), *legend lore*
5th (7/day)—*break enchantment*, *cloudkill* (DC 22), *teleport*
4th (7/day)—*dimension door*, *greater invisibility*, *ice storm*, *rainbow pattern* (DC 21)
3rd (8/day)—*blink*, *lightning bolt* (DC 20), *sleet storm* (DC 20), *wind wall*
2nd (8/day)—*daze monster* (DC 19), *fog cloud*, *glitterdust* (DC 19), *invisibility*, *resist energy*
1st (8/day)—*endure elements*, *expeditious retreat*, *magic missile*, *obscuring mist*, *shocking grasp*
0 (at will)—*dancing lights*, *daze* (DC 17), *detect magic*, *disrupt undead*, *mage hand*, *mending*, *message*, *ray of frost*, *read magic*

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 24, **Wis** 25, **Cha** 24
Base Atk +23; **CMB** +39; **CMD** 48 (52 vs. trip)
Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Multiattack, Skill Focus (Perception), Toughness, Vital Strike, Weapon Focus (bite)
Skills Acrobatics +22 (+26 when jumping), Appraise +33, Diplomacy +33, Fly +27, Heal +33, Knowledge (arcana) +33, Knowledge (geography) +33, Knowledge (planes) +33, Knowledge (religion) +33, Perception +39, Perform (sing) +30, Sense Motive +33, Spellcraft +33
Languages Auran, Celestial, Common, Draconic, Elven, Gnome, Infernal, Sylvan
SQ borne aloft, change shape

Benevolent and noble, sky dragons, or tienlungs, are fearsome champions of good and protectors of those in need. They are often sought out for their wise council, which they grant only to the deserving and true.

Imperial Dragon, Sovereign

This magnificent dragon is covered in splendid gold scales, and horns jut from its head like a crown.

SOVEREIGN DRAGON

N dragon

BASE STATISTICS

CR 7; **Size** Small; **Hit Dice** 8d12

Speed 50 ft.

Natural Armor +7; **Breath Weapon** cone, 2d6 sonic

Str 17, **Dex** 14, **Con** 15, **Int** 14, **Wis** 15, **Cha** 14

ECOLOGY

Environment any mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Change Shape (Su) A young or older sovereign dragon can assume any humanoid form three times per day as *polymorph*.

Dogmatic Discordance (Su) Good or evil creatures take a –2 penalty when making saving throws against a sovereign dragon's spells, spell-like abilities, breath weapon, and aura.

Golden Armor (Su) Once per day as a standard action, an old or older sovereign dragon can cover its form in golden armor, granting it a +4 armor bonus to AC and energy resistance 15 to one energy type, chosen at the time the armor is summoned. This armor lasts for a number of rounds equal to the dragon's age category. The sovereign dragon can dismiss the armor as a free action.

Master Counterspelling (Su) A great wyrm sovereign dragon can counterspell once per round as an immediate action. It need not know the spell it is countering, but can instead expend any spell that is one level higher to automatically counter the spell.

Violent Retort (Ex) When a young or older sovereign dragon takes damage from a melee attack critical hit, it can, as an immediate action, make a claw or tail slap attack against the creature that made the critical hit.

Age Category	Special Abilities	Caster Level
Wyrmling	Dogmatic discordance	—
Very young	*Detect evil/good*	—
Young	Change shape, violent retort	1st
Juvenile	*Calm emotions*, frightful presence	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	*Tongues*	7th
Mature adult	DR 10/magic	9th
Old	Golden armor, *sympathetic vibration*	11th
Very old	DR 15/magic	13th
Ancient	*Prismatic spray*	15th
Wyrm	DR 20/magic	17th
Great wyrm	Master counterspelling, *moment of prescience*	19th

YOUNG SOVEREIGN DRAGON CR 11

XP 12,800

N Large dragon

Init +5; **Senses** dragon senses; Perception +18

DEFENSE

AC 23, touch 10, flat-footed 22 (+1 Dex, +13 natural, –1 size)

hp 126 (12d12+48)

Fort +12, **Ref** +11, **Will** +13

Immune paralysis, sleep

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee bite +19 (2d6+10), 2 claws +18 (1d8+7), gore +18 (1d8+10), tail slap +16 (1d8+10)

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

Special Attacks breath weapon (40-ft. cone, 6d6 sonic damage, DC 20), violent retort

Spell-Like Abilities (CL 12th; concentration +15)

At will—*detect good/evil*

Spells Known (CL 1st; concentration +4)

1st (4/day)—*charm person* (DC 14), *color spray* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *read magic*, *resistance*

STATISTICS

Str 25, **Dex** 12, **Con** 19, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +20; **CMD** 31 (35 vs. trip)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Persuasive, Weapon Focus (bite)

Skills Appraise +18, Bluff +18, Diplomacy +22, Fly –3, Intimidate +22, Knowledge (arcana, history) +18, Perception +18, Sense Motive +18, Spellcraft +18

Languages Celestial, Common, Draconic, Infernal

SQ change shape, dogmatic discordance

ADULT SOVEREIGN DRAGON CR 15

XP 51,200

N Huge dragon

Init +4; **Senses** dragon senses; Perception +26

Aura frightful presence (180 ft., DC 24)

DEFENSE

AC 30, touch 8, flat-footed 30 (+22 natural, –2 size)

hp 225 (18d12+108)

Fort +17, **Ref** +13, **Will** +18

DR 5/magic; **Immune** paralysis, sleep; **SR** 26

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee bite +27 (2d8+15/19–20), 2 claws +26 (2d6+10), gore +26 (2d6+15), tail slap +24 (2d6+15)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite and gore)

Special Attacks breath weapon (40-ft. cone, 12d6 sonic damage, DC 25), crush (DC 25, 2d8+15), violent retort

Spell-Like Abilities (CL 18th; concentration +22)

At will—*calm emotions*, *detect good/evil*, *tongues*

Spells Known (CL 7th; concentration +12)

3rd (5/day)—*lightning bolt* (DC 18), *suggestion* (DC 18)

Illustration by Jim Nelson

2nd (7/day)—*detect thoughts* (DC 17), *hideous laughter* (DC 17), *scorching ray*
1st (8/day)—*charm person* (DC 16), *chill touch* (DC 16), *color spray* (DC 16), *endure elements*, *true strike*
0 (at will)—*daze* (DC 15), *detect magic*, *flare* (DC 15), *ghost sound*, *message*, *read magic*, *resistance*

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +18; **CMB** +30; **CMD** 40 (44 vs. trip)
Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Persuasive, Weapon Focus (bite)
Skills Appraise +26, Bluff +26, Diplomacy +30, Fly –4, Heal +26, Intimidate +30, Knowledge (arcana, history, nobility) +26, Perception +26, Sense Motive +26, Spellcraft +26
Languages Abyssal, Auran, Celestial, Common, Draconic, Infernal
SQ change shape, dogmatic discordance

ANCIENT SOVEREIGN DRAGON CR 20

XP 307,200

N Gargantuan dragon
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +42
Aura frightful presence (300 ft., DC 30)

DEFENSE

AC 39, touch 5, flat-footed 39 (–1 Dex, +34 natural, –4 size)
hp 377 (26d12+208)
Fort +23, **Ref** +16, **Will** +24
DR 15/magic; **Immune** paralysis, sleep; **SR** 31

OFFENSE

Speed 50 ft., fly 250 ft. (clumsy)
Melee bite +37 (4d6+21/19–20), 2 claws +37 (2d8+14/19–20), gore +36 (2d8+21), tail slap +34 (2d8+21)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite and gore)
Special Attacks breath weapon (60-ft. cone, 20d6 sonic damage, DC 31), crush (DC 31, 4d6+21), tail sweep (DC 31, 2d6+21), violent retort
Spell-Like Abilities (CL 26th; concentration +33)
At will—*calm emotions*, *detect good/evil*, *prismatic spray*, *sympathetic vibration*, *tongues*
Spells Known (CL 15th; concentration +22)
7th (5/day)—*greater teleport*, *limited wish*
6th (7/day)—*eyebite* (DC 23), *mass suggestion* (DC 23), *transformation*
5th (7/day)—*break enchantment*, *dismissal* (DC 22), *dominate person* (DC 22), *feeblemind* (DC 22)
4th (7/day)—*confusion* (DC 21), *lesser geas* (DC 21), *locate creature*, *rainbow pattern* (DC 21)
3rd (8/day)—*gaseous form*, *hold person* (DC 20), *lightning bolt* (DC 20), *suggestion* (DC 20)
2nd (8/day)—*detect thoughts* (DC 19), *fog cloud*, *hideous laughter* (DC 19), *scorching ray*, *touch of idiocy*
1st (8/day)—*charm person* (DC 18), *chill touch* (DC 18), *color spray* (DC 18), *endure elements*, *true strike*
0 (at will)—*daze* (DC 17), *detect magic*, *flare* (DC 17), *ghost sound*, *mage hand*, *mending*, *message*, *read magic*, *resistance*

STATISTICS

Str 39, **Dex** 8, **Con** 27, **Int** 24, **Wis** 25, **Cha** 24
Base Atk +26; **CMB** +44; **CMD** 53 (57 vs. trip)
Feats Flyby Attack, Hover, Improved Critical (bite, claw), Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Multiattack, Persuasive, Skill Focus (Perception), Weapon Focus (bite, claw)
Skills Appraise +36, Bluff +36, Diplomacy +40, Fly –9, Heal +36, Intimidate +40, Knowledge (arcana, history, nobility, planes) +36, Perception +42, Perform (oratory) +36, Sense Motive +36, Spellcraft +36
Languages Abyssal, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran
SQ change shape, dogmatic discordance, golden armor

Guardians of balance, sovereign dragons, or lungwangs as they are also known, were placed in the skies by the gods themselves to safeguard harmony in the world.

Imperial Dragon, Underworld

This serpentine dragon has skin the color of deep volcanic rock, enormous claws, and jagged, stonelike horns and scales.

Underworld Dragon

LE dragon (fire)

Base Statistics

CR 3; **Size** Tiny; **Hit Dice** 4d12

Speed 40 ft., burrow 30 ft.

Natural Armor +4; **Breath Weapon** line, 2d6 fire

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

Ecology

Environment any underground

Organization solitary

Treasure triple

Special Abilities

Adamantine Claws (Ex) The claws of an underworld dragon are made of adamantine, and have the qualities of a weapon made from that material.

Change Shape (Su) A young or older underworld dragon can assume any humanoid form three times per day as if using *polymorph*.

Lava Eruption (Su) As a full-round action, a great wyrm underworld dragon can burrow through the ground up to twice its burrow speed. At the end of that movement, if the underworld dragon has use of its breath weapon, it can emerge from the ground spouting lava in a 30-foot-radius burst, dealing damage as the breath weapon.

Smoke Vision (Ex) A very young and older underworld dragon can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

Underworld Burrower (Ex) An adult underworld dragon gains a 10-foot bonus to its burrow speed. When the underworld dragon becomes old and every two age categories thereafter, its burrow speed increases by an additional 10 feet.

Age Category	Special Abilities	Caster Level
Wyrmling	Adamantine claws, immunity to fire	—
Very young	Smoke vision	—
Young	Change shape, *soften earth and stone*	—
Juvenile	Frightful presence, *stone shape*	1st
Young adult	DR 5/magic, spell resistance	3rd
Adult	*Spike stones*, underworld burrower	5th
Mature adult	DR 10/magic	7th
Old	*Wall of stone*	9th
Very old	DR 15/magic	11th
Ancient	*Repel metal or stone*	13th
Wyrm	DR 20/magic	15th
Great wyrm	*Clashing rocks**, lava eruption	17th

* See the *Advanced Player's Guide*.

Young Underworld Dragon — CR 7

XP 3,200

LE Medium dragon (fire)

Init +5; **Senses** dragon senses, smoke vision; Perception +12

Defense

AC 21, touch 11, flat-footed 20 (+1 Dex, +10 natural)

hp 76 (8d12+24)

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

Immune fire, paralysis, sleep

Weaknesses vulnerability to cold

Offense

Speed 40 ft., burrow 30 ft., fly 150 ft. (average)

Melee bite +14 (1d8+5), 2 claws +13 (1d6+5/19–20), gore +13 (1d6+5)

Space 5 ft.; Reach 5 ft. (10 ft. with bite and gore)

Special Attacks adamantine claws, breath weapon (60-ft. line, 6d6 fire damage, DC 17)

Spell-Like Abilities (CL 8th; concentration +9)

At will—*soften earth and stone*

Spells Known (CL 1st; concentration +2)

1st (4/day)—*burning hands* (DC 12), *cause fear* (DC 12)

0 (at will)—*acid splash*, *bleed* (DC 11), *flare* (DC 11), *read magic*

Statistics

Str 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +8; **CMB** +13; **CMD** 24 (28 vs. trip)

Feats Improved Critical (claw), Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Appraise +12, Climb +16, Intimidate +12, Knowledge (dungeoneering, geography) +12, Perception +12, Stealth +15

Languages Common, Draconic

SQ change shape

Adult Underworld Dragon — CR 11

XP 12,800

LE Large dragon (fire)

Init +4; **Senses** dragon senses, smoke vision; Perception +20

Aura frightful presence (180 ft., DC 20)

Defense

AC 28, touch 9, flat-footed 28 (+19 natural, –1 size)

hp 161 (14d12+70)

Fort +14, **Ref** +9, **Will** +12

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 22

Weaknesses vulnerability to cold

Offense

Speed 40 ft., burrow 40 ft., fly 200 ft. (poor)

Melee bite +22 (2d6+12), 2 claws +22 (1d8+8/19–20), gore +21 (1d8+12), tail slap +16 (1d8+12)

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

Special Attacks adamantine claws, breath weapon (80-ft. line, 12d6 fire damage, DC 22)

Spell-Like Abilities (CL 14th; concentration +17)

At will—*soften earth and stone*, *spike stones* (DC 17), *stone shape*

Spells Known (CL 5th; concentration +8)

2nd (5/day)—*flaming sphere* (DC 15), *scorching ray*

Illustration by Jim Nelson

1st (7/day)—*burning hands* (DC 14), *cause fear* (DC 14) *magic missile*, *ray of enfeeblement* (DC 14)
0 (at will)—*acid splash*, *bleed* (DC 13), *detect magic*, *flare* (DC 13), *read magic*, *resistance*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16
Base Atk +14; **CMB** +23; **CMD** 33 (37 vs. trip)
Feats Improved Critical (claws), Improved Initiative, Improved Natural Armor, Lunge, Skill Focus (Stealth), Weapon Focus (bite, claw)
Skills Appraise +20, Bluff +20, Climb +25, Fly +11, Intimidate +20, Knowledge (dungeoneering, geography) +20, Perception +20, Stealth +19
Languages Common, Draconic, Ignan, Terran
SQ change shape, underworld burrower

ANCIENT UNDERWORLD DRAGON CR 16

XP 76,800

LE Huge dragon (fire)
Init +3; **Senses** dragon senses, smoke vision; Perception +30
Aura frightful presence (300 ft., DC 26)

DEFENSE

AC 38, touch 7, flat-footed 38 (–1 Dex, +31 natural, –2 size)
hp 297 (22d12+154)
Fort +20, **Ref** +12, **Will** +18
DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 27
Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., burrow 50 ft., fly 200 ft. (poor)
Melee bite +30 (2d8+12), 2 claws +29 (2d6+8/19–20), gore +29 (2d6+12), tail slap +24 (2d6+12)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks adamantine claws, breath weapon (100-ft. line, 20d6 fire damage, DC 28), crush (DC 28, 2d8+12)
Spell-Like Abilities (CL 22nd; concentration +27)
At will—*repel metal or stone*, *soften earth and stone*, *spike stones* (DC 19), *stone shape*, *wall of stone*
Spells Known (CL 13th; concentration +18)
6th (4/day)—*disintegrate* (DC 21), *flesh to stone* (DC 21)
5th (7/day)—*passwall*, *transmute rock to mud*, *waves of fatigue*
4th (7/day)—*enervation*, *shout* (DC 19), *solid fog*, *stone shape*
3rd (7/day)—*displacement*, *fireball* (DC 18), *protection from good*, *rage*, *slow*
2nd (7/day)—*acid arrow*, *daze monster* (DC 17), *flaming sphere* (DC 17), *scorching ray*
1st (8/day)—*burning hands* (DC 16), *cause fear* (DC 16) *magic missile*, *ray of enfeeblement* (DC 16), *true strike*
0 (at will)—*acid splash*, *bleed* (DC 15), *detect magic*, *flare* (DC 15), *ghost sound*, *mage hand*, *read magic*, *resistance*, *touch of fatigue* (DC 15)

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +22; **CMB** +36; **CMD** 45 (49 vs. trip)
Feats Greater Weapon Focus (claw), Improved Bull Rush, Improved Critical (bite, claw), Improved Initiative, Improved Natural Armor, Lunge, Power Attack, Skill Focus (Stealth), Weapon Focus (bite, claw)
Skills Acrobatics +24 (+28 when jumping), Appraise +30, Bluff +30, Climb +37, Fly +16, Intimidate +30, Knowledge (dungeoneering, geography, planes) +30, Perception +30, Stealth +22
Languages Common, Draconic, Dwarven, Giant, Ignan, Terran
SQ change shape, underworld burrower

Underworld dragons—also called futsanglungs—are calculating, greedy creatures that carve great labyrinthine tunnels beneath the world, defending their hidden treasures. Preferring the earth to the heavens, they channel the fires of the world's core within their twisting, stonelike bodies and through flaming breath hot enough to turn granite into slag.

Dragonne

This creature has the features of a lion but the wings and scales of a brass dragon, and a wild mane matching its scales.

DRAGONNE **CR 7**

XP 3,200

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)

hp 76 (9d10+27)

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

OFFENSE

Speed 40 ft., fly 30 ft. (poor)

Melee bite +13 (1d8+5), 2 claws +13 (1d6+5)

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

Special Attacks roar, pounce

STATISTICS

Str 21, **Dex** 17, **Con** 17, **Int** 6, **Wis** 12, **Cha** 12

Base Atk +9; **CMB** +15; **CMD** 28 (32 vs. trip)

Feats Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Power Attack

Skills Fly +5, Perception +12; **Racial Modifiers** +4 Perception

Languages Draconic

ECOLOGY

Environment temperate deserts

Organization solitary, pair, or pride (5–10)

Treasure standard

SPECIAL ABILITIES

Roar (Su) A dragonne can unleash a devastating roar every 1d4 rounds as a standard action. All creatures except dragonnes within 120 feet must succeed at a DC 17 Fortitude save or become fatigued. Those within 30 feet who fail their saves are also deafened for 2d4 rounds. This is a sonic effect. The save DC is Constitution-based.

Possessing the savage instincts of lions with the cunning of brass dragons, dragonnes combine the fiercest features of these noble creatures into predators both awe-inspiring and deadly.

The origin of dragonnes generates endless speculation. The odds of these creatures being direct crossbreeds of dragons and lions are quite remote, for numerous reasons: the two creatures rarely share the same territories; few creatures as clever as brass dragons would choose to mate with simple lions; and dragonne abilities differ significantly from those of metallic dragons. While otherworldly breeding experiments and magical mishaps remain possibilities, few satisfying explanations make themselves apparent.

Although many creatures rightly fear these ferocious hunters, few dragonnes are blatantly evil—most are just highly territorial and seek to defend their homes and hunting grounds from interlopers. Creatures that draw too close to a dragonne's lair are typically met by the resident's fearsome roar, followed by its claws and fangs if this warning is ignored. Those who attempt to settle in a dragonne's territory find themselves harassed constantly until they decide to leave or the dragonne is slain. These intimidating predators spend the majority of their time on the ground, even when in combat, since their wings prove somewhat ungainly. They typically search for prey and intruders from the air, then land nearby to charge and pounce.

Despite their deadliness, dragonnes form strong bonds with those they consider members of their pride, sometimes even adopting creatures of other races. A character with the Leadership feat can take a dragonne as a cohort. Such characters must have an effective leadership level of 10th. Most dragonne cohorts gain levels in barbarian, fighter, or ranger.

A dragonne measures between 10 and 12 feet long and weighs up to 1,200 pounds.

Illustration by Concept Art House

Drake, Desert

This sleek dragon has scales mottled in desert colors, lacks forelimbs, and sports massive wings on its lissome back.

DESERT DRAKE **CR 8**

XP 4,800

NE Large dragon (earth)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 30 ft.; Perception +12

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)

hp 103 (9d12+45)

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

Immune paralysis, sleep; **Resist** electricity 20

OFFENSE

Speed 30 ft., burrow 20 ft., fly 60 ft. (average)

Melee bite +15 (2d6+9/19–20 plus 1d10 electricity), tail slap +9 (1d8+3 plus push)

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

Special Attacks dazzling emergence, push (tail slap, 10 ft.), sandstorm breath, savage bite

STATISTICS

Str 22, **Dex** 15, **Con** 21, **Int** 8, **Wis** 11, **Cha** 12

Base Atk +9; **CMB** +16; **CMD** 28

Feats Dazzling Display, Improved Initiative, Iron Will, Power Attack, Weapon Focus (bite)

Skills Fly +12, Intimidate +13, Perception +12, Stealth +10, Survival +12

Languages Draconic

SQ speed surge

ECOLOGY

Environment warm deserts

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

Treasure standard

SPECIAL ABILITIES

Dazzling Emergence (Ex) During a surprise round, a desert drake can use Dazzling Display as a standard action.

Sandstorm Breath (Su) As a standard action, a desert drake can spit a ball of electrically charged sand that bursts into a cloud. This attack has a range of 60 feet and deals 3d6 points of damage plus 4d8 points of electricity damage in a 15-foot-radius spread (Reflex DC 19 for half). The cloud remains for 1d4 rounds, dealing no damage but otherwise acting as *obscuring mist*. Once a desert drake uses its breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Savage Bite (Ex) A desert drake applies 1-1/2 times its Strength modifier 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 desert 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.

Among the fiercest of their kind, desert drakes exhibit a lust for destruction as merciless as any desert storm. These fierce, ambush predators hunt by finding high perches among rocky outcroppings and surveying their surroundings. When likely prey wanders into sight, a desert drake dives into the sand and burrows toward its quarry or flies low with cover from dunes or other outcroppings. Drawing near the likely path of its victims, it bursts from the sand or dives from above to catch foes off guard, preferring to attack targets that exhibit the most fear first. Before enemies can recover from the initial onslaught, a desert drake exhales a cloud of electrified dust, using its superior senses to press the attack. Mated pairs of desert drakes hunt larger prey and groups of victims, and rampages of the beasts might gather near overland trade routes to devour whole caravans.

A typical desert drake measures 15 feet long from nose to tail tip, has a supple, wormlike build, and weighs about 2,500 pounds.

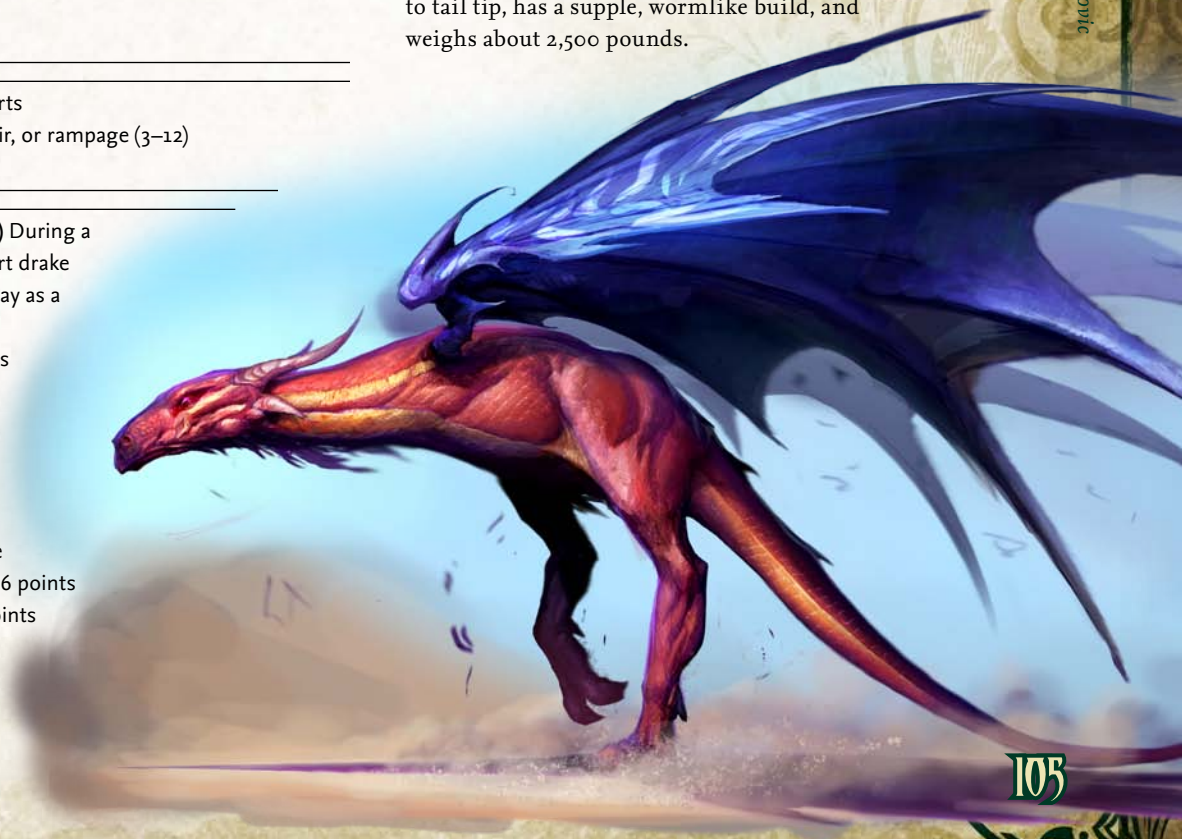


Illustration by Branko Bistrovic

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 *slow* 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.

Illustration by Branko Bistrovic

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.

Drake, River

With graceful wings and wide fins, this sleek dragon looks equally well equipped to glide through sea and sky.

RIVER DRAKE **CR 3**

XP 800

NE Medium dragon (aquatic, water)

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

DEFENSE

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

hp 34 (4d12+8)

Fort +6, **Ref** +7, **Will** +4

Immune paralysis, sleep; **Resist** acid 20

OFFENSE

Speed 20 ft., fly 60 ft. (average), swim 30 ft.

Melee bite +7 (2d4+3), tail slap +2 (1d4+1)

Special Attacks caustic mucus, pounce

STATISTICS

Str 17, **Dex** 16, **Con** 15, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +4; **CMB** +7; **CMD** 20

Feats Improved Initiative, Power Attack

Skills Fly +10, Intimidate +6, Perception +7, Stealth +10, Survival +7, Swim +11

Languages Draconic

SQ amphibious, speed surge

ECOLOGY

Environment temperate rivers or lakes

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

Treasure standard

SPECIAL ABILITIES

Caustic Mucus (Su) As a standard action, a river drake can spit a ball of caustic mucus that explodes in a 5-foot-radius spread. This attack has a range of 50 feet, deals 2d8 points of acid damage, and entangles creatures in the area. A DC 14 Reflex save halves the damage and negates the entangle effect. An entangled creature takes 1d4 points of acid damage each round on its turn, and may attempt a new saving throw at the end of its turn every round to escape the entanglement and end the acid damage. Once a river drake spits mucus, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex) Three times per day as a swift action, a river 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.

Preying upon fish and fishermen with equal ease, river drakes are scourges of freshwater expanses. They are thought to be related to black dragons, as evidenced by their acidic spit, water affinity, viciousness, and preference for rotten meat.

Like other drakes, river drakes are cruel hunters, using a play-and-prey hunting style. When not hungry, they amuse themselves by stalking and harassing other creatures and travelers. An offering of treasure thrown into the water can distract a river drake, but such a bribe is unlikely to stave off a particularly hungry individual. River drakes often slay more than they can immediately eat because they favor aged meat, keeping underwater larders stuffed with kills in various stages of decay.

A river drake is a crafty, careful hunter that uses its watery home to provide concealment from creatures on the shore. If caught unawares while on land, it retreats to the water, or takes to flight if its enemies are prepared for aquatic combat, making constant use of its caustic mucus and great speed.

River drakes are much more likely to hunt in groups than most other drakes, threatening river traffic or assaulting lakefront or riverside towns if their numbers are large enough. However, these disorganized raids are quick to retreat from any hint of significant resistance.

River drakes are 8 feet long and look much like small sea drakes. An adult river drake weighs about 700 pounds.

Illustration by Dmitry Burmak

Dybbuk

This grinning spectre has mad eyes and blood-red hands that twitch and jerk like a puppeteer's.

DYBBUK **CR 15**

XP 51,200

NE Medium undead (incorporeal)

Init +15; **Senses** darkvision 60 ft.; Perception +29

DEFENSE

AC 28, touch 28, flat-footed 17 (+7 deflection, +11 Dex)

hp 207 (18d8+126)

Fort +13, **Ref** +17, **Will** +17

Defensive Abilities incorporeal, channel resistance +4; **DR** 10/good; **Immune** undead traits; **SR** 26

OFFENSE

Speed fly 60 ft. (perfect)

Melee pain touch +19 touch (7d6)

Special Attacks malevolence

Spell-Like Abilities (CL 18th; concentration +25)

At will—*detect thoughts* (DC 19), *telekinesis* (DC 22)

3/day—*dominate monster* (DC 22), *feeblemind* (DC 22), *inflict serious wounds* (DC 20)

1/day—*greater heroism*, *modify memory* (DC 21), *tongues*

STATISTICS

Str —, **Dex** 32, **Con** —, **Int** 15, **Wis** 18, **Cha** 25

Base Atk +13; **CMB** +24; **CMD** 41

Feats Alertness, Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Lunge, Step Up, Weapon Finesse

Skills Bluff +25, Diplomacy +25, Fly +19, Intimidate +28, Perception +29, Sense Motive +29, Stealth +32

Languages Abyssal, Celestial, Common

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Malevolence (Su) Once per round, a dybbuk can merge itself with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 18th), except that it does not require a receptacle. To use this ability, the dybbuk must be adjacent to the target. The target can resist the attack with a successful DC 26 Will save. A creature that successfully saves is immune to that same dybbuk's malevolence for 24 hours. The save DC is Charisma-based.

Pain Touch (Su) With a successful touch attack, a dybbuk causes painful spasms throughout the target's body, dealing 7d6 points of damage. Creatures that are immune to pain take no damage from this touch.

Possess Object (Su) A dybbuk can use its malevolence ability to possess a Large or smaller unattended object, animating it as if using *animate objects*, except the dybbuk merges with and controls the object as if it were a living creature. The dybbuk cannot speak or use its other special abilities while possessing the object.

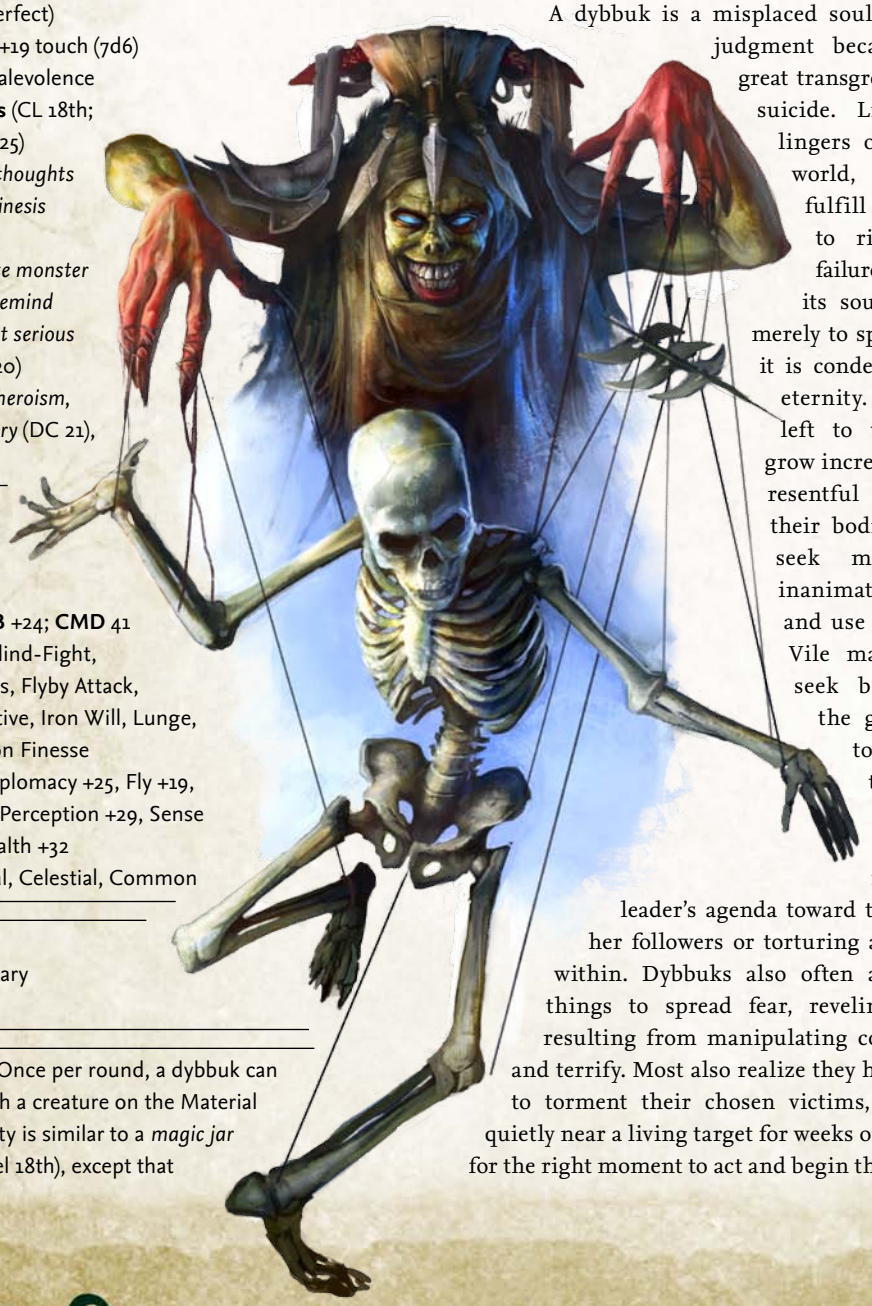


Illustration by Alberto Dal Lago

A dybbuk is a misplaced soul who has eluded judgment because of a some great transgression or a pitiful suicide. Like a ghost, it lingers on in the mortal world, either trying to fulfill an insane need to right some great failure that has marked its soul for eternity or merely to spread the torment it is condemned to face for eternity. Bodiless and left to wander, dybbuks grow increasingly bitter and resentful over the loss of their bodies and endlessly seek mortal or even inanimate forms to steal and use to sow suffering. Vile manipulators, they seek bodies that have the greatest potential to cause pain in those closest to their victims, taking pleasure in shifting a leader's agenda toward the destruction of her followers or torturing an innocent from within. Dybbuks also often animate unliving things to spread fear, reveling in the chaos resulting from manipulating corpses to confuse and terrify. Most also realize they have all of eternity to torment their chosen victims, and might lurk quietly near a living target for weeks or months, waiting for the right moment to act and begin their terrors anew.

Ecorche

This brawny creature has had its skin completely flensed from its form, revealing the violent pulsing of its massive, exposed muscles.

ECORCHE **CR 16**

XP 76,800

CE Large undead

Init +9; **Senses** darkvision 60 ft.; Perception +25

Aura frightful presence (60 ft., DC 26)

DEFENSE

AC 30, touch 14, flat-footed 25 (+5 Dex, +16 natural, –1 size)

hp 209 (22d8+110); fast healing 5

Fort +12, **Ref** +12, **Will** +15

Defensive Abilities channel resistance +2; **DR** 15/good and silver; **Immune** acid, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +27 (3d6+11/19–20)

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

Special Attacks bleed (1 Con drain), rend (2 claws, 3d6+11 plus bleed and seize skin)

STATISTICS

Str 32, **Dex** 20, **Con** —, **Int** 9, **Wis** 11, **Cha** 21

Base Atk +16; **CMB** +28; **CMD** 43

Feats Awesome Blow, Blinding Critical, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Iron Will, Power Attack, Stand Still, Weapon Focus (claw)

Skills Disguise +30, Perception +25, Stealth +26

Languages Common

SQ wear skin

ECOLOGY

Environment any land

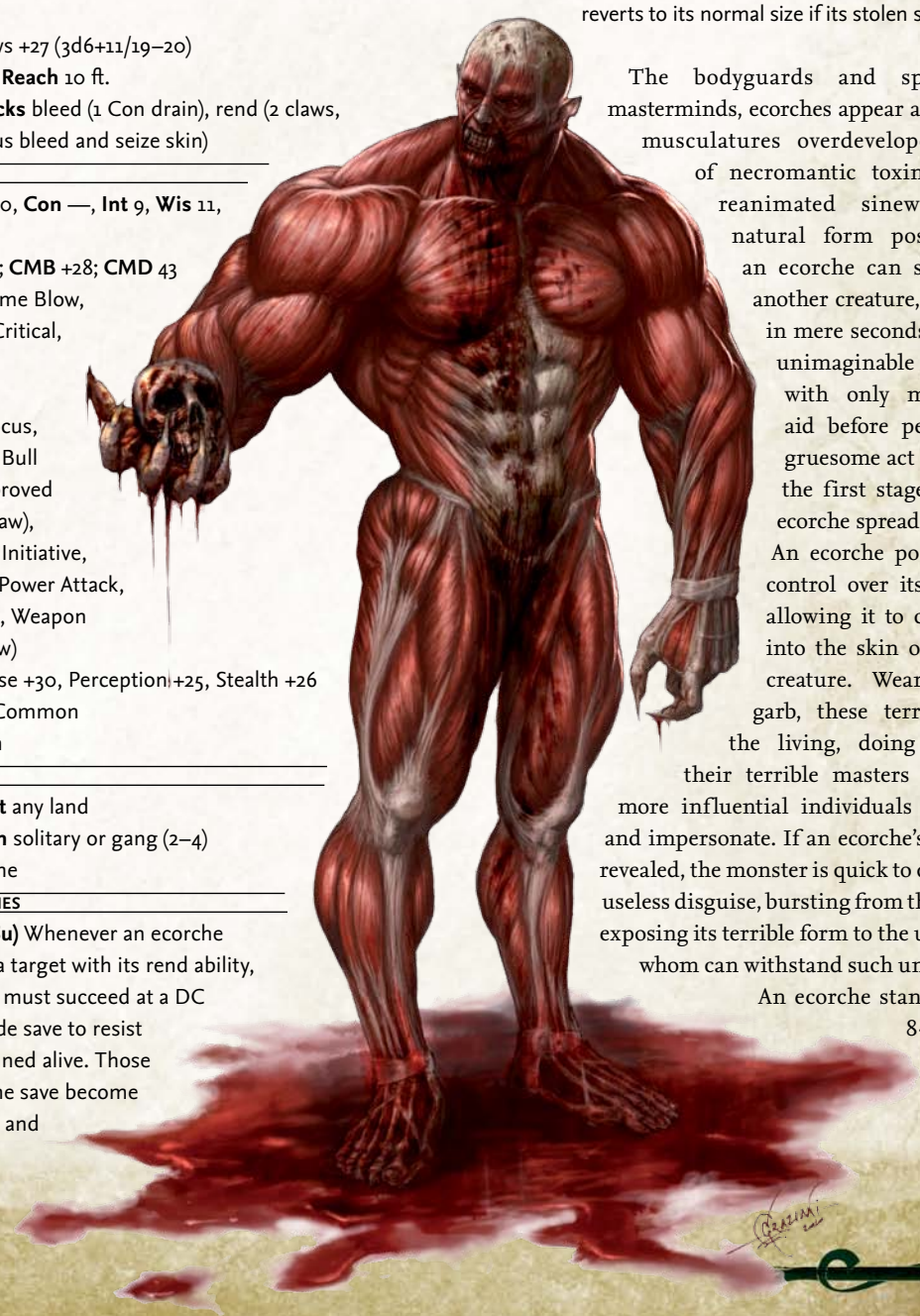
Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Seize Skin (Su) Whenever an ecorche damages a target with its rend ability, the target must succeed at a DC 25 Fortitude save to resist being skinned alive. Those who fail the save become staggered and take 1 point of Constitution drain per round. Both of these effects are permanent but can be removed with a *regenerate* or *heal* spell (or 1 round of regeneration). The ecorche can use its wear skin ability to don a skin stolen in this way as a full-round action. The save DC is Dexterity-based.

Wear Skin (Su) An ecorche can steal the skin of a dead Small, Medium, or Large humanoid and wear it as its own. When it does this, the ecorche takes on the creature's size and appearance and gains a +10 bonus on Disguise checks made to impersonate the victim. While wearing a stolen skin, an ecorche cannot use its frightful presence. This stolen skin is preserved while the ecorche wears it, but is destroyed if the ecorche takes more than 10 points of damage or if the ecorche chooses to destroy the skin as a standard action. Those within 60 feet who see an ecorche's stolen skin destroyed are immediately subjected to its frightful presence and take a –5 penalty on the related Will save. An ecorche reverts to its normal size if its stolen skin is destroyed.



The bodyguards and spies of undead masterminds, ecorches appear as gory giants with musculatures overdeveloped by infusions of necromantic toxins and grafts of reanimated sinew. Although its natural form possesses no skin, an ecorche can steal the flesh of another creature, flaying its victim in mere seconds and leaving it in unimaginable shock and pain with only moments to seek aid before perishing. Yet this gruesome act of violence is only the first stage of the chaos an ecorche spreads with its violence. An ecorche possesses incredible control over its gruesome form, allowing it to compress its body into the skin of a much smaller creature. Wearing such grisly garb, these terrors walk among the living, doing the bidding of their terrible masters or searching for more influential individuals to murder, skin, and impersonate. If an ecorche's unholy nature is revealed, the monster is quick to dispose of its now-useless disguise, bursting from the suit of flesh and exposing its terrible form to the unprepared, few of whom can withstand such unabashed gore.

An ecorche stands approximately 8-1/2 feet tall and weighs upward of 600 pounds.

Illustration by Francesco Graziani

Eidolon, Unfettered

This bizarre amalgam of monstrous parts rampages forth, an eldritch rune seared upon its forehead.

UNFETTERED EIDOLON CR 8

XP 4,800

CN Medium outsider (extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 26, touch 14, flat-footed 22 (+4 Dex, +12 natural)

hp 85 (10d10+30)

Fort +7, **Ref** +11, **Will** +9

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., fly 40 ft. (good)

Melee bite +14 (1d6+3 plus 1d6 electricity), gore +14 (1d6+3 plus 1d6 electricity), slam +14 (1d8+3 plus 1d6 electricity), tail slap +12 (1d6+1 plus 1d6 electricity)

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

STATISTICS

Str 16, **Dex** 19, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +10; **CMB** +13; **CMD** 27 (can't be tripped)

Feats Combat Reflexes, Great Fortitude, Iron Will, Multiattack[B], Toughness, Weapon Finesse

Skills Bluff +13, Climb +11, Fly +16, Knowledge (planes) +6, Perception +13, Sense Motive +8, Stealth +12

Languages Common

SQ evolution points (bite, climb, energy attacks, flight [2], gore, improved natural armor [2], reach [bite], slam, tail, tail slap)

ECOLOGY

Environment any

Organization solitary

Treasure standard

An eidolon is usually tied to a summoner who forges an unbreakable link with a being not of his world, calling upon it and sending it back to its otherworldly home as he needs. When a summoner dies, this link is destroyed and the eidolon is banished back from whence it came. Occasionally, however, this link between eidolon and summoner is unnaturally severed, usually as a result of powerful magic or some bizarre death, freeing the eidolon upon the world. Few can predict what specific events might cause an eidolon to become unfettered, but those that do become stranded on a plane alien to them, released to act as they please. An eidolon that loses its link to its summoner loses its link to its home realm, and many unfettered eidolons go mad, the glowing runes that once represented their bonds burning painful scars onto their bodies. Unfettered eidolons are not quite as powerful as normal eidolons, but without their evolutions tied to their summoners' whims, these bizarre and varied creatures continue to evolve and advance on their own.

Illustration by Alberto Dal Lago

Creating an Unfettered Eidolon

Unfettered eidolons can take on many shapes and sizes. The stats presented here are for a Medium unfettered eidolon with the serpentine base form and 15 evolution points, but an eidolon can take almost any form. An unfettered eidolon has one of four base forms: aquatic, biped, quadruped, or serpentine. Each base form determines an eidolon's speed, good and bad saves, and ability scores, and allots 5 evolution points to starting evolutions (the bonuses from these starting evolutions are already factored into the starting statistics). Each base form starts at Medium size. An unfettered eidolon can increase to Large size or larger by spending additional evolution points (see below).

Aquatic Base Form: **Speed** 20 ft., swim 40 ft.; **Saves** Fort (good), Ref (good), Will (bad); **Ability Scores** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; **Starting Evolutions** bite, gills, improved natural armor, swim (2).

Biped Base Form: **Speed** 30 ft.; **Saves** Fort (good), Ref (bad), Will (good); **Ability Scores** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; **Starting Evolutions** arms, claws, legs.

Quadruped Base Form: **Speed** 40 ft.; **Saves** Fort (good), Ref (good), Will (bad); **Ability Scores** Str 14, Dex 14, Con 13, Int 7, Wis 10, **Cha** 11; **Starting Evolutions** bite, legs (2).

Serpentine Base Form: **Speed** 20 ft., climb 20 ft.; **Saves** Fort (bad), Ref (good), Will (good); **Ability Scores** Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11; **Starting Evolutions** bite, climb, reach (bite), tail, tail slap.

An unfettered eidolon begins with 1 Hit Die, a +2 natural armor bonus, and the evasion ability. As an unfettered eidolon's Hit Dice increase (see Evolution Points, below), it gains additional bonuses and abilities. At 2 Hit Dice, and every 3 HD thereafter, an unfettered eidolon's base armor bonus increases by +2. This bonus may be split between an armor bonus and a natural armor bonus. Also at 2 Hit Dice, and every 3 HD thereafter, an unfettered eidolon adds +1 to both its Strength and Dexterity scores. At 5 Hit Dice, and every 4 HD thereafter, an unfettered eidolon adds +1 to any one of its ability scores. At 7 Hit Dice, an unfettered eidolon gains Multiattack as a bonus feat.

Evolution Points

Unfettered eidolons have a number of evolution points (EP) you can use to purchase abilities and defenses in addition to those presented above. An unfettered eidolon starts with 8 EP, regardless of its base form. For each additional EP spent beyond 8, an unfettered eidolon's Hit Dice increase by 1. An unfettered eidolon's CR increases with its Hit Dice, as outlined on Table 1–2 on page 291 of the *Pathfinder RPG Bestiary* using the "outsider" line. Many of these abilities are universal monster rules detailed starting on page 292 of this book.

Arms (Ex, 2 EP): Grows an additional pair of arms and hands. The eidolon must have the Weapon Training evolution in order to use weapons.

Bite (Ex, 1 EP): Gains a bite attack (1d6 damage).

Burrow (Ex, 3 EP): Gains a burrow speed equal to 1/2 its base speed. The eidolon must have at least 7 Hit Dice to select this evolution.

Claw (Ex, 1 EP): Gains two claw attacks (1d4 damage). The eidolon must have arms or legs to take this evolution.

Climb (Ex, 1 EP): Gains a climb speed equal to its base speed. For each additional EP spent on this evolution, this speed increases by 20 feet.

Energy Attacks (Su, 2 EP): Choose one energy type (acid, cold, electricity, or fire). All of the eidolon's natural attacks deal +1d6 points of damage of this energy type. The eidolon must have at least 4 Hit Dice to select this evolution.

Flight (Ex, 2 EP): Grows wings, gaining a fly speed equal to its base speed (good maneuverability). For each additional EP spent, the fly speed increases by 20 feet. The eidolon must have at least 4 Hit Dice to select this evolution.

Gills (Ex, 1 EP): Can breathe underwater indefinitely in addition to air.

Gore (Ex, 2 EP): Gains a gore attack (1d6 damage).

Huge (Ex, 6 EP): Grows to Huge size (adjusting its Strength, Constitution, Dexterity, natural armor bonus, and size modifier to attacks and AC as detailed on page 296 of the *Bestiary*, and increasing the damage of all of its attacks as detailed on page 297 of this book). If the eidolon has the biped base form, its reach increases to 15 feet (10 feet for all other base forms). The eidolon must have the Large evolution and at least 10 Hit Dice to select this evolution.

Improved Evasion (Ex, 3 EP): Gains improved evasion.

Improved Natural Armor (Ex, 1 EP): Gains a +2 bonus to its natural armor. This evolution can be taken once if it has 3 or fewer Hit Dice, and one additional time for every 4 additional Hit Dice the eidolon has.

Large (Ex, 4 EP): Grows to Large size (adjusting its Strength, Constitution, Dexterity, natural armor bonus, and size modifier to attacks and AC as detailed on page 296 of the *Bestiary*, and increasing the damage of all of its attacks as detailed on page 297 of this book). If the eidolon has the biped base form, it also gains 10-foot reach. The eidolon must have at least 6 Hit Dice to select this evolution.

Legs (Ex, 2 EP): Grows an additional pair of legs. Each pair of legs increases the eidolon's base speed by 10 feet.

Magical Flight (Su, 4 EP): Flies by means of magic, gaining a fly speed equal to its base speed (perfect maneuverability). For each additional EP spent, this speed increases by 20 feet. The eidolon must have at least 4 Hit Dice before selecting this evolution.

Reach (Ex, 1 EP): The reach of one of the eidolon's attacks increases by 5 feet.

Resistance (Ex, 1 EP): Gains resistance 5 against one energy type (acid, cold, electricity, fire, or sonic).

Slam (Ex, 1 EP): Gains a slam attack (1d8 damage). The eidolon must have arms to take this evolution.

Sting (Ex, 1 EP): Gains a sting attack (1d4 damage). The eidolon must have a tail to take this evolution.

Swim (Ex, 1 EP): Gains a swim speed equal to its base speed. For each additional EP spent, this speed increases by 20 feet.

Tail (Ex, 1 EP): Grows a long, powerful tail, gaining a +2 racial bonus on Acrobatics checks made to balance on a surface.

Tail Slap (Ex, 1 EP): Gains a tail slap attack (1d6 damage). The eidolon must have a tail to take this evolution.

Weapon Training (Ex, 2 or 4 EP): Gains Simple Weapon Proficiency as a bonus feat. For 2 additional EP, it gains proficiency with all martial weapons as well.

Small Eidolons

The standard eidolon starts as Medium-sized, but Small eidolons are also possible. Compared to a Medium eidolon, a Small eidolon gains +2 to its Dexterity, –4 to its Strength, and –2 to its Constitution. It also gains a +1 size bonus to its AC and on attack rolls, a –1 size penalty on its CMB and to its CMD score, and a +4 size bonus on Stealth skill checks. If it can fly, it gains a +2 size bonus on Fly skill checks. Reduce the damage of all of its attacks by one step.

Familiar

Presented on these pages are base animal statistics for six additional familiars beyond those most commonly used by spellcasters—of course, these statistics can also be used for normal animals as well. These familiars utilize all the standard rules for familiars presented on pages 82–83 of the *Core Rulebook*. Tiny or smaller familiars in this section use Dexterity to modify Climb and Swim skill checks.

Small Familiars

Small familiars threaten the areas around them like Small creatures, and can be used to flank enemies, though both familiars and their masters are often loath to use such tactics, as the result is often a dead familiar. Small familiars are also harder to keep on a master's person than Tiny or smaller familiars. Often they require some form of magic item, like a *bag of holding*, to remain truly out of sight.

Familiar	Special Ability
Flying squirrel	Master gains a +3 bonus on Fly checks
Fox	Master gains a +2 bonus on Reflex saves
Goat	Master gains a +3 bonus on Survival checks
Otter	Master gains a +3 bonus on Swim checks
Pig	Master gains a +3 bonus on Diplomacy checks
Raccoon	Master gains a +3 bonus on Sleight of Hand checks

Flying Squirrel CR 1/3

XP 135

N Tiny animal

Init +2; **Senses** low-light vision; Perception +1

Defense

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

hp 3 (1d8–1)

Fort +1, **Ref** +4, **Will** +1

Offense

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

Melee bite +4 (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 3, **Dex** 15, **Con** 8, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Acrobatic[B], Weapon Finesse

Skills Acrobatics +8 (+12 when jumping), Climb +10, Fly +4; **Racial Modifiers** +11 Acrobatics (+8 when jumping), +8 Climb

SQ glide

Ecology

Environment temperate forests

Organization solitary or pair

Treasure none

Special Abilities

Glide (Ex) A flying squirrel cannot use its fly speed to hover. When flying, a flying squirrel must end its movement at least 5 feet lower in elevation than where it started.

Although not capable of actual flight, a flying squirrel possesses a furry membrane stretching between its wrists and ankles, allowing it to glide for long distances.

Fox CR 1/4

XP 100

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +8

Defense

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

hp 5 (1d8+1)

Fort +3, **Ref** +4, **Will** +1

Offense

Speed 40 ft.

Melee bite +1 (1d3–1)

Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 9, **Dex** 15, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 9 (13 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +2 (+10 when jumping), Perception +8, Stealth +10, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

Ecology

Environment any

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

Treasure none

This cunning yet wary animal pounces on live prey.

Goat CR 1/3

XP 135

N Small animal

Init +1; **Senses** low-light vision; Perception +0

Defense

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

hp 5 (1d8+1)

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

Offense

Speed 30 ft.

Melee gore +2 (1d4+1)

Statistics

Str 12, **Dex** 13, **Con** 12, **Int** 2, **Wis** 11, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Nimble Moves

Skills Acrobatics +1 (+5 when jumping), Climb +5, Survival +0 (+4 to find food); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival to find food

Illustration by Alberto Dal Lago

ECOLOGY

Environment any
Organization solitary, pair, or herd (3–12)
Treasure none

Goats are often ill-tempered and stubborn, but they have an uncanny knack for finding food in the strangest of places and can digest almost anything.

OTTER CR 1/4

XP 100
N Tiny animal
Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 4 (1d8)
Fort +2, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft., swim 30 ft.
Melee bite +5 (1d3–4)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 16, **Con** 10, **Int** 2, **Wis** 13, **Cha** 5
Base Atk +0; **CMB** +1; **CMD** 7 (11 vs. trip)
Feats Weapon Finesse
Skills Escape Artist +4, Swim +10

ECOLOGY

Environment any water
Organization solitary or family (2–16)
Treasure none

Otters are curious and playful, and enjoy investigating new objects, sliding down wet rocks, and other simple games.

PIG CR 1/3

XP 135
N Small animal
Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)
hp 6 (1d8+2)
Fort +6, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft.
Melee bite +1 (1d4)

STATISTICS

Str 11, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 4
Base Atk +0; **CMB** –1; **CMD** 10 (14 vs. trip)
Feats Great Fortitude
Skills Perception +5

ECOLOGY

Environment any
Organization solitary, pair, or herd (3–12)
Treasure none

This clever, sociable animal may be trained to do many tasks.

RACCOON CR 1/2

XP 200
N Tiny animal
Init +2; **Senses** low-light vision, scent; Perception +3

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)
hp 4 (1d8)
Fort +2, **Ref** +4, **Will** +3

OFFENSE

Speed 20 ft., climb 20 ft.
Melee bite +4 (1d3–1)
Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 15, **Con** 11, **Int** 2, **Wis** 16, **Cha** 5
Base Atk +0; **CMB** +0; **CMD** 9 (13 vs. trip)
Feats Weapon Finesse
Skills Climb +7, Sleight of Hand +3

ECOLOGY

Environment temperate forests
Organization solitary or gaze (2–4)
Treasure none

Raccoons are inquisitive and cunning, and often have strangely humanoid mannerisms, like washing their food in streams.

Faun

This capricious figure has the upper torso, arms, and head of a man, but goatlike legs, a tail, and curling horns on his head.

FAUN **CR 1**

XP 400

CG Medium fey

Init +3; **Senses** low-light vision; Perception +8

DEFENSE

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

hp 13 (3d6+3)

Fort +2, **Ref** +6, **Will** +5

DR 2/cold iron

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4+2/19–20)

Ranged shortbow +4 (1d6/×3)

Special Attacks panpipes

Spell-Like Abilities (CL 3rd; concentration +6)

At will—*ghost sound* (DC 13)

1/day—*hideous laughter* (DC 14), *sleep* (DC 14)

STATISTICS

Str 14, **Dex** 16, **Con** 13, **Int** 11, **Wis** 14, **Cha** 17

Base Atk +1; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Weapon Finesse

Skills Acrobatics +8, Bluff +9, Perception +8, Perform (wind) +9, Sense Motive +7, Stealth +9, Survival +4

Languages Common, Sylvan

ECOLOGY

Environment temperate forests

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

Treasure standard (dagger, shortbow with 20 arrows, masterwork panpipes, other treasure)

SPECIAL ABILITIES

Panpipes (Su) Three times per day, a faun can use its masterwork panpipes to augment its spell-like abilities. Doing so is a swift action that increases the DC of the next spell-like ability it uses on its turn by +2.

Often mistaken for satyrs, fauns are far more benevolent than their unpredictable cousins. Many people use the two names interchangeably, a fact that irritates both fauns and satyrs. The vast majority of fauns are male, although unlike satyrs, females of this species do exist—they're simply less common than male fauns.

While satyrs breeding with their seduced victims always produce full-blooded satyrs, fauns are the result of a willing pairing between satyrs and goodly fey or kindhearted humanoids such as humans or elves. Even in this case, the babies of such unions are usually stolen away and raised by their fey parent or some other sylvan foster family.

Like satyrs, fauns enjoy wine, music, dancing, nature, and carnal pleasures. Gentle hedonists, fauns also have a dedicated connection to the countryside, helping hardworking humanoids who make peace with the land and take little more than they need. They help these frontier folk by fighting off significant threats and keeping less savory fey creatures away from their settlements. While they prefer to go unnoticed, in dire times a band of fauns may present themselves to villagers to warn their neighbors of an upcoming threat.

Fauns find nymphs exceptionally attractive, more so than all others who dare view them. Nymphs find beauty in fauns' good nature and steadfast dedication to the natural world, and often humor their advances before almost accidentally falling in love with them.

As tall as a human, a faun stands on stark white goat legs and has short horns protruding from its head. It also has a short tail that swishes playfully when it is excited or entertained, and its hair falls gracefully around its horns and ears. Its humanoid torso is always lithe but chiseled because of its constant activity and play—fauns rarely laze about too long. Fauns stand nearly 6 feet tall and weigh little more than 150 pounds.

Illustration by Eva Widermann

Festrog

This hideously malformed, hairless, pustule-covered corpse moves and snarls more like an undead hound than an undead man.

FESTROG **CR 1**

XP 400

NE Medium undead

Init +1; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)

hp 9 (2d8)

Fort +0, **Ref** +1, **Will** +4

Immune undead traits

OFFENSE

Speed 30 ft.; four-footed run

Melee bite +4 (1d6+3 plus feed), 2 claws +5 (1d4+3)

Special Attacks charging trip, diseased pustules, feed

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** +4; **CMD** 15 (19 vs. trip)

Feats Weapon Focus (claw)

Skills Climb +8, Perception +6, Stealth +6, Survival +3

Languages Common

ECOLOGY

Environment any land

Organization solitary, pair, gang (3–5), or pack (6–11)

Treasure standard

SPECIAL ABILITIES

Charging Trip (Ex) A festrog that hits with its bite after making a charge attack on all fours can attempt to trip its opponent (+4 bonus). This trip does not provoke attacks of opportunity.

Diseased Pustules (Ex) When a festrog takes damage from a piercing or slashing weapon, some of its boils rupture, squirting the attacker with puslike fluids. The noxious secretions carry a potent contact disease that causes those infected to break out into painful necrotic boils.

Necrotic Boils: Disease—contact; *save* Fort DC 11; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con; *cure* 1 save.

Feed (Su) Every time a festrog makes a successful bite attack, it feeds on its opponent's flesh and gains 5 temporary hit points. The festrog cannot have more than 5 temporary hit points gained by this ability at one time.

Four-Footed Run (Ex) A festrog can run on all fours at speed of 50 feet if it doesn't hold or carry anything in its hands. When running on all fours, it is treated as if it had the Run feat.

A festrog is an undead abomination spawned when a creature is killed by a massive release of negative energy (perhaps due to planar bleeding, the destruction of a potent artifact, or even certain magical attacks by powerful undead), and then mutilated by an outside force, such as the scavenging of wild animals. Sometimes called dog-ghouls for their ability to run on all fours, the name often causes opponents to misinterpret this creature's abilities and grossly underestimate its intelligence, for the festrog is in fact a rather canny monstrosity.

Festrogs inhabit remote areas near places where they were slain. It's not uncommon for a tribe of festrogs to share territories with ghouls. Most festrogs gather in small bands, based on whatever loose affiliations they might recall from when they were alive, and choose dwellings in sunless areas easily defended with group tactics. Like ghouls, they tend to skulk about graveyards, though they prefer ones with tombs and mausoleums so they can hide during the day. They hunt nocturnally in packs, preferring open areas like plains, farmlands, or open forests where they can track down prey with few places for it to run or hide. These packs wander seminomadically, often traveling miles beyond their dwellings in pursuit of mortal flesh.

Illustration by Eric Belisle

Fey Creature

Little about this enormous toad is ordinary, from its graceful wings to its colorful purple and pink skin to its bright, shining eyes.

FEY GIANT TOAD **CR 3**

XP 800

CN Large fey

Init +3; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +8, **Will** +0; +4 vs. mind-affecting effects

Defensive Abilities poison skin; **DR** 5/cold iron; **Resist** cold 10, electricity 10

OFFENSE

Speed 30 ft., fly 45 ft. (good), swim 15 ft.

Melee bite +4 (1d6+4 plus grab)

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

Special Attacks swallow whole (1d4 bludgeoning damage, AC 11, 2 hp)

Spell-Like Abilities (CL 3rd; concentration +2)

3/day—*dancing lights*

1/day—*entangle* (DC 10), *faerie fire*, *glitterdust* (DC 11)

STATISTICS

Str 17, **Dex** 17, **Con** 16, **Int** 3, **Wis** 8, **Cha** 8

Base Atk +2; **CMB** +6 (+10 grapple); **CMD** 19 (23 vs. trip)

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +11 (+15 when jumping), Fly +9, Perception +7, Stealth +8, Swim +11; **Racial Modifiers** +4 Acrobatics (+8 when jumping), +4 Stealth

Languages Sylvan

SQ vanish (3 rounds/day)

ECOLOGY

Environment temperate forests, plains, or swamps

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

Treasure none

SPECIAL ABILITIES

Poison Skin (Ex) A creature that strikes a fey giant toad with an unarmed strike or natural weapon exposes itself to the toad's poisonous skin.

Skin—contact; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Wisdom damage; *cure* 1 save.

Fey creatures resemble the mundane creatures they derive from, but with brighter colors, delicate features, and elegant wings such as those of a pixie or sprite. Despite their fragile-seeming appearance, fey creatures are every bit as hardy as their non-fey relations, though they sacrifice raw might for grace and the ability to fly. They live long lives, barring death by misadventure, and rarely show outward signs of age.

Some fey creatures owe their nature to fey ancestors interbreeding with mortal beings, while others are races in their own right. Still others began life as ordinary creatures and were infused with fey essence through the magic of learned spellcasters or the influence of ancient powers of nature. As a rule, fey creatures rarely dwell in civilized lands, both by preference and because the conditions that give rise to the fey rarely occur in urban surroundings. If not already born into realms of primeval wild or areas touched by great fey powers, fey creatures soon seek them out.

Though more prone to mischief than mayhem, fey creatures run the gamut from inimical to sprightly in behavior. Those inclined toward play and jest take a dim view of interlopers lacking in good humor. Such foul-tempered intruders risk humiliation at best if they insult the fey, and much worse if they raise arms against them. More aggressive fey still possess a well-developed though sadistic sense of humor. Such wicked fey use their inborn powers to lure outsiders to their doom, rather than into mere inconvenience.

Fey creatures generally have cordial relationships with animals, allies of nature such as druids, and other fey. Exceptions exist where rival communities of fey dwell in proximity to one another. In these cases, any fey creatures in the vicinity ally with one side or the other according to their own inclinations, only rarely standing outside such conflicts. Fey creatures derived from horses and the like often serve as mounts, though only to other fey or to allies of nature who acknowledge them as at least near-equals, if not full partners.

Creating a Fey Creature

"Fey Creature" is an inherited or acquired template that can be added to any living, corporeal creature. A fey creature retains the base creature's statistics and special abilities except as noted here.

CR: 9 HD or less, as base creature +1; 10 HD or more, as base creature +2.

Alignment: Any non-lawful.

Type: The creature's type changes to fey. Do not recalculate HD, BAB, or saves.

Senses: A fey creature gains low-light vision.

Armor Class: Reduce the creature's natural armor, if any, by 1 (minimum of 0).

Defensive Abilities: A fey creature gains a +4 bonus on saves against mind-affecting effects, resist cold and electricity 10, and DR 5/cold iron (if 11 HD or less) or DR 10/cold iron (if 12 HD or more).

Speed: Unless the base creature flies better, the fey creature flies at 1-1/2 times the base creature's land speed (good maneuverability), rounded down to the nearest multiple of 5 feet. If the creature already has flight with a maneuverability of good, it increases to perfect.

Special Abilities: A fey creature gains one of the following abilities for every 4 HD or fraction thereof.

Illustration by Branko Bistrovic

Camouflage (Ex) A fey creature can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment. It gains a +4 racial bonus on Stealth checks. This bonus does not stack with any racial Stealth bonus possessed by the base creature.

Change Shape (Su) A fey creature can change shape into a single form. Possible forms include a normal specimen of its base creature, a humanoid creature within one size category, or an animal within one size category. In all cases, the fey creature appears as the same individual of its alternate form each time it changes shape. The type of *polymorph* spell used should be chosen as appropriate based on the alternate form, such as *alter self* for taking humanoid form. This ability can be selected more than once, granting an additional form each time.

Energy Resistance (Ex) A fey creature gains resistance 10 to one energy type, or increases an existing resistance by 10. Resistance increased beyond 30 becomes immunity instead. This ability can be selected more than once.

Evasion (Ex) A fey creature gains evasion, as the rogue ability of the same name.

Long Step (Su) A fey creature can teleport up to 10 feet per Hit Die as a move action. It may use this ability once every 1d4 rounds.

Spell Resistance (Ex) A fey creature gains SR equal to 11 + its CR. This does not stack with any existing SR possessed by the base creature.

Trackless Step (Ex) A fey creature does not leave a trail in natural surroundings and cannot be tracked. It can choose to leave a trail, if it so desires.

Vanish (Su) As a swift action, a fey creature can vanish for 1 round as if affected by *invisibility*. It can use this ability for 1 round per day per Hit Die.

Woodland Stride (Ex) A fey creature can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect it. Optionally, this ability may function in a different type of terrain, to allow the fey creature to move through, swamps, rocky areas, ice, and so forth. Whatever the choice, this ability only functions in one type of terrain. This ability can be selected more than once, for a different terrain each time.

Spell-Like Abilities: A fey creature with an Intelligence or Wisdom score of 8 or more has a cumulative number of spell-like abilities depending on its Hit Dice. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD (or the caster level of the base creature's spell-like abilities, whichever is higher).

HD	Abilities
1–2	*Dancing lights* 3/day, *faerie fire*
3–4	*Entangle, glitterdust*
5–6	*Deep slumber*
7–8	*Major image*
9–10	*Confusion*
11–12	*Feeblemind*
13–14	*Mislead*
15–16	*Project image*
17–18	*Irresistible dance*
19–20	*Scintillating pattern*

Abilities: A fey creature gains a +4 bonus to Dexterity and a +2 bonus to Intelligence and Charisma. A fey creature receives a –2 penalty to Strength. Fey creatures derived from creatures without an Intelligence score gain an Intelligence of 3.

Skills: A fey creature with racial Hit Dice has skill points per racial Hit Die equal to 6 + its Intelligence modifier. It gains Acrobatics, Bluff, Fly, and Stealth as class skills.

Languages: Fey creatures speak Sylvan as well as any languages spoken by the base creature.

Flail Snail

This enormous snail has a brightly colored shell and four tentacles on its head, each tipped with a mace-like club.

FLAIL SNAIL **CR 4**

XP 1,200

N Large magical beast

Init –1; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +5

DEFENSE

AC 18, touch 8, flat-footed 18 (–1 Dex, +10 natural, –1 size)

hp 30 (4d10+8)

Fort +6, **Ref** +3, **Will** +2

Defensive Abilities retraction, warp magic; **Immune** poison; **Resist** fire 10

OFFENSE

Speed 10 ft., climb 10 ft.

Melee 4 slams +7 (1d4+3)

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

STATISTICS

Str 16, **Dex** 8, **Con** 14, **Int** 5, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +8; **CMD** 17 (can't be tripped)

Feats Power Attack, Weapon Focus (slam)

Skills Climb +15, Perception +5, Stealth +0

Languages Flail Snail (sign language, slime writing, cannot speak)

SQ mucus, slime rope, suction

ECOLOGY

Environment underground

Organization solitary, pair, or rout (3–30)

Treasure standard (shell worth 800 gp, other treasure)

SPECIAL ABILITIES

Mucus (Ex) As a free action, a flail snail can excrete a trail of mucus that covers its space and lasts for 10 minutes. This mucus comes in two types: slimy and sticky. A character who attempts to move through an area covered in slippery mucus must make a DC 14 Reflex save each round or fall prone. Sticky mucus transforms squares into difficult terrain. Only one type of mucus can be in effect at a time in any one square. Flail snails can move through either type of slime with ease. A square of mucus exposed to a fire source dries and reverts to normal. The save DC is Constitution-based.

Retraction (Ex) A flail snail can pull its fleshy parts into its shell as a swift action, increasing its natural armor bonus by +6, but it cannot move or attack while retracted. It can return to normal as a free action.

Slime Rope (Ex) A flail snail can turn its mucus into a ropelike strand up to 60 feet long, and can use this rope to hang itself and up to 1,000 extra pounds from the ceiling indefinitely, or to lower itself safely at a speed of 20 feet per round. It can climb back up this rope at a speed of 10 feet per round. Once the snail breaks contact with the rope, the slime decomposes in 1d4 rounds. While the slime rope exists, other creatures can climb the rope with a DC 20 Climb check.

Suction (Ex) A flail snail's foot adheres to surfaces so well that its 10-foot climb speed applies even to perfectly sheer surfaces and ceilings, with no chance of the flail snail falling off unless it is actively pinned and peeled away as part of a grapple.

Warp Magic (Su) Anytime a spell targets a flail snail, there is an 80% chance that it produces a random effect instead of affecting the snail. Only spells that directly target the flail snail are warped; area effect spells are not affected. If a spell is warped, roll 1d10 and consult the following table.

1–3	Spell misfires. For the next 1d4 rounds, the caster must make a DC 15 concentration check to successfully cast spells.
4–6	Spell misfires. The creature nearest the flail snail is affected as if the spell had been cast on it instead.
7–9	Spell fails. Nothing happens.
10	Spell rebounds on caster (as *spell turning*).

Flail snails are intelligent gastropods that subsist on fungus, mold, and vermin, though they may attack larger creatures in self-defense. Known for their magic-warping shells and club-like tentacles, flail snails roam slowly through subterranean caverns writing great epics in their slime trails.

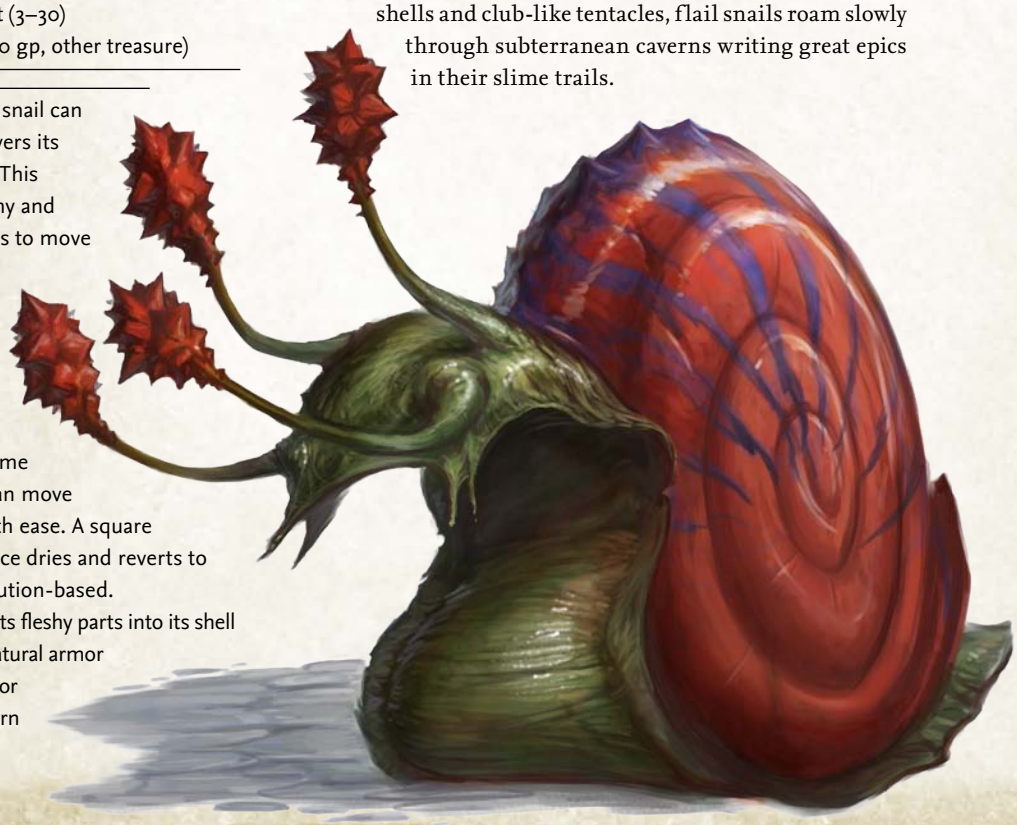


Illustration by Tyler Walpole

Flumph

This pale, jellyfish-like creature floats gently in the air, two long eyestalks extending from either side of its puckered mouth.

FLUMPH **CR 1**

XP 400

LG Small aberration

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 9 (2d8)

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

OFFENSE

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

Melee sting +5 (1d4 plus acid injection)

Special Attacks stench spray

STATISTICS

Str 10, **Dex** 16, **Con** 11, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +0; **CMD** 13

Feats Weapon Finesse

Skills Diplomacy +2, Fly +18, Perception +7, Sense Motive +3, Stealth +11

Languages Aklo, Common

ECOLOGY

Environment any land or underground

Organization solitary, pair, or colony (4–16)

Treasure standard

SPECIAL ABILITIES

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

Stench Spray (Ex) A flumph can spray a 20-foot line of foul-smelling liquid once every 1d4 rounds. This spray functions like the stench universal monster ability, except it only affects creatures struck by the spray, which must make a DC 10 Fortitude save or be sickened for 5 rounds. The save DC is Constitution-based. Alternatively, the flumph can concentrate the spray on a single target within 5 feet. To use this version of its stench spray, the flumph must succeed at a ranged touch attack (+5 for most flumphs). If the target is hit, it must make a DC 10 Fortitude save or become nauseated for 5 rounds; otherwise, it is sickened for 5 rounds. The odor from this spray lingers in the area and on all creatures struck for 1d4 hours, and can be detected at a range of 100 feet (creatures with the scent ability can smell it at double this range).

Come from distant stars to protect unprepared worlds from cosmic horrors, flumphs are jellyfish-like creatures that float in the air and hunt with acidic spikes growing from their undersides. Gentle at heart, flumphs understand that their appearance often terrifies viewers, and thus conceal themselves and observe neighboring settlements from afar, only revealing themselves when absolutely necessary. They also know full well the limitations of their fragile forms, and rather than directly opposing the horrors they seek to defeat, they prefer to recruit and advise heroes to tackle these dangerous tasks instead.

Flumphs float and speak via a constant flow of air through tiny pores in their white bodies, emitting a rhythmic puffing whenever they're aloft. Typical flumphs weigh 15 pounds and are 3 feet across. Flumphs deeply revere dreams, seeing them as omens and portents. While they normally mate and reproduce on the world of their birth, flumphs occasionally engage in a ritual called the Seeding, in which seed pods are flung into outer space in order to provide other planets with guardians.

Illustration by Andrew Hou

Foo Creature

There can be no mistaking this animal-like creature for a mere beast, for its face has an almost supernaturally human look to it.

Foo Dog CR 2

XP 600

NG Medium outsider (augmented animal, good, extraplanar)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

Defense

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

hp 17 (2d10+6)

Fort +6, **Ref** +5, **Will** +3

Defensive Abilities paired protectors, stony defense 2/day; **DR** 5/bludgeoning; **Immune** poison, disease, paralysis, sleep

Offense

Speed 30 ft.

Melee bite +4 (1d6+4 plus trip)

Statistics

Str 17, **Dex** 15, **Con** 17, **Int** 6, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Iron Will[B], Skill Focus (Perception)

Skills Acrobatics +6 (+10 when jumping), Perception +8; **Racial Modifiers** Acrobatics (+4 when jumping), +4 Survival when tracking by scent

Languages Celestial, Common

SQ freeze

Ecology

Environment any (Nirvana)

Organization solitary or pair

Treasure none

Foo Lion CR 4

XP 1,200

NG Large outsider (augmented animal, good, extraplanar)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

Defense

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)

hp 42 (5d10+15)

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

Defensive Abilities paired protectors, stony defense 5/day; **DR** 5/bludgeoning; **Immune** poison, disease, paralysis, sleep

Offense

Speed 40 ft.

Melee bite +8 (1d8+6 plus grab), 2 claws +8 (1d6+6)

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

Special Attacks pounce, rake (2 claws +7, 1d4+5)

Statistics

Str 23, **Dex** 17, **Con** 17, **Int** 6, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +10 (+14 grapple); **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Iron Will[B], Run, Skill Focus (Perception)

Skills Acrobatics +11 (+15 when jumping), Perception +8, Stealth +6 (+14 in undergrowth); **Racial Modifiers** +4 Acrobatics when jumping, +4 Perception, +4 Stealth (+8 in undergrowth)

Languages Celestial, Common

SQ freeze

Ecology

Environment any (Nirvana)

Organization solitary or pair

Treasure none

Foo creatures are benevolent guardian spirits that hail originally from the Outer Plane of Nirvana, where they spend their days cavorting in the idyllic wilds or aiding that realm's inhabitants, particularly the agathions, in their work. Yet while they come from Nirvana, foo creatures are often encountered on the Material Plane as well, for they are favorite conjurations of many cultures and religions.

Countless species of foo creatures exist—for if an animal dwells upon the Material Plane, it is certain that somewhere in the vast wilds of Nirvana its spiritual double frolics and plays. Nonetheless, certain foo creatures are more common than others, and the most often encountered of all are dogs and lions.

A foo creature can be called to the Material Plane for any reason a conjurer can imagine—these monsters are generally much more intelligent than their mundane counterparts, and can not only follow complex orders but can speak and converse as well. Typically, a foo creature is contacted to serve for a time as a guardian—by adopting its statue form using its freeze ability, a foo creature can appear as little more than an ornate decoration astride the facade of a building or standing guard over a fountain in a city plaza. They are not as often called upon to serve as soldiers in armies, for foo creatures detest war. They generally dislike serving as mounts as well, although for particularly pious and kindly folk, they have been known to make exceptions.

Creating a Foo Creature

"Foo Creature" is an inherited template that can be added to any animal, referred to hereafter as the base creature. A foo creature retains all the base creature's statistics and abilities except as noted here.

Challenge Rating: Same as the base creature +1.

Alignment: Any good.

Type: The base creature's type changes to outsider with the good subtype. It gains the augmented subtype. Do not recalculate BAB, saves, or skill ranks.

Senses: As the base creature, plus darkvision 60 feet.

AC: A foo creature's natural armor bonus increases by +2.

Hit Dice: The base creature's racial Hit Dice change to d10s.

Illustration by Andrew Olson

Defensive Abilities: A foo creature retains all of the base creature's defensive abilities and special qualities. It also gains the following.

Damage Reduction (Ex): A foo creature gains DR/bludgeoning based on its Hit Dice. A foo creature with up to 10 HD gains DR 5/bludgeoning. A foo creature with 11 or more HD gains DR 10/bludgeoning.

Paired Protectors (Su): When two or more foo creatures are within 30 feet of one another, they both gain the benefit of a *protection from evil* spell. The caster level of this *protection from evil* effect is equal to the highest Hit Dice of the affected foo creatures. This effect can be dispelled, but if it is, a foo creature can reactivate it as a swift action.

Stony Defense (Su): A number of times per day equal to its Hit Dice, a foo creature can harden its skin to unyielding stone as an immediate action. It gains hardness 8 until the end of its next turn, but its speed is reduced by 10 feet for the same duration.

Special Abilities: A foo creature retains all of the base creature's special attacks and special abilities. It also gains the following special quality.

Freeze (Ex): A foo creature can hold itself so still it appears to be a statue. A foo creature that uses freeze can take 10 on its Stealth check to hide in plain sight as a stone statue. A foo creature can maintain this position for as long as it wishes.

Abilities: +2 Strength, +2 Constitution, +4 Intelligence.

Feats: All foo creatures gain Iron Will as a bonus feat.

Languages: All foo creatures speak Common and Celestial.

Creating an Imperial Foo Creature

Among foo creatures there exist what are known as the "imperials"—the leaders of particular races of foo creatures. Imperial foo creatures are much more powerful than the typical examples of their kind, and possess a wide array of additional magical powers. Each imperial foo creature is a unique entity; only one exists at any one time. When an imperial foo creature is slain, the next most powerful foo creature of its species immediately transcends to this role to replace the one that was lost.

To create an imperial foo creature, first generate the statistics for a regular foo creature. The steps you'll go through to create the imperial version of that foo creature are more akin to those you'd go through to advance a creature by Hit Dice rather than a standard template.

Step One—Increase Ability Scores: Upon becoming an imperial, the foo creature gains a +6 bonus to all of its ability scores, save for Intelligence, which increases to 20 (unless the +6 increase would normally increase its Intelligence to an even higher score, in which case use that score instead).

Step Two—Advance Hit Dice: An imperial foo creature always has at least double the original foo creature's Hit Dice—you can give the imperial foo creature even more Hit Dice than this if you want to make a particularly powerful one. Base attack bonus, saves, skill ranks, feats, and all other variables dependant upon Hit Dice change as normal.

Step Three—Increase Size: Increase the foo creature's size by one category, applying the modifiers for size changes as summarized on Table 2–2 on page 296 of the *Pathfinder RPG Bestiary*.

Step Four—Spellcasting: An imperial foo creature casts spells as a 10th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for an imperial foo creature. The imperial foo creature gains Eschew Materials as a bonus feat, but gains no other class ability normally granted by the sorcerer class.

Step Five—Determine CR: Compare the foo creature's statistics to those presented on Table 1–1 on page 291 of the *Pathfinder RPG Bestiary* to determine the creature's final CR. An imperial foo creature has a minimum CR score of 11. If your creation's statistics aren't good enough to qualify for this CR minimum, continue adding racial Hit Dice until the imperial's statistics reach this minimum.

Garden Ooze

What seems to be a mass of diseased fibers growing on a plant suddenly moves and slithers independently from its sickly host.

GARDEN OOZE **CR 2**

XP 600

N Small ooze

Init +3; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 19 (3d8+6)

Fort +3, **Ref** +4, **Will** –4

Defensive Abilities ooze traits; **Immune** acid

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +3 (1d4 plus 1d8 acid)

Special Attacks acid, stink

STATISTICS

Str 11, **Dex** 16, **Con** 15, **Int** —, **Wis** 1, **Cha** 2

Base Atk +2; **CMB** +1; **CMD** 14 (can't be tripped)

Skills Climb +8

SQ camouflage

ECOLOGY

Environment temperate forests, marshes, and urban

Organization solitary, pair, or patch (3–5)

Treasure none

SPECIAL ABILITIES

Acid (Ex) A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.

Camouflage (Ex) A garden ooze is difficult to spot when it is at rest among plant growth of any type. A DC 15 Perception check is required to notice the ooze is a separate entity and not a diseased portion of the plant it rests upon. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.

Stink (Ex) Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Fort DC 13 negates). This is a poison effect. The save DC is Constitution-based.

A garden ooze is an animate, acidic mass of protoplasmic goo that dwells among foliage and scavenges proteins in the form of carrion or small animals that blunder into its vicinity. Although garden oozes are occasionally found in underground regions near the surface—such as sewers, sinkholes, and shallow caves—these oozes prefer the outdoors. One reason for this is that garden oozes are attracted to large collections of organic material where other tiny creatures might come to scavenge.

Quick and cunning hunters when compared to most oozes, garden oozes are particularly dangerous because they readily attack creatures that wander nearby regardless of the creatures' size. Oozes that sense prey moving closer are likely to wait to attack until the potential meal is within reach. The oozes also give chase when prey flees. Garden oozes innately change hue to match the ground underneath them, so they can be hard to spot.

When a garden ooze attacks, it lashes out with a whiplike appendage coated with a potent flesh-eating acid. If injured, the ooze releases a disgusting stench that makes it harder to fight off. Further, when one garden ooze attacks, any other garden oozes nearby join in, piling on and making escape all but impossible.

Fortunately for larger potential prey, most garden oozes are quite small, the largest among them reaching 3 feet in diameter before they split into smaller oozes. These oozes are also known as rat-catcher oozes or compost oozes, and some brave gardeners actually encourage the growth of such oozes in their gardens as a way to combat pests. Once the pests are under control, however, the oozes themselves must be hunted and slain before the garden is safe to tend.

Illustration by Alberto Dal Lago

Garuda

This winged creature has clawed hands and bird's talons. Large, glinting eyes and a serrated beak dominate its avian face.

GARUDA **CR 9**

XP 6,400

CG Medium outsider (native)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

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

hp 115 (11d10+55)

Fort +8, **Ref** +12, **Will** +9

DR 10/evil or magic; **SR** 21

OFFENSE

Speed 30 ft., fly 80 ft. (good)

Melee bite +16 (1d6+3), 2 claws +16 (1d4+3), 2 talons +16 (1d4+3), 2 wings +11 (1d4+1)

Ranged +1 *shock longbow* +17/+12/+7 (1d8+4/×3 plus 1d6 electricity)

Special Attacks hatred, swooping pounce, talon or wing

Spells Known (CL 7th; concentration +10)

3rd (5/day)—*displacement*, *haste*

2nd (7/day)—*alter self*, *protection from arrows*, *see invisibility*

1st (7/day)—*grease* (DC 14), *mage armor*, *shield*, *shocking grasp*, *true strike*

0 (at will)—*detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*

STATISTICS

Str 16, **Dex** 21, **Con** 20, **Int** 15, **Wis** 14, **Cha** 17

Base Atk +11; **CMB** +14; **CMD** 29

Feats Deadly Aim, Manyshot, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Weapon Finesse[B]

Skills Acrobatics +19, Fly +23, Intimidate +21, Perception +20, Sense Motive +20, Spellcraft +13, Stealth +19, Survival +13; **Racial Modifiers** +4 Intimidate, +4 Perception, +4 Sense Motive

Languages Common, Garuda

ECOLOGY

Environment tropical hills and mountains

Organization solitary, pair, or aerie (3–6)

Treasure double (+1 *shock composite longbow* [+3 Str], other treasure)

SPECIAL ABILITIES

Hatred (Ex) Garudas receive a +1 racial bonus on attack and damage rolls against nagas and other serpentine monsters of the aberration type.

Spells Garudas cast spells as 7th-level sorcerers.

Swooping Pounce (Ex) When a garuda makes a diving aerial charge, it can make a full attack with its natural weapons.

Talon or Wing (Ex) A garuda cannot use its wing attacks while flying, and cannot use its talon attacks while not flying.

Garudas are noble, birdlike creatures that inhabit rugged hills. While they remain detached from humanoid societies, they are impetuous and gallant, often serving as protectors of nearby communities.

Most garudas stand around 6 feet tall with a wingspan of 15 feet and weigh approximately 150 pounds.

Illustration by Carolina Eade

Ghorazagh

With an armored spherical body, numerous tentacular legs, and a multi-eyed visage, this creature is truly hideous.

GHORAZAGH **CR 13**

XP 25,600

NE Large aberration

Init +3; **Senses** bloodsense, darkvision 30 ft.; Perception +21

DEFENSE

AC 26, touch 12, flat-footed 23 (+3 Dex, +14 natural, –1 size)

hp 187 (15d8+120)

Fort +15, **Ref** +10, **Will** +12

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft., climb 40 ft., fly 40 ft. (perfect)

Melee bite +16 (2d6+6), 2 claws +16 (1d8+6), 4 tentacles +14 (1d6+3 and grab)

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

Special Attacks blood drain (1d4 Con), bloodspray

STATISTICS

Str 22, **Dex** 17, **Con** 26, **Int** 15, **Wis** 17, **Cha** 16

Base Atk +11; **CMB** +18; **CMD** 31

Feats Bleeding Critical, Critical Focus, Flyby Attack, Great Fortitude, Improved Bull Rush, Lightning Reflexes, Multiattack, Power Attack

Skills Bluff +18, Climb +14, Fly +27, Knowledge (dungeoneering) +17, Perception +21, Stealth +17, Survival +21

Languages Aklo; chemical communication

ECOLOGY

Environment any underground

Organization solitary, pair, colony (3–9), or hive (10–40, including 6 brood guards of 17 HD and 1 hive lord of 21 HD)

Treasure standard

SPECIAL ABILITIES

Bloodsense (Su) A ghorazagh notices living creatures within 60 feet just as if it possessed the blindsight ability.

Bloodspray (Su) Once every 1d4 rounds, a ghorazagh can unleash a 20-foot cone of blood and eldritch enzymes. Any living creature struck by a ghorazagh's bloodspray must make a DC 25 Fortitude save or be affected as by the spell *slow*. A slowed creature struck by a ghorazagh's bloodspray a second time must make an additional save or be paralyzed. These effects last for 2d6 rounds. A ghorazagh can also consciously alter its enzymes, producing a spray that removes all effects of this ability. The save DC is Constitution-based.

Chemical Communication (Ex) Ghorazaghs can communicate with other ghorazaghs within 60 feet via pheromone transmission. In a ghorazagh hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication that only ghorazaghs can understand.

Ghorazaghs—or gore weavers—float like tumorous specters through the deepest, most alien cavities of the lightless underground, preying upon the wretched vermin of those horrid places. Cunning, with minds and drives unknowable and obscene to those of lands above, the gore weavers only recently became aware of the fertility and bounty of the surface world and are now slowly turning their ebon eyes upward.

While ghorazaghs can digest nearly anything, they are incapable of digesting blood. Their digestive systems process flesh, bone, and all other organic material, filtering out blood and storing it in large reservoirs within their bodies, whereupon the blood is mixed internally with mucus and other strange fluids to form a thick, gluelike substance. While a ghorazagh can spray this fluid as an attack to impede prey, the primary use of the foul substance is as a building material. Ghorazagh hives are constructed entirely of this material, which when it dries has the strength of metal while retaining a dark red resinlike appearance. A ghorazagh hive is a nightmare place as a result—twisting tunnels with an eerily organic appearance that can wind for miles on end.

Illustration by Andrew Kim

Ghul

Draped in fine dark robes, this undead creature's body seems to be made of equal parts bone, leathery flesh, and blood-red smoke.

GHUL **CR 5**

XP 1,600

CE Medium undead (shapechanger)

Init +2; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 51 (6d8+24)

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

DR 5/good; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +10 (1d6+6), 2 claws +10 (1d4+6 plus bleed)

Special Attacks bleed (1), cursed claws, rend (1d6+6)

STATISTICS

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

Base Atk +4; **CMB** +10; **CMD** 22

Feats Great Fortitude, Power Attack, Step Up

Skills Bluff +10, Climb +18, Diplomacy +7, Disguise +11, Intimidate +11, Perception +15, Stealth +11, Survival +8 (+16 when following tracks); **Racial Modifiers** +4 Perception, +8 Survival when following tracks

Languages Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal)

SQ change shape (hyena; does not detect as undead in this form; *beast shape I*), genie-kin

ECOLOGY

Environment warm deserts

Organization solitary or pack (2–8)

Treasure standard

SPECIAL ABILITIES

Cursed Claws (Ex) A ghul's claws count as both cold iron and magic for the purpose of bypassing damage reduction.

Genie-kin (Ex) For all race-related effects (such as a ranger's favored enemy), a ghul is considered a genie even though its type is undead.

Illustration by Tyler Walpole

Ghuls are undead jann whose eternal existence was twisted by fate and wrought through the displeasure of Ahriman, Lord of the Divs. As if the curse of undeath and ravenous hunger were not enough, these once-majestic creatures now bear donkey hooves as feet. Despite their horrific undead appearance, this feature shames them the most, and they hide their feet from view.

Ghuls, like ghouls and ghasts, haunt cemeteries and other places of the dead hoping to feed on corpses. They also hunt mourners and grave tenders, as they enjoy the taste of living prey as well as that of the dead. Selective in their diets, ghuls choose their victims by personality, believing innocence and youth taste more delicious than the barely palatable flesh of the bitter and old. Sometimes a ghul follows a funeral procession in hyena form, keeping a safe distance until the ceremony, whereupon it changes into its true form to attack and feast. Sorrow and despair taste as delicious as innocence to a ghul.

While not directly affected by sunlight, ghuls despise its presence and only move about during the day if forced to by necessity. They primarily hunt at night, sometimes straying far from their graveyard lairs and burial caves in search of fresh prey to sate their hunger.

The longer a ghul goes without feeding, the more ferocious and primal the creature becomes. A well-sated ghul organizes with others of its kind and lesser undead, tormenting nearby towns and settlements. A ghul involved with this level of organization often has a scattered set of lairs throughout the desert. These allow the ghul to strike far from its home lair and hide again without having to travel during the blistering daylight sun. When a ghul goes for too long without feeding, it becomes increasingly feral and violent—its statistics don't change, but it grows less concerned with fleeing combat, even when it is obviously outmatched.

Ghuls stand 6 feet tall and weigh 90 pounds.

Giant, Ash

Towering above a typical human, this misshapen giant's pale flesh is covered in purulent sores and bulbous tumors.

ASH GIANT **CR 11**

XP 12,800

CN Large humanoid (giant)

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 25, touch 11, flat-footed 23 (+4 armor, +2 Dex, +10 natural, –1 size)

hp 147 (14d8+84)

Fort +15, **Ref** +6, **Will** +5

Defensive Abilities rock catching; **Immune** disease, poison

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee Huge club +20/+15 (2d6+11 plus disease), slam +15 (1d8+5 plus disease) or 2 slams +20 (1d8+11 plus disease)

Ranged rock +13 (1d8+16 plus disease)

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

Special Attacks disease, rock throwing (120 ft.)

STATISTICS

Str 33, **Dex** 14, **Con** 23, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +22; **CMD** 34

Feats Catch Off-Guard, Cleave, Great Cleave, Point-Blank Shot, Power Attack, Precise Shot, Self-Sufficient

Skills Climb +14, Heal +7, Intimidate +6, Perception +8, Survival +9

Languages Common, Giant

SQ oversized weapon, vermin empathy +14

ECOLOGY

Environment any wastelands

Organization solitary, gang (2–5), band (6–9), raid (9–12 plus 1d4 giant vermin), or tribe (13–30 plus 35% noncombatants, plus 1 barbarian or fighter chief of 6th–8th level and 6–8 giant vermin)

Treasure standard (hide armor, Huge club, other treasure)

SPECIAL ABILITIES

Disease (Su) While ash giants are immune to disease, they carry a contagious form of leprosy. Any creature struck by an ash giant's attacks is exposed to this virulent sickness.

Ash Leprosy: Injury; *save* Fort 23; *onset* 1 minute; *frequency* 1 day; *effect* 1d2 Con damage, 1d2 Cha drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

Oversized Weapon (Ex) An ash giant can wield Huge weapons without penalty.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy ability, save that it works only on vermin. An ash giant gains a racial bonus on this check equal to its Hit Dice (+14 for most ash giants). Vermin are normally mindless, but this empathic communication imparts upon them a modicum of implanted intelligence, allowing the ash giant to train vermin and use them as guardians (although it does not grant them skills or feats).

Whether because of disruptive magic, unearthed deep elements, or alien technology that fell calamitously from the sky, ash giants are victims of their barren terrains. Yet they somehow survive and even thrive in these desperate lands. Ash giants have an uncanny ability to bond with the enormous and often mutated vermin they share the landscape with, and sometimes use the largest of these creatures as mounts.

Ash giants are brash and violent, and their humor is incredibly dark. Killing someone through a prank is just as funny as tripping a friend while on a hunt. While not inherently evil, lifetimes of being antagonized by other tribes have practically bred violence into their minds.

Ash giants are 10 feet tall and weigh 1,200 pounds.

Illustrations by Mathias Kollros

Giant, Cave

Bestial tusks jut from the jaw of this hunched-over giant. It is clad in armor patched together from the bones of past victims.

CAVE GIANT **CR 6**

XP 2,400

CE Large humanoid (giant)

Init +0; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

AC 19, touch 9, flat-footed 19 (+4 armor, +6 natural, –1 size)

hp 67 (9d8+27)

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

Defensive Abilities ferocity, rock catching

Weaknesses light sensitivity

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee battleaxe +12/+7 (2d6+9/×3) or 2 slams +11 (1d8+6)

Ranged rock +5 (1d8+6)

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

Special Attacks rock throwing (100 ft.)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +6; **CMB** +13; **CMD** 23

Feats Cleave, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (battleaxe)

Skills Climb +6, Intimidate +7, Perception +5

SQ axe wielder

ECOLOGY

Environment any underground

Organization solitary, gang (2–5), band (6–8 plus 1–2 monitor lizards), raiding party (9–12 plus 1–4 monitor lizards), or tribe (13–20 plus 30% noncombatants, plus 1 barbarian, fighter, or ranger chief of 3rd–5th level; 2–9 monitor lizards; 1–4 giant frilled lizards; and 10–15 dwarf, orc, or troglodyte slaves)

Treasure standard (battleaxe, hide armor, other treasure)

SPECIAL ABILITIES

Axe Wielder (Ex) All cave giants are proficient with handaxes, battleaxes, and greataxes.

Stooped over in a perpetual crouch, cave giants move as if they had never mastered walking erect. Their faces mix the worst features of ogre and feral orc. The largest would measure 10 feet in height if they ever stood straight. The typical cave giant weighs 1,000 pounds. Though few survive past 60 years, cave giants can live as long as 150 years.

While they prove remarkably adept with axes of all varieties, cave giants lack the patience to work metal. What metal a cave giant possesses was likely stolen from other giants or worked by enslaved subterranean smiths.

Slaves such as dwarves, orcs, and troglodytes do most of the labor in cave giant settlements. Poor treatment and the need for meat keep slave populations small and ever-rotating. New slaves are brought in whenever raiding parties remember to reign in their blood lust. Any prisoners who fail to submit to their new masters find themselves served on the dinner table or tossed screaming into the giant's cave lizard pens.

Giant lizards of all types serve as both guard beasts and sport for the cave giants. Giant frilled lizards are rarely pets, as most cave giants opt to keep less dangerous monitor lizards instead. Kept in check only by fear and brutal beatings, such pets turn on their handlers at the first sign of weakness. At feeding time, live captives are tossed into the pens, a festive event filled with boisterous cheers and spirited betting.

Giant, Desert

Loose robes conceal the sand-etched features of this lanky giant. In each hand he grips a scimitar nearly the length of a human.

DESERT GIANT **CR 9**

XP 6,400

LN Large humanoid (giant)

Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 24, touch 13, flat-footed 20 (+2 armor, +3 Dex, +1 dodge, +9 natural, –1 size)

hp 123 (13d8+65)

Fort +9, **Ref** +11, **Will** +5

Defensive Abilities rock catching; **Immune** fire

OFFENSE

Speed 50 ft.

Melee mwk scimitars +16/+16/+11/+11 (1d8+8/15–20) or 2 slams +16 (1d8+8)

Ranged rock +11 (1d8+8)

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

Special Attacks rock throwing (100 ft.), scimitar training

STATISTICS

Str 26, **Dex** 17, **Con** 21, **Int** 13, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +18; **CMD** 32 (36 vs. disarm and sunder)

Feats Combat Reflexes, Dodge, Improved Critical (scimitar), Improved Two-Weapon Fighting, Mobility, Two-Weapon Fighting, Weapon Focus (scimitar)

Skills Acrobatics +16 (+24 when jumping), Intimidate +11, Perception +9, Survival +17

Languages Common, Giant

SQ sandwalking

ECOLOGY

Environment warm desert

Organization solitary, gang (2–4), band (5–8), raiding party (9–12 plus 1 fighter of 1st–3rd level), or tribe (10–30 plus 35% noncombatants, 1–3 clerics of 2nd–4th level, 2–4 fighters of 1st–3rd level, and 1 fighter sheik of 4th–6th level, 50% chance of 10–20 human slaves)

Treasure standard (2 masterwork scimitars, leather armor, other treasure)

SPECIAL ABILITIES

Sandwalking (Ex) A desert giant travels at full speed across sand, rocky ground, or dust, and leaves no trail behind unless it chooses to.

Scimitar Training (Ex) All desert giants are proficient with scimitars, and can wield them as if they were light weapons. A desert giant adds its full Strength bonus to attacks made with a scimitar wielded in its off hand, and gains a +4 bonus to CMD versus disarm and sunder attempts when fighting with a scimitar in each hand.

Desert giants rove the stark and majestic sands, rarely dwelling in permanent camps. They roam from oasis to oasis, sleeping beneath the stars or in easily dismantled yurts, breaking camp as whim strikes or when food sources grow scarce.

Desert giants stand 15 feet tall on average, but have slender builds and rarely weigh more than 2,000 pounds, a fact that greatly contributes to their grace and speed. The giants favor loose robes with keffiyehs for protection from the scouring desert winds, as well as traveling leathers worn beneath the robes. They require little water, and are able to survive for as long as 2 weeks on food alone. When such goods are available, they drink water, milk, and juices in prodigious amounts, but they spurn beer, wine, and stronger spirits. The bulk of their diet comes from figs, olives, and similar bounty of the oases, supplemented by meat if required. The eldest desert giants live as long as 300 years.

Despite their nomadic ways, desert giants guard their territory fiercely, driving away all interlopers, whether intelligent or bestial.

Illustrations by Mathias Kollros

Giant, Jungle

This towering, plant-encrusted woman wields a massive bow, and her dark skin is decorated with numerous intricate tattoos.

JUNGLE GIANT **CR 10**

XP 9,600

N Huge humanoid (giant)

Init +4; **Senses** low-light vision; Perception +15

DEFENSE

AC 24, touch 16, flat-footed 20 (+4 deflection, +4 Dex, +8 natural, –2 size)

hp 127 (15d8+60)

Fort +9, **Ref** +13, **Will** +7

Defensive Abilities rock catching, spell storing, warding tattoos; **Immune** disease, poison

OFFENSE

Speed 40 ft.

Melee 2 slams +17 (2d6+8)

Ranged mwk composite longbow +15/+10/+5 (3d6+8/19–20/×3)

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

STATISTICS

Str 26, **Dex** 19, **Con** 19, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +11; **CMB** +21; **CMD** 39

Feats Deadly Aim, Improved Critical (longbow), Improved Precise Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Stealth), Weapon Focus (longbow)

Skills Climb +12, Craft (bows) +8, Perception +15, Stealth +12 (+20 in forests), Survival +10; **Racial Modifiers** +4 Climb, +8 Stealth in forests

Languages Common, Giant

SQ archery expert

ECOLOGY

Environment warm forests

Organization solitary, hunting party (2–9 plus 1–3 girallons), or tribe (10–40, plus 35% noncombatants, 1–3 druids or sorcerers of 2nd–5th level, 1 ranger or barbarian of 3rd–7th level, and 2–8 girallons)

Treasure standard (masterwork composite longbow [+8 Str] with 40 arrows, other treasure)

SPECIAL ABILITIES

Archery Expert (Su) A jungle giant is proficient with all bows, and does not provoke an attack of opportunity when firing a bow in melee combat.

Spell Storing (Su) Once per day as a immediate action, a jungle giant can absorb a targeted or ranged touch spell used against it, negating the effects against it but not against any other targets. It can retain this stored power for up to 1 minute, during which time its tattoos glow with blue fire. If it damages a target with a successful hit using a melee or ranged weapon, it can cast the spell on the target as a free action, as if it were using a *spell storing weapon*. This spell uses the caster level and DC of the original caster. This discharges the stored spell.

Warding Tattoos (Su) A jungle giant's magical tattoos grant it a +4 deflection bonus to Armor Class. The giant loses this bonus if it wears armor.

Reclusive by nature, jungle giants lair deep within the rainforest. These giants distrust the ways of civilization and resent trespassers. More than one vine-covered lost city in the deep jungle owes its fall to jungle giant ire. The warrior-women of these tribes usually fight with bows, sacred weapons often passed down over generations from mother to daughter. To touch a jungle giant's bow without permission is a mortal insult.

Jungle giants stand 17 feet tall and weigh 4,000 pounds. Their barklike skin bears runic brands etched into each giant as a rite of passage into adulthood. Jungle giant tribes are matriarchal, ruled by an elder female warrior. Males traditionally defend the village, gather food, tend livestock, and raise children.

Girtablilu

The body of a spear-wielding woman rises from the front of this monstrously huge scorpion.

GIRTABLILU **CR 8**

XP 4,800

N Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +14

DEFENSE

AC 22, touch 12, flat-footed 19 (+2 armor, +2 Dex, +1 dodge, +8 natural, –1 size)

hp 105 (10d10+50)

Fort +8, **Ref** +11, **Will** +9

OFFENSE

Speed 50 ft.

Melee mwk spear +15/+10 (1d8+7/×3), 2 claws +9 (1d6+2 plus grab), sting +9 (1d6+2 plus poison)

Ranged mwk spear +12 (1d8+5/×3)

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

Special Attacks constrict (1d6+5)

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

1/day—*summon nature's ally V* (1d3 giant scorpions)

STATISTICS

Str 20, **Dex** 15, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 29 (41 vs. trip)

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

Skills Climb +17, Craft (any one) +8, Knowledge (history) +5, Perception +14, Sense Motive +7, Stealth +10, Survival +15; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Common, Girtablilu

SQ scorpion empathy +10, undersized weapons

ECOLOGY

Environment warm deserts

Organization solitary, pair, patrol (3–5 plus 2–4 giant scorpions), or cult (6–14 plus 3–6 temple guardians of 3rd level, 1 cleric or oracle leader of 6th level, and 4–9 giant scorpions)

Treasure standard (leather armor, masterwork spear)

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves.

Scorpion Empathy (Ex) This ability functions as a druid's wild empathy ability, save that it works only on scorpions. A girtablilu gains a racial bonus on this check equal to its Hit Dice (normally +10). Scorpions are normally mindless, but this empathic communication imparts upon them a modicum of implanted intelligence, allowing girtablilus to train scorpions and use them as guardians (though it does not grant them skills or feats).

Girtablilus fiercely guard ancient places and treasures lost to history. Far from civilized eyes, they thrive and piously protect their charges with the aid of monstrously large scorpions that girtablilus keep as pets.

All girtablilus share a zeal for religion, although the objects of veneration vary from tribe to tribe. Some girtablilu tribes still serve long-forgotten deities, preserving the divinities' names and holy rituals. Others embrace religions derived from prehistoric worship, devoted to the idea of gods that once were or might never have been.

Girtablilu leaders are clerics or oracles, and are responsible for the tribe's religious observances and laws. Tradition and service to the group are important. Those who violate tribal beliefs are killed or exiled into the harsh wasteland. Girtablilus believe that no sacrifice in life (including death in the service of the gods) goes unrewarded in the hereafter; this belief makes them fierce and fearless fighters.

A girtablilu is 13 feet long and weighs 800 pounds.

Illustration by Francesco Graziani

Globster

This grotesque mass of blubber and rancid flesh piles up hideously upon itself, opening a vast maw filled with teeth.

GLOBSTER **CR 5**

XP 1,600

N Large ooze (aquatic)

Init –5; **Senses** Perception –5

Aura stench (DC 18, 10 rounds)

DEFENSE

AC 16, touch 4, flat-footed 16 (–5 Dex, +12 natural, –1 size)

hp 57 (6d8+30)

Fort +7, **Ref** –3, **Will** –3

Immune acid, bludgeoning and piercing damage, ooze traits; **Resist** cold 10, electricity 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee slam +9 (2d6+9 plus grab and nausea)

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

Special Attacks create spawn, constrict (2d6+9)

STATISTICS

Str 16, **Dex** 1, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 16 (can't be tripped)

Skills Swim +14

SQ decompose, water dependency

ECOLOGY

Environment any oceans or coastlines

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

Treasure none

SPECIAL ABILITIES

Create Spawn (Ex) When a globster eats a living creature, it only digests a small portion of the remains. As the undigested remains accumulate inside of it, the globster grows more and more bloated. As a full-round action that does not provoke attacks of opportunity, a globster can regurgitate these foul remains along with portions of its own mass. Doing so causes the globster 1d6 points of damage, but creates a new, fully grown globster that immediately attacks the nearest non-globster target. A globster can create spawn up to once per day, though only after it has fed upon at least four Medium-sized creatures (or the equivalent number of creatures of other sizes).

Decompose (Ex) A slain globster decays into a mass of goo in the span of 24 hours. However, the corpse retains the creature's stench aura for 1d10 days after its death.

Nausea (Ex) Any creature struck by a globster must make a DC 18 Fortitude save to avoid being nauseated for 1 round. Once a creature makes this saving throw, it is immune to further nausea effects from that particular globster for 24 hours. This is a poison effect. The save DC is Constitution-based.

A globster is a living collection of half-digested parts from large sea creatures such as whales and squid. Passersby usually discover it by smell long before they see it. Many unfortunate folk who happen upon a globster mistake it for the carcass of a beached sea animal, getting too close before discovering the seemingly dead creature is very much alive. For a time, sages believed globsters were undead—that they were simply undulating wads of rotting flesh animated with a drive to feed. However, globsters are actually living creatures.

Globsters usually wash up on a beach or float to the shore to feed on terrestrial stock for a few hours before returning to the safety of water. Some say the tides and phases of the moon are to blame for the times globsters come to land to feed. Globsters reproduce by mixing parts of their own foul bodies with the poorly digested remains of their meals.

Illustration by Ryan Portillo

Goblin Snake

A gray, lipless goblin head with serpent's fangs sits atop the sinuous black body of this greasy-scaled snake.

GOBLIN SNAKE **CR 1**

XP 400

CE Small aberration

Init +2; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

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

hp 13 (2d8+4)

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

OFFENSE

Speed 30 ft., burrow 5 ft., swim 20 ft.

Melee bite +2 (1d4+3)

Special Attacks goblin breath

STATISTICS

Str 14, **Dex** 15, **Con** 14, **Int** 9, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +2; **CMD** 14 (can't be tripped)

Feats Lunge[B], Skill Focus (Bluff)

Skills Bluff +6, Intimidate +5, Knowledge (local) +3, Perception +5, Stealth +10

Languages Common, Goblin

SQ snake empathy +7

ECOLOGY

Environment any underground or swamps

Organization solitary, pair, or nest (3–12 plus 1–6 venomous snakes)

Treasure standard

SPECIAL ABILITIES

Goblin Breath (Ex) Once every 1d4 rounds, a goblin snake can release a disgusting belch as a standard action. Any creature within 5 feet of the goblin snake must succeed at a DC 13 Fortitude save or be sickened for 1d6 rounds by the stench. Creatures that successfully save cannot be affected by the same goblin snake's goblin breath for 24 hours. Goblin snakes and goblins are immune to this effect. This is a poison effect. The save DC is Constitution-based.

Snake Empathy (Ex) This ability functions similarly to a druid's wild empathy ability, but allows a goblin snake to verbally communicate with and be understood by snakes and similar serpentine reptiles. The bonus equals the goblin snake's racial Hit Dice plus its Charisma modifier and a +4 racial bonus.

Illustration by Andrew Hou

Tenacious predators and bullies, goblin snakes are shrill, impulsive, and endlessly hungry. When their instinctual cunning takes hold, however, these maniacal creatures exhibit all the stealth and deadly cunning of serpents coupled with the capricious destructiveness of goblins.

Cruel and selfish, goblin snakes care for little more than their next meals and indulging their unfounded arrogance. Like goblins, they can easily eat their body weight in food daily, but goblin snakes are also lazy, and are more likely to settle for easy meals rather than ones they must work to find. As a result, goblins snakes eat almost anything within reach and readily available, from carrion to rubbish (the source of their horrendous and nauseating breath). Goblin snakes delight in fresh meat, but strongly prefer having others bring it to them over hunting and killing it themselves.

Enjoying the company of snakes, goblin snakes are often accompanied by several smaller venomous serpents, which the goblin snakes use to protect their lairs and supplement their food supply. Goblin snakes are exceedingly jealous of nagas, however, envying their serpentine majesty and mastery of magic. Enterprising and cunning goblin snakes have been known to impersonate nagas, demanding tribute and food from gullible creatures in awe of the "naga's" supposed magical abilities. Some scholars have noted the superficial similarities between goblin snakes and nagas, and have gone as far as to theorize that the goblin snake might be a particularly weak breed of naga—a theory that most nagas do not appreciate at all.

Although goblin snakes are not as smart as goblins, their terrifying shape allows them to take positions of inflated prominence within goblin society. Fearful goblins typically defer to the beasts, which well suits the goblin snakes' innate arrogance and sense of superiority. Goblin snakes affiliated with goblin tribes usually treat their goblin associates as servants at best and slaves at worst.

Goblin snakes share goblins' fear of horses (who could easily step on and crush an unwary goblin snake) and love of fire (though their lack of arms gives them little opportunity to indulge in arson), but they are not as superstitious as goblins. Goblin snakes eagerly embrace magic if given the opportunity, and it is not uncommon for a goblin snake with adept, cleric, oracle, or sorcerer class levels to serve as a goblin tribe's shaman or high priest.

Golem, Bone

This horrific humanoid figure is a mass of bones and skulls tied together with slick ropes of sinew.

BONE GOLEM **CR 8**

XP 4,800

N Large construct

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)

hp 90 (11d10+30)

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

DR 5/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee bite +14 (1d8+4), 2 slams +14 (2d6+4)

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

Special Attacks bone prison (ranged touch +12)

STATISTICS

Str 18, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +11; **CMB** +16 (+20 disarm or grapple); **CMD** 28

Feats Improved Initiative[B]

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Bone Prison (Ex) As a standard action, a bone golem can throw some of its bones at a creature within 30 feet—it must make a ranged touch attack to hit. These bones magically duplicate and form a cage surrounding struck creatures. Each round, the cage makes a combat maneuver check to deal the golem's slam damage, using the golem's CMB. If the check fails, the target is still trapped but takes no damage. The target can escape the grapple normally, or can break out of the bones by dealing 15 points of damage to the prison, which has the same AC, DR, and saves as the bone golem itself. Damage to the prison has no effect on the golem. The golem can only have one bone prison active at a time. If it wishes to create a second one, it (or some other creature) must first destroy the existing one.

Immunity to Magic (Ex) A bone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and abilities function differently against the creature, as noted below.

- Magical effects that heal living creatures slow a bone golem (as the *slow* spell) for 1d4 rounds (no save).
- A magical attack that deals negative energy damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A bone golem gets no saving throw against attacks that deal negative energy damage.
- A *raise dead*, *resurrection*, or *true resurrection* spell negates its DR and immunity to magic for 1 minute.

Bone golems are most often crafted as guardians of tombs—and sometimes formed from the very corpses they guard.

Construction

The golem's body consists of bones from at least a dozen Medium or larger skeletons. The bones must be treated with oils and shellac worth 1,000 gp.

BONE GOLEM

CL 9th; **Price** 41,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *limited wish*, *telekinesis*, and either *animate dead* or *animate objects*, creator must be at least caster level 9th; **Skill** Craft (sculpture) or Heal DC 15; **Cost** 21,000 gp

Illustration by Mathias Kollros

Golem, Brass

This towering brass statue, built to resemble an evil horned humanoid, carries a gigantic curved sword in its metal fists.

BRASS GOLEM **CR 14**

XP 38,400

N Huge construct

Init +0; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +1

DEFENSE

AC 30, touch 8, flat-footed 30 (+22 natural, –2 size)

hp 150 (20d10+40)

Fort +6, **Ref** +6, **Will** +7

DR 15/adamantine; **Immune** construct traits, fire, magic

OFFENSE

Speed 40 ft.

Melee brass falchion +29 (3d6+11/18–20 plus 2d6 fire), slam +29 (2d6+11 plus 2d6 fire)

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

Special Attacks breath weapon (DC 20), heat (2d6 fire)

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

Constant—*see invisibility*

STATISTICS

Str 32, **Dex** 11, **Con** —, **Int** —, **Wis** 13, **Cha** 1

Base Atk +20; **CMB** +33; **CMD** 43

SQ death throes, brass falchion

ECOLOGY

Environment any

Organization solitary or watch (2–4)

Treasure none

SPECIAL ABILITIES

Brass Falchion (Ex) A brass golem's falchion deals damage as a Huge falchion, but is actually a primary natural attack, not a manufactured weapon, and cannot be disarmed.

Breath Weapon (Su) As a free action once every 1d4 rounds, a brass golem can expel a cloud of smoke and cinders that fills a 20-foot cube. This functions as an *incendiary cloud* that persists for 1d6 rounds, dealing 6d6 points of fire damage (DC 20 Reflex for half). The save DC is Constitution-based.

Death Throes (Ex) A brass golem explodes when it is destroyed. All creatures within 30 feet of the golem take 12d8 points of fire damage (DC 20 Reflex for half). The save DC is Constitution-based.

Immunity to Magic (Ex) A brass golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature.

- A magical attack that deals cold damage slows a brass golem (as per the *slow* spell) for 1d6 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. A brass golem gets no save against fire effects.

Implacable automatons of elemental fire and extraplanar brass, brass golems stand sentinel over the palaces, treasuries, and harems of their creators. Brass golems are 24 feet tall and weigh 18,000 pounds.

Construction

Crafting a brass golem requires 18,000 pounds of brass, cast with several rare mineral solutions and ore compounds that cost at least 20,000 gp.

BRASS GOLEM

CL 17th; **Price** 180,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *incendiary cloud*, *limited wish*, *see invisibility*, creator must be caster level 17th; **Skill** Craft (armor) or Craft (blacksmithing) DC 22; **Cost** 100,000 gp

Illustration by Andrew Hou

Golem, Cannon

This collection of jagged metal rears up into a humanoid form, its enormous cannon tracking movement with mechanical precision.

CANNON GOLEM **CR 15**

XP 51,200

N Large construct

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 31, touch 16, flat-footed 24 (+7 Dex, +15 natural, –1 size)

hp 140 (20d10+30)

Fort +6, **Ref** +13, **Will** +8

DR 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +29 (2d10+10)

Ranged cannon +26/+21 (6d6+7/19–20/×4)

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

Special Attacks cannon

STATISTICS

Str 30, **Dex** 24, **Con** —, **Int** —, **Wis** 15, **Cha** 2

Base Atk +20; **CMB** +31; **CMD** 48

Feats Improved Critical (cannon)[B]

SQ alloyed, blasting critical, gun training

ECOLOGY

Environment any land

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Alloyed (Ex) A cannon golem's slam and cannon attacks count as adamantine, cold iron, and silver for the purpose of overcoming damage reduction.

Blasting Critical (Ex) When a cannon golem confirms a critical hit with a slam attack, it can make one cannon attack against that target as a free action (as long as the cannon is loaded).

Cannon (Ex) The golem's cannon has a range increment of 100 feet and deals 6d6 points of bludgeoning and piercing damage on a hit with a ×4 critical modifier. The cannon's magazine can hold up to 20 cannonballs at a time—reloading a single cannonball into this magazine is a standard action for the golem, while loading a cannonball into the cannon itself to fire it is a swift action; this allows the golem to take two shots per round with the cannon.

Gun Training (Ex) A cannon golem adds its Dex modifier to the damage dealt by its cannon.

Immunity to Magic (Ex) A cannon golem is immune to spells and spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- Any spell with the water descriptor that affects a cannon golem renders its cannon unusable for 1 round (no save).
- A *heat metal* spell causes the golem's cannon to instantly backfire, dealing 6d6 points of damage to the golem and staggering it for 1 round (no save).

A cannon golem's internal workings are a mechanical labyrinth; its extradimensional pockets constantly process new black powder. A cannon golem stands 12 feet tall.

Construction

A cannon golem is built from 2,000 pounds of adamantine, brass, cold iron, and mithral.

CANNON GOLEM

CL 17th; **Price** 200,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *limited wish*, *plane shift* or *secret chest*, creator must be caster level 17th; **Skill** Craft (siege engine) and Knowledge (engineering) DC 25; **Cost** 105,000 gp

Illustration by Mathias Kollros

Golem, Fossil

Fossilized bones make up the body of this animated construct, from its horned shoulders to its tyrannosaur-skulled hands.

FOSSIL GOLEM **CR 12**

XP 19,200

N Huge construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 26, touch 9, flat-footed 25 (+1 Dex, +17 natural, –2 size)

hp 122 (15d10+40)

Fort +5, **Ref** +6, **Will** +5

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 bites +20 (6d6+7 plus petrification)

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

STATISTICS

Str 25, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +15; **CMB** +24; **CMD** 35

Feats Combat Reflexes[B]

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Immunity to Magic (Su) A fossil golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and abilities function differently against the creature, as noted below.

- A *transmute rock to mud* spell slows a fossil golem (as the *slow* spell) for 2d6 rounds, with no saving throw.
- A *stone to flesh* spell negates its damage reduction and petrification ability for 1 round.

Petrification (Su) The attacks of a fossil golem gradually turn living flesh to stone. Each time the golem hits a target with one of its natural attacks, the target must make a DC 19 Fortitude save or take 1d6 points of Dexterity drain. A creature that is reduced to 0 Dexterity by this attack turns completely to stone, as if by a *flesh to stone* spell. Casting *stone to flesh* on the creature removes all Dexterity drain caused by this attack. The save DC is Constitution-based and includes a +2 racial bonus.

A fossil golem is constructed of the stony bones of long-dead dinosaurs and other prehistoric creatures. These bones are generally not assembled with any attempt to accurately model the original creature—usually, the skulls of powerful predatory dinosaurs (such as tyrannosauruses) serve in the place of hands, granting the fossil golem a pair of devastating bite attacks. The magical energies that infuse a fossil golem create an additional peril—they transform fossilization into a terrible form of contagion that can affect any creature they damage.

Fossil golems are often used to guard caverns and other natural fortifications. A fossil golem at rest might look to the untrained eye like nothing more than a strange display of bones. A fossil golem is 20 feet tall and weighs 8,000 pounds.

Illustration by Mathias Kollros

Construction

A fossil golem must be constructed from the fossilized skeletons of at least two creatures of Huge size or greater. The fossilized bone making up the golem requires extensive preservation and reassembly with alchemical solutions at a cost of 5,000 gp.

FOSSIL GOLEM

CL 15th; **Price** 125,000 gp

CONSTRUCTION

Requirements Craft Construct, *flesh to stone*, *geas/quest*, *limited wish*, *stone shape*, creator must be at least caster level 15th; **Skill** Craft (sculpture) or Heal DC 20; **Cost** 65,000 gp

Gorynych

This sleek, three-headed dragon rears up on its hind legs, wings spread and flames licking out from behind three sets of fangs.

GORYNYCH **CR 15**

XP 51,200

CE Huge dragon

Init +2; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +23

DEFENSE

AC 28, touch 10, flat-footed 26 (+2 Dex, +18 natural, –2 size)

hp 212 (17d12+102); regeneration 5 (acid)

Fort +16, **Ref** +14, **Will** +15

DR 10/lawful; **Immune** fire, paralysis, poison, sleep; **SR** 26

OFFENSE

Speed 30 ft., fly 100 ft. (poor), swim 50 ft.

Melee 3 bites +24 (2d8+8), 2 claws +23 (1d8+8)

Space 15 ft.; **Reach** 10 ft. (20 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 5d6 fire, Reflex DC 24 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 15th; concentration +19)

Constant—*true seeing*

At will—*charm person* (DC 15), *dancing lights*, *message*

3/day—*alter self*, *bestow curse* (DC 18), *greater dispel magic*

1/day—*lesser geas* (DC 18), *limited wish*, *mislead* (DC 20)

STATISTICS

Str 27, **Dex** 15, **Con** 22, **Int** 12, **Wis** 17, **Cha** 18

Base Atk +17; **CMB** +27; **CMD** 39

Feats Awesome Blow, Combat Reflexes, Flyby Attack, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Stand Still, Weapon Focus (bite)

Skills Bluff +17, Diplomacy +17, Fly +7, Intimidate +17, Knowledge (arcana) +14, Knowledge (nature) +14, Perception +23, Sense Motive +16, Spellcraft +14, Stealth +14, Swim +24

Languages Common, Draconic, Sylvan

SQ multi-headed

ECOLOGY

Environment temperate forests

Organization solitary

Treasure double

SPECIAL ABILITIES

Breath Weapon (Su) Each of a gorynych's heads has its own separate breath weapon. When a gorynych uses its breath weapon, it can breathe with one, two, or all three heads. If the areas of two or more breath weapons overlap, a creature caught in that overlapping area takes a –2 penalty on its Reflex save (or –4 if three breath weapons overlap). Damage done by overlapping breath weapons stacks and is considered to be a single source of fire damage for the purpose of tracking fire resistance. Regardless of how many heads breathe fire, the gorynych can only use its breath weapon once every 1d4 rounds.

Multi-Headed (Ex) All three of a gorynych's heads can act independently of each other. When it makes a full attack, each head can either bite or use its breath weapon, in any combination (two bites and one breath, three breaths and no bites, and so on).

This sinister beast threatens entire countrysides with its plundering actions. No friend to its true dragon cousins, a gorynych sometimes threatens green and black dragons for mastery of their lands. A gorynych seeks out young dragons that have only established small hoards, killing the rival creatures and claiming their treasures as its own. It dominates drakes and wyverns, but true dragons consider it a repulsive throwback to an ancient line of mutants and deviants.

Motivated by greed, gluttony, and unnatural lust, a gorynych lives to collect treasure, feast as often as possible, and chase after humanoid maidens, using *alter self* and *charm person* as necessary. Gorynyches are particularly creative with the use of their *limited wishes* in duplicating other spell effects to secure their desires and complete their hideous tasks.

When not busily stalking young dragons in order to steal their hoard or selecting maidens to kidnap, most gorynyches search out ancient ruins. There they install themselves as guardians, sometimes even gathering whole tribes of monstrous humanoids to act as their servants.

Illustration by Kieran Yanner

Graveknight

Shadows veil what lurks within the dark, imposing armor of this figure, though two piercing eyes gaze from its closed visor.

GRAVEKNIGHT CR 11

XP 12,800

Human graveknight fighter 10

LE Medium undead (augmented humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +19

Aura sacrilegious aura (30 ft., DC 19)

DEFENSE

AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 natural)

hp 139 (10d10+80)

Fort +13, **Ref** +6, **Will** +6; +3 vs. fear

Defensive Abilities bravery +3, channel resistance +4, rejuvenation; **DR** 10/magic; **Immune** acid, cold, electricity, undead traits; **SR** 22

OFFENSE

Speed 30 ft.

Melee +1 *greatsword* +25/+20 (2d6+19 plus 2d6 acid)

Ranged composite longbow +14/+9 (1d8+11/×3)

Special Attacks channel destruction, devastating blast (6d6 acid, DC 19), undead mastery (DC 19), weapon training (heavy blades +2, bows +1)

STATISTICS

Str 27, **Dex** 12, **Con** 10, **Int** 15, **Wis** 12, **Cha** 18

Base Atk +10; **CMB** +18; **CMD** 29

Feats Cleave, Critical Focus, Dazzling Display, Greater Weapon Focus (greatsword), Improved Initiative[B], Mounted Combat[B], Power Attack, Ride-By Attack[B], Shatter Defenses, Spirited Charge, Toughness[B], Trample, Unseat, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Climb +13, Intimidate +25, Knowledge (nobility) +12, Perception +19, Ride +19, Swim +13; **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Ride

Languages Common, Dwarven, Infernal

SQ armor training 2, phantom mount, ruinous revivification

ECOLOGY

Environment any land

Organization solitary or troop (graveknight plus 12–24 skeletal champions)

Treasure NPC gear (+1 *full plate*, +1 *greatsword*, composite longbow [+8 Str] with 20 arrows, *belt of giant strength* +2, other treasure)

Undying tyrants and eternal champions of the undead, graveknights arise from the corpses of the most nefarious warlords and disgraced heroes—villains too merciless to submit to the shackles of death. They bear the same weapons and regalia they did in life, though warped or empowered by their profane resurrection. The legions they once held also flock to them in death, ready to serve their wicked ambitions once more. A graveknight's essence is fundamentally tied to its armor, the bloodstained trappings of its battle lust. This armor becomes an icon of its perverse natures, transforming into a monstrous second skin over the husk of desiccated flesh and scarred bone locked within.

Creating a Graveknight

"Graveknight" is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most graveknights were once humanoids. A graveknight uses the base creature's statistics and abilities except as noted here.

CR: Same as base creature +2.

Alignment: Any evil.

Type: The graveknight's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A graveknight gains darkvision 60 ft.

Aura: A graveknight emanates the following aura.

Sacrilegious Aura (Su): A graveknight constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell *desecrate* and uses the graveknight's armor as an altar of sorts to double the effects granted. The graveknight constantly gains the benefits of this effect (including the bonus hit points, as this aura is part of the graveknight's creation). In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must make a concentration check with a DC equal to 10 + 1/2 the graveknight's Hit Dice + the graveknight's Charisma modifier. If the character fails, the effect is expended but does not function.

Armor Class: Natural armor improves by +4.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As an undead, a graveknight uses its Charisma modifier to determine bonus hit points.

Defensive Abilities: A graveknight gains channel resistance +4; DR 10/magic; and immunity to cold, electricity, and any additional energy type noted by its ruinous revivification special quality. A graveknight also gains spell resistance equal to its augmented CR + 11.

The graveknight also gains the following ability.

Rejuvenation (Su): One day after a graveknight is destroyed, its armor begins to rebuild the undead horror's body. This process takes 1d10 days—if the body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, the graveknight wakens fully healed.

Attacks: A graveknight gains a slam attack if the base creature didn't have one. Damage for the slam depends on the graveknight's size (see *Bestiary* 302).

Illustration by Chris Seaman

Special Attacks: A graveknight gains the following special attacks. Save DCs are equal to 10 + 1/2 the graveknight's HD + the graveknight's Charisma modifier unless otherwise noted.

Channel Destruction (Su): Any weapon a graveknight wields seethes with energy, and deals an additional 1d6 points of damage for every 4 Hit Dice the graveknight has. This additional damage is of the energy type determined by the ruinous revivification special quality.

Devastating Blast (Su): Three times per day, the graveknight may unleash a 30-foot cone of energy as a standard action. This blast deals 2d6 points of damage for every 3 Hit Dice a graveknight has (Reflex for half). This damage is of the energy type determined by the graveknight's ruinous revivification special quality.

Undead Mastery (Su): As a standard action, a graveknight can attempt to bend any undead creature within 50 feet to its will. The targeted undead must succeed at a Will save or fall under the graveknight's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free from the graveknight's control. A creature that successfully saves cannot be affected again by the same graveknight's undead mastery for 24 hours.

A graveknight can control 5 Hit Dice of undead creatures for every Hit Die it has. If the graveknight exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per *animate dead*.

Special Qualities: A graveknight gains the following.

Phantom Mount (Su): Once per hour, a graveknight can summon a skeletal horse similar to a *phantom steed*. This mount is more real than a typical *phantom steed*, and can carry one additional rider. The mount's powers are based on the graveknight's total Hit Dice rather than caster level. A graveknight's mount looks distinctive and always appears the same each time it is summoned. If the mount is destroyed, it can be summoned again with full hit points 1 hour later.

Ruinous Revivification (Su): At the time of its creation, the graveknight chooses one of the following energy types: acid, cold, electricity, or fire. This energy type should be relevant to the graveknight's life or death, defaulting to fire if none are especially appropriate. This energy type influences the effects of several of a graveknight's special abilities.

Ability Scores: Str +6, Int +2, Wis +4, Cha +4. As an undead creature, a graveknight has no Constitution score.

Skills: Graveknights gain a +8 racial bonus on Intimidate, Perception, and Ride checks.

Feats: Graveknights gain Improved Initiative, Mounted Combat, Ride-By Attack, and Toughness as bonus feats.

Graveknight Armor

In death, the graveknight's life force lingers on in its armor, not its corpse, in much the same way that a lich's essence is bound within a phylactery. Unless every part of a graveknight's armor is ruined along with its body, a graveknight can rejuvenate after it is destroyed. A typical suit of full plate graveknight armor has hardness 10 and 45 hit points, though armor with enhancements or made of special materials proves more difficult to destroy. Merely breaking a graveknight's armor does not destroy it; it must be ruined, such as by being disintegrated, taken to the Positive Energy Plane, or thrown into the heart of a volcano.

Graven Guardian

This jackal-headed, brightly painted clay statue animates and lurches forward, hefting a wickedly hooked sword.

GRAVEN GUARDIAN **CR 5**

XP 1,600

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 53 (6d10+20); fast healing 2

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

DR 5/adamantine; **Immune** construct traits; **SR** 16

Weaknesses faith bound

OFFENSE

Speed 40 ft.

Melee +1 *keen scimitar* +10/+5 (1d6+5/15–20 plus bleed) or slam +9 (1d6+4)

Special Attacks bleed 2, magic weapon, rest eternal

Spell-Like Abilities (CL 5th; concentration +0)

1/day—*haste* (self only)

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 21

SQ guardian domains (Death, Repose)

ECOLOGY

Environment any land

Organization solitary, band (2–4), or assembly (5–12)

Treasure incidental (masterwork scimitar, other treasure)

SPECIAL ABILITIES

Faith Bound (Su) A graven guardian cannot attack any creature that openly wears or displays the holy or unholy symbol of the deity to which the graven guardian is dedicated unless that creature first attacks the graven guardian.

Magic Weapon (Su) A graven guardian that carries its deity's favored weapon treats that weapon as a +1 weapon as long as it is wielded by the guardian. If the weapon is a melee weapon, it gains the *keen* weapon special ability (even if the weapon is a bludgeoning weapon). If it is a thrown weapon, it gains the *returning* weapon special ability. If it is a ranged weapon, it gains the *seeking* weapon special ability, and generates new ammunition with each attack (this ammunition is destroyed whether or not it hits).

Graven guardians are human-sized constructs of clay, stone, wood, or similar materials, crafted and painted to resemble a deity or a deity's favored servants. When not in motion, a graven guardian appears identical to a temple or crypt's statue, but while active, graven guardians look extremely lifelike.

Graven guardians are inexorably tied to a specific deity's faith. While unintelligent and thus lacking any real personality, a graven guardian has the ability to recognize fellow worshipers or minions of its deity and does not treat them as enemies unless they first attack. This recognition does not extend so far as to allow these worshipers (or those cunningly disguised as worshipers) to give a graven guardian new orders. As with all constructs, a graven guardian follows only the orders of its creator.

Guardian Domains

Each graven guardian gains a special ability from two domains assigned during construction. Save DCs for these abilities are Wisdom-based (DC 14 for most guardians). Caster level for these abilities is equal to the graven guardian's Hit Dice (CL 5th for most graven guardians).

Air: *Flight (Su)*—The graven guardian gains a fly speed equal to its base speed with average maneuverability and a Fly skill of +6 (this includes a +4 racial bonus).

Animal: *Beast Ward (Su)*—Animals must make a Will save before they can attack the graven guardian. Any attack on an animal (but not its allies) by the graven guardian breaks this protection. Once the animal makes this Will save, it need not save again against that particular graven guardian on subsequent attacks.

Artifice: *Repair (Ex)*—The graven guardian's fast healing increases to 5.

Chaos: *Chaotic Weapons (Su)*—The graven guardian's weapon and slam attacks are treated as chaotic-aligned. Its magic weapon deals +1d6 points of damage to lawful targets.

Charm: *Command (Su)*—The graven guardian can cast *command* three times per day as a spell-like ability.

Community: *Alliance (Su)*—Adjacent worshipers and graven guardians dedicated to the same god gain a +1 luck bonus on attack rolls, weapon damage rolls, and saves.

Darkness: *Darkness (Su)*—The graven guardian can cast *darkness* two times per day as a spell-like ability.

Death: *Bleed (Ex)*—The graven guardian's weapon deals 2 points of bleed damage on a hit.

Destruction: *Shatter (Ex)*—The graven guardian can cast *shatter* two times per day as a spell-like ability.

Earth: *Rocky (Ex)*—The graven guardian's natural armor bonus increases by +2.

Evil: *Evil Weapons (Su)*—The graven guardian's weapon and slam attacks are treated as evil-aligned. Its magic weapon deals +1d6 points of damage to good targets.

Fire: *Flaming (Su)*—The graven guardian's weapon gains the *flaming* property.

Glory: *Glorious* (Su)—The graven guardian's magic weapon and slam attack deal an additional 1d6 points of damage against undead creatures.

Good: *Good Weapons (Su)*—The graven guardian's weapon and slam attacks are treated as good-aligned. Its magic weapon deals +1d6 points of damage to evil targets.

Illustration by Chris Seaman

Healing: *Recovery (Su)*—Once per day, when reduced below half hit points, the graven guardian automatically heals 3d10+6 points of damage.

Knowledge: *Familiarity (Su)*—The graven guardian gains a +2 bonus on attack rolls again any creature it attacked in the past round.

Law: *Lawful Weapons (Su)*—The graven guardian's weapons and slam attacks are treated as lawful-aligned. Its magic weapon deals +1d6 points of damage to chaotic targets.

Liberation: *Unfettered (Su)*—The graven guardian gains a +4 bonus to its CMD.

Luck: *Lucky (Su)*—Once per day, the graven guardian may roll a saving throw twice and take the better of the two results as the actual result.

Madness: *Confusion (Su)*—The graven guardian can cast *confusion* once per day as a spell-like ability.

Magic: *Resistant (Su)*—The graven guardian's SR increases by 5.

Nobility: *Honored (Su)*—The graven guardian gains a +1 bonus on attack rolls and combat maneuver checks.

Plant: *Entangle (Su)*—The graven guardian can cast *entangle* three times per day as a spell-like ability.

Protection: *Protected (Su)*—The graven guardian gains a +2 bonus on all saves.

Repose: *Rest Eternal (Su)*—Damage dealt by the graven guardian resists any magical healing. Attempting to use magical healing to cure this damage requires a successful caster level check against the guardian's SR. This ability does not affect natural healing or healing provided by extraordinary abilities.

Rune: *Rune Carved (Su)*—Runes cover the graven guardian. Whenever the graven guardian takes energy damage or energy damage fails to overcome its SR, for the next round, its attacks deal +1d6 points of damage of that energy type. If more than one type of energy attack occurs in a round, roll randomly to determine what kind of extra energy damage it deals.

Strength: *Powerful (Ex)*—The graven guardian gains Power Attack as a bonus feat.

Sun: *Dazzling (Su)*—When the graven guardian scores a critical hit with its magic weapon, a bright flash blinds the target for 1d4 rounds (Fortitude save negates).

Travel: *Speedy (Su)*—The guardian gains Mobility as a bonus feat, and all of its modes of movement increase by +10 feet.

Trickery: *Trip (Su)*—The graven guardian gains the trip ability with its melee weapon and slam attacks.

War: *Enhanced (Su)*—The enhancement bonus of the graven guardian's weapon increases to +2.

Water: *Swimmer (Ex)*—The guardian gains a swim speed equal to its base speed, and a Swim skill of +11.

Weather: *Shocking Weapon (Su)*—The graven guardian's weapon gains the *shock* special ability.

Construction

A graven guardian's body must be sculpted from clay, stone, or wood, and adorned with precious stones, rare woods, or metal inlays worth 500 gp. The Hit Dice and size of graven guardians can be increased as though they were golems (*Bestiary* 158).

Graven Guardian

CL 7th; **Price** 18,500 gp

Construction

Requirements Craft Construct, *greater magic weapon*, *haste*, *imbue with spell ability*, *make whole*, *stone shape*, creator must be caster level 7th; **Skill** Craft (sculpture) or Craft (pottery) DC 15; **Cost** 9,500 gp

Gremlin, Fuath

This waterlogged gremlin has lobster claws for hands and an almost canine face with webbed ears.

FUATH **CR 1**

XP 400

CE Tiny fey (aquatic)

Init +5; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 7 (1d6+4)

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

DR 5/cold iron; **Resist** cold 10; **SR** 12

Weaknesses vulnerable to fire and sunlight

OFFENSE

Speed 20 ft., climb 10 ft., swim 30 ft.

Melee 2 claws +3 (1d3–2)

Ranged dart +3 (1d2–2)

Special Attacks congeal water

Spell-Like Abilities (CL 1st; concentration +0)

At will—*create water*, *prestidigitation*

1/day—*sleep* (DC 10)

STATISTICS

Str 7, **Dex** 13, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +0; **CMB** –1; **CMD** 7

Feats Improved Initiative, Toughness[B], Weapon Finesse[B]

Skills Climb +6, Escape Artist +5, Handle Animal +4, Perception +5, Stealth +13, Swim +10, Use Magic Device +3; **Racial Modifiers** +4 Handle Animal

Languages Aquan

SQ amphibious

ECOLOGY

Environment any water

Organization solitary, pair, mob (3–12), or school (13–20 with 1–3 druids of 1st–3rd level, 1 druid leader of 4th–6th level, and 2–5 reefclaws)

Treasure standard (6 darts, other treasure)

SPECIAL ABILITIES

Congeal Water (Su) Once per day, a fuath can surround a creature in a thin layer of magically viscous water as a standard action at a range of 30 feet. A target that fails a DC 10 Reflex save becomes entangled and must hold its breath or risk drowning. The target or an adjacent creature can spend a full-round action on its turn scraping off the clinging fluid, allowing a new Reflex save with a +2 bonus; otherwise, the effect lasts for 1d4 minutes. A fuath can use this ability even if there is no source of water nearby. The save DC is Charisma-based and includes a +1 racial bonus.

Vulnerable to Sunlight (Ex) A fuath takes 1 point of Constitution damage after every hour it is exposed to sunlight. Water of a depth of at least 1 foot negates this harmful effect.

Drowners of sailors and sinkers of ships, a fuath (FOO-ah) is a wicked gremlin found in the sea. It climbs aboard ships in the dead of night to sever ropes, bore holes in barrels, soil provisions, and murder any hapless crew it puts to sleep or catches alone. It delights in drowning creatures by surrounding them with magically thickened water, cackling with wicked glee as its victims claw desperately for the air only inches from their mouths.

A fuath wears seaweed, shells, and coral like other creatures wear armor, clothes, and jewelry. Its body is protected by a hard, hunchbacked carapace. It stands less than 2 feet tall and weighs 12 to 15 pounds.

Fuaths don't share a common language with other types of gremlins, though they can pantomime to each other fairly effectively. They have a surprising rapport with other sea creatures, even foul-tempered beasts like reefclaws (*Bestiary 2* 234). Small groups of fuaths lair in sea caves or rocky crevices. Larger groups frequently lay claim to whole sections of ruined ships. Their lairs usually include several trained guard animals. Fuaths prefer the taste of "land-meat" to anything from the sea, and often raid shore and ships to slake their hunger. They adore sea hags to the point of worship.

Illustration by Emrah Elmasli

Grodair

Several water-dripping tentacles sprout from this four-eyed fish's belly, while long fins protrude from its back.

GRODAIR **CR 5**

XP 1,600

CN Medium magical beast (aquatic, extraplanar)

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 16, touch 9, flat-footed 16 (–1 Dex, +7 natural)

hp 66 (7d10+28)

Fort +11, **Ref** +4, **Will** +5

OFFENSE

Speed 30 ft., swim 60 ft.

Melee bite +11 (1d8+4), 2 tentacles +6 (1d4+2 plus trip)

Ranged water blast +7 touch (1d8 plus push)

Special Attacks death flood, push (water blast, 5 ft.)

Spell-Like Abilities (CL 7th; concentration +9)

At will—*control water*

STATISTICS

Str 18, **Dex** 8, **Con** 19, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +7; **CMB** +11; **CMD** 20 (24 vs. trip)

Feats Combat Reflexes, Great Fortitude, Iron Will, Weapon Focus (water blast)

Skills Knowledge (nature) +8, Survival +8, Swim +22

Languages Aquan, Sylvan

SQ amphibious, muddy field

ECOLOGY

Environment any water or coastlines

Organization solitary

Treasure standard

SPECIAL ABILITIES

Death Flood (Su) When a grodair is killed, it immediately explodes in a 15-foot-radius burst of highly pressurized water that deals 5d6 points of damage (DC 17 Reflex for half). After the explosion, a successful DC 25 Survival check allows a creature to recover a cluster of strange organs from the remains. This cluster functions as a *decanter of endless water* for 2d6 hours, but can only produce a "stream" or "fountain" effect. Failing this Survival check by 5 or more causes the cluster to burst, dealing an additional 2d6 points of damage to that creature (no save) and destroying the organs entirely. The save DC is Constitution-based.

Muddy Field (Su) As a standard action when on sand, soil, or other types of loose earth, a grodair can gush standing water into the area surrounding it. Upon doing so, the land within 15 feet of the grodair is treated as a shallow bog (*Core Rulebook* 427). This water remains as long as the grodair is within 15 feet and wishes to maintain the water. The bog instantly disperses as soon as the grodair is killed or moves out of the area.

Water Blast (Ex) The grodair's ranged attack is a pressurized blast of water. This attack has a range of 60 feet with no range increment.

A grodair is a bloated aquatic creature from the primal world of the fey. The bulbous sac on its spine is an extradimensional space that can contain thousands of gallons of water. The creature drains water (including small bits of debris and even very small creatures) from one place and releases it in another, typically creating boggy areas as it moves so it can travel more quickly than its tentacles can carry it. A grodair can rise up to 6 feet on its tentacles, measures 7 feet long, and weighs about 400 pounds.

A grodair is intelligent, but extremely absentminded and careless. Its memory is poor, and it has difficulty remembering things it was told even 5 minutes prior—though it can recall some events of the distant past with perfect (and often frustrating) clarity.

Illustration by Damien Mammoliti

Grootslang

This enormous beast has the combined features of an elephant and a serpent. Its tremendous maw sports six frightening tusks.

GROOTSLANG **CR 16**

XP 76,800

CE Gargantuan magical beast

Init +4; **Senses** darkvision 120 ft., scent; Perception +28

DEFENSE

AC 31, touch 11, flat-footed 26 (+4 Dex, +1 dodge, +20 natural, –4 size)

hp 283 (21d10+168)

Fort +20, **Ref** +16, **Will** +12

DR 10/magic; **SR** 27

OFFENSE

Speed 40 ft., swim 30 ft.

Melee bite +30 (4d8+13/19–20), 2 stomps +25 (2d6+6), tail slap +25 (2d6+6)

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

Special Attacks impaling bite, thunderous stomp (DC 28), trample (2d6+19, DC 33)

STATISTICS

Str 36, **Dex** 19, **Con** 26, **Int** 15, **Wis** 20, **Cha** 15

Base Atk +21; **CMB** +38; **CMD** 53 (55 vs. trip)

Feats Awesome Blow, Bleeding Critical, Cleave, Critical Focus, Dodge, Improved Bull Rush, Improved Critical (bite), Mobility, Multiattack, Power Attack, Spring Attack

Skills Acrobatics +15 (+19 when jumping), Bluff +4, Intimidate +15, Perception +28, Sense Motive +13, Stealth +10, Swim +45

Languages Aquan, Common, Draconic

SQ aquatic elusion, hold breath

ECOLOGY

Environment warm lakes and rivers

Organization solitary

Treasure double (at least 50% gems)

SPECIAL ABILITIES

Aquatic Elusion (Su) As a standard action, a grootslang that is fully immersed in water can teleport to another body of water without error. This ability functions like *tree stride*, but the grootslang can exit from any body of water within 1 mile so long as both the entry and exit are wide enough for the creature to enter.

Impaling Bite (Ex) A grootslang can make a bite attack against any creature it is grappling with its tail. If this attack hits, it is automatically treated as a critical threat.

Thunderous Stomp (Ex) As a full-round action, a grootslang can rear up on its serpentine body to bring its massive forelimbs down with awesome force. The grootslang chooses two adjacent targets to be affected as though trampling them. In addition, each creature within 10 feet must make a DC 28 Reflex save or be knocked prone. The save DC is Constitution-based

Legends claim that the grootslang is a primordial creature as old as the world itself. Such tales state that in those ancient days, the gods—new to the crafting of things—made a terrible mistake in the grootslang's creation, for they gave it tremendous strength, cunning, and intellect. Upon realizing their mistake, the gods split the grootslang into separate creatures and thus created the first elephants and the first snakes. But one of the original grootslangs escaped, and from this first sire all other grootslangs were born. Scholars debate the veracity of such stories, and have looked to either biological or magical explanations of the creature's origins, but nevertheless bards and sages alike agree that the grootslang's fearsome reputation is well deserved.

A grootslang's thick, leathery hide has a metallic sheen and a dull copper color, shot through with thin veins of green. Both males and females grow to a length of 60 feet and stand 20 feet tall. Little differentiation exists between sexes save for a lighter green hue to the female's hide. Grootslangs can weigh 20 tons and live up to 500 years.

All grootslangs covet gems, particularly diamonds, and despite the creatures' lust for cruelty, victims can often bargain for their freedom by offering a grootslang enough precious gems.

Illustration by Scott Purdy

Guecubu

A skeletal carcass pulls itself from the ground, its body formed as much from earth and soil as from bones and rotting flesh.

GUECUBU **CR 8**

XP 4,800

CE Medium undead (earth)

Init +8; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +18

Aura broken ground (30 ft., DC 20)

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

hp 104 (11d8+55); fast healing 5

Fort +8, **Ref** +7, **Will** +11

Defensive Abilities channel resistance +2; **DR** 5/bludgeoning; **Immune** electricity, undead traits; **Resist** cold 10

OFFENSE

Speed 30 ft., burrow 15 ft.; earth glide

Melee bite +14 (1d8+6 plus misfortune), 2 slams +14 (1d6+6 plus misfortune)

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

At will—*stone shape*

3/day—*soften earth and stone*, *spike growth* (DC 18)

1/day—*spike stones* (DC 19), *transmute mud to rock* (DC 20), *transmute rock to mud* (DC 20)

STATISTICS

Str 22, **Dex** 18, **Con** —, **Int** 13, **Wis** 18, **Cha** 21

Base Atk +8; **CMB** +14; **CMD** 29

Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack

Skills Acrobatics +15, Knowledge (nature) +12, Perception +18, Sense Motive +18, Stealth +18

Languages Abyssal, Common

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Broken Ground (Su) The ground in a 30-foot radius around a guecubu ripples and shudders unnaturally. This transforms the area surrounding a guecubu into difficult terrain. A guecubu can move through this area with no penalty. Consecrated ground cannot be affected by this ability, nor can any area warded by a *magic circle against chaos* or a *magic circle against evil*.

Misfortune (Su) A creature struck by a guecubu must make a DC 20 Will save or become permanently cursed with misfortune. The victim of this curse takes a –4 penalty on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If a guecubu hits a creature already suffering from this curse, the victim must make a DC 20 Will save or be staggered for 1 round. This is a curse effect. The save DC is Charisma-based.

Often when a particularly evil criminal is executed, suspicious folk fear that the criminal's remains might rise from death to continue to plague the living. To combat this possibility, many mobs or rural justices take to the practice of burning the bodies, grinding the bones, and scattering the remains in the wild. Yet in the case of particularly evil criminals, even these steps are in vain, for their will is enough to reassemble a body from earth, stone, roots, and plants drawn from the region into which the remains were scattered. Such an undead horror rises as a guecubu, a harbinger of misfortune and vengeance from beyond the grave.

A newly formed guecubu remembers well how its enemies treated it, and while the undead creature retains none of its previous life's talents, its undead state grants it many new tools to seek revenge with. Typically, a guecubu does not limit its revenge to those directly involved with its execution—entire villages and towns fall victim to its rage. The guecubu's tactics tend toward the subtle, and it seeks to spread misfortune and death on a person-by-person basis, slaying its enemies one at a time until they flee, so that all that remains is a ghost town.

A guecubu is 6 feet tall and weighs 100 pounds.

Illustration by Andrew Hou

Hellwasp Swarm

This hideous, buzzing cloud of insects is comprised of black and yellow wasps with hungry red eyes.

HELLWASP SWARM **CR 8**

XP 4,800 each

LE Diminutive vermin (extraplanar, swarm)

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

DEFENSE

AC 21, touch 21, flat-footed 14 (+6 Dex, +1 dodge, +4 size)

hp 90 (12d8+36)

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

DR 10/good; **Immune** swarm traits, weapon damage; **Resist** fire 10

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (3d6 plus distraction and poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 18), inhabit

STATISTICS

Str 1, **Dex** 22, **Con** 14, **Int** 6, **Wis** 13, **Cha** 9

Base Atk +9; **CMB** +11; **CMD** 16 (can't be tripped)

Feats Ability Focus (poison), Dodge, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +25, Perception +4, Stealth +24

Languages Infernal

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or infestation (3–6)

Treasure incidental

SPECIAL ABILITIES

Inhabit (Ex) A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting a body requires 1 minute, and the victim must be Small, Medium, or Large. The swarm can abandon the body at any time as a full-round action. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's DR, resistances, and immunities may negate some or all of this damage.

When a hellwasp swarm inhabits a dead body, it effectively transforms the corpse into a zombie of the appropriate size under the swarm's control. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using *dominate monster*. Hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour.

A hellwasp-inhabited creature is easy to spot, since its skin crawls with the forms of the insects inside. A swarm can attempt a Disguise check to conceal its inhabitation of a host, with a –4 penalty if currently inhabiting a Small host.

A *remove disease* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison (Ex) Swarm—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

Even Hell's fiendish inhabitants know to stay clear of the maddening buzz of hellwasp swarms. While individual hellwasps are mindless, when swarmed together they gain a hive mind that torments the living and the dead alike. Sages and diabolists argue as to why this happens, but a favored explanation is that all hellwasps contain the dispersed soul of some greater devil, scattered and imprisoned by his rivals for infractions lost to mortal knowledge.

Though intelligent, these swarms are often difficult to understand and reason with. A hellwasp swarm can speak in a fashion with its myriad droning wings. The chatter is often little more than repetitive mantras of insults and the voicing of the twisted and base desires of the swarm. A hellwasp swarm has little use for reason, diplomacy, or discourse in other circumstances, for its desires are as savage as its home plane.

Illustration by Mariusz Gandzel

Herd Animal, Antelope

This graceful animal has long slender legs and a pair of sharp, sturdy horns arching back from its head.

ANTELOPE **CR 1/2**

XP 200

N Small animal

Init +3; **Senses** low-light vision; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 6 (1d8+2)

Fort +4, **Ref** +7, **Will** +1

OFFENSE

Speed 60 ft.

Melee gore +1 (1d4)

Special Attack powerful charge (gore, 1d4+2)

STATISTICS

Str 10, **Dex** 17, **Con** 14, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +0; **CMB** –1; **CMD** 12 (16 vs. trip)

Feats Lightning Reflexes, Run[B]

Skills Perception +5

ECOLOGY

Environment temperate or warm plains

Organization solitary, pair, or herd (3–50)

Treasure none

A typical antelope stands a bit less than 3 feet at the shoulder, measures 4 feet in length, and weighs 60 pounds. In some species, both males and females have horns; in others, only males. Females that lack horns have the same statistics but lack an effective attack.

Antelopes graze in large herds, ever on the watch for predators. Even the hint of a threat can send the whole herd springing away toward safer pastures. Antelopes rarely fight except among themselves during mating season or when cornered by a predator.

The statistics presented above work well not only for numerous species of antelope, but also for smaller-sized, deerlike herbivores found throughout the world.

Of course, not all antelopes are Small. You can generate statistics for larger antelope species, such as elands or kudus, by advancing the antelope presented above by 2 Hit Dice and increasing its size category to Medium. All antelopes of this size are CR 1 creatures.

Herd Animal, Elk

This majestic beast stands the height of a man at its shoulders, a many-tipped rack of proud antlers crowning its head.

ELK **CR 1**

XP 400

N Medium animal

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 15 (2d8+6)

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

OFFENSE

Speed 50 ft.

Melee gore +3 (1d6+2), 2 hooves –2 (1d3+1)

STATISTICS

Str 14, **Dex** 17, **Con** 16, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +1; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Lightning Reflexes, Run[B]

Skills Perception +7

ECOLOGY

Environment cold or temperate plains

Organization solitary, pair, or herd (3–50)

Treasure none

Elk range in great herds throughout the plains, hills, and forests of many wilderness areas. Their size, strength, and antlers allow them to contend with most of their environment's dangers, though herds generally favor flight to combat. Elk also prove exceptionally adaptable survivors, capable of living through severe weather changes without concern. Most breeds of elk stand between 3 and 5 feet tall and weigh between 350 and 550 pounds, with females far slighter than the males.

Numerous species of elk exist. Some larger species can stand up to 6 feet tall at the shoulder and can be used as mounts by Medium humanoids; these elk have 3 Hit Dice and are Large. One particularly unusual species of elk, the river elk, is an excellent swimmer—these elk gain a swim speed of 30 feet. All elk of this size are CR 2 creatures.

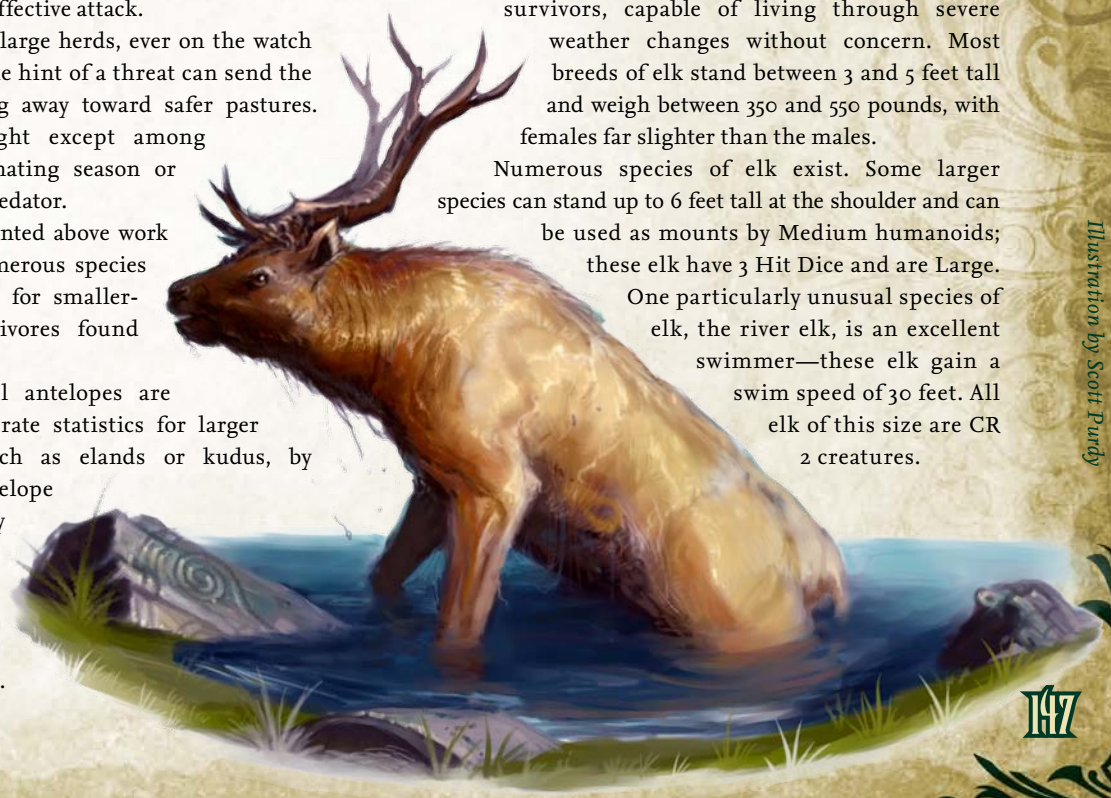


Illustration by Scott Purdy

Hodag

Spikes cover the body of this vaguely reptilian creature. Its fearsome face features dagger-sharp teeth and glowing red eyes.

HODAG **CR 6**

XP 2,400

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)

hp 60 (8d10+16)

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

Defensive Abilities ferocity

OFFENSE

Speed 30 ft., burrow 15 ft.

Melee bite +11 (1d8+4), 2 claws +11 (1d6+4), tail slap +11 (1d4+4)

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

Special Attacks spiked tail, toss

STATISTICS

Str 19, **Dex** 14, **Con** 15, **Int** 7, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +13; **CMD** 25 (29 vs. trip)

Feats Iron Will, Multiattack, Power Attack, Vital Strike

Skills Climb +10, Perception +7, Stealth +2, Swim +8

Languages Common (cannot speak)

SQ trackless

ECOLOGY

Environment temperate forests or marshes

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Spiked Tail (Ex) A hodag's tail spikes allow the creature's tail slap to deal both bludgeoning and piercing damage. A hodag's tail slap is a primary attack.

Toss (Ex) A hodag charging 20 feet or more that damages a foe with an attack can throw its foe with a special combat maneuver check. The opponent must be corporeal and at least one size category smaller than the hodag. If the combat maneuver check succeeds, the hodag's opponent is thrown 10 feet through the air in a direction chosen by the hodag and falls prone. The hodag can only toss its opponent in a straight line. If an obstacle prevents the creature's movement, both the creature tossed and the object struck take 1d6 points of damage, and the creature falls prone in the space adjacent to the obstacle. A hodag can also toss an opponent 10 feet up into the air. The victim lands in the same square it started in, falls prone, and takes 1d6 points of damage.

Trackless (Ex) A hodag sweeps its tail behind itself in a way that obscures its tracks. Attempts to track a hodag have their normal DC increased by +10.

As stout as a bull with a reptile's scaly, spiked body, hodags are legendary forest predators that hunt along the edges of civilization in thick woods. Green, gray, and black scales cover the beasts, helping them blend in amid underbrush, and sharp spikes stand along their backs and run down their powerful, dangerous tails. Loggers share stories of being followed by hodags and seeing their glowing red eyes in the otherwise oppressive darkness of the deep forest. In the wintertime, when snow and ice blankets the region, hodags grow a foul-smelling coat of greasy, dark brown fur that sprouts in tufts from between their scales.

Many believe that hodags are not simply strong beasts but rather unique and specific terrors that have lived and hunted certain woodlands for ages. Others living near such wildernesses, however, consider hodags a myth, nothing more than the sort of tall tale that is typical of excitable rural folk. A male hodag measures 10 feet long and weighs 700 pounds.

Illustrations by Scott Purdy

Hollow Serpent

This creature looks like an oversized, empty snakeskin, its body covered in barbs and maw filled with jagged teeth.

HOLLOW SERPENT CR 16

XP 76,800

NE Large undead

Init +9; **Senses** darkvision 60 ft., lifesense; Perception +17

Aura desiccation aura (30 ft., DC 16)

DEFENSE

AC 31, touch 19, flat-footed 21 (+9 Dex, +1 dodge, +12 natural, –1 size)

hp 230 (20d8+140); fast healing 10

Fort +14, **Ref** +17, **Will** +18

Defensive Abilities channel resistance +4, *freedom of movement*; **DR** 10/magic and silver; **Immune** undead traits; **SR** 27

OFFENSE

Speed 50 ft., climb 50 ft.

Melee 2 bites +23 (4d10+10 plus grab)

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

Special Attacks channel negative energy (8d6, DC 24, 9/day), constrict (4d10+10 plus energy drain), energy drain (1 level, DC 26), life-draining coils

Spell-Like Abilities (CL 16th; concentration +22)

Constant—*freedom of movement*

1/day—*horrid wilting* (DC 24), *waves of exhaustion*

STATISTICS

Str 25, **Dex** 29, **Con** —, **Int** 6, **Wis** 19, **Cha** 22

Base Atk +15; **CMB** +25 (+29 grapple); **CMD** 43 (can't be tripped)

Feats Agile Maneuvers, Channel Smite, Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Lunge, Toughness, Vital Strike, Weapon Finesse

Skills Climb +28, Escape Artist +19, Perception +17, Stealth +18

Languages Aklo; telepathy 100 ft.

SQ swift strike

ECOLOGY

Environment any underground

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

Treasure double

SPECIAL ABILITIES

Channel Negative Energy (Su) As a standard action, a hollow serpent can channel negative energy in a 30-foot burst as a 16th-level evil cleric. This ability requires no divine focus. The save DC is Charisma-based.

Desiccation Aura (Su) A cloud of moisture-draining dust fills the air in a 30-foot radius around a hollow serpent. Living creatures within this area must make a DC 26 Fortitude save or take 1d6 points of Strength damage as water is leached from their flesh. Whether or not the save is successful, a creature cannot be affected again by the same hollow serpent's desiccation aura for 24 hours. Creatures without fleshy bodies are immune to this aura, while creatures with the aquatic or water subtypes take a –4 penalty on the saving throw. The save DC is Constitution-based.

Life-Draining Coils (Su) A hollow serpent seethes with negative energy capable of sapping the life force of creatures trapped within its coils. Every time a creature takes constriction damage from a hollow serpent, it gains one negative level. The hollow serpent also gains 5 temporary hit points for each negative level it bestows.

Lifesense (Su) A hollow serpent notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Swift Strike (Ex) When a hollow serpent takes a full-attack action, it can make two bite attacks instead of just one.

Crafted from the shed skins of great snakes by serpentfolk necromancers and other foul spellcasters, hollow serpents are plagued by an eternal hunger they can never sate. The act of draining energy from living creatures blunts these supernatural pangs, driving the hollow serpent to constantly seek new prey.

A hollow serpent is a difficult undead to create—most of them were crafted by a long-forgotten god of the serpentfolk and not by mortal spellcasters at all. The exact methods by which a mortal might create a hollow serpent are obscure, but most scholars have come to the conclusion that the use of powerful artifacts or the aid of a demigod may be required for such a feat.

A hollow serpent is 15 feet long and weighs 500 pounds.

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.

Illustration by Tyler Walpole

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.

Humbaba

This towering, horned, lion-faced giant has long, braided hair and is outfitted in various pieces of plate armor.

HUMBABA **CR 19**

XP 204,800

CN Colossal monstrous humanoid

Init +7; **Senses** darkvision 120 ft., *true seeing*; Perception +32

Aura prismatic aura (30 ft., DC 26)

DEFENSE

AC 34, touch 2, flat-footed 34 (+8 armor, +24 natural, –8 size)

hp 341 (22d10+220); fast healing 10

Fort +17, **Ref** +16, **Will** +22

Immune blindness, death effects, fire, sonic; **SR** 30

OFFENSE

Speed 60 ft. (40 ft. in armor)

Melee longsword +29/+24/+19/+14 (6d6+15/17–20) or 2 slams +29 (2d8+15)

Ranged rock +18 (2d8+22)

Space 30 ft.; **Reach** 30 ft.

Special Attacks breath weapon (60-ft. cone, 20d6 fire, DC 31, usable every 1d4 rounds), rock throwing (180 ft.)

Spell-Like Abilities (CL 20th; concentration +25)

Constant—*true seeing*

3/day—*greater shout* (DC 23)

1/day—*destruction* (DC 22), *earthquake* (DC 23), *power word stun*

STATISTICS

Str 41, **Dex** 16, **Con** 30, **Int** 11, **Wis** 24, **Cha** 21

Base Atk +22; **CMB** +45; **CMD** 58

Feats Awesome Blow, Cleave, Critical Focus, Improved Bull Rush, Improved Critical (longsword), Improved Initiative, Intimidating Prowess, Iron Will, Power Attack, Staggering Critical, Vital Strike

Skills Climb +34, Intimidate +45, Perception +32, Survival +32

Languages Abyssal, Common, Giant

ECOLOGY

Environment any forests

Organization solitary

Treasure standard (masterwork half-plate, longsword, other treasure)

SPECIAL ABILITIES

Prismatic Aura (Su) As a swift action once per day, a humbaba can activate its prismatic aura. Doing so causes brilliant light to radiate from the humbaba to a radius of 30 feet. Each round at the start of the humbaba's turn, roll 1d8 and consult the table of *prismatic spray* effects on page 325 of the *Core Rulebook* to determine the color and effect of the light (reroll results of 8). If a creature begins its turn in the prismatic aura's area, it must make the appropriate saving throw (DC 26) against that effect. Once activated, a humbaba's prismatic aura lasts for 7 rounds. The save DC is Charisma-based.

Humbabas are monstrous humanoids of tremendous size and power that prowl the forgotten places of the world. Although a humbaba has the body of a powerful, muscular human, its face is a twisted mockery that seems more leonine than human. They often braid portions of their manes or otherwise decorate them with skulls and weapons, and prefer to wear half-plate armor and fight with longswords.

The first humbabas were once the favored minions of the demon lord Pazuzu. In those days, humbabas had magnificent birdlike wings. But when the mightiest of the humbabas dared to attack Pazuzu in an ill-conceived attempt to claim the demon lord's throne, Pazuzu punished the entire humbaba race by stripping them of their wings and casting them into the Material Plane. There they now dwell, forever denied the skies and cursed to live lonely lives, incapable of forming even the barest of friendships or alliances with others of their kind.

Illustration by Ryan Portillo

Hungry Fog

Horrid shapes form within this cloying green mist, which pulses sporadically and with seeming voracity.

HUNGRY FOG **CR 6**

XP 2,400

N Huge ooze

Init –3; **Senses** Perception –5

Aura bewitching brume (10 ft., DC 8)

DEFENSE

AC 5, touch 5, flat-footed 5 (–3 Dex, –2 size)

hp 59 (7d8+28)

Fort +6, **Ref** –1, **Will** –3

Defensive Abilities gaseous, negative energy affinity; **DR** 10/magic; **Immune** acid, electricity, ooze traits, sonic; **Resist** cold 10

Weaknesses vulnerable to wind

OFFENSE

Speed fly 15 ft. (perfect)

Melee +5 touch (6d6 negative energy)

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

Special Attacks enveloping mists (DC 17, 3d6 negative energy and staggered)

STATISTICS

Str —, **Dex** 4, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

Base Atk +5; **CMB** +5; **CMD** 12 (can't be tripped)

ECOLOGY

Environment any temperate

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

Treasure none

SPECIAL ABILITIES

Bewitching Brume (Su) Any creature within 10 feet of a hungry fog or currently being affected by its enveloping mists must succeed on a DC 8 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect. The save DC is Charisma-based.

Enveloping Mists (Ex) A hungry fog can engulf foes (see Universal Monster Rules in the Appendices). A creature engulfed by a hungry fog does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is staggered in addition to the damage the attack causes. The save DC to avoid the enveloping mists is Constitution-based.

Gaseous (Ex) A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

Vulnerable to Wind (Ex) A hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it (see page 439 of the *Core Rulebook*).

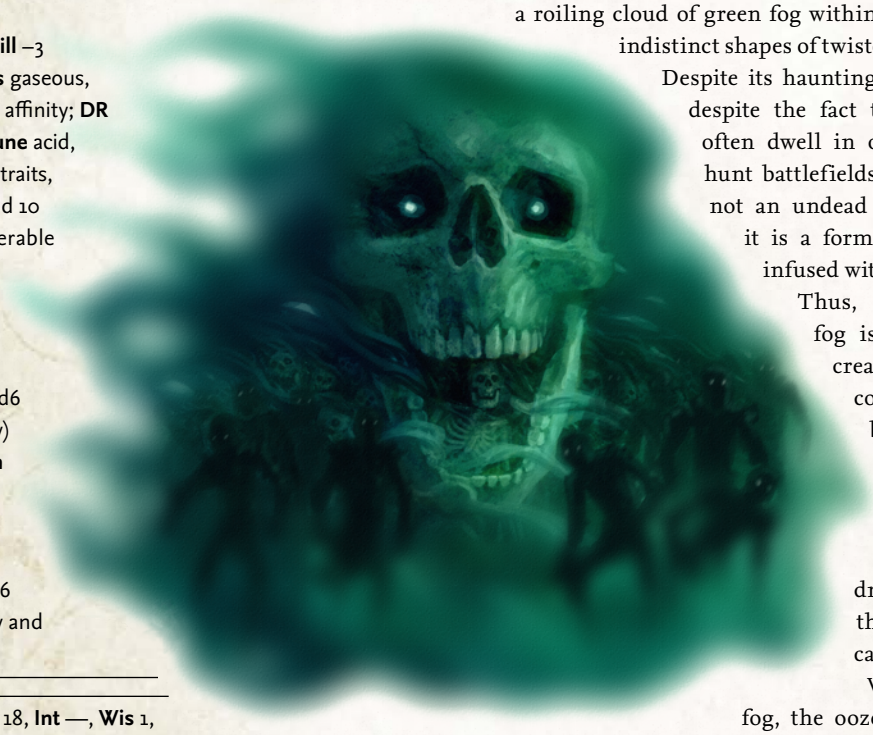


Illustration by Ryan Portillo

This eerie, vaporous ooze slips silently through the air, a roiling cloud of green fog within which dance the indistinct shapes of twisted, spooky ghosts. Despite its haunting appearance, and despite the fact that hungry fogs often dwell in old graveyards or hunt battlefields, a hungry fog is not an undead creature. Rather, it is a form of gaseous ooze infused with negative energy. Thus, while a hungry fog is not an undead creature, undead gain considerable boons by fighting within a hungry fog, for its mists heal them as surely as they drain vitality from the living creatures caught within.

Within a hungry fog, the ooze's mists interact strangely with fragments of those it has consumed, creating eerie phantasms of its past victims. Periodically, one of these shapes might flash with light as if momentarily holding a lantern aloft, but as soon as the figure is approached, it fades away into the surrounding mists, often giving the observer a quick and unsettling glimpse of a skull-like countenance. These shapes, like the fog itself, are not truly undead, but the fact that a hungry fog is hurt by positive energy as surely as if it were helps to blur the distinction and spread even more confusion about its actual nature.

A hungry fog is instinctively drawn to areas where negative energy is strong. These nocturnal creatures are particularly fond of sites that are haunted, such as old houses, abandoned graveyards, or shipwrecks along shorelines—although their vulnerability to high winds means that they are rarely encountered in areas where storms are common.

Iku-Turso

This grotesque, emerald-scaled creature resembles a crossbreed of an eel, a viperfish, and a clawed humanoid.

IKU-TURSO **CR 8**

XP 4,800

NE Medium aberration (aquatic)

Init +7; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +12

DEFENSE

AC 21, touch 14, flat-footed 17 (+3 Dex, +1 dodge, +7 natural)

hp 102 (12d8+48)

Fort +8, **Ref** +9, **Will** +11

Immune disease

Weaknesses light blindness

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +16 (1d8+7 plus disease), 2 claws +16 (1d6+7)

Special Attacks light lure

STATISTICS

Str 24, **Dex** 16, **Con** 19, **Int** 7, **Wis** 12, **Cha** 17

Base Atk +9; **CMB** +16; **CMD** 30

Feats Combat Reflexes, Critical Focus, Dodge, Improved Initiative, Iron Will, Lightning Reflexes

Skills Perception +12, Stealth +14, Survival +12, Swim +15

Languages Aklo, Aquan, Undercommon

SQ amphibious

ECOLOGY

Environment cold or temperate water or underground

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

Treasure standard

SPECIAL ABILITIES

Disease (Su) An iku-turso's bite inflicts a strange, supernatural disease called tursas. This disease causes the victim's skin to grow painfully scaly, causes strange hallucinations, and eventually transforms the victim into an iku-turso.

Tursas: Bite—injury; *save* Fort DC 20; *onset* 1 minute; *frequency* 1/day; *effect* 1d3 Wis damage and 1d6 Cha drain; *cure* 2 consecutive saves. As long as a victim suffers any ability damage from tursas, it gains the ability to breathe water. A creature reduced to 0 Charisma by this disease transforms into a fully grown and healthy iku-turso—it immediately forgets its previous life and abilities and seeks out the nearest iku-turso community to join it. A *wish* or *miracle* can reverse this transformation. The save DC is Constitution-based.

Light Lure (Su) As a standard action, an iku-turso can call forth a few small points of light, functioning like a *dancing lights* spell (CL equals the iku-turso's HD) except as described here. Creatures within 100 feet of one of these lights must make a DC 18 Will save upon sighting them or be compelled to approach them by the safest and most direct path. A creature that successfully saves is immune to the same iku-turso's light lure for 24 hours. If a subject of this effect has to move through hazardous terrain to reach the lights, that subject receives another saving throw to end the effect before entering the hazardous terrain. This effect ends once the character reaches the light or takes any form of damage. This is a visual mind-affecting charm effect. The save DC is Charisma-based.

Iku-tursos are hideous denizens of the deep sea. There, they venerate sinister gods of plague and contagion and torment victims plucked from ship and shore in special air-filled torture chambers. Disease is sacred to the iku-tursos, and those who suffer from sickness are considered blessed—an iku-turso often chooses to leave obviously diseased victims to their fates rather than attempt to capture them.

Illustration by Eric Braddock

Jackalwere

This armored humanoid has a jackal's head, bulging muscles, and a gaze that makes the world drift away.

JACKALWERE **CR 2**

XP 600

CE Medium magical beast (shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 natural)

hp 22 (3d10+6)

Fort +5, **Ref** +6, **Will** +2

DR 5/cold iron

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +6 (1d8+2/×3), bite +0 (1d6+1) or bite +5 (1d6+3)

Special Attacks sleep gaze, weapon intuition

STATISTICS

Str 15, **Dex** 17, **Con** 15, **Int** 12, **Wis** 12, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 19

Feats Alertness, Dodge

Skills Acrobatics +7, Bluff +6, Perception +7, Sense Motive +3, Stealth +7, Survival +6; **Racial Modifiers** +2 Bluff, +2 Survival

Languages Common

SQ change shape (human, hybrid, and jackal; *polymorph*), jackal empathy

ECOLOGY

Environment warm deserts

Organization solitary, pair, hunt (1–2 jackalweres and 3–8 jackals), or pack (2–5 plus 3–12 jackals)

Treasure standard (leather armor, masterwork battleaxe, other treasure)

SPECIAL ABILITIES

Change Shape (Su) A jackalwere has three forms. Its natural form is that of a jackal, but it can also take the form of a human or a human-jackal hybrid. A jackalwere's human form is fixed—it cannot assume different human forms. A jackalwere can use its sleep gaze in any of its forms. In jackal form, it functions as a dog (*Bestiary* 87). In its hybrid form, a jackalwere can make a bite attack as a secondary attack, while in human form it lacks its bite attack entirely. A jackalwere can shift into any of its three alternate forms as a move action. Equipment does not meld with the new form between human and hybrid forms but does between those forms and its jackal form.

Jackal Empathy (Ex) A jackalwere can communicate and empathize with jackals (use stats for Small dog; see *Bestiary* 87), and can use Bluff as if it were Diplomacy to change a jackal's attitude, receiving a +4 racial bonus to do so.

Sleep Gaze (Su) Sleep for 3 minutes (a standard action rouses the creature, as does damage), 30 feet, Will DC 12 negates. A creature that succeeds at the saving throw cannot be affected by the same jackalwere's sleep gaze for 24 hours. This is a sleep effect. The save DC is Charisma-based.

Weapon Intuition (Ex) A jackalwere is proficient with simple and martial melee weapons.

Jackalweres are evil, supernatural jackals born with the ability to assume human form. Some folks superstitiously consider jackalweres to be emissaries of evil spirits or wicked desert gods, and it is easy to understand why, as they can take the shape of a human and possess a keen intellect; however, they also have a taste for murder and humanoid flesh.

In its hybrid form, a jackalwere stands 6 feet tall and weighs 150 pounds.

Illustration by Kevin Yan

Jellyfish, Death's Head

This long-tentacled jellyfish has a wide bell with a vaguely skull-shaped pattern on it.

DEATH'S HEAD JELLYFISH CR 1

XP 400

N Small vermin (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 15 (2d8+6)

Fort +6, **Ref** +3, **Will** +0

Defensive Abilities amorphous; **DR** 5/piercing or slashing; **Immune** mind-affecting effects

OFFENSE

Speed swim 20 ft.

Melee 2 tentacles +3 (1d3+1 plus poison)

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

STATISTICS

Str 12, **Dex** 17, **Con** 16, **Int** —, **Wis** 10, **Cha** 1

Base Atk +1; **CMB** +1; **CMD** 14 (can't be tripped)

Skills Swim +9

SQ compression

ECOLOGY

Environment any oceans

Organization solitary, pack (2–5), or bloom (6–13)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Tentacle—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1 Con and 1 Cha; *cure* 2 consecutive saves. If a creature fails two consecutive saving throws, its jaw locks, its tongue swells, and its lips pull back, making speech impossible. This condition ends when the Charisma damage is healed.

Most common in warm or temperate waters, the death's head jellyfish is an aggressive predator. The creature derives its name from the pattern on its 4-foot-wide bell and from the poison it delivers with its tentacles. Those unfortunate enough to be subjected to this toxin develop rigor of the facial muscles that results in a wide-eyed grimace if left untreated.

Jellyfish, Sapphire

This tremendous, translucent jellyfish glows with blue internal light, and the water around its bell vibrates with an electrical charge.

SAPPHIRE JELLYFISH CR 11

XP 12,800

N Huge vermin (aquatic)

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +1

DEFENSE

AC 24, touch 12, flat-footed 20 (+4 Dex, +12 natural, –2 size)

hp 138 (12d8+84)

Fort +15, **Ref** +8, **Will** +5

Defensive Abilities amorphous, **DR** 10/piercing or slashing; **Immune** electricity, mind-affecting effects

OFFENSE

Speed swim 30 ft.

Melee 4 tentacles +15 (1d8+8 plus poison)

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

Special Attacks electricity blast

STATISTICS

Str 26, **Dex** 19, **Con** 24, **Int** —, **Wis** 12, **Cha** 1

Base Atk +9; **CMB** +19; **CMD** 33 (can't be tripped)

Skills Swim +16

SQ compression

ECOLOGY

Environment warm or temperate oceans

Organization solitary, pack (2–3), or bloom (4–7)

Treasure none

SPECIAL ABILITIES

Electricity Blast (Ex) Once every 1d6 rounds as a standard action, a sapphire jellyfish can discharge a 20-foot-radius blast of electricity, dealing 8d6 points of electricity damage (DC 22 Reflex for half). Any creature that takes damage from this electricity must also make a DC 22 Fortitude save to avoid being staggered for 1d4 rounds.

Poison (Ex) Tentacle—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex and 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

Like other giant jellyfish, a sapphire jellyfish is an active hunter. It stores powerful electrical charges in its domelike bell, which is 16 feet in diameter. Its sensory tentacles can trail for twice that length, but the dangerous toxic tentacles are positioned within about 20 feet of the creature's bell.

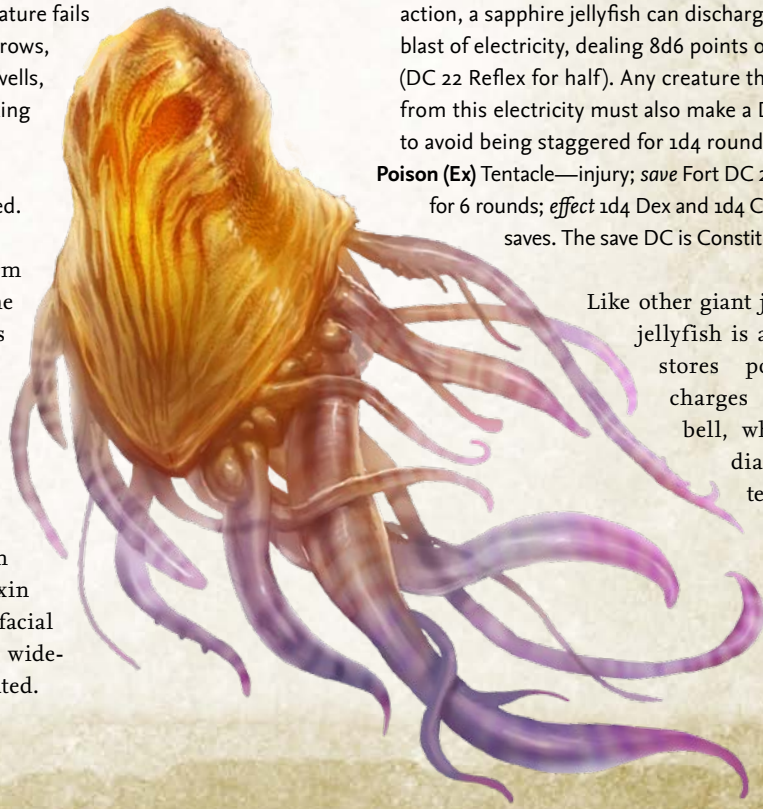


Illustration by Andrew Olson

Jorogumo

Eight spindly spider legs, flocked with coarse black hairs, stretch from the back of this otherwise beautiful black-haired woman.

JOROGUMO **CR 12**

XP 19,200

NE Medium monstrous humanoid (shapechanger)

Init +4; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 27, touch 15, flat-footed 22 (+4 Dex, +1 dodge, +12 natural)

hp 161 (14d10+84)

Fort +10, **Ref** +13, **Will** +14

DR 10/cold iron and magic; **Immune** poison

OFFENSE

Speed 30 ft., climb 50 ft., swim 40 ft.

Melee bite +20 (1d4+6/19–20 plus poison), 2 claws +20 (1d6+6)

Special Attacks sneak attack +3d6, web (+18 ranged, DC 23, 14 hp)

Spell-Like Abilities (CL 12th; concentration +19)

At will—*charm person* (DC 18), *detect thoughts* (DC 19)

3/day—*bestow curse* (DC 21), *suggestion* (DC 19)

1/day—*hold monster* (DC 22), *summon nature's ally V* (1 ogre spider or 1d3 giant black widow spiders or 1d4+1 giant spiders)

STATISTICS

Str 22, **Dex** 19, **Con** 22, **Int** 15, **Wis** 17, **Cha** 24

Base Atk +14; **CMB** +20; **CMD** 35

Feats Dodge, Improved Critical (bite), Improved Iron Will, Iron Will, Mobility, Power Attack, Spring Attack

Skills Acrobatics +14, Bluff +19, Climb +29 (+37 with spider legs), Diplomacy +18, Perception +18, Perform (string) +10, Sense Motive +15, Stealth +19, Swim +14; **Racial Modifiers** +8 Climb with spider legs

Languages Aklo, Common, Sylvan

SQ change shape (giant spider; *vermin shape I**), spider empathy +21, swift shapechanger

* See *Ultimate Magic*.

ECOLOGY

Environment temperate mountain valleys

Organization solitary or cult (2–6 plus 2–8 spiders of various sizes)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d6 Wisdom damage; *cure* 3 saves.

Spider Empathy (Ex) This ability functions as a druid's wild empathy, save that it works only on spiders. A jorogumo gains a racial bonus on this check equal to her Hit Dice (normally +14). Spiders are normally mindless, but this empathic communication imparts upon them a modicum of implanted intelligence, allowing the jorogumo to train them and use them as guardians (though it does not grant them skills or feats).

Spider Legs (Ex) A jorogumo's spider legs can emerge or retract as a free action. When a jorogumo's spider legs are present, she gains a +8 circumstance bonus on Climb checks and gains Deflect Arrows as a bonus feat.

Swift Shapechanger (Ex) A jorogumo can assume spider or human form as a swift action.

Jorogumos are seductive schemers who secret themselves away in isolated mountain valleys where they lure travelers, especially men, to their dooms. Exclusively female, jorogumos must mate with humanoids to produce fertile eggs. After copulation, a jorogumo paralyzes her partner by poisoning him into a coma. She lays a single egg within the father's body, then cocoons the corpse and hides the victim. Periodic visits to re-poison the victim ensure his coma lasts for the 2d4 days required for the young jorogumo to hatch and feed. Jorogumos are enthusiastic enemies of tengus and attack them on sight—they never take tengus as "mates."

Illustration by Eva Widermann

Jubjub Bird

This enormous bird has a lizardlike tail and bright purple feathers on its back and wings; the rest of its body is bare and scaly.

JUBJUB BIRD **CR 15**

XP 51,200

N Huge magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +24

DEFENSE

AC 31, touch 11, flat-footed 28 (+2 Dex, +1 dodge, +20 natural, –2 size)

hp 230 (20d10+120); fast healing 10

Fort +18, **Ref** +14, **Will** +11;

Defensive Abilities adaptive defense; **Immune** acid; **SR** 26

OFFENSE

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

Melee bite +31 (3d6+19/19–20/×3 plus grab), 2 talons +31 (1d8+13)

Space 15 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks deadly bite, shriek, swallow whole (3d6+19 bludgeoning plus 2d6 acid damage, AC 20, 23 hp)

STATISTICS

Str 37, **Dex** 15, **Con** 22, **Int** 2, **Wis** 16, **Cha** 13

Base Atk +20; **CMB** +35 (+39 grapple); **CMD** 48

Feats Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Critical (bite), Iron Will, Mobility, Power Attack, Run, Spring Attack

Skills Acrobatics +14 (+22 when jumping), Fly +7, Perception +24; **Racial Modifiers** +12 Acrobatics, +8 Perception

SQ planar acclimation

ECOLOGY

Environment temperate or warm forests

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Adaptive Defense (Su) When first encountered, a jubjub bird has no energy resistance. When damaged by an attack that causes cold, electricity, fire, or sonic damage, it gains resistance 30 to that energy type until the end of its next turn. If an attack causes more than one type of energy damage, the jubjub bird gains resistance 30 to all the types of energy damage dealt.

Deadly Bite (Ex) A jubjub bird applies 1-1/2 times its Strength modifier to damage dealt by its bite attack. A successful critical hit decapitates and instantly slays a Large or smaller victim (DC 33 Fortitude negates decapitation; creatures without a head are immune to this effect) and deals triple normal damage regardless of the decapitation result. The save DC is Strength-based.

Planar Acclimation (Ex) A jubjub bird is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Shriek (Ex) Once every 1d6 rounds as a standard action, a jubjub bird can voice a piercing screech. All creatures (other than jubjub birds) within a 60-foot-radius spread must succeed at a DC 26 Fortitude save or be stunned for 1d4 rounds. This is a sonic effect. The save DC is Constitution-based.

The jubjub bird is a rare and dangerous bird that resembles a giant dodo bird, but with long, muscular legs and wings that provide functional, if awkward, flight. When attacked with magic, a jubjub bird's plumage shifts randomly in hue and pattern with each spell hurled against it.

Like the bandersnatch and other legendary creatures such as the jabberwock, the jubjub bird originally hails from the primal world of the fey. It has the dubious honor of being the least powerful and least intelligent of these creatures, which are known collectively as the "Tane," yet one should never assume that the jubjub bird is a pushover—its penchant for snapping off heads with its razor-sharp beak can quickly put such ideas to rest.

Powerful fey sometimes keep jubjub birds as guardians, and there are even reports of giants (particularly powerful tribes of jungle giants) using them as mounts. Such avian allies must be carefully trained, for few giants and fey are able to comfortably exist alongside a creature so prone to uttering such stunning shrieks so often.

Jubjub birds stand about 20 feet tall and weigh roughly 6,000 pounds.

Illustration by Dean Spencer

Kamadan

This large leopard has six colorful snakes, hissing and ready to strike, sprouting from its shoulders.

KAMADAN **CR 4**

XP 1,200

NE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 17, touch 12, flat-footed 14 (+2 Dex, +1 dodge, +5 natural, –1 size)

hp 42 (5d10+15)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 40 ft.

Melee bite +7 (1d6+3), 2 claws +7 (1d3+3), snakes +2 (1d4+1)

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

Special Attacks breath weapon (30-ft. cone, sleep, Fortitude DC 15 negates, usable every 1d4 rounds), pounce

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** 5, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Combat Reflexes, Dodge, Mobility

Skills Acrobatics +6 (+10 when jumping), Perception +8, Stealth +6; **Racial Modifiers** +4 Stealth

Languages Aklo

ECOLOGY

Environment temperate or warm plains

Organization solitary, pair, or pack (3–9)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) A kamadan can exhale a cone of gas that makes living creatures fall asleep for 5 minutes (Fortitude DC 15 negates). Slapping or wounding awakens a creature put to sleep by this attack, but normal noise does not. This is a sleep effect. The save DC is Constitution-based.

Snakes (Ex) A kamadan's snakes attack simultaneously; this is always a secondary attack.

Kamadans are wicked hunters that enjoy stalking and toying with prey, especially when their quarry is relatively intelligent. When a kamadan attacks, it first uses its soporific breath, then pounces on any targets that remain awake. Kamadans stand about 3 feet at the shoulder, about 9 feet long and weighing up to 500 pounds.

Although kamadans are certainly magical creatures, they share many psychological and sociological traits with other big cats. Even when hunting alone to avoid competition, a kamadan is often a member of a larger pride. In areas where wildlife or natives are more powerful, kamadan packs are more likely to hunt as a unit.

Kamadans prefer underground lairs, but settle for rocky outcroppings or dens inside brambles or other thick bushes, and they use their snakes to manipulate the bones and baubles of their prey into decorative arrangements. Occasionally, a kamadan shares its lair with another creature, but only if the other creature is more powerful or plies the kamadan regularly with tributes of food and treasure.

Though the above statistics represent the most common breed of kamadan, two rarer but more dangerous variants are detailed in brief below.

Dusk Kamadan (CR +1): A dusk kamadan has midnight black fur and snakes bearing black and red ring patterns on their bodies. A dusk kamadan has the advanced creature template, and its snakes have a poisonous bite: Snakes—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves.

Polar Kamadan (CR +2): A polar kamadan has white fur with black spots like a snow leopard. Its snakes are furred as well. A polar kamadan has the advanced creature template and batlike wings that grant it a fly speed of 60 ft. (average). The breath weapon of a polar kamadan is particularly cold—those who succumb to it also suffer 1d4 points of Dexterity damage from numbness.

Illustration by Eric Belisle

Kami

Kami are ancient, mystical, and otherworldly spirits created eons ago by the gods. Originally intended as guardians of those parts of nature that could not protect themselves, kami have proven remarkably adaptive. As the nature of reality changes, so do the kami.

There are countless species of kami—in theory, every type of animal, plant, object, and location could be served by its own type of kami. These are collectively called "wards" by kami, who often think of them similar to how a human might think of a young child placed into his or her care. In practice, there are far more wards in creation than there are kami. As such, all kami seek to reproduce and thus expand their influence—the more kami, the more wards what benefit from their protection. Accordingly, kami influence is usually regional in nature—the kami simply aren't numerous enough yet to protect all of creation.

Further complicating attempts to catalog and categorize kami is the fact that there seems to be no rhyme or reason as to what sorts of wards get specific types of kami. The jinushigami, for example, are a race of kami that associate with all manner of regions, while the kodama concern themselves narrowly with the protection of specific trees. To the kami, these apparently arbitrary classifications make perfect sense, and their attempts to explain the reasoning to others generally result in confused listeners and frustrated kami. One thing that does remain constant, though, is the relationship between a kami's size and the import of its ward. A kami associated with a knife, frog, or single pebble in a stream would generally be quite small and unimposing, while a kami associated with a mountain, redwood tree, or elephant would be proportionally larger and more powerful. Of course, even here there seem to be exceptions, and frustrated scholars often wonder only half-jokingly whether the gods themselves vary these rules only to cause scholastic arguments and frustration.

Kami come into existence either as a spontaneously manifesting spirit or as the reincarnation of a particularly noble soul. Souls of creatures who died to protect an element of nature are particularly prone to returning to life as a kami. In this latter way, many kami arise from the souls of dedicated rangers or druids who perished while defending their homelands, or monks who spent a lifetime meditating on the serenity of nature. Once reincarnated, however, few kami remember any of their former lives, and their forms never resemble their former bodies. The rare kami who do recall their prior lives are the kami most likely to become more than mere guardians—these kami often take class levels and grow quite powerful.

Kami exist as ever-morphing spirits rather than souls trapped in concrete forms. Most exist to watch over a single tree, stone, or bend of a stream, and can have no more influence on the world than a single insect. A kami spends the majority of its existence merged with its ward—in this shape, it has no ability to interact with the world at all, but it can observe its surroundings with ease. There is no reliable way to determine whether an object, plant, animal, or location is protected by a kami, so those who travel or live in regions where kami are common generally assume that everything has a kami guardian. The kami do little to dissuade this, since the belief that kami are present is often just as potent a protection as having a kami in the first place.

All kami can assume physical form. Most somewhat resemble their ward, but again, in apparent eagerness to baffle and frustrate scholars, this is not always the case. When a kami assumes physical form, it always initially appears adjacent to its ward, manifesting suddenly as if teleporting. It is considered impolite by kami to pop into view, though—most prefer to manifest bodies while hiding, such as behind a tree, then step out of hiding to reveal themselves to those they wish to speak to.

Kami are generally a peaceable race, cohabitating with friendly fey and other magical beings that reside in natural environments. Dryads and treants alike find the company of kami to be quite favorable, as these noble spirits are willing to defend their lands to the death. Being more destructive, troublesome fey find themselves unwelcome in lands overseen by kami, who use the power of nature itself to obliterate intruders who make a nuisance of themselves. Kami's peaceful nature never vanishes more quickly than when they face oni, however, for no other creature is as hated by the kami as these. Kami view oni as defilers of the natural world and monsters whose goals and actions are in direct conflict with those of the nature spirits. When oni are spotted in areas guarded by kami, all kami alert each other to this intrusion, and band together to root out the dark presence. The fact that when a kami falls from grace it runs the risk of becoming an oni has much to do with this hatred—essentially, kami see oni as physical proof of their race's capacity for failure and shame.

While kami are rarely evil, they place the protection of their wards above all else. Often, this puts them at odds with other creatures, and as a result, many tend to view kami as troublemakers at best and outright monsters at worst. The kami have little care for how they are viewed by non-kami, of course—what matters to them is the safety of their wards.

The most powerful kami are known as kami lords. These mysterious and unique creatures are fantastically powerful, often on par with demigods or greater entities.

Kami, Jinushigami

This enormous amalgamation of stone and plant matter takes the shape of an old man leaning on an equally huge staff.

JINUSHIGAMI **CR 20**

XP 307,200

N Gargantuan outsider (earth, kami, native)

Init +11; **Senses** darkvision 60 ft., tremorsense 60 ft., *true seeing*; Perception +38

DEFENSE

AC 34, touch 14, flat-footed 26 (+7 Dex, +1 dodge, +20 natural, –4 size)

hp 348 (24d10+216); fast healing 20

Fort +25, **Ref** +17, **Will** +23

DR 15/cold iron and bludgeoning; **Immune** bleed, mind-affecting effects, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10; **SR** 31

OFFENSE

Speed 50 ft., burrow 40 ft.; earth glide

Melee *+5 quarterstaff* +30/+25/+20/+15 (3d6+14), *+5 quarterstaff* +30 (3d6+9) or
2 slams +29 (2d10+9)

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

Spell-Like Abilities (CL 20th; concentration +30)

Constant—*true seeing*, *speak with animals*, *speak with plants*, *stone tell*

At will—*detect thoughts* (DC 22), *greater teleport* (self only, only within the boundaries of its ward), *stone shape*, *wood shape*

3/day—*control plants* (DC 28), *earthquake* (DC 28), *heal*, *repel metal or stone*, *summon nature's ally IX*

1/day—*true resurrection*

STATISTICS

Str 28, **Dex** 25, **Con** 28, **Int** 23, **Wis** 24, **Cha** 31

Base Atk +24; **CMB** +37 (+39 bull rush and overrun); **CMD** 55 (57 vs. bull rush and overrun)

Feats Alertness, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Two-Weapon Fighting

Skills Acrobatics +31 (+39 when jumping), Bluff +37, Diplomacy +34, Heal +34, Intimidate +34, Knowledge (geography) +33, Knowledge (nature) +33, Perception +38, Sense Motive +38, Spellcraft +33, Stealth +22, Survival +31

Languages Common, Terran; *speak with animals*, *speak with plants*, *stone tell*, telepathy 300 ft.

SQ infused quarterstaff, manipulate terrain, merge with ward, ward (region)

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Infused Quarterstaff (Su) Any quarterstaff a jinushigami wields functions as a *+5 quarterstaff* (unless the quarterstaff already has a greater enhancement bonus). If a jinushigami is within its regional ward, it can create a Gargantuan quarterstaff out of the surrounding terrain as a standard action.

Manipulate Terrain (Su) A jinushigami can help any number of creatures travel within its territory. Creatures aided in this way receive a +10 bonus on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, a jinushigami can make terrain more difficult for any number of creatures to travel through, imparting a –10 penalty on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. A jinushigami can affect as many creatures as it wishes with this ability, selecting whether it aids or impedes travel for each, as long as it can notice the creature and the creature is within its regional ward. A jinushigami may use this ability while merged with its ward.

Ward (Su) A jinushigami treats an entire region as its ward. This region can be a single forest, swamp, mountain, lake, or any other natural feature, with a maximum radius of 5 miles. Most jinushigami have smaller regional wards, since not all regions are large enough to fill this area, but no region with a radius smaller than 1 mile radius can support (or deserves) a jinushigami. As long as it is within its territory (either merged with it or in its physical form), a jinushigami can observe the world from any point within its regional ward as if it were at that point. While merged with its ward, it can observe all points simultaneously in this way. As a standard action, it can convey information about a creature within its ward (effectively imparting a description and exact location) to all kami within its regional ward.

Guardians of significant natural wonders like mountains, large lakes, forests, and so on, jinushigami (known also as land kami) are the most powerful and revered of all kami, commanding the very forces of nature itself to ensure the safety and security of their wards. These potent spirits garner the most respect among other kami, wielding great influence over both them and the native creatures that dwell within their territories. Jinushigami tend to stay hidden amongst their land, however, knowing that their intimate tie with the environment makes them highly desirable targets among those who would seek to do harm to nature.

Strangers to lands protected by jinushigami are well-advised to take the utmost care to not offend the powerful spirit creatures. When displeased, jinushigami can eradicate trails and warp the contours of their terrain, forcing travelers to endure unreasonable hardship in travel. These goliaths have little patience for those who would defile their efforts, and offenders who fail to listen to a jinushigami's initial hints quickly discover how devastating the kami's powers can be as they are forced from the land either by

Illustration by Eric Belisle

the lesser kami who serve their superior or by the towering jinushigami itself. Of course, those who respect and honor the jinushigami see the kami's other side, as the kami eases their travel by lessening undergrowth, shifting rivers, and otherwise providing subtle but incredible aid to travelers.

Jinushigami are ancient and wise, and while they are no fools, they prefer to give visitors to their domains the benefit of the doubt. Only when an individual makes known his disruptive intentions toward the structure and cohesion of nature does a jinushigami react with violence. Of course, those who align themselves with naturally opposing forces of the kami, such as the oni, do not receive this friendly grace period, and a jinushigami can perceive most treacherous thoughts, sensing a suspicious visitor through its connection with the land, then tracking it down to stealthily observe it more closely.

A jinushigami is 38 feet tall and weighs over 30,000 pounds. When they manifest physical bodies, they appear as lumbering humanoid forms made of earth and stone and plant matter, sometimes with strange humanoid affectations like hats or jewelry.

Elder Jinushigami

Of all the kami, land kami are the most ancient and powerful, yet even among these immense outsiders there are variations in that power. Newly formed jinushigami have statistics as presented above, but a jinushigami grows more powerful as the legend and fame of the site it guards grows. For example, a jinushigami of part of a mountain range is impressive, but a jinushigami whose region includes the range's tallest mountain is even more so.

When a jinushigami becomes this powerful, it is known as an elder jinushigami. An elder jinushigami is generally a Colossal creature, and rarely has fewer than 28 Hit Dice—most are between CR 22 and CR 25, although exact details vary. An elder jinushigami's ward can cover a much larger area than that of a typical jinushigami, usually with a radius of 1 mile per CR possessed by the elder jinushigami. An elder jinushigami also gains additional spell-like abilities to more closely reflect its role in the world. Listed below are several examples.

Glacier Kami: An elder jinushigami associated with a vast glacier, be it one that carves mountains or runs along a polar coastline, appears as a humanoid made of blocks of ice. These kami have the cold subtype instead of the earth subtype (and thus gain immunity to cold and vulnerability to fire), and can use *cone of cold* and *wall of ice* as spell-like abilities three times per day each.

Great Reef Kami: An elder jinushigami whose domain contains a sizable coral reef of considerable age appears as a humanoid constructed of living coral draped with seaweed. Great reef kami have the water subtype instead of the earth subtype, gain the aquatic subtype (and the amphibious special quality), gain a swim speed of 60 ft., and gain the ability to use *tsunami* (*Advanced Player's Guide* 251) once per day as a spell-like ability.

Mountain Kami: When an elder jinushigami's ward includes the tallest peak in a range or region, it gains the use of *flesh to stone* and *wall of stone* three times per day each.

Volcano Kami: An elder jinushigami that includes in its ward an active volcano appears as a humanoid made of equal parts molten rock and solid stone. A volcano kami has the fire subtype instead of the earth subtype (and thus gains immunity to fire and vulnerability to cold), can use *fireball* three times per day as a spell-like ability, and can use *wall of lava* (*Advanced Player's Guide* 255) once per day as a spell-like ability.

Kami, Kodama

This little green humanoid figure stands only three feet tall. Its head is faceless save for two hollow pits for eyes.

KODAMA **CR 5**

XP 1,600

N Small outsider (kami, native)

Init +1; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 14, flat-footed 15 (+1 Dex, +2 dodge, +4 natural, +1 size)

hp 51 (6d10+18); fast healing 3

Fort +10, **Ref** +6, **Will** +4

DR 5/cold iron; **Immune** bleed, mind-affecting effects, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10; **SR** 16

OFFENSE

Speed 30 ft.

Melee 2 claws +9 (1d3+2)

Special Attacks distracting gaze, sneak attack +2d6

Spell-Like Abilities (CL 6th; concentration +9)

At will—*speak with plants* (trees only), *tree shape*

3/day—*charm animal* (DC 14), *entangle* (DC 14), *tree stride* (self plus 50 lbs. of objects only)

STATISTICS

Str 14, **Dex** 13, **Con** 16, **Int** 11, **Wis** 14, **Cha** 17

Base Atk +6; **CMB** +7; **CMD** 20

Feats Great Fortitude, Nimble Moves, Power Attack

Skills Climb +11, Escape Artist +10, Perception +11, Sense Motive +11, Stealth +14, Survival +11

Languages Common; *speak with plants*, telepathy 100 ft.

SQ merge with ward, ward (wild trees)

ECOLOGY

Environment any forest

Organization solitary, pair, group (3–7), or grove (8–16)

Treasure standard

SPECIAL ABILITIES

Distracting Gaze (Su) Staggered for 1d4 rounds, 30 feet, Will DC 16 negates. This is a mind-affecting effect that requires the kodama to be visible to those it wishes to affect. The save DC is Charisma-based.

Revered by druids and rangers for their attunement with the wilds, kodama, known also as tree kami, are the guardians of the wild trees of the forest—they do not protect trees cultivated and grown in civilized areas. (Those trees are protected by different kami, if at all.) A kodama takes a single tree under its protection; typically, all of the trees in a forest that are protected by kodama are clustered together in one particular area.

A kodama in its physical form resembles a barely humanoid creature with only the vaguest of features on its semispherical head. A tree kami is 3 feet tall and weighs 60 pounds. While one might expect the kami of something as large as a tree to itself be larger, the fact that forests are made up of so many trees tends to diminish the singular "presence" any single tree might have. In cases where a tree is particularly ancient or immense, however, the kodama associated with it is much larger—statistics for such rare kodama can be generated by advancing the kodama given here by several Hit Dice and increasing its size—theoretically, a Colossal kodama with more than 20 Hit Dice could exist somewhere in the world. Not all kodama increase in power by gaining racial Hit Dice, though, as some instead progress by gaining class levels, particularly levels of druid, though a rare few kodama kami—those possessed of minds more ordered and structured than is normal for their race—take the path of the monk.

Illustration by Jim Nelson

Kodama are more curious about visitors than most kami, and often manifest their physical bodies simply to watch and observe newcomers to their groves. A kodama usually manifests on the far side of its tree, or in the shadows of the undergrowth, so that it can slowly step out into visibility to quietly observe with its distracting, empty-eyed gaze. This gaze can be particularly unnerving. Those who have fallen under its supernatural effects often have different descriptions of how the gaze made them feel (ashamed, frightened, curious, amused, and nervous being the most common reactions), yet the end result is essentially the same. While under observation by a curious kodama, few are those who can continue their actions without being at least somewhat distracted by the kami's attention.

When a kodama must fight (typically in order to defend its tree or other kami), it moves quickly—kodama work best in groups, and when confronted alone generally use *tree stride* to travel to another part of the forest to raise a small host of allies to aid it in defending its home.

Kami, Shikigami

This tiny, crudely carved statue of a robed man has glowing runes running across its surface.

SHIKIGAMI **CR 2**

XP 600

LN Tiny outsider (kami, native)

Init +1; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 19 (3d10+3); fast healing 2

Fort +4, **Ref** +2, **Will** +8

DR 5/cold iron; **Immune** bleed, mind-affecting effects, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee improvised weapon +4 (1d4+2/×3)

Ranged improvised weapon +6 (1d3+2/×3)

Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 6th; concentration +8)

At will—*invisibility* (self only), *statue* (self only)

3/day—*hide from animals*, *purify food and drink*

1/week—*commune with nature* (CL 12th)

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 11, **Wis** 17, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 11

Feats Alertness, Catch Off-Guard[B], Iron Will, Throw Anything[B]

Skills Heal +9, Knowledge (nature) +6, Perception +11, Sense Motive +11, Stealth +15, Survival +9

Languages Common

SQ improvised weapon mastery, merge with ward, ward (minor works of civilization)

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Improvised Weapon Mastery (Ex) A shikigami gains Catch Off-Guard and Throw Anything as bonus feats, and adds its Charisma modifier instead of its Strength modifier to damage done with any improvised weapon, as attacks it makes with such weapons seem supernaturally lucky in landing damaging blows. Although a shikigami is Tiny, it never provokes attacks of opportunity when it attacks an adjacent foe with a melee weapon. If a shikigami critically hits an opponent with an improvised weapon, it deals ×3 damage.

Shikigami are the least of the kami, yet they make up for their lowly status with their loyalty and bravery. Unlike most other well-known types of kami, shikigami are more often associated with rural and urban regions than with natural settings. These kami are the protectors of the minor works of civilization—things like milestones, waymarkers, tiny garden statues, and other relatively mundane works of art crafted by humanoid hands.

No two shikigami look exactly alike, as befits a race of kami that associates with such a wide range of wards. While all shikigami have the ability to merge with their wards, these kami are also fond of spending time in their physical forms, watching over their wards either invisibly or in the form of a tiny statue. In combat, a shikigami fights with whatever objects it finds at hand. Although relatively weak, these improvised weapons have an uncanny knack for hitting harder than they should.

Illustration by Mariusz Gandzel

Shikigami are as friendly and curious as other kami, but they are quick to leave an area they see as being polluted by ideals that disrupt the virtues of nature. When they do, they generally take their wards with them. They do not engage humanoids who desecrate the environment, but their absence leaves a profound mark on the morale of perceptive villagers. Should the shikigami leave, town officials who know the function of the miniature kami are quick to change policies in their community to reflect a more naturalistic approach, hoping to rekindle the relationship between shikigami and people, lest the community fall into the disfavor of more powerful and less passive kami.

Shikigami typically stand 2 feet tall and weigh 30 pounds, or 50 pounds when taking their statue forms. A spellcaster must have the Improved Familiar feat, an alignment of lawful neutral, and an arcane caster level of 7th or higher to gain a shikigami familiar. Whenever a shikigami becomes a familiar, it treats its master as its ward.

Kami, Toshigami

This strangely beautiful old woman is composed completely of blossoms, bark, and antlerlike branches.

TOSHIGAMI **CR 15**

XP 51,200

NG Medium outsider (kami, native)

Init +10; **Senses** darkvision 60 ft., deathwatch, true seeing; Perception +25

DEFENSE

AC 30, touch 20, flat-footed 22 (+6 Dex, +2 dodge, +2 insight, +10 natural)

hp 210 (20d10+100); fast healing 10

Fort +11, **Ref** +23, **Will** +16

DR 10/cold iron and evil; **Immune** bleed, mind-affecting effects, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 60 ft. (30 ft. without *haste*), fly 60 ft. (good)

Melee +2 *quarterstaff* +22/+22/+17/+12/+6 (1d6+4 plus touch of ages), +2 *quarterstaff* +22/+17/+12 (1d6+3 plus touch of ages) or touch +22 (touch of ages)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*deathwatch*, *fly*, *foresight*, *haste*, *speak with plants*, *true seeing*

At will—*cure moderate wounds*, *tree shape* (cherry tree only), *tree stride* (self plus 50 lbs. of objects only)

3/day—*greater restoration*, *slow* (DC 20)

1/day—*finger of death* (DC 24), *time stop*, *waves of exhaustion*

STATISTICS

Str 15, **Dex** 22, **Con** 20, **Int** 15, **Wis** 14, **Cha** 25

Base Atk +20; **CMB** +26; **CMD** 39

Feats Agile Maneuvers, Combat Reflexes, Dodge, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Two-Weapon Fighting, Weapon Focus (quarterstaff)

Skills Bluff +30, Diplomacy +30, Fly +20, Heal +25, Knowledge (nature) +25, Perception +25, Sense Motive +25, Stealth +29, Survival +25

Languages Common; *speak with plants*, telepathy 100 ft.

SQ merge with ward, ward (cherry tree)

ECOLOGY

Environment any land

Organization solitary

Treasure standard (+2 *quarterstaff*, other treasure)

SPECIAL ABILITIES

Touch of Ages (Su) When a toshigami hits a target with a touch attack or any melee weapon, the target must succeed at a DC 27 Fortitude save to avoid being magically aged. When a toshigami strikes a foe, it must decide whether it wishes to physically increase the target's age or mentally reduce the target's age. If it increases the target's physical age, the target takes 1 point of Strength, Dexterity, and Constitution drain. If it decreases the target's mental age, the target takes 1 point of Intelligence, Wisdom, and Charisma drain. Combined with the toshigami's numerous attacks, this can quickly devastate a target, but once a target succeeds at its saving throw against the touch of ages, it can no longer be affected by this ability for 1 round. This is a magical aging effect, but does not actually alter the victim's true age—it merely simulates the creeping effect of age on the flesh or the reversion to an increasingly infantile state of mind. The save DC is Charisma-based.

Toshigami, known also as blossom kami, are associated with cherry trees—particularly those that grow in inhabited areas. Often, long after a city has fallen to ruin, these kami guardians are all that remain to remember the lost city's glory. In this way, the toshigami are also associated with the passing of time.

Toshigami rarely show themselves except to those in dire need or who are harming their trees. Still, they have a fascination with mortals, and have even been known to form romantic relationships with them on occasion. A toshigami is 5 feet tall and weighs 100 pounds.

Illustrations by Eric Belisle

Kami, Zuishin

Within this elaborate suit of armor can be seen the partial form of a determined warrior.

ZUISHIN **CR 10**

XP 9,600

LG Medium outsider (kami, native)

Init +9; **Senses** darkvision 60 ft., *detect evil*, *see invisibility*; Perception +20

DEFENSE

AC 23, touch 13, flat-footed 20 (+6 armor, +3 Dex, +4 natural)

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

Fort +8, **Ref** +13, **Will** +14

DR 10/cold iron; **Immune** bleed, mind-affecting effects, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10; **SR** 21

OFFENSE

Speed fly 30 ft. (perfect, 40 ft. without armor)

Melee +1 *holy halberd* +18/+13/+8 (1d10+7/×3)

Ranged +1 *holy composite longbow* +20/+15/+10 (1d8+5/×3)

Special Attacks healing arrow, holy weapons

Spell-Like Abilities (CL 13th; concentration +18)

Constant—*detect evil*, *see invisibility*

At will—*cure light wounds*, *dimension door*

3/day—*alarm*, *breath of life*, *dispel magic*, *neutralize poison*, *remove curse*, *remove disease*, *restoration*

1/day—*dispel evil* (DC 20), *heal*, *true seeing*

STATISTICS

Str 18, **Dex** 21, **Con** 18, **Int** 11, **Wis** 18, **Cha** 21

Base Atk +13; **CMB** +17; **CMD** 34 (can't be tripped)

Feats Improved Initiative, Improved Precise Shot, Iron Will, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Fly +10, Heal +20, Intimidate +18, Knowledge (nature) +16, Perception +20, Sense Motive +20, Stealth +18

Languages Common; telepathy 100 ft.

SQ merge with ward, ward (gate, doorway, or shrine)

ECOLOGY

Environment any

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

Treasure double (+1 *composite longbow* [+4 Str], +1 *halberd*, masterwork breastplate, other treasure)

SPECIAL ABILITIES

Healing Arrow (Su) As a swift action, a zuishin can infuse an arrow it fires to carry any of the following effects: *breath of life*, *cure light wounds*, *heal*, *neutralize poison*, *remove curse*, *remove disease*, or *restoration*. Using one of these effects consumes a use of the same spell-like ability. The zuishin must make a touch attack to deliver the effect to the target—the target takes no damage from the arrow.

Holy Weapons (Su) Any weapon wielded by a zuishin is treated as if it had the *holy* special ability.

A zuishin creates arrows out of nothing as part of its attacks with any bow it wields.

While all kami are enemies of oni, none are so fervent as the zuishin. Known also as shrine kami, zuishin take as their wards gates, doorways, religious places, and the spiritual archways known as torii, ensuring that the gates are respected. Zuishin can use many weapons, but tend to favor the bow. A zuishin treats its equipment with utmost care, viewing weapons as extensions of itself. It never discards its bow voluntarily; if the weapon is ever lost or destroyed, a zuishin can craft a new one in a month.

Zuishin treat other kami with respect, and are always willing to lend a helping hand. Creatures other than kami must earn a zuishin's trust before receiving its aid, and do so by honoring the gate it guards or providing an offering to the kami, such as a tree branch or other small piece of nature.

Zuishin manifest as suits of armor with a partly manifest warrior within, and wield glowing weapons. They stand 5 feet tall and weigh 120 pounds.

Kappa

This humanoid turtle crouches near the water, a suspicious look in its eyes. The top of its bowl-shaped head is filled with water.

KAPPA **CR 2**

XP 600

CN Small monstrous humanoid (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 19 (3d10+3)

Fort +4, **Ref** +6, **Will** +5

Resist acid 5, cold 5

Weaknesses head bowl

OFFENSE

Speed 20 ft., swim 40 ft.

Melee 2 claws +5 (1d3+1 plus grab)

Special Attacks grab (Medium), rake (2 claws +5, 1d3+1)

STATISTICS

Str 12, **Dex** 17, **Con** 13, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 16

Feats Great Fortitude, Nimble Moves

Skills Escape Artist +10, Heal +5, Sense Motive +5, Swim +9; **Racial Modifiers** +4 Escape Artist

Languages Aquan, Common

SQ amphibious

ECOLOGY

Environment any lake or river

Organization solitary, pair, or bale (3–6)

Treasure standard

SPECIAL ABILITIES

Head Bowl (Su) The basin atop a kappa's head contains water from its home river or lake. The water is emptied only if the kappa willingly tips its head or a creature pinning the kappa forces it to do so (requiring a grapple check while pinned). If the water is emptied, the kappa becomes immobile and staggered. It can still take actions, but it cannot move from the spot on its own. If the emptied head bowl is refilled with water, the kappa recovers from this condition immediately. This replacement water doesn't have to be from the kappa's home, but the kappa refills its head bowl from there at its first opportunity.

A kappa is a strange amphibian resembling a humanoid turtle. It dwells in fresh water, preferring a stream or river to a lake or pond. It has a small shell on its back, a blunt face, and webbed hands and feet that end in short claws. A typical kappa is green in color, but kappa skin tones can vary toward blue or yellow hues. The creature has a shallow basin in the top of its head, in which the creature carries water from its home at all times.

Kappas are puckish and like to play tricks on those who pass near or swim in their home. Kappa pranks are usually harmless and annoying, such as peeking under robes, stealing a bathers' clothing, or pretending to be an aquatic predator. A kappa might also challenge others to grappling matches, hoping potential foes underestimate its wrestling ability. An angry kappa can be dangerous, attempting to drown mounts, animal companions, or even people who enter its home waters. The most degenerate kappas have been known to drown bathers and eat them.

Those wise to the ways of kappas know the creatures have a few weaknesses. First of all, kappas love cucumbers and horseflesh. If plied with such treats, a kappa is likely to not bother intruders, and might even be convinced to offer aid. Further, despite a kappa's penchant for pranks, it is unfailingly polite to courteous visitors. A kappa confronted with a verbal rebuke rather than combat quickly and almost shamefully apologizes for its pranks, begging for forgiveness.

If its head bowl is emptied, a kappa usually remains stationary and pleads for help, continuing to fight only if forced to. An opponent who refills the kappa's head bowl after spilling it receives the kappa's deepest gratitude. Only the wisest and smartest of kappa carry flasks of water with them when they are forced to travel far from their home—most kappa don't think this far ahead.

Illustration by Dave Allsop

Kech

This hairless simian's leathery skin has a camouflage pattern to it that shifts and changes as the creature moves.

KECH **CR 3**

XP 800

NE Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural)

hp 26 (4d10+4)

Fort +2, **Ref** +6, **Will** +5

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +5 (1d6+1), 2 claws +5 (1d4+1)

Ranged longbow +6 (1d8/×3)

Special Attacks rend (2 claws 1d4 +1)

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

Constant—*pass without trace*

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 18

Feats Dodge, Mobility

Skills Acrobatics +9 (+13 when jumping), Climb +16, Perception +10, Stealth +13 (+19 in forests and jungles); **Racial Modifiers** +2 Perception, +4 Stealth (+10 in forests and jungles)

Languages Kech

ECOLOGY

Environment warm forests

Organization solitary, pair, or tribe (3–36 plus 2–6 dire apes)

Treasure standard (longbow with 20 arrows, other treasure)

Not quite man nor ape, the kech is a hairless primate that dwells in the deepest jungles. There they live in sizable tribes, relying upon their uncanny coloration and skill with bows to hunt prey. The green-and-brown camouflage coloration of a kech's flesh shifts and adapts to all surroundings to aid in stealth, but works particularly well in forests or jungles. This, combined with its uncanny ability to move through any terrain and leave no trace of its passage, makes the kech a masterful ambush hunter. A kech is 6 feet tall and weighs 240 pounds.

These creatures prefer to dwell in ruined jungle buildings, and when presented with an opportunity to seize a remote town, slaughter the citizens, and move in, the typical kech tribe does not hesitate. Keches are as cruel as they are stealthy, and most jungle villages do not realize that they are under attack by a band of keches until the battle is already decided, with more than half the village dead in their beds, never having had the chance to awake and sound an alarm. Once a village does rouse to mount a resistance, the keches often seek to subdue remaining victims rather than kill them. Those who are slaughtered are inevitably eaten within 24 hours as part of a tremendous victory feast. Prisoners are often kept in cages in close proximity to the feasting, for keches enjoy the sound of wailing as their victims watch their kin being consumed.

A kech tribe is typically led by a chieftain with 2–4 levels of ranger or fighter. Keches value magical support, particularly divine magic, for the jungle has no shortage of methods to wound, poison, or sicken those who dwell within. A kech cleric is as likely to worship an evil deity as it is one of the Four Horsemen or an evil elemental lord, but most kech priests are in fact druids. The combination of restorative magic and power over the natural world is often too seductive a path for a devout kech to ignore. Kech druids typically take apes as animal companions, and even tribes that lack druids generally have a few well-trained guard apes among them.

Cannibalism is seen as a particularly vile taboo by keches—this prohibition extends to the consumption of ape or monkey flesh, but notably does not extend to the flesh of humanoids.

Illustration by Ben Wootten

Kirin

With draconic scales covering much of its body, this staglike creature moves with awe-inspiring grace.

KIRIN **CR 7**

XP 3,200

LG Large magical beast (air)

Init +6; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +17

DEFENSE

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, –1 size)

hp 85 (9d10+36)

Fort +10, **Ref** +12, **Will** +10

Resist cold 10, electricity 30, fire 10; **SR** 18

OFFENSE

Speed 60 ft., fly 120 ft. (good)

Melee gore +14 (1d8+5), 2 hooves +8 (1d6+2)

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

Special Attacks breath weapon (15-ft. cone, 5d6 fire damage, Reflex DC 18 for half, usable every 1d4 rounds), powerful charge (gore, 2d8+14)

Spell-Like Abilities (CL 9th; concentration +15)

Constant—*detect evil*, *water walk*

At will—*gaseous form*, *gust of wind*

1/day—*break enchantment*, *create food and water*, *major creation*, *wind walk* (self only)

Spells Known (CL 6th; concentration +12)

3rd (4/day)—*lightning bolt* (DC 19)

2nd (7/day)—*lesser restoration*, *scorching ray*

1st (8/day)—*color spray* (DC 17), *cure light wounds*, *disguise self*, *remove fear*, *sanctuary* (DC 17)

0 (at will)—*arcane mark*, *create water*, *detect magic*, *guidance*, *mage hand*, *mending*, *stabilize*

STATISTICS

Str 20, **Dex** 23, **Con** 18, **Int** 18, **Wis** 21, **Cha** 23

Base Atk +9; **CMB** +15; **CMD** 31 (35 vs. trip)

Feats Combat Casting, Eschew Materials[B], Flyby Attack, Hover, Iron Will, Weapon Focus (gore)

Skills Diplomacy +15, Fly +20, Knowledge (history) +13, Perception +17, Perform (sing) +15, Sense Motive +14

Languages Abyssal, Auran, Celestial, Common, Draconic; telepathy 100 ft.

ECOLOGY

Environment any

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Spells A kirin casts spells as a 6th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a kirin, meaning that the creature does not need a divine focus to cast them.

The noble kirin roam the sky, their feet rarely touching soil. They have a stag's graceful body and cloven hooves, a pair of backward-facing horns, and a thick mane and tail ranging from golden to brilliant reds or purples in the hues of the setting sun. Their hide resembles that of a dragon, the scales gleaming ebon or iridescent green.

Rare in the extreme, kirin seldom meddle openly in worldly affairs, preferring a subtle hand in overturning the schemes of wicked spirits such as hags and oni. The blood of young kirin runs hot, however, and such spirited youths may serve as mounts for cavaliers and paladins of clever wit and untarnished moral quality.

The wisest and most powerful kirin are known as emperor kirin, having earned this title through the respect of their peers and the strength of their powers. They resemble standard kirin, except their hooves give off sparks as they gallop through the air.

Emperor kirin have the advanced creature simple template and additional racial Hit Dice. When advancing a kirin's Hit Dice to create an emperor kirin, make the following additional changes.

- *CR*: Increase by 1 + the number of additional HD.
- *Breath Weapon*: Damage increases by 1d6 for every 2 additional HD.
- *Spellcasting*: Increase sorcerer level (for the purpose of spells known and spells per day) by 1 per additional HD.
- *Spell-Like Abilities*: Increase caster level by +1 per additional HD.
- *Spell Resistance*: Increase by +1 per additional HD.

Illustration by Eric Belisle

Kongamato

A massive draconic creature with a birdlike head dives from the sky, letting loose a piercing scream as it descends.

KONGAMATO **CR 15**

XP 51,200

N Huge dragon

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 29, touch 11, flat-footed 26 (+3 Dex, +18 natural, –2 size)

hp 261 (18d12+144)

Fort +16, **Ref** +16, **Will** +13

DR 10/magic; **Immune** magic paralysis and sleep; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 40 ft., fly 160 ft. (average)

Melee bite +28 (2d6+2), 2 claws +28 (1d8+12), tail slap +26 (2d6+6), 2 wings +26 (1d8+6)

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

Special Attacks wailing dive, breath weapon (50-ft. cone, 14d6 sonic damage, Reflex DC 20 for half, usable every 1d4 rounds)

STATISTICS

Str 34, **Dex** 17, **Con** 26, **Int** 9, **Wis** 14, **Cha** 17

Base Atk +18; **CMB** +32; **CMD** 45 (49 vs. trip)

Feats Flyby Attack, Hover, Improved Initiative, Improved Sunder, Lightning Reflexes, Multiattack, Power Attack, Snatch, Wingover

Skills Climb +19, Fly +20, Intimidate +16, Perception +23, Sense Motive +15, Stealth +13, Survival +20

Languages Draconic

SQ compression, piercing beak

ECOLOGY

Environment tropical forests

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Piercing Beak (Ex) A kongamato's beak is extremely hard and adept at breaking objects. When attempting to damage an item, a kongamato's beak attack does double damage and is treated as if it were adamantine for the purposes of overcoming the object's hardness.

Wailing Dive (Su) When a kongamato makes a charge while flying or uses its Flyby Attack feat, the creature's body becomes infused with energy, causing its bite to deal an extra +1d6 points of sonic damage on that attack.

Kongamatos are primeval dragons that hunt the deep jungles of the world. Although not as intelligent or magically adept as their "true" cousins, kongamatos are respected and feared for their resilience and awesome strength. While the kongamato's body is clearly draconic—squat and dense with sharp claws capping each of its four limbs—the creature's head is distinctly avian, with a long, toothless beak and a pronounced crest. A kongamato's hide is a rich emerald hue, with an ash-colored underbelly and crimson webbing on its broad wings. Females have smaller head-crests than males, and a rosy hue colors both the undersides of their wings and their underbellies.

Kongamatos are apex predators that make their lairs in the tops of the oldest and strongest trees, or in caves and ruins. Kongamatos are carnivorous and prey on large herd animals. Although they do not have teeth, their beaks are sharp and strong, allowing them to carve their kills with precision and to punch through wood, rock, and even metal. When possible, kongamatos hunt on the perimeter of their territories, gliding silently and gracefully through even the thickest forest foliage to surprise prey.

Both males and females grow to a length of almost 30 feet, with an equally broad wingspan, and can weigh up to 7 tons. Kongamatos live between 500 and 600 years.

Illustration by Scott Purdy

Kyton

Despicably cruel and equally horrible to gaze upon, kytons are evil fiends who feed on the fear and suffering of mortals through painful supernatural means. Their monstrous appearances vary, but their stoic and amoral dispositions are universal, for no kyton cares anything for the plights typical of the creatures they prey upon. They are beings wholly dedicated to metamorphosis achieved through horrific trials of self-mutilation and the mystical power provided them by their sapping of mortal anguish.

Despite being often categorized by mortals as shadow-dwelling devils, kytons calmly refute such claims, seeing themselves as above the principles of Hell's denizens. Instead, kytons seek ecstasy through pain in the form of deliberate and violent self-transformation, adhering to the belief that by altering the physical and spiritual matter that makes up their form, they can reach a state of perfect being. Removing aspects of themselves and replacing them with more desirable or powerful pieces one at a time, kytons believe that experiences of heightened emotion and sensation (typically in the forms of terror and pain) lead to greater states of awareness and existence. The dedication with which they practice this belief places them on the level of zealots, their fanatical commitment made all the more disturbing by their eerie composedness and unnaturally cool dispositions.

The original kytons were born of the first truly selfish and depraved thoughts conceived by mortals. These creatures surprised and horrified the early gods with their power and hideous nature, and so the gods chained them in a remote part of Hell. The kytons embraced their chains and, seeking to fulfill their unnatural hunger for pain, escaped to the Plane of Shadow, which lay much closer to their mortal prey. Now, kytons are born of mortal souls that were spiritually and physically tortured in life, victims of their own masochism, sacrifices to gods of suffering, or those promised to the fiends either by their own will or by sadistic cultists. Obscure rituals force the sacrificed souls to bypass the normal judgments of the afterlife and instead become mired in the Plane of Shadow. Over an excruciating and lengthy span of time, these souls are warped and twisted until they emerge as frail new kytons. A kyton's first willing act must be to cut away part of its own flesh, proving it is worthy of its kyton nature—the first step in an immortal lifetime of replacing its own substance with the stronger parts of other creatures. By drawing strength from its new grafts, a kyton grows and becomes both stronger and more terrible to behold. Thus, weaker kytons resemble the mortal creatures they once were, whereas older ones are horrifying patchworks of transplanted material that rarely look like their original forms. Many kytons still proudly wear the chains that bound them (either to Hell or to the torture devices that created them), trophies of their power to defy the gods or mortal fate.

Kytons' need to replace parts of themselves with those of stronger mortals puts them in perpetual danger of attacking creatures that are too powerful for them to kill. For this reason, kytons are pragmatic and ruthless in their battles, scrutinizing all potential outcomes of a situation before taking action. Seeing strength in numbers, kytons often attack or trap a mortal victim as a team, hauling the unfortunate soul to the Plane of Shadow, converting their prey into a new kyton or dividing its body and soul among them for grafting and nourishment.

The kytons of the *Pathfinder RPG Bestiary* are a specific type of kyton (other kytons call them "evangelists"); they have all the traits listed in the kyton subtype (see page 306). The kytons listed here are but a few of the other known types—many more exist on the Plane of Shadow.

Kyton Demagogues

The powerful kyton rulers called demagogues possess strength hardly fathomable by mortals. They exist within a power structure similar to that of archdevils. Lesser kytons view these overseers as horrid sovereigns among their kind, and though there are many outlying areas on the Plane of Shadow not controlled by demagogues, kytons who find themselves wandering through a demagogue's territory know to show respect for these lords of suffering.

Demagogues are so advanced in their metamorphosis of self-mutilation and augmentation that no two look alike. Some are strangely beautiful, some are horrors beyond sane description. A demagogue's powers are vaster than even many of their kyton brethren dare consider—they construct enormous cities out of the countless bodies of their victims, weaving entire networks of veins and spiritual energy to create breathing, pulsating metropolises. Demagogues seek to control as much of the realm around their organic superstructures as they can, a feat that proves forever challenging in the dark, shifting corners of the Plane of Shadow. Though one rarely finds reason to leave the confines of its home plane, a demagogue's influence is far-reaching, and kytons who value their lives do as they are commanded, lest they incite the awful and calculating rage of a mighty overlord. The following are some of the most powerful kyton demagogues that reside in the Plane of Shadow, watching over their pulsating kingdoms in massive, gory towers.

Barravoclair, Lady of the Final Gasp
Fharaas, the Seer in Skin
Inkariax, the White Death
Morrobahn, the Parasite Seed
Raetorgash, the Skull-Hoarder
Sugroz, the Voice in Screams
Vevelor of the Broken Dream

Illustration by Ryan Portillo

Kyton, Augur

A single eye peers from behind the armor plates and keen-edged blades that compose the cage-like exterior of this tiny flying orb.

AUGUR **CR 2**

XP 600

LE Tiny outsider (evil, extraplanar, kyton, lawful)

Init +7; **Senses** darkvision 60 ft., *deathwatch*; Perception +7

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 19 (3d10+3); regeneration 2 (good weapons and spells, silver weapons)

Fort +2, **Ref** +8, **Will** +4

DR 5/good or silver; **Immune** cold

OFFENSE

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

Melee gore +4 (1d4–1 plus bleed)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks bleed (1d2), unnerving gaze (30 ft., DC 9)

Spell-Like Abilities (CL 6th; concentration +4)

Constant—*deathwatch*

At will—*bleed* (DC 8), *mage hand*, *open/close*

3/day—*inflict light wounds* (DC 10)

1/week—*commune* (CL 12th, 6 questions)

STATISTICS

Str 8, **Dex** 17, **Con** 12, **Int** 13, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +4; **CMD** 13 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes

Skills Bluff +4, Escape Artist +9, Fly +11, Intimidate +4, Perception +7, Sense Motive +7, Sleight of Hand +9, Stealth +17

Languages Common, Infernal (cannot speak)

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, pack (3–5), or squad (6–8)

Treasure standard

SPECIAL ABILITIES

Unnerving Gaze (Ex) A creature that succumbs to an augur's unnerving gaze becomes shaken for 1 round.

Gory sentinels with a lust for flesh and the myriad bodily fluids contained within, augurs number among the most common—as well as most despicable—kytons on the Plane of Shadow. Having given up their humanoid bodies in favor of the more stealthy and wretched guise of a singular large eye armored in bloodied metal plates, augurs act as spies and sycophants for more powerful kytons. Their miniscule size, sturdy exterior, and unnerving gazes make them ideally equipped for dangerous reconnaissance missions to the Material Plane, where the augurs are able to scout out potential raiding locations or spot vulnerable, lone travelers before their more powerful kyton brethren cross the planes to attack.

While their usefulness in tasks of stealth and guile makes augurs deadly companions, their insatiable lust for blood often proves their ultimate downfall. Augurs, like most kytons, find themselves in a heightened state of arousal when witness to the destruction of flesh, but the extent to which these muscular orbs find pleasure in blood is far more treacherous than their more disciplined peers. Many augurs cannot help but indulge themselves when exposed to gore—rolling within and dipping their blades into freshly spilled pools—an unfortunate trait which has led many careless augurs to their capture or doom.

An augur's gruesome appearance is not always self-inflicted. They are sometimes constructed by other kytons who seek to impose an everlasting punishment upon a particularly unwilling mortal sacrifice; the defiant individual's body is cast aside for scraps as its mind and soul are transferred into the monocular shell, producing an augur when the ritual is complete. Augurs are the least pragmatic type of all kytons, and thus the least respected among their peers. The condemnation of an individual's spirit to the cage-like body of a kyton augur is the precedent for a truly agonizing and lonely existence.

A lawful evil spellcaster can gain an augur as a familiar at 7th level by taking the Improved Familiar feat.

A typical augur kyton is 1 foot in diameter and weighs 30 pounds.

Kyton, Eremite

This blood-soaked humanoid is festooned with razored shards of metal. Skeletal wings protrude from its bleeding shoulders.

EREMITE **CR 20**

XP 307,200

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +12; **Senses** darkvision 60 ft., *true seeing*; Perception +34

DEFENSE

AC 38, touch 19, flat-footed 29 (+8 Dex, +1 dodge, +19 natural)

hp 310 (20d10+200); regeneration 15 (good weapons and spells, silver weapons)

Fort +22, **Ref** +16, **Will** +19

DR 15/good and silver; **Immune** cold, fear effects, nonlethal damage, pain; **SR** 31

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +30 (2d6+10 plus pain), 2 claws +30 (2d6+10/19–20 plus grab and pain), 2 wings +25 (1d8+5 plus pain)

Special Attacks evisceration, unnerving gaze (30 ft., DC 31)

Spell-Like Abilities (CL 20th; concentration +31)

Constant—*true seeing*

At will—*greater teleport* (self plus 50 lbs. of objects only), *inflict critical wounds* (DC 25), *shadow walk*, *telekinesis* (DC 26)

3/day—*blade barrier* (DC 27), *dimensional lock*, *forcecage* (DC 28), *greater shadow evocation* (DC 29), *heal* (self only), *insanity* (DC 28), *mass inflict critical wounds* (DC 29), *plane shift* (DC 28), *shades* (DC 29), *symbol of pain* (DC 26), *wall of force*

1/day—*binding* (DC 29), *trap the soul* (DC 29)

STATISTICS

Str 30, **Dex** 27, **Con** 30, **Int** 22, **Wis** 21, **Cha** 33

Base Atk +20; **CMB** +30 (+34 grapple); **CMD** 49

Feats Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Spell Penetration

Skills Bluff +34, Diplomacy +34, Fly +12, Heal +28, Intimidate +34, Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Knowledge (nature) +16, Knowledge (planes) +29, Knowledge (religion) +16, Perception +34, Sense Motive +28, Spellcraft +29, Stealth +31, Use Magic Device +31

Languages Common, Infernal; telepathy 100 ft.

SQ graft flesh, shadow traveler

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, or cell (3–5)

Treasure double

SPECIAL ABILITIES

Immune to Pain (Su) An eremite is immune to nonlethal damage, as well as to all magical effects associated with extreme pain, such as a *symbol of pain*, another eremite's pain attack, or similar effects at the GM's discretion.

Evisceration (Ex) When an eremite grapples a foe, it can quickly eviscerate or otherwise surgically alter its victim by excising a bit of flesh or a part of an internal organ as a swift action, causing the victim to take 1d8 points of ability drain—the exact ability score drained is chosen by the eremite. The victim can resist this effect with a DC 28 Fortitude save. The save DC is Dexterity-based.

Graft Flesh (Su) Once per day, an eremite may graft any bit of flesh or bone harvested via its evisceration ability within the previous hour to its own body as a full-round action that provokes an attack of opportunity. Doing so grants the eremite the effects of a *heal* and a *greater restoration* spell (caster level 20th).

Pain (Su) Any creature struck by an eremite's natural attacks must make a DC 30 Fortitude save or become staggered for 1 round from the pain. As long as a creature is staggered by this effect, it takes a –4 penalty on all saving throws made to resist the eremite's spell-like and extraordinary abilities. The save DC is Constitution-based.

Shadow Traveler (Ex) When an eremite uses *plane shift* to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an eremite uses *shadow walk*, it moves at a rate of 100 miles per hour.

Unnerving Gaze (Ex) A creature that succumbs to an eremite's unnerving gaze becomes paralyzed with fear for 1d4 rounds as it finds itself almost longing to submit its flesh to the kyton. At the end of any round it remains paralyzed in this way, the victim must make a DC 31 Will save or take 1d4 points of Wisdom drain from encroaching madness. This is a mind-affecting fear effect.

Eremites are among the eldest and most mutilated of kytons, having inflicted such massive damage to themselves that they feel little pain and no fear. The typical eremite is completely covered in blood-caked bandages, tattered cords of black leather, and thousands of jagged shards of razor-sharp metal. These fragments are all that holds the creature's mutilated flesh together, yet they do so with a strength far greater than that granted by mortal flesh and bone.

Rather than concentrating solely on physical or even spiritual alterations, eremites seek to blur the very lines around being, physicality, and individuality. They desire only the most powerful beings to augment themselves with, traveling across vast swaths of the Material Plane in search of the most promising additions to their bodily collection and harvesting only the finest parts—the ripest spleen, the most alluring veins, the most succulent eyes. When an eremite encounters a creature that possess a so-called "perfect part," the powerful kyton seeks to capture that creature alive so that it can study how that perfect part functions as part of the creature's physiology before it finally decides to surgically remove

Illustration by Ryan Portillo

it and attach it to its own body—often in a way not quite in keeping with the part's original use. A gifted bard's tongue might, for example, be nailed to a kyton's palm or sewn into its heart, while the eyes of a beautiful queen might be stitched into the kyton's torso. To the eremite, these hideous changes and choices somehow enhance the perfection of the harvested part, while to others they merely enhance the horror that the creature represents.

While eremites do hold an appreciation for inspection of their targets as well as introspection regarding their own powers and identity, their primary occupation is the understanding of pain and suffering, which they pursue by inflicting the most heinous cruelties upon their victims. An eremite seeks to deliver as much agony as possible to its victims after capturing them, allowing them to undergo extreme amounts of trauma before letting them perish. An eremite often rends its own flesh in the same manner as it does its victim's, so as to experience the pain alongside it.

While pursuing a chosen victim, an eremite utilizes its supernatural abilities to distract and distress a given target before it captures and drags it back to the Plane of Shadow via *plane shift*. Bargaining with an eremite is not usually an option, though if a particularly powerful victim can offer an eremite advice or aid, or otherwise assist in harvesting an even more interesting catch, an eremite can sometimes be convinced to let the helpful victim escape. It's worth remembering, though, that kytons as a whole have little patience for the petty pursuits of honor and pride, seeing such feelings as traits that ultimately spell the end for baser creatures. The only thing that matters to an eremite is the testing of its boundaries as well as the boundaries of existence itself. Just because an eremite might be convinced to let someone go in trade for an opportunity for a greater catch doesn't mean that once that other target is secured the eremite will cease its attempts to capture and harvest its original target. One who manages to distract and subsequently escape an eremite is well-advised to spend the rest of his life on the run.

A typical eremite stands approximately 7 feet tall and weighs about 200 pounds. While their general form is something of a humanoid shape, exact appearances can vary wildly between eremites as they harvest and graft particularly unusual pieces of flesh to their bodies from increasingly exotic victims.

Eremite Overlords

Eremites who surpass the limits of individuality and achieve dominion over a certain realm of the Plane of Shadow are referred to as eremite overlords. An overlord has focused on a specific type of mutilation, and has taken that heinous surgical procedure to the outer limits of pain and pleasure. Those who worship and venerate the overlords often seek to emulate their patron's chosen mutilation, often fatally so. Overlords keep in correspondence with one another and sometimes collaborate in a Covenant of Overlords, and while they do not view each other as enemies, they are by no means allies, and often vie for the favor of the demagogues.

Each overlord is a unique Large (or larger) eremite with several additional Hit Dice. In addition, each has a unique power linked to its chosen form of self-mutilation, as well as 4–6 additional spell-like abilities along that mutilation's theme. For example, an overlord that has perfected the act of skinning itself and wrapping its flesh in thorny black vines might have an ability to send those thorny vines out at great length to grapple and constrict distant foes, and might gain *black tentacles*, *entangle*, *wall of thorns*, and 1–3 similar spell-like abilities.

Kyton, Interlocutor

At the core of this multi-limbed monstrosity of claws and blades struggles a glistening mass of veins, organs, and twisted flesh.

INTERLOCUTOR **CR 12**

XP 19,200

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

Init +7; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 26, touch 13, flat-footed 22 (+3 Dex, +1 dodge, +13 natural, –1 size)

hp 147 (14d10+70); regeneration 5 (good weapons and spells, silver weapons)

Fort +14, **Ref** +9, **Will** +17

DR 10/silver or good; **Immune** cold; **SR** 23

OFFENSE

Speed 40 ft.

Melee 4 claws +20 (1d8+7/19–20 plus bleed)

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

Special Attacks bleed (1d6), poison, rend (2 claws, 1d8+7), surgical strikes, unnerving gaze (30 ft.; DC 22)

Spell-Like Abilities (CL 14th; concentration +19)

At will—*bleed* (DC 15), *plane shift* (from the Material Plane to the Plane of Shadow Plane, self only), *stabilize*

3/day—*cure serious wounds*, *restoration*

1/day—*breath of life*

STATISTICS

Str 24, **Dex** 17, **Con** 21, **Int** 15, **Wis** 22, **Cha** 20

Base Atk +14; **CMB** +22; **CMD** 36 (38 vs. trip)

Feats Cleave, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Heal +23, Intimidate +22, Knowledge (arcana, local, religion) +9, Knowledge (dungeoneering, nature, planes) +12, Perception +23, Sense Motive +23, Stealth +16

Languages Common, Infernal

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, or gang (3–5)

Treasure standard

SPECIAL ABILITIES

Surgical Strikes (Ex) An interlocutor's claws threaten a critical hit on a roll of 19–20. On a successful critical hit, that claw deals 2d6 bleed damage rather than 1d6.

Unnerving Gaze (Ex) A creature that succumbs to an eremite's unnerving gaze becomes staggered for 1 round as it becomes convinced that it recognizes some of its own body parts entangled in the interlocutor's body.

Interlocutors are the self-proclaimed surgeon-sculptors among kytons, viewing their practice as more art than medical process. Each victim is a new chance to study the art of pain and sensation through horror-stricken eyes. Their ability to heal the damage they inflict, even to the extent of restoring life to a subject that has only just expired, is perhaps more feared than their eagerness to cut flesh. To an interlocutor's victim, death is a mercy that is rarely offered.

Nowhere is the interlocutor's mastery of flesh more apparent than in their bodies, for their apotheosis from mortal into kyton involves the shedding of useless parts down to a tangle of nerves, veins, and various organs. These are then incorporated into bodies made of semi-living metal fashioned from raw shadowstuff harvested in strange reaches of the Plane of Shadow, giving the kyton a terrifying body. Periodically, an arm or other "leftover" limb is retained by the kyton, but only in the same way someone might retain ownership of a treasured piece of jewelry as a keepsake or memento. Some interlocutors retain nothing of their old bodies of flesh save the brain, nerves, and portions of their circulatory system.

Interlocutors are 9 feet tall and weigh 800 pounds.

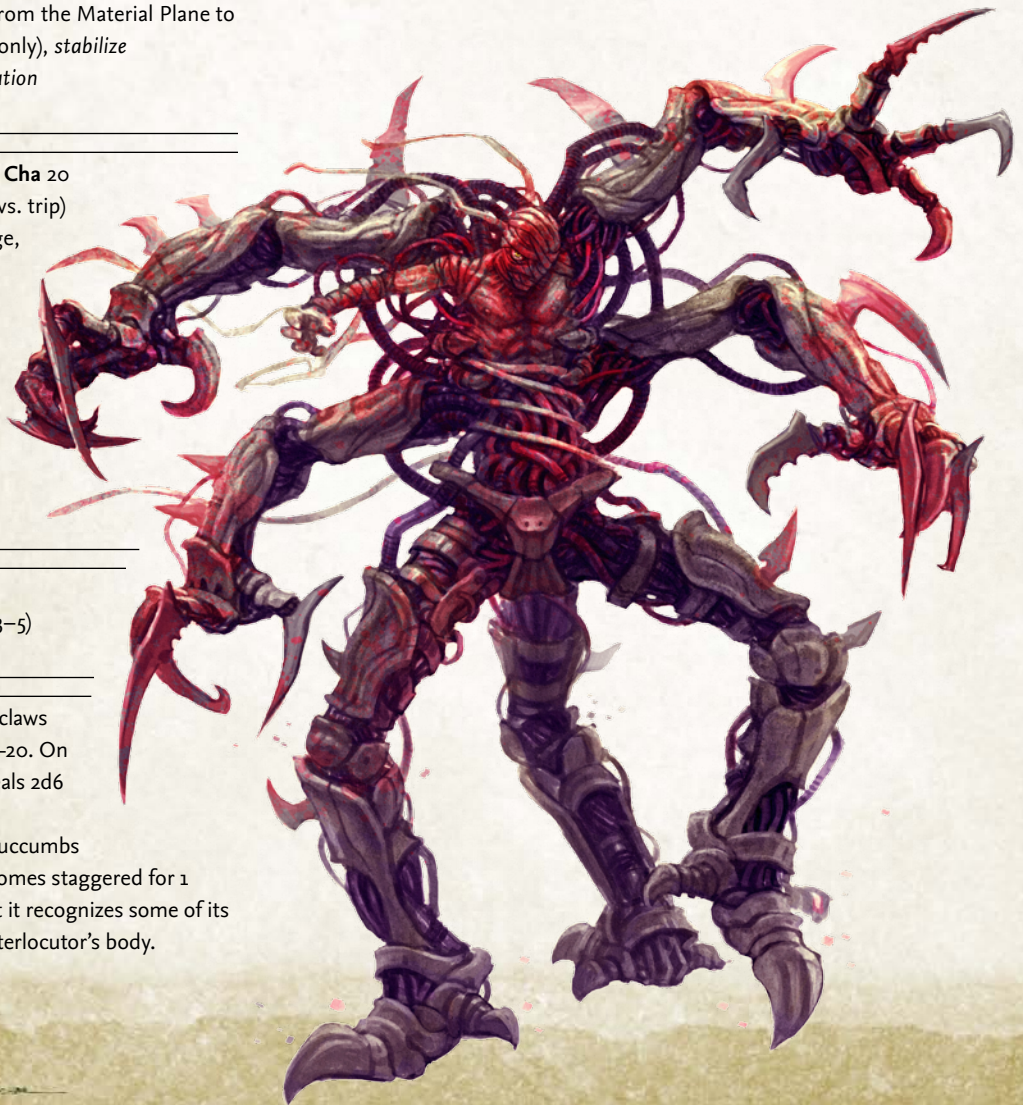


Illustration by Ryan Portillo

Lammasu

This majestic creature has the body of a lion, the wings of an eagle, and the face of a wise human man.

LAMMASU **CR 8**

XP 4,800

LG Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +15

Aura magic circle against evil (20 ft.)

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)

hp 94 (9d10+45)

Fort +11, **Ref** +9, **Will** +8

OFFENSE

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

Melee 2 claws +14 (1d8+6), 2 wings +9 (1d6+3)

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

Special Attacks pounce, rake (2 claws +14; 1d8+6)

Spell-Like Abilities (CL 9th; concentration +11)
3/day—*greater invisibility*
1/day—*dimension door*

Spells Known (CL 7th; concentration +9)
3rd (4/day)—*cure serious wounds, searing light*
2nd (7/day)—*cure moderate wounds, lesser restoration, resist energy*
1st (7/day)—*bless, command* (DC 13), *cure light wounds, detect evil, divine favor*
0 (at will)—*detect magic, detect poison, guidance, mending, purify food and drink, resistance, stabilize*

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 14

Base Atk +9; **CMB** +16; **CMD** 27 (31 vs. trip)

Feats Blind-Fight, Eschew Materials[B], Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Diplomacy +11, Fly +11, Knowledge (arcana) +12, Perception +15, Sense Motive +12

Languages Celestial, Common

ECOLOGY

Environment temperate deserts

Organization solitary

Treasure standard

SPECIAL ABILITIES

Spells A lammasu casts spells as a 7th-level oracle (*Advanced Player's Guide* 44), but does not gain any other class abilities possessed by an oracle. It ignores all divine focus material components for spells it casts.

Lammasus are protectors of the weak and ever-vigilant champions against evil. These noble creatures dwell in crumbling desert ruins or other remote areas, where they tirelessly fight against the forces of darkness, hoping to defend those they consider lesser races from the evils that often lurk in such places.

Although most of these winged sentinels prove wise and knowledgeable about those who would seek to do evil in their lands, many races find lammasus arrogant, dismissive, and patronizing, taking umbrage at their superior attitudes and affectations. Such reactions confuse and sometimes insult these highly honorable creatures, who seek only to do good and aid those weaker than themselves. Lammasus who witness members of other races actively combating evil typically prove more sensitive and address such allies as equals. Should good-aligned creatures prove their skill and overcome any differences of attitude they might have with one of these majestic beings, they find a true and noble ally and an invaluable resource for those hoping to defeat evil.

Lammasus are quite parental toward those who join their cause, bringing a lifetime of experience to any struggle. This often makes them stern, but those who know lammasus find them to be extremely caring about those they protect. A lammasu eagerly lays down its own life to protect those in peril if such a sacrifice might win the day. Most lammasus are 8 feet in length and weigh approximately 900 pounds.

Illustration by Svetlin Velinov

Leshy

Originally grown as servants for more powerful fey and intelligent plant life such as elder treants, leshys are sentient plants who look after their unintelligent brethren and serve as nature's verdant watchers. Several breeds of leshy exist, each being kindred to a broad group of plants or fungi. Among the best known are superstitious gourd leshys, wise seaweed leshys, strange fungus leshys, and wary leaf leshys, though others are rumored to exist, such as the surly cactus leshy, the sinister flytrap leshy, the garrulous snapdragon leshy, and the enigmatic lotus leshy.

Leshys begin their existence as sentient though bodiless spirits of nature of the sort contacted by spells such as *commune with nature*. These spirits normally have no way to directly manipulate the physical world, but a skilled spellcaster (typically a druid) can grow a special plant body for one of these spirits, giving the spirit a home to animate.

Once accepted into a body, a leshy's spirit remains within unless the body is destroyed. Leshys do not fear death as many other creatures do, knowing that should they fall, their spirits merely return to the natural world and can be called to inhabit a new leshy body at some point in the future. As a leshy's body dies, the magic animating it unravels in a burst of life energy that infuses its surrounding and quickens the growth of any plants in the vicinity. Some leshys even voluntarily discorporate to save the lives of ailing plants, knowing that their sacrifice may mean the continuation of countless otherwise helpless flora. Regardless of how a leshy dies, leaving the body traumatizes the spirit, and the leshy retains only faint memories of past corporeal existences. Leshy spirits need not return to the same form if bound again to a body. During the course of its existence a single spirit can inhabit any number of different types of leshys. A leshy without a body has no power to affect or contact the material world.

The rites and special materials required to create a leshy's physical form vary between individual leshys. Once the creator assembles the necessary materials, a leshy must typically be grown in an area of natural power, such as a treant's grove, a druidic circle, or a site of pristine natural wonder. A newly born leshy is a free-willed, neutral being, under no obligation to serve its creator.

As a group, leshys share certain common attributes. They resemble plants but with vaguely humanoid appearances, and are always Small. While leshys of the same species share the same general shape, leshys have all the diversity of the plant world in appearance. For example, one fungus leshy may have a classic red, white-dotted mushroom cap, while another might have the spongier and darker contours of a morel, while a third might have the coloration of a pale gray cave mushroom.

Illustration by Scott Purdy

Growing a Leshy

The process of growing a leshy has some similarities to making a construct, but doesn't require the Craft Construct feat. Typically, the creator of a leshy must be a powerful druid, but anyone capable of making the required Knowledge checks and casting the required spells may attempt the process.

Growing a leshy body takes 2 weeks per Hit Die, during which the nascent form must be well fertilized, watered as needed, and kept safe from harm. During this period of growth, certain rare nutrients and fertilizer must be used to prime the leshy's transformation from a normal plant into a sentient one—the cost of these components varies according to the leshy, but is never less than 1,000 gp. The cultivator must make a successful Knowledge check at this time (usually a Knowledge [nature] check) in order for the plant body to be properly formed—the exact check as well as the required DC varies according to the leshy. If the check fails, the plant withers and dies and the cultivator must begin anew.

If, on the other hand, the skill check is successful, the cultivator must then step in and perform a 24-hour ritual within a day of the leshy's cultivation. During this ritual, the cultivator must cast a number of spells (see each individual leshy for a list). At the ritual's climax, there's a flat 50% chance that the attempt to create a leshy succeeds—if this final check fails, no appropriate spirit is close enough to answer the call. The plant body rots and the creator must begin anew with fresh materials if he wishes to try again. At the GM's discretion, this final chance for success might increase to 75% or even 100% for particularly magical areas where leshy spirits are much more common than normal. Discovering such a rare and magical site should be the focus of its own adventure.

If the ritual is successful, the leshy awakens fully formed and able to serve as a minion. A freshly created leshy is under no particular compulsion to obey its creator, but most regard their makers as friends and allies.

Plant creatures are particularly adept at growing leshys. Such creators gain a +5 racial bonus on their Knowledge checks, halve the time required to grow the leshy, and reduce the cost to create the creature by 25%. A plant creature is always successful in luring a spirit into the body, and need not make the final percentile roll for success.

Leshys with more Hit Dice than normal can be created. Each additional Hit Die adds 2,250 gp to the cost of creating the leshy (and thus 4,500 gp to the overall price), increases the DC of the Knowledge check by +2, and requires an additional 2 weeks of growth. Attempts to create leshys larger than Small always fail—the strange spiritual energies that animate these creatures are only capable of doing so to a body no larger than that of a human child.

Leshy, Fungus

Mismatched eyes dot this plant creature's thick mushroom cap, while below works an overlarge maw set with pale fungal teeth.

FUNGUS LESHY **CR 2**

XP 600

N Small plant (leshy, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

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

hp 15 (2d8+6)

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

Immune electricity, sonic, plant traits

OFFENSE

Speed 20 ft.

Melee bite +2 (1d6), 2 claws +2 (1d3)

Ranged puffball +4 (1 plus spores)

Special Attacks spores

Spell-Like Abilities (CL 4th; concentration +6)

Constant—*pass without trace*

STATISTICS

Str 10, **Dex** 15, **Con** 16, **Int** 7, **Wis** 14, **Cha** 15

Base Atk +1; **CMB** +0; **CMD** 12

Feats Blind-Fight

Skills Stealth +10 (+14 in swamps and underground), Survival +3 (+7 in swamps and underground); **Racial Modifiers** +4 Stealth and Survival in swamps and underground

Languages Druidic, Sylvan; plantspeech (fungi)

SQ change shape (Small fungus; *tree shape*), verdant burst

ECOLOGY

Environment any swamp or underground

Organization solitary or cluster (2–16)

Treasure standard

SPECIAL ABILITIES

Puffball (Ex) A fungus leshy can spit a puffball as a standard action. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and affects the target struck (but not adjacent targets) with the fungus leshy's spores. The puffball has a range increment of 20 feet.

Spores (Ex) A fungus leshy is riddled with molds and spores. Anytime a fungus leshy takes damage, a cloud of spores bursts from its body, forcing all adjacent creatures to make a DC 14 Fortitude save or have their vision reduced to 10 feet for 1 minute. Spending a full-round action to wash one's eyes with water ends this effect. The save DC is Constitution-based.

Keepers of cavernous mushroom forests and rotting compost pits deep within the swamp, fungus leshys preside over subterranean growth and the rot that fertilizes new life. Among the most alien and monstrous-looking of all leshys, these tiny rot farmers' frightening appearance has more to do with the asymmetrical eeriness intrinsic to molds and fungi than an outward expression of evil. Like all their kin, fungus leshys vary widely in form, often adopting the colors and shapes of the mushrooms and other large fungi common to the areas they tend.

Fungus leshys are spawned from realms of underground wonder or the rotting places of the natural world. They perform an important service in the lands they keep, encouraging the growth of fungi, transporting rotting material to fertilize other plants, and making the most use of growth that has died off. Fungus leshys are most active at night and spend the day in the forms of plump fungi amid their ripest compost heaps or fungal glens.

Fungus leshys are 2 feet tall and weigh 25 pounds, their spongy interiors full of hollows and fluffy spores.

Growing a Fungus Leshy

A fungus leshy is usually grown amid the compost of a treant's groves, in dens of mold deep underground, or in eerie hillocks at the heart of dense swamplands.

FUNGUS LESHY

CL 8th; **Price** 2,500 gp

RITUAL

Requirements Knowledge (nature) 5 ranks, *obscuring mist*, *plant growth*, *summon nature's ally II*; **Skill** Knowledge (dungeoneering or nature) DC 14; **Cost** 1,250 gp

Leshy, Gourd

This little plant man walks on legs like tangled vines and has a pumpkin carved with eyes and a mouth for a head.

GOURD LESHY **CR 1**

XP 400

N Small plant (leshy, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

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

hp 9 (1d8+5)

Fort +4, **Ref** +2, **Will** +0

Immune electricity, sonic, plant traits

OFFENSE

Speed 20 ft.

Melee slam –1 (1d3–2 plus ensnare)

Ranged seed +3 (1 plus ensnare)

Special Attacks sneak attack +1d6

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

Constant—*pass without trace*

STATISTICS

Str 6, **Dex** 15, **Con** 14, **Int** 6, **Wis** 11, **Cha** 15

Base Atk +0; **CMB** –3; **CMD** 9

Feats Toughness

Skills Perception +4, Stealth +6 (+10 in plains and undergrowth), Survival +0 (+4 in plains and undergrowth); **Racial Modifiers** +4 Stealth and Survival in plains and undergrowth

Languages Druidic, Sylvan; plantspeech (gourds)

SQ change shape (Small gourd; *tree shape*), keepsake, verdant burst

ECOLOGY

Environment any hills or plains

Organization solitary or patch (2–16)

Treasure standard

SPECIAL ABILITIES

Ensnare (Ex) The seeds and slam attack of a gourd leshy entangle the target in vines for 2d4 rounds unless the target makes a DC 12 Reflex save. The target can attempt to burst these entangling vines before the duration expires with a DC 12 Strength check as a full-round action. The save and burst DCs are Constitution-based.

Keepsake (Su) Gourd leshys can pop off the top of their heads and store a single Fine-sized object such as a dagger or potion inside. While within the leshy's head, the item is warded by *nondetection*. In addition, after 24 hours, the item within is cleaned and polished, and, if damaged, repaired as if by a *mending* spell. Both spell effects have a caster level equal to twice the leshy's Hit Dice (CL 2nd for most gourd leshys).

Seed (Ex) A gourd leshy can hurl its seeds as a ranged attack. If it hits, this attack deals 1 point of damage (this damage is not modified by Strength) and affects the target with the gourd leshy's ensnare ability. This attack has a 10-foot range increment.

With tangles of leafy vines for limbs and a carved gourd for a head, gourd leshys present a rather comical appearance. Intimately connected with the harvest season, gourd leshys see to the health and sustainable harvest of crops, especially vegetables and grains.

Superstition and love of rituals run deep in gourd leshys. They do their best to exactly reproduce what worked before with every trivial activity, and change seemingly random details when attempting tasks they previously failed. Gourd leshys collect random odds and ends as good luck charms, ranging from polished stones to bird feathers to tarnished coins. Credulous to a fault, gourd leshys believe nearly anything they hear from those they trust. However, their admittedly hollow heads still hold memories, and a gourd leshy betrayed rarely forgets.

As gourd leshys aren't particularly strong, they often fight dirty. One favorite trick is to wait for an enemy to come within striking distance while in gourd form so that they can assume their true form and make a sneak attack in the same round.

Illustrations by Andrew Hou

Growing a Gourd Leshy

Gourd leshys grow best in small vegetable patches or in sunny meadows. Carving eyes and a mouth into a growing gourd leshy's "face" is an important part of the growth ritual, for neglecting to do this robs the gourd leshy of its ability to see or speak. The exact nature and appearance of a gourd leshy's features can vary wildly between individuals.

GOURD LESHY

CL 6th; **Price** 1,500 gp

RITUAL

Requirements Knowledge (nature) 5 ranks, *entangle*, *plant growth*, *summon nature's ally I*; **Skill** Knowledge (nature) DC 13; **Cost** 750 gp

Leshy, Leaf

This little plant person is clad in a winglike leaf cloak and pinecone armor, wielding a twig as a makeshift spear.

LEAF LESHY **CR 1/2**

XP 200

N Small plant (leshy, shapechanger)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 armor, +1 Dex, +1 size)

hp 5 (1d8+1)

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

Immune electricity, sonic, plant traits

OFFENSE

Speed 20 ft., climb 10 ft., fly 10 ft. (clumsy); glide

Melee shortspear +2 (1d4–2/19–20)

Ranged seedpods +2 touch (1 plus deafen)

Spell-Like Abilities (CL 2nd; concentration +3)

Constant—*pass without trace*

STATISTICS

Str 6, **Dex** 13, **Con** 12, **Int** 5, **Wis** 12, **Cha** 13

Base Atk +0; **CMB** –3; **CMD** 8

Feats Weapon Finesse

Skills Fly –1, Stealth +5 (+9 in forests and jungles), Survival +1 (+5 in forests and jungles); **Racial Modifiers** +4 Stealth and Survival in forests and jungles

Languages Druidic, Sylvan; plantspeech (trees)

SQ change shape (Small tree; *tree shape*), verdant burst

ECOLOGY

Environment any forest or hill

Organization solitary or grove (2–16)

Treasure standard

SPECIAL ABILITIES

Glide (Ex) A leaf leshy cannot use its fly speed to hover. When flying, a leaf leshy must end its movement at least 5 feet lower in elevation than it started.

Seedpods (Ex) Leaf leshys sprout explosive acorns, pine cones, or other seedpods, and can hurl these as ranged attacks. A seedpod has a range increment of 10 feet and detonates on contact to deal 1 point of bludgeoning damage (this damage is not modified by Strength). Anyone struck by a seedpod must succeed at a DC 11 Fortitude save or be deafened for 1 round. The save DC is Constitution-based.

Leaf leshys tend to the well-being of trees, whether natural stands or cultivated orchards. In appearance, they have soft, pulpy-looking bodies and wear clothing made of dozens of leaves. Larger leaves cover their shoulders, often giving them the appearance of wearing cloaks, and most adorn their relatively featureless heads with helmets made from pine cones, nuts, or fruit rinds. This leafy layer of clothing functions as masterwork padded armor for a leaf leshy, but not for any other creature.

Leaf leshys love to play at war. When not laboring on their trees, they wheedle any companions to engage in mock duels with their twig spears, resorting to private weapon drills when they must. In actual battle, they are much more cautious, sticking to cover and harrying their foes with hit-and-run tactics, as they have a strongly developed sense of self-preservation.

Growing a Leaf Leshy

Leaf leshys are usually grown under the shade of fruit or nut trees. To grow a leaf leshy, the maker plants an acorn and pine cone together, then mounds up leaves, sticks, and needles around them. When first born, a leaf leshy has no armor, leafy cape, or weapon, but can construct them from available materials given a day and left to its own devices (no Craft check required).

LEAF LESHY

CL 5th; **Price** 1,000 gp

RITUAL

Requirements Knowledge (nature) 5 ranks, *magic stone*, *plant growth*, *summon nature's ally I*; **Skill** Knowledge (nature) DC 12; **Cost** 500 gp

Leshy, Seaweed

This vaguely humanoid plant creature has a body formed of soggy green seaweed and wears crude armor made from seashells.

SEAWEED LESHY **CR 3**

XP 800

N Small plant (aquatic, leshy, shapechanger)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 15, touch 12, flat-footed 14 (+1 armor, +1 Dex, +2 natural, +1 size)

hp 30 (4d8+12)

Fort +6, **Ref** +2, **Will** +3

Immune electricity, sonic, plant traits

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +4 (1d6)

Ranged water jet +5 (1 plus blind)

Special Attack sneak attack +1d6

Spell-Like Abilities (CL 8th; concentration +9)

Constant—*pass without trace*

1/day—*entangle* (in water only, DC 12)

STATISTICS

Str 10, **Dex** 13, **Con** 14, **Int** 9, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 13

Feats Ability Focus (water jet), Toughness

Skills Perception +7, Stealth +9 (+13 in water), Survival +3 (+7 in water), Swim +8; **Racial Modifiers** +4 Stealth and Survival in water

Languages Druidic, Sylvan; plantspeech (seaweed)

SQ air cyst, amphibious, change shape (Small seaweed; *tree shape*), verdant burst

ECOLOGY

Environment any ocean or coastline

Organization solitary or patch (2–16)

Treasure standard

SPECIAL ABILITIES

Air Cyst (Su) Seaweed leshys constantly grow small bulbs filled with air. As a move action, they can detach a bulb and give it to another creature. If consumed as a standard action, this air cyst grants *water breathing* (as the spell) for 10 minutes. Seaweed leshys can have a maximum of four usable air cysts at any one time, and air cysts regrow at a rate of one per 24 hours.

Water Jet (Ex) A seaweed leshy can expel a high-pressure jet of water from its mouth to a range of 30 feet. It must make a ranged touch attack to strike a target—if it hits, the blast deals 1 point of bludgeoning damage (this damage is not modified by Strength). In addition, the creature hit must make a DC 15 Fortitude save or be blinded by the water for 1 round. The save DC is Dexterity-based.

Illustration by Andrew Hou

Seaweed leshys usually dwell along coastlines, happily splashing and playing in tide pools, but they are equally at home at sea, floating among large kelp beds. Although perfectly capable of existing out of water indefinitely, seaweed leshys prefer to limit their time away from the sea almost out of a sense of pride. Most seaweed leshys take a dim view of freshwater plant life, to the point of mocking such plants in the same way an urbanite might talk down to folk who live in more rural areas. Rumors of freshwater leshys are a sure way to bring peals of mocking laughter from a seaweed leshy.

Seaweed leshys resemble miniature, waterlogged green humans grown from leafy green seaweed, with skinny arms and legs, webbed hands and feet, and long strands of brown, green, or red seaweed for hair. They wear armor made from a pair of large clam shells or from several smaller shells tied together. This armor functions as a suit of masterwork padded armor for a seaweed leshy, but not for any other creature.

Patient and thoughtful by inclination (save for matters associated with those silly freshwater leshys), seaweed leshys believe that in time nature brings what is needed by the ebb and flow of the tide or the steady flow of the river. They counsel against hasty decisions and rash actions, always preferring to wait and see what another day might bring.

Growing a Seaweed Leshy

Seaweed leshys must be grown in seawater. The leshy's maker plants a strand of kelp or other seaweed in the water and treats it daily with bone ash to encourage algal growth. When first created, a seaweed leshy has no armor, but can construct it from available materials given a day and left to its own devices (no Craft check required).

SEAWEED LESHY

CL 10th; **Price** 4,500 gp

RITUAL

Requirements Knowledge (nature) 5 ranks, *plant growth*, *summon nature's ally III*, *water breathing*; **Skill** Knowledge (nature) DC 16; **Cost** 2,250 gp

Linnorm

Treacherous primeval dragons of the northern regions of the world, linnorms thrive on their hatred for those they deem to be lesser creatures and seek to inflict as much suffering as possible unto their unfortunate victims. Sweeping bones and treasures alike into giant piles in its lair, the typical linnorm has a barbaric nature made all the worse by its insatiable greed and atrocious gluttony. Few creatures are as bold and as cruel as linnorms, and for that most people are thankful.

Linnorms are not true dragons, but they nonetheless possess incredible strength and deadly powers that often rival authentic dragon brutality. Their massive frames make crushing smaller enemies a simple task, and of those who have felt the sting of a linnorm's venomous bite, few have survived the devastating poison long enough to tell the tale. A linnorm's body is serpentine and lacks wings, yet these dragons fly through the air with supernatural ease, accomplishing the feat as easily as a fish through water.

Beyond the physical might, venom, and devastating breath weapons typical of all linnorms, the beasts all share a potent final defense—the death curse. This powerful plaguing of the mind manifests itself in myriad forms, but always serves as a horrid vengeance against any who might manage to slay a linnorm. Some theorize that the curse is a sending from malevolent gods who watch over linnorms and view them as destruction-loving pets. Others believe the linnorms' curse is the closest remaining connection they have to the primeval world of the fey, from whence the first of these monsters is said to have come. Whatever the case may be, its curse makes killing a linnorm as dangerous as letting it live.

True dragons of higher intellect often hold linnorms in great scorn, viewing the beings as prematurely evolved beasts and refusing to even acknowledge the creatures as related to them. Linnorms have few feelings regarding the matter, battling younger and older dragons alike just as readily as any other creatures who dare to step foot in their territories. Their simplemindedness stifles any ability to assemble mass sieges or even cooperate in small groups, so linnorms almost always function alone, individually hunting over large territories in order to waylay as many travelers as possible. Linnorms only seek a mate once during their long lifetimes, the female producing several clutches of up to six eggs as a result. Of these eggs, only one will survive—the first to hatch immediately feasts on its unhatched brethren.

Despite their lust for devastation, linnorms usually live in relatively remote areas, never straying far from the northernmost reaches of the world. As they are universally hated and feared by most other intelligent creatures, their tendency to dwell in more isolated regions helps ensure their survival; while linnorms are vicious and unforgiving, their lack of organization makes them highly susceptible to raiding parties seeking to eradicate their presence, though such parties would need to be made up of truly impressive individuals. More often than not, a linnorm resides totally undisturbed in the spot it chooses as its own for hundreds of years, stewing in its own malevolence until finally snapping and going on a rampage. Sometimes, villages aren't even aware of a slumbering linnorm's proximity, but usually such settlements have long traditions and local legends revolving around "their linnorm." Since a linnorm can hibernate for centuries, villages composed of shorter-lived humanoids might consider these tales as little more than quaint stories, but when the linnorm wakes, the truth becomes impossible to doubt.

Linnorms come in many different varieties, but all share the qualities of being horribly strong and bestial. They feast solely on meat, usually eating goats and other mountain animals when more intelligent creatures such as humanoids don't readily present themselves. Linnorms are prone to gorging and then falling into a deep sleep near their treasure hordes, waking either when they become aware of intruders in their vicinity or to feed once more.

The linnorms presented on the following pages represent only four of their kind. The most legendary linnorms are the crag linnorm, ice linnorm, and tarn linnorm (*Pathfinder RPG Bestiary*), but others exist as well. Rumors of even more powerful unique linnorms persist in lands where these dragons are well-known and feared. The largest of their kind, unique linnorms are never less powerful than tor linnorms (who are often mistakenly thought to be the most dangerous species).

Linnorm Special Abilities

While each linnorm has several unique powers, they all share certain abilities in common, as detailed below. In addition to these, every linnorm possesses a breath weapon and a poisonous attack, but the specific effects of these attacks vary from species to species.

Death Curse (Su): When a creature slays a linnorm, it becomes targeted by that linnorm's death curse. The exact effects of a death curse vary, depending upon the type of linnorm. The save DC of a linnorm's death curse is always Charisma-based.

Freedom of Movement (Ex): A linnorm has continuous *freedom of movement*, as per the spell of the same name. This ability cannot be dispelled.

True Seeing (Ex): A linnorm has continuous *true seeing*, as per the spell of the same name. This ability cannot be dispelled.

Linnorm, Cairn

Pallid and horribly gaunt, this enormous but emaciated dragonlike creature has two forearms and no wings.

CAIRN LINNORM **CR 18**

XP 153,600

CE Gargantuan dragon

Init +11; **Senses** darkvision 60 ft., low-light vision, scent, *true seeing*; Perception +24

DEFENSE

AC 35, touch 13, flat-footed 28 (+7 Dex, +22 natural, –4 size)

hp 290 (20d12+160); regeneration 10 (cold iron)

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

Defensive Abilities freedom of movement; **DR** 15/cold iron; **Immune** acid, curse effects, energy drain, mind-affecting effects, negative energy, paralysis, poison, sleep; **SR** 29

OFFENSE

Speed 40 ft., climb 40 ft., fly 100 ft. (average)

Melee bite +29 (3d8+13/19–20 plus poison), 2 claws +29 (2d6+13), tail +24 (3d6+6 plus grab)

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

Special Attacks breath weapon, constrict (tail, 2d6+19), death curse

STATISTICS

Str 37, **Dex** 24, **Con** 26, **Int** 5, **Wis** 20, **Cha** 27

Base Atk +20; **CMB** +37 (+41 grapple); **CMD** 54 (can't be tripped)

Feats Blind-Fight, Cleave, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (Perception), Vital Strike

Skills Climb +33, Fly +13, Perception +24, Stealth +26, Swim +36; **Racial Modifiers** Acrobatics (+4 when jumping), +8 Stealth

Languages Aklo, Draconic, Sylvan

ECOLOGY

Environment cold hills

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a cairn linnorm can expel a 60-foot cone of acidic bile, dealing 18d8 points of acid damage to all creatures struck. In addition, this bile is infused with negative energy, and inflicts 1d4 negative levels on all creatures struck by it. A successful DC 28 Reflex save halves the damage and completely negates the negative levels. The save DC is Constitution-based.

Death Curse (Su) *Curse of Decay*: *save* Will DC 28; *effect* the creature takes 1 point of Constitution damage per day, and ages at an accelerated rate of 1 year per day, eventually incurring all of the penalties of old age but none of the benefits (*Pathfinder RPG Core Rulebook* 169).

Poison (Ex) Bite—injury; *save* Fort DC 28; *frequency* 1/round for 10 rounds; *effect* 4d6 acid damage and 1d6 Con drain; *cure* 2 consecutive saves.

Cairn linnorms prefer to dwell in necropolises, amid reaches of burial mounds, or in caverns below the scorched earth of legendary battlefields. These linnorms particularly relish the flavor of undead flesh—while they cannot consume incorporeal undead, regions they haunt are typically barren of corporeal undead not canny enough to avoid the cairn linnorm's ravenous appetite. An incredibly powerful undead creature might use a cairn linnorm as a guardian, manipulating the dragon while it selects a cairn or tomb well within the linnorm's territory. While cairn linnorms will not hesitate to feed on undead creatures they encounter, some ancient superstition shared by all of their kind prevents them from actually entering a tomb or other enclosed burial site unless granted permission by the tomb's undead denizens or a priest devoted to the religion associated with the site. Likewise, a cairn linnorm somehow caught within a tomb large enough to contain it prefers not to leave without securing similar permission to do so. These limitations are purely psychological, and if pressed (such as by an enemy seeking to use a tomb entrance as a defense), a cairn linnorm can break such restrictions.

A cairn linnorm is 60 feet long and weighs 12,000 pounds.

Illustrations by J. P. Targete

Linnorm, Fjord

This massive, eel-like dragon has two webbed talons. Its tail ends in large and powerful-looking flukes.

FJORD LINNORM **CR 16**

XP 76,800

CE Gargantuan dragon (aquatic)

Init +10; **Senses** darkvision 60 ft., low-light vision, scent, *true seeing*; Perception +24

DEFENSE

AC 30, touch 12, flat-footed 24 (+6 Dex, +18 natural, –4 size)

hp 248 (16d12+144); regeneration 10 (cold iron)

Fort +19, **Ref** +18, **Will** +15

Defensive Abilities freedom of movement; **DR** 15/cold iron; **Immune** cold, curse effects, mind-affecting effects, paralysis, poison, sleep; **SR** 27

OFFENSE

Speed 30 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +25 (2d8+13/19–20 plus poison), 2 claws +25 (2d6+13), tail +20 (2d6+6 plus grab)

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

Special Attacks breath weapon, constrict (tail, 2d6+19), death curse

STATISTICS

Str 36, **Dex** 23, **Con** 28, **Int** 5, **Wis** 21, **Cha** 26

Base Atk +16; **CMB** +33 (+37 grapple); **CMD** 49 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

Skills Fly +19, Perception +24, Swim +40

Languages Aklo, Draconic, Sylvan

SQ amphibious

ECOLOGY

Environment cold mountainous coastlines

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a fjord linnorm can expel a 120-foot line of icy fluid, dealing 16d8 points of cold damage to all creatures struck (Reflex DC 27 for half damage). The freezing liquid quickly hardens to sheets of ice, causing any creature that takes damage to move at only half its normal speed for 1d4 rounds. A DC 27 Strength check made as a full-round action allows a character to break free of the ice before this duration expires. The save DC and Strength check DC are Constitution-based.

Death Curse (Su) *Curse of Drowning*: *save* Will DC 26; *effect* creature can never gain the benefit of water breathing, and if it possesses this ability, loses it as long as it suffers the curse. In addition, the creature can hold its breath only half as long as normal, and whenever the cursed creature holds its breath, it functions as if sickened.

Poison (Ex) Bite—injury; *save* Fort DC 27; *frequency* 1/round for 10 rounds; *effect* 3d6 cold damage and 1d6 Con drain; *cure* 2 consecutive saves.

Fjord linnorms dwell among the deep waters that grace northern coastlines where fingers of land create complex rivulets, venturing out to sea to feed on sharks and whales when they cannot find settlements or traveling caravans to savage. As their favored haunts often overlap with coastal trade routes, regions known to be within the territory of a fjord linnorm are often avoided by ships. Fjord linnorms are not particularly adept at capsizing ships, as are some other large aquatic monsters, but one might argue that such tactics are unnecessary for a creature the size and power of a fjord linnorm in the first place.

Both the curse and poison of a fjord linnorm are extremely dangerous for those who frequent the waterways of the north. The fjord linnorm's curse is particularly devastating to aquatic creatures, and such beings are careful to avoid any possible conflict with such linnorms.

A fjord linnorm is 60 feet long and weighs just over 10,000 pounds.

Linnorm, Taiga

With menacing black horns jutting from its head, this two-legged dragon is covered in dark green scales and vicious black barbs.

TAIGA LINNORM **CR 19**

XP 204,800

CE Colossal dragon

Init +11; **Senses** darkvision 60 ft., low-light vision, scent, *true seeing*; Perception +30

DEFENSE

AC 34, touch 9, flat-footed 27 (+7 Dex, +25 natural, –8 size)

hp 346 (21d12+210); regeneration 15 (cold iron)

Fort +22, **Ref** +21, **Will** +18

Defensive Abilities freedom of movement, spines; **DR** 15/ cold iron; **Immune** curse effects, electricity, mind-affecting effects, paralysis, poison, sleep; **SR** 30

OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +29 (3d8+16/19–20 plus poison), 2 claws +29 (2d6+16), tail +24 (3d6+8 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks breath weapon, constrict (tail, 3d6+24), death curse

STATISTICS

Str 43, **Dex** 25, **Con** 30, **Int** 6, **Wis** 23, **Cha** 28

Base Atk +21; **CMB** +45 (+49 grapple); **CMD** 62 (can't be tripped)

Feats Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

Skills Fly +23, Perception +30, Stealth +15 (+23 in forests), Swim +48; **Racial Modifiers** +8 Stealth in forests

Languages Aklo, Draconic, Sylvan

ECOLOGY

Environment cold forests

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a taiga linnorm can expel a 60-foot cone of electrified vapor, dealing 21d8 points of electricity damage to all creatures struck (Reflex DC 30 for half). The vapor itself persists for 1d4 rounds, filling its cone-shaped area with electrified mist that deals 4d6 points of electricity damage (no save) to any creature that ends its turn in the mist. The mist does not hinder vision. The save DC is Constitution-based.

Death Curse (Su) *Curse of Electrocution*: *save* Will DC 29; *effect* the creature gains vulnerability to electricity.

Poison (Ex) Bite—injury; *save* Fort DC 30; *frequency* 1/round for 10 rounds; *effect* 4d6 electricity damage and 1d8 Dex drain; *cure* 3 consecutive saves.

Spines (Ex) Any creature that makes a melee attack against a taiga linnorm takes 1d6 points of piercing damage per attack from the linnorm's spines. A melee weapon with reach provides protection from these spines.

A beast covered with hundreds of spines, the taiga linnorm is a terror to all those who venture through the arctic forests of the north. Taiga linnorms take down foes and prey first with their electrifying breath and finish their victims off with their devastating bite.

In winter, when light is sparse and the nights are long, it is easy for a taiga linnorm to blend in with the coniferous forests it dwells in, hiding among the trees and ambushing imprudent travelers or unwary adventurers setting up camp. A taiga linnorm often lies in wait for days—sometimes weeks—just for the opportunity to maim and devour unsuspecting victims. When this subtler tactic does not work, a taiga linnorm simply rampages through the woods in order to find nearby settlements to pillage, taking twisted delight in shocking the inhabitants before shredding them with its massive jaws or destructive forelimbs. In any event, taiga linnorms rarely venture far from their woodland territories save for short flights to attack outlying villages.

A taiga linnorm is 50 feet long and weighs just over 13,000 pounds.

Illustrations by Jean-Baptiste Reynaud

Linnorm, Tor

This gigantic, wingless, four-armed dragon has rivulets of bright red magma coursing through its serpentine body.

TOR LINNORM **CR 21**

XP 409,600

CE Colossal dragon

Init +14; **Senses** darkvision 60 ft., low-light vision, scent, *true seeing*; Perception +34

DEFENSE

AC 37, touch 12, flat-footed 27 (+10 Dex, +25 natural, –8 size)

hp 420 (24d12+264); regeneration 20 (cold iron)

Fort +25, **Ref** +26, **Will** +21

Defensive Abilities freedom of movement; **DR** 20/cold iron; **Immune** curse effects, fire, mind-affecting effects, paralysis, poison, sleep; **SR** 32

OFFENSE

Speed 40 ft., climb 40 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +34 (3d8+18/19–20 plus poison), 4 claws +34 (2d6+18), tail +29 (3d6+9 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks breath weapon, constrict (tail, 3d6+27), death curse

STATISTICS

Str 46, **Dex** 30, **Con** 33, **Int** 7, **Wis** 25, **Cha** 28

Base Atk +24; **CMB** +50 (+54 grapple); **CMD** 70 (can't be tripped)

Feats Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Climb +26, Fly +29, Perception +34, Stealth +21, Swim +53

Languages Aklo, Draconic, Sylvan

SQ lava affinity

ECOLOGY

Environment cold volcanic mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a tor linnorm can expel a 60-foot cone of flame and ash, dealing 24d8 points of fire damage to all creatures struck (Reflex DC 33 for half damage). One round after this breath weapon is used, the area affected by the attack becomes covered in a cloud of thick, scorching smoke that burns both the lungs and eyes, dealing an additional 8d8 points of fire damage to all creatures in the area. Each creature that begins its turn in the smoke-covered area and breathes must make a DC 33 (+ 1 per previous check) Fortitude save each round or spend that round choking and coughing. Creatures that keep their eyes open for more than 1 round while in the area of the smoke must make a DC 33 Fortitude save or go blind for 1d3 hours. The smoke dissipates after 2d4 rounds. This duration is halved in strong winds and quartered in more powerful winds. The save DC is Constitution-based.

Death Curse (Su) *Curse of Boiling Blood*: *save* Will DC 31; *effect* creature gains vulnerability to fire and is permanently staggered from the pain of its boiling blood. The save DC is Charisma-based.

Lava Affinity (Ex) A tor linnorm can breathe and swim while submerged in lava and magma.

Poison (Ex) Bite—injury; *save* Fort DC 33; *frequency* 1/round for 10 rounds; *effect* 8d6 fire damage and 1d8 Con drain; *cure* 3 consecutive saves.

Tor linnorms epitomize the raw and untempered power of their kin. They dwell in the tallest volcanic mountains, either in naturally formed caverns or in the craters themselves, and rain destruction down upon nearby mountain villages whenever the urge strikes them. Tor linnorms are brutes, but as far as linnorms go are relatively intelligent. With this intelligence comes an overwhelming vanity—unlike other linnorms, tor linnorms enjoy being adored and worshiped by lesser creatures, and have been known to delay eating prisoners who seem to be particularly cowed by their presence, simply basking in their victims' fear.

A tor linnorm is 50 feet long and weighs 15,000 pounds.

Lizard, Giant Gecko

With large bulging eyes to spot prey from afar, this oversized, smooth-scaled lizard has splayed, padded feet and a toothy maw.

GIANT GECKO **CR 1**

XP 400

N Medium animal

Init +6; **Senses** low-light vision; Perception +6

DEFENSE

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

hp 11 (2d8+2)

Fort +4, **Ref** +5, **Will** +2

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (2d4+1)

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Initiative

Skills Climb +21, Perception +6; **Racial Modifiers** +8 Climb

SQ expert climber

ECOLOGY

Environment warm forests or mountains

Organization solitary, pair, or nest (3–6)

Treasure none

SPECIAL ABILITIES

Expert Climber (Ex) A gecko's feet allow it to climb virtually any surface, no matter how slick or sheer. In effect, geckos are treated as constantly being under a natural version of the spell *spider climb*.

These lizards are mostly docile and shy away from attacking creatures larger than a cat or dog. Despite their shyness, they are ultimately curious creatures, and often approach bigger creatures simply to investigate. Of course, a giant gecko is more than capable of defending itself, biting creatures that react violently to the lizard when fleeing is not an option.

Some humanoids train giant geckos as bestial guardians. Smaller humanoids (in particular, goblins) can even use the creatures as mounts, taking advantage of their superior climbing skills to attack from seemingly impossible positions and angles. A giant gecko measures 8 feet from nose to tail and weighs 120 pounds. Coloration among giant geckos can vary wildly, though most are some shade of green.

Lizard, Giant Chameleon

Nearly invisible in its surroundings, this scaly lizard's eyes dart about independently of each other.

GIANT CHAMELEON **CR 3**

XP 800

N Large animal

Init +6; **Senses** low-light vision; Perception +4

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +6, **Will** +1

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +6 (2d6+4) or tongue +5 touch (grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tongue)

Special Attacks tongue, pull (tongue, 5 ft.)

STATISTICS

Str 16, **Dex** 15, **Con** 18, **Int** 2, **Wis** 11, **Cha** 7

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 19

Feats Improved Initiative, Skill Focus (Stealth)

Skills Climb +15, Perception +4, Stealth +18 (+28 when still); **Racial Modifiers** +12 Stealth (+22 when still)

ECOLOGY

Environment warm forests and mountains

Organization solitary, pair, or blend (3–6)

Treasure none

SPECIAL ABILITIES

Tongue (Ex) A giant chameleon can grab a foe with its tongue and draw the victim to its mouth. This tongue attack has a reach of 15 feet. The attack does no damage, but allows the creature to grab. A giant chameleon does not gain the grappled condition while using its tongue in this manner.

These large lizards have the ability to shift the pigments in their skin to match their surroundings. A giant chameleon is typically 11 feet long and weighs 160 pounds.

Illustration by Dean Spencer

Lukwata

A long, spiny fin runs down the length of the dolphinlike body of this eel-headed predator.

LUKWATA **CR 11**

XP 12,800

N Huge magical beast (aquatic)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 25, touch 12, flat-footed 21 (+4 Dex, +13 natural, –2 size)

hp 147 (14d10+70)

Fort +14, **Ref** +13, **Will** +8

DR 10/nonmagical weapons; **SR** 27

Weaknesses eldritch encrustation

OFFENSE

Speed swim 40 ft.

Melee bite +22 (4d10+15/19–20 plus grab)

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

Special Attacks capsize (DC 25), digest magic, dispelling bite

STATISTICS

Str 30, **Dex** 19, **Con** 20, **Int** 2, **Wis** 15, **Cha** 11

Base Atk +14; **CMB** +26 (+30 grapple); **CMD** 40

Feats Awesome Blow, Bleeding Critical, Critical Focus, Improved Bull Rush, Improved Critical (bite), Iron Will, Power Attack

Skills Perception +9, Stealth +0, Swim +30

ECOLOGY

Environment warm rivers, lakes, and swamps

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

Treasure standard

SPECIAL ABILITIES

Damage Reduction (Ex) A lukwata's damage reduction is penetrated only by nonmagical weapons (temporary magical weapons, such as those created by the spell *magic weapon* and similar effects, count as magical weapons).

Digest Magic (Su) A magic item swallowed by a lukwata must make a DC 22 Fortitude save after an hour or become permanently nonmagical. Artifacts are immune to this effect. The save DC is Constitution-based.

Dispelling Bite (Su) When a lukwata scores a critical hit with its bite, the victim is affected as if targeted by a *greater dispel magic* spell. The caster level for this effect is equal to the lukwata's Hit Dice (CL 14th for most lukwatas).

Eldritch Encrustation (Su) Crystalline growths along the lukwata's digestive tract contain large deposits of magical energy. These nodes are responsible for the magical feedback that surrounds each lukwata, granting it its spell resistance, damage reduction, dispelling bite, and digest magic abilities. *Dispel magic* cast on a lukwata can negate these powers for 1 minute—the CL of the effect is treated as the lukwata's Hit Dice (CL 11th for most lukwatas).

Lukwatas slip through dark tropical waters, preying upon all who dare enter their deep jungle rivers and pools, including beasts typically considered apex predators. While scholars say the beasts favor the dark, light doesn't deter them in their relentless pursuit of prey. Their long, flat bodies are reminiscent of those of dolphins or large fish, but lukwatas' heads are distinctively eel-like. A lukwata's unusual ability to disrupt magical effects rises from the strange crystalline growths that line its throat and stomach—crystals that allow the lukwata to gain nutrients from magical items as efficiently as from flesh and blood. These same growths give the lukwata an unusually strong resistance to all manner of magic attacks.

Lukwatas hate crocodiles, their chief predatory rivals, and attack them on sight, even if the lukwata has recently fed. Most crocodilians are not large enough to pose a significant threat; however, some accounts exist of lukwatas and dire crocodiles crossing paths. These fights are renowned for inflicting great destruction, with the embattled creatures smashing to bits piers, flotillas, and even dams in their fury.

A lukwata is 20 feet long and weighs 4,000 pounds.

Illustration by Jim Pavelec

Maftet

Broad hawk wings support this creature with the torso of a bronze-skinned human and the lower body of a tawny, bipedal lion.

MAFTET **CR 6**

XP 2,400

N Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural)

hp 68 (8d10+24)

Fort +5, **Ref** +9, **Will** +8

OFFENSE

Speed 40 ft., fly 60 ft. (poor)

Melee mwk scimitar +11/+11/+6/+6 (1d6+3/18–20)

Special Attacks paired weapons, raptor dive

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

Constant—*mage armor*

3/day—*magic weapon*

1/day—*cat's grace*, *protection from evil*

STATISTICS

Str 16, **Dex** 17, **Con** 16, **Int** 10, **Wis** 15, **Cha** 11

Base Atk +8; **CMB** +11; **CMD** 24

Feats Combat Reflexes[B], Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (scimitar)

Skills Fly +10, Knowledge (history) +8, Perception +13, Stealth +18; **Racial Modifiers** +4 Stealth

Languages Common, Sphinx

SQ runic tattoos

ECOLOGY

Environment temperate and warm deserts and mountains

Organization solitary, pair, or pride (6–10)

Treasure standard (2 masterwork scimitars, other treasure)

SPECIAL ABILITIES

Paired Weapons (Ex) Because of its intense training wielding a scimitar in each hand, a maftet's off-hand scimitar is treated as a light weapon.

Raptor Dive (Ex) When airborne, a maftet can swoop down and strike at lightning speed. This is equivalent to an aerial charge, but it must move downward at least 10 feet and may dive at twice its normal flying speed. Doing so grants the maftet a +2 bonus on its attack rolls and allows it to make a full attack at the end of the raptor dive.

Runic Tattoos (Su) The tattoos scribed on a maftet's body power its spell-like abilities and glow when those abilities are used. A maftet can activate up to two of its spell-like abilities as a standard action. It may make a Fortitude save to resist the effects of an *erase* spell cast on its tattoos, but if it fails, it loses access to its spell-like abilities for 24 hours.

Dwelling in crumbling ruins and lost cities, maftets are a race of winged feline humanoids. Accomplished hunters and stalkers, maftets are highly skilled in fighting with dual scimitars.

A typical maftet is 7 feet tall and weighs 270 pounds. The fur on their leonine bodies ranges in coloration from a light buff to goldenrod or rust red. In some climates, maftets have the spotted lower bodies of leopards, and in rare circumstances they may possess white fur and pale skin or black fur and grayish-purple skin. Such individuals frequently rise to positions of power among their kind.

At home in dry deserts and mountains, maftets prefer to lair in abandoned ruins, mysteriously drawn to such desolate places. They also make do with dens in cliff-side caves or mountaintop eyries, but only if no suitable abandoned edifices can be found.

When a young maftet comes of age, it receives its runic tattoos from a shaman, usually the eldest female in the pride. The art and magic of creating these tattoos has been passed down from mother to daughter for thousands of years, along with the race's oral history and legends. Their origins now lost to history, these tattoos are always the same (with minor cosmetic variations between the sexes and between different prides) and always have the same effects. Under no circumstances are these tattoos ever given to non-maftets.

Illustration by Concept Art House

Magmin

Built of fire and magma, this short humanoid radiates intense heat that causes the air around it to shimmer.

MAGMIN **CR 3**

XP 800

CN Small outsider (elemental, extraplanar, fire)

Init +0; **Senses** darkvision 60 ft.; Perception +7

Aura searing aura (20 ft., DC 14)

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 30 (4d10+8)

Fort +6, **Ref** +4, **Will** +3

DR 5/magic; **Immune** elemental traits, fire

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee melee touch +7 (1 plus burn) or slam +7 (1d6+2 plus burn)

Special Attacks burn (1d6, DC 14)

STATISTICS

Str 15, **Dex** 11, **Con** 15, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 15

Feats Iron Will, Power Attack

Skills Acrobatics +7, Climb +9, Perception +7, Sense Motive +7, Stealth +11

Languages Ignan

SQ heated flesh

ECOLOGY

Environment any land (Plane of Fire)

Organization solitary or gang (2–8)

Treasure standard

SPECIAL ABILITIES

Heated Flesh (Ex) Any metal weapon striking a magmin must succeed at a DC 14 Fortitude save or melt and gain the broken condition. Another strike by the same weapon causes the metal weapon to be destroyed if it fails a second save. Wood weapons are destroyed after only one failed save. Unarmed and natural attacks made against the magmin deal 1 point of fire damage to the attacker. The save DC is Constitution-based.

Searing Aura (Ex) A magmin radiates extremely high temperatures, and any creature that starts its turn within 20 feet of a magmin must succeed at a DC 14 Fortitude save or take 1d6 points of fire damage. The save DC is Constitution-based.

Illustration by Francesco Graziani

While magmins populate the Plane of Fire, they sometimes slip through elemental rifts into the Material Plane. These rifts usually occur in places of searing heat, such as volcanoes or underground rivers of magma, or in places of strong, unpredictable magic. The latter scenario usually results in more problematic entrances, as magmins tend to accidently set fire to any nearby flammable objects.

Though not courageous, these small outsiders still make formidable foes against any creature without resistance to their intense heat. Their touch incinerates clothing, and creatures that strike their bodies with steel run the risk of reducing their weapons to slag. Magmins' best defense in their homes on the Plane of Fire is in their sheer numbers. Their settlements, dotted with magma pools and leaping geysers of molten rock, teem with staggering numbers of the creatures.

Magmins are paranoid and untrusting. Always fearful of the larger denizens of the Plane of Fire, magmins harangue any interlopers with dozens of questions, asking where they are going, where they came from, and what they are doing near the magmins' precious magma pools. If travelers' answers are unsatisfactory, the magmins try to shuffle the creatures off as quickly as possible. Those who refuse to leave risk being thrown into a pool of liquid rock.

Magmins take great pride in the cultivation of their magma pools. Each magma pool has a different purpose, such as bathing, cooking meals, or relaxation. Magmins add minerals and salts to these pools to properly season them for their intended uses. Cooking pools (sometimes called "murder pools" by strangers) burn hotter than most others, and relaxation pools are generally darker than bathing pools.

Upon reaching adulthood, magmins stand 4 feet tall, their dense compositions giving them a weight of 300 pounds.

Mananggal

This disembodied female torso flaps through the air on batlike wings, her fanged face a hateful mask.

MANANANGGAL **CR 7**

XP 3,200

CE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 85 (10d8+40)

Fort +7, **Ref** +8, **Will** +10

DR 10/good or silver; **Immune** undead traits

Weaknesses light sensitivity, vulnerable to light blades

OFFENSE

Speed 30 ft., fly 100 ft. (good)

Melee bite +11 (1d8+4), 2 claws +12 (1d8+4 plus grab)

Special Attacks blood drain (1d2 Constitution)

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

At will—*bleed* (DC 14), *dancing lights*, *touch of fatigue* (DC 14)

3/day—*darkness*, *deep slumber* (DC 17), *fear* (DC 18)

STATISTICS

Str 19, **Dex** 17, **Con** —, **Int** 12, **Wis** 16, **Cha** 19

Base Atk +7; **CMB** +11 (+15 grapple); **CMD** 25

Feats Deceitful, Dodge, Flyby Attack, Lightning Reflexes, Weapon Focus (claws)

Skills Bluff +18, Disguise +21, Fly +16, Knowledge (religion) +11, Perception +16, Sense Motive +11, Spellcraft +6

Languages Abyssal, Common

SQ separate

ECOLOGY

Environment any land

Organization solitary or pack (2–6)

Treasure standard

SPECIAL ABILITIES

Separate (Su) During the day, a mananggal looks like a living human woman. She does not detect as undead during the day, but is still an undead creature. At night, her upper torso rips away (this is a full round action that occurs at sunset), leaving her lower torso behind. Her lower torso is helpless, but her upper torso gains its fly speed and natural attacks at this time. The upper and lower portions share the same pool of hit points (despite any intervening distance), and if the helpless lower portion is damaged, the mananggal is immediately aware of the attack. Since manananggals can be destroyed by damage to their lower bodies, they prefer to hide their lower torsos when separated. A mananggal must return to its lower torso and reattach to it (a full-round action) within the hour before sunrise—each round a mananggal remains separated after sunrise, it takes 1d6 points of damage until it rejoins its lower torso or it crumbles into dust.

Vulnerable to Light Blades (Ex): Light blades (such as daggers, kamas, kukris, rapiers, short swords, sickles, and starknives) deal double the weapon's base damage on a successful hit against a mananggal.

Illustration by Kieran Yanner

Horrid undead, manananggals walk among the living by day and prey upon them at night. These creatures delight in spreading fear and distrust. By day, they tend to stay inside because of their light sensitivity. They mask this odd behavior by either living just outside villages as reclusive hermits or by obtaining roles within the community that explain away or justify their eccentricities.

Manananggals pass themselves off as normal people, usually posing as mad old women, midwives, hedge witches, or mystics. This allows the undead creatures to select their prey from within the community. Manananggals particularly enjoy feeding upon pregnant women, targeting them in their sleep so the undead may feast on the blood of both mothers and the children they carry. These foul creatures drain blood via their long, black, hollow tongues. Manananggals despise the scent of garlic and strong spices like cloves and anise.

As they fly through the night, manananggals make a ticking or clicking sound, leading some villagers to call the creatures "tik-tiks." Once separated, a mananggal's mobile torso has a 6-foot wingspan.

Marsupial, Kangaroo

As tall as a grown human, this mouse-faced creature stands on powerful hind legs and has a stout tail trailing behind.

KANGAROO **CR 1/2**

XP 200

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

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

hp 6 (1d8+2)

Fort +4, **Ref** +5, **Will** +0

OFFENSE

Speed 50 ft.

Melee kick +1 (1d6+1 plus trip)

STATISTICS

Str 12, **Dex** 16, **Con** 15, **Int** 2, **Wis** 11, **Cha** 7

Base Atk +0; **CMB** +1; **CMD** 14

Feats Skill Focus (Acrobatics)

Skills Acrobatics +14 (+18 when jumping), Perception +4

ECOLOGY

Environment temperate hills or plains

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

Treasure none

These strange-looking animals have long pointy ears and pronounced muzzles, and their strong legs carry them about in amazing leaps. Like all marsupials, kangaroos give birth to live young ("joeys") that are relatively undeveloped at birth and completely helpless, and must remain within a protective pouch on the mother's belly for months before safely emerging.

While not particularly dangerous, a kangaroo is more than capable of defending itself if cornered or when forced to protect its young, striking out at foes with a powerful kick capable of knocking unwary antagonists off their feet.

A kangaroo stands over 6-1/2 feet tall and weighs upward of 200 pounds. To represent a smaller species standing about 4 feet tall and weighing 110 pounds, apply the young simple template or manually reduce the size from Medium to Small. Kangaroos reach maturity in less than a year and can live up to 20 years, but most individuals in the wild are hunted by predators within their first decade.

Marsupial, Thylacine

This catlike creature has a striped pelt and whiskers that jut from a long muzzle filled with sharp teeth.

THYLACINE **CR 1/2**

XP 200

N Small animal

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

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

hp 7 (1d8+3)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee bite +2 (1d4+1/19–20)

STATISTICS

Str 12, **Dex** 15, **Con** 16, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8

SQ powerful jaws

ECOLOGY

Environment warm hills

Organization solitary or pack (2–5)

Treasure none

SPECIAL ABILITIES

Powerful Jaws (Ex) A thylacine's muscular jaws threaten a critical hit on a natural roll of 19 or 20.

These carnivorous, wide-jawed marsupials typically hunt at night and have a reputation for savagery. By day, they nest in hollow trees or clusters of bushes.

Illustration by Scott Purdy

Megafauna, Archelon

The shell of this immense sea turtle easily spans 12 feet in length. Its narrow head ends in a hooked beak.

ARCHELON **CR 5**

XP 1,600

N Huge animal

Init +5; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 9, flat-footed 18 (+10 armor, +1 Dex, –2 size)

hp 59 (7d8+28)

Fort +9, **Ref** +6, **Will** +5

OFFENSE

Speed 15 ft., swim 50 ft.

Melee bite +10 (2d8+9)

Space 15 ft.; **Reach** 10 ft.

Special Attacks capsize (DC 25)

STATISTICS

Str 22, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +13; **CMD** 24 (28 vs. trip)

Feats Improved Initiative, Iron Will, Lunge, Weapon Focus (bite)

Skills Perception +10, Swim +18

SQ hold breath

ECOLOGY

Environment warm or temperate water or coastlines

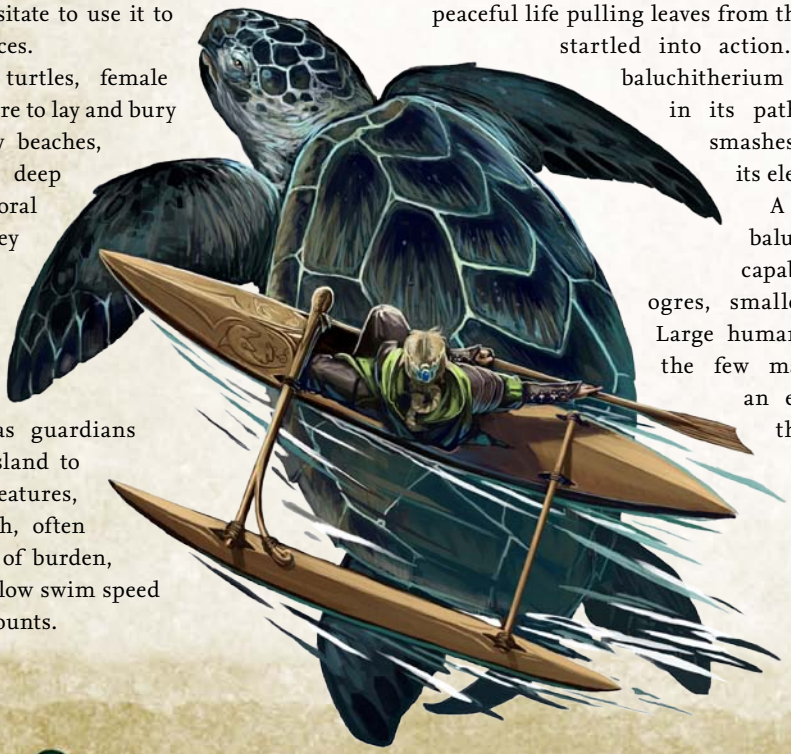
Organization solitary or bale (2–6)

Treasure none

An ancient relative of the smaller leatherback sea turtle, the archelon can grow up to 13 feet long and 16 feet from flipper to flipper. Weighing as much as 5,000 pounds, the archelon has an exceedingly powerful bite, and doesn't hesitate to use it to deter aquatic nuisances.

Like other sea turtles, female archelons come ashore to lay and bury their eggs in sandy beaches, preferably facing deep water and without coral reefs. Once done, they return to the sea, leaving their eggs defenseless.

These creatures are often used by coastal tribes as guardians and escorts from island to island. Aquatic creatures, particularly locathah, often use them as beasts of burden, but their relatively slow swim speed makes them poor mounts.



Illustrations by Ben Wootten

Megafauna, Baluchitherium

This towering armored herbivore resembles a hornless rhinoceros, but with longer legs and a longer neck.

BALUCHITHERIUM **CR 8**

XP 4,800

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +16

DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, –2 size)

hp 114 (12d8+60)

Fort +15, **Ref** +8, **Will** +7

OFFENSE

Speed 40 ft.

Melee 2 hooves +16 (2d8+9)

Space 15 ft.; **Reach** 10 ft.

Special Attacks trample (2d8+13, DC 25)

STATISTICS

Str 29, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +9; **CMB** +20 (+22 bull rush); **CMD** 30 (32 vs. bull rush, 34 vs. trip)

Feats Awesome Blow, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +16, Swim +15

ECOLOGY

Environment warm forests

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

Treasure none

The immense baluchitherium stands nearly 18 feet high at the shoulder, measures 30 feet from end to end, and weighs 40,000 pounds. Despite its size, it lives a peaceful life pulling leaves from the tops of trees unless startled into action. When panicked, a baluchitherium tramples any obstacle in its path. If confronted, it smashes its tormentors with its elephantine feet.

A properly trained baluchitherium makes a capable mount for ettins, ogres, smaller giants, or other Large humanoids, and is one of the few mammals other than an elephant able to fill that role. Its relatively ponderous pace limits its usefulness to some extent, but its strength often more than makes up for this shortcoming.

Megafauna, Basilosaurus

This immense primeval whale has a sleek body that looks more serpentine than mammal, and jaws filled with sharp teeth.

BASILOSAURUS **CR 12**

XP 19,200

N Gargantuan animal

Init +5; **Senses** blindsense 60 ft., low-light vision; Perception +25

DEFENSE

AC 27, touch 7, flat-footed 26 (+1 Dex, +20 natural, –4 size)

hp 161 (17d8+85)

Fort +17, **Ref** +11, **Will** +7

OFFENSE

Speed swim 40 ft.

Melee bite +23 (4d6+15/19–20 plus grab), tail slap +18 (2d8+7)

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

Special Attacks swallow whole (4d6+15 bludgeoning damage, AC 20, 16 hp)

STATISTICS

Str 41, **Dex** 12, **Con** 21, **Int** 2, **Wis** 11, **Cha** 6

Base Atk +12; **CMB** +31; **CMD** 42

Feats Diehard, Endurance, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Vital Strike

Skills Perception +25, Swim +31; **Racial Modifiers** +4 Perception

SQ hold breath

ECOLOGY

Environment any oceans

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

Treasure none

Despite their saurian name, basilosauruses are in fact oceanic mammals, and at 60 feet in length are highly formidable beasts of the sea. In appearance, they resemble greatly elongated whales, but with long, toothed jaws resembling an alligator's. Inexperienced observers often confuse a basilosaurus with a sea serpent or water orm—and in all fairness, in the aftermath of a basilosaurus attack on an unsuspecting ship, such distinctions are largely academic anyway.

A basilosaurus relies as much on vision as echolocation to find prey, but sometimes mistakes smaller ships for food. Basilosauruses have few natural predators; only supernatural monsters like krakens, thalassic behemoths, and the largest of sea serpents can truly threaten a fully grown one.

Megafauna, Megalania

This gigantic lizard has short but powerful limbs, a muscular tail, and a spiny crest that runs the length of its body.

MEGALANIA **CR 7**

XP 3,200

N Huge animal

Init +1; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, –2 size)

hp 85 (10d8+40)

Fort +11, **Ref** +8, **Will** +7

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +14 (2d8+12 plus grab and poison)

Space 15 ft.; **Reach** 10 ft.

Special Attacks swallow whole (2d8+12 bludgeoning damage, AC 16, 8 hp)

STATISTICS

Str 27, **Dex** 13, **Con** 19, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +7; **CMB** +17; **CMD** 28 (32 vs. trip)

Feats Iron Will, Lunge, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite)

Skills Climb +12, Perception +10, Stealth +10 (+14 in rocks or undergrowth), Swim +16; **Racial Modifiers** +4 Stealth (+8 in rocks or undergrowth)

ECOLOGY

Environment warm forests or plains

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

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 2 consecutive saves.

The immense megalania is often mistaken for a dragon or dinosaur. Certainly the lizard's aggressive attitude and deep, rumbling roars only encourage such misidentifications. Large enough to catch and eat rhinos and elephants, a megalania prefers hunting much smaller prey that it can gulp down in one greedy swallow. Humanoids are among its favorite meals.

A megalania is 20 feet long and weighs 2,000 pounds.

Mobogo

This grotesque creature looks like a gigantic toad with leathery wings, fangs, horns, and three bulbous eyes.

MOBOGO **CR 10**

XP 9,600

CE Huge magical beast (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, –2 size)

hp 136 (13d10+65); regeneration 5 (acid, cold, or fire)

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

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy), swim 40 ft.

Melee bite +20 (2d6+9), 2 slams +20 (1d8+9) or tongue +20 (1d6+9 plus grab and pull)

Space 15 ft.; **Reach** 15 ft. (45 ft. with tongue)

Special Attacks crush (DC 21, 2d8+13), pull (tongue, 5 ft.), swallow whole (2d6+13 bludgeoning damage, AC 17, 13 hp), vile croak

Spell-Like Abilities (CL 8th; concentration +11)

Constant—*pass without trace*, *speak with animals*

At will—*charm animal* (DC 14), *create water*, *sound burst* (DC 15)

3/day—*control water*, *fog cloud*, *gust of wind* (DC 15), *plant growth*, *quench* (DC 16), *soften earth and stone* (DC 15)

STATISTICS

Str 28, **Dex** 15, **Con** 21, **Int** 6, **Wis** 15, **Cha** 16

Base Atk +13; **CMB** +24 (+28 grapple); **CMD** 36 (40 vs. trip)

Feats Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack

Skills Acrobatics +9 (+17 when jumping), Fly –6, Perception +19, Stealth +0 (+8 in swamps), Swim +17; **Racial Modifiers** +8 Perception, +8 Stealth in swamps

Languages Boggard; *speak with animals*

SQ amphibious, swamp stride

ECOLOGY

Environment temperate swamps

Organization solitary or gang (2–4)

Treasure standard

SPECIAL ABILITIES

Swamp Stride (Ex) A mobogo can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects it normally.

Tongue (Ex) A mobogo's tongue is a primary attack with reach equal to three times the mobogo's normal reach (45 feet for a typical mobogo). A mobogo does not gain the grappled condition when using its tongue to grapple a foe.

Vile Croak (Su) As a standard action once every 1d4 rounds, a mobogo can unleash a thunderous croak. Any non-boggard or non-mobogo within 50 feet of the mobogo must make a DC 19 Will save or become staggered for 1d4 rounds. Once a creature makes its saving throw against a particular mobogo's vile croak, it is immune to that mobogo's croak for 24 hours. Any boggards or mobogos within the area of a mobogo's vile croak gains a +2 morale bonus on attack rolls and saving throws against fear effects for 1 round. The save DC is Charisma-based.

Huge and hungry, mobogos merge the features of gigantic toads and swampy dragons, and lair in the deepest, oldest swamps. Here, whole tribes of boggards serve the beasts' fickle, capricious whims.

Mobogos reside in the most primal swamps of the world, grotesque eldritch wildernesses unchanged for centuries. Boggards believe that in ancient times, after their fecund demon goddess deposited her frogspawn in the muddy morass of the world's still-forming continents, mobogos were among the first creatures to emerge. Ever since, the mobogos have slept and fed, preying upon the beasts of their fetid meres, growing huge and lethargic, and dreaming inscrutable amphibious dreams of their godly mother's return. Nearly all mobogos are attended by tribes of boggards. Mobogos care little for matters of origins and philosophies—they care only for the endless sacrifices of food, victims, and pleasing swamp art brought to them by their obedient tribes.

A mobogo is 18 feet tall and weighs 12,000 pounds.

Illustration by Concept Art House

Moon-Beast

This creature has a pale, froglike appearance with clawed hands, no eyes, a wide mouth, and a snout ending in pink tentacles.

MOON-BEAST **CR 11**

XP 12,800

CE Large aberration

Init +7; **Senses** blindsight 90 ft.; Perception +21

DEFENSE

AC 25, touch 13, flat-footed 21 (+3 Dex, +1 dodge, +12 natural, –1 size)

hp 133 (14d8+70)

Fort +9, **Ref** +9, **Will** +15

Defensive Abilities amorphous; **DR** 10/piercing or slashing; **Immune** cold, gaze attacks, illusions, poison; **Resist** electricity 30; **SR** 22

OFFENSE

Speed 50 ft., climb 20 ft.; *air walk*

Melee 2 claws +15 (1d6+6), 4 tentacles +11 (1d6+3)

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

Special Attacks rend (2 tentacles, 1d6+9 plus Wisdom drain)

Spell-Like Abilities (CL 11th; concentration +18)

Constant—*air walk*

At will—*detect thoughts* (DC 19)

3/day—*charm monster* (DC 20), *dispel magic*, *dominate person* (DC 22), *shadow conjuration* (DC 21), *shadow evocation* (DC 22), *veil* (DC 23)

1/day—*confusion* (DC 21), *major image* (DC 20), *mirage arcana* (DC 22), *plane shift* (self only)

STATISTICS

Str 22, **Dex** 17, **Con** 20, **Int** 19, **Wis** 18, **Cha** 25

Base Atk +10; **CMB** +17; **CMD** 31

Feats Combat Casting, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (tentacle)

Skills Climb +14, Diplomacy +14, Intimidate +24, Knowledge (arcana) +11, Knowledge (planes) +18, Perception +21, Sense Motive +18, Spellcraft +21, Stealth +24, Use Magic Device +21; **Racial Modifiers** +8 Stealth

Languages Aklo (cannot speak); telepathy 300 ft.

SQ compression, no breath

ECOLOGY

Environment any land

Organization solitary, pair, or cabal (3–5)

Treasure double

SPECIAL ABILITIES

Wisdom Drain (Su) A creature that takes rend damage from a moon-beast must succeed at a DC 22 Will save or take 1d4 points of Wisdom drain. A moon-beast heals 5 points of damage for each point of Wisdom it drains in this manner. If it drains a victim to 0 Wisdom, the moon-beast gains the effects of a *heal* spell. The save DC is Constitution-based.

Moon-beasts have no voice or eyes, yet they "see" more than most and can project their thoughts into the very minds of those they wish to communicate with. These monstrosities hail not from any physical moon, but rather from the shared satellite of all slumbering minds in the Dimension of Dream beyond the wall of sleep. Here, the moon-beasts raise stone cities on the oily shores of night-black seas found upon the dark side of the dreaming moon, from which they launch long, dark galleys crewed by not-quite-human slaves that sail through the void of space down to the seas of the Dimension of Dream to seek new slaves and stranger, more sinister wares.

Moon-beasts are slavers, first and foremost. They use their spell-like abilities to curb rebellion or to quickly gain minions, but much prefer using physical and mental regimens of torment and reconditioning to break the spirit of their captives. They often work with the denizens of Leng, a metaphysically nearby dimension of nightmare and madness, although as often as not these planar neighbors serve the moon-beasts merely as slaves.

Worshipers of ageless entities from beyond the stars, moon-beasts are often compelled to travel to the Material Plane for strange and frightening causes, not the least of which is gathering suitable sacrifices for their mysterious and demanding lords.

A moon-beast is 9 feet long and weighs 800 pounds.

Illustration by Alex Alexandrov

Myceloid

This shambling fungus creature bears a strong resemblance to a rotund human, but with a mushroom cap for a head.

MYCELOID **CR 4**

XP 1,200

NE Medium plant

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 37 (5d8+15)

Fort +7, **Ref** +1, **Will** +4

DR 5/slashing; **Immune** plant traits; **Resist** cold 10, fire 10, sonic 10

Weaknesses vulnerable to electricity

OFFENSE

Speed 20 ft.

Melee 2 claws +6 (1d6+3 plus disease)

Special Attacks spore cloud

Spell-Like Ability (CL 6th; concentration +6)

1/day—spore domination (DC 14)

STATISTICS

Str 17, **Dex** 11, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 16

Feats Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Perception +6, Sense Motive +5, Stealth +9, Survival +5; **Racial Modifiers** +4 Sense Motive, +4 Survival

Languages Undercommon; telepathy 60 ft. (myceloids and purple pox sufferers only)

ECOLOGY

Environment any underground

Organization solitary, pair, band (3–24), or colony (25–250)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *Purple Pox*: inhaled or injury; *save* Fort DC 15; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Wis and 1d2 Con damage; *cure* 2 consecutive saves. A creature that dies of the purple pox becomes bloated over the course of 24 hours, after which its body bursts open, releasing a fully grown myceloid. Additionally, as long as a creature takes at least 7 points of Wisdom damage from the purple pox, it must make a DC 15 Will save each day to avoid becoming affected by a *lesser geas* (no HD limit) that compels the sickly character to seek out the nearest myceloid colony in order to offer itself up for spore domination. The save DCs are Constitution-based.

Spore Cloud (Ex) Once per day as a standard action, a myceloid can expel a 10-foot-radius burst of spores centered on itself. This cloud persists for 1d3 rounds. Any creature caught in this cloud or that moves through it is exposed to the myceloid's purple pox disease—a creature need save only once against any one spore cloud, however, before becoming permanently immune to that particular spore cloud's effects. The spore cloud does not hamper vision.

Spore Domination (Sp) This spell-like ability functions as *charm monster*, but functions only against creatures currently infected with purple pox.

The walking fungi known as myceloids feed off of decaying organic matter like many other fungi, yet unlike typical mushrooms or molds, they take particular pleasure in feeding from the rotting bodies of humanoids. Myceloids claim to be able to taste things like "innocence," "despair," and "hope" in the ripeness of rancid meat, although whether this is true or simply part of the myceloids' twisted sense of humor is unclear.

Most myceloids have deep purple caps studded with white lumps, and paler purple necks and bodies of tough, leathery fungus. Their spores grow tenaciously in living flesh, causing a rapid spread of painful purple lesions that, in advanced stages of the sickness, sprout tiny purple mushrooms; plucking these mushrooms is painful to the victim and causes bleeding. This condition, known as purple pox, is the method by which myceloids both season their meat and procreate.

Myceloids prefer to capture victims alive for later infection and control. To a myceloid, a living creature has three uses—first as a slave, second as a host from which to birth new myceloids, and finally as a banquet to feast upon once the first two destinies have played out.

Illustration by Kieran Yanner

Naga, Lunar

Stark white hair frames the fair face of this snake-bodied woman, and its black scales sparkle hypnotically.

LUNAR NAGA **CR 6**

XP 2,400

CN Large aberration

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 20, touch 14, flat-footed 15 (+4 Dex, +1 dodge, +6 natural, –1 size)

hp 68 (8d8+32)

Fort +6, **Ref** +8, **Will** +9

OFFENSE

Speed 40 ft.

Melee bite +7 (2d6+3 plus poison)

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

Special Attacks hypnosis, sneak attack +3d6

Spells Known (CL 5th; concentration +8)

2nd (5/day)—*invisibility*, *scorching ray*

1st (7/day)—*charm person* (DC 14), *expeditious retreat*, *magic missile*, *ray of enfeeblement* (DC 14)

0 (at will)—*detect magic*, *disrupt undead*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*

STATISTICS

Str 14, **Dex** 19, **Con** 18, **Int** 13, **Wis** 16, **Cha** 17

Base Atk +6; **CMB** +9; **CMD** 24 (can't be tripped)

Feats Combat Casting, Dodge, Eschew Materials[B], Lightning Reflexes, Skill Focus (Stealth)

Skills Bluff +7, Diplomacy +7, Knowledge (arcana) +5, Knowledge (nature) +9, Perception +14, Spellcraft +8, Stealth +14

Languages Aklo, Common

ECOLOGY

Environment any land

Organization solitary or nest (2–4)

Treasure standard

SPECIAL ABILITIES

Hypnosis (Su) Once per day, by weaving and coiling its body and hissing as a standard action, a lunar naga can cause its scales to shimmer and glow with moonlike radiance. All creatures within 30 feet must make a DC 17 Will save to avoid becoming fascinated. The lunar naga can maintain this fascination effect as long as it concentrates; fascinated creatures follow the still-glowing naga if it moves as long as it maintains the effect by concentrating. The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and 1 Wis; *cure* 1 save.

Spells A lunar naga casts spells as a 5th-level sorcerer.

Lunar nagas are patient watchers of the night sky. They enjoy cosmology and believe strongly in astrology, maintaining a handful of complex zodiacs. A few lunar nagas even bear knowledge of the unspeakable things from the dark spaces between the stars. A lunar naga stretches over 10 feet from its pale face to the tip of its tail, and weighs close to 200 pounds.

Nocturnal creatures, lunar nagas often live in ruined towers or atop mountains—any place open to the sky at night. There they peer through astrological devices, closely monitoring passing celestial markers, eager to decipher more of the universe. Those living underground make nightly trips to the open sky when they can. Cloudy nights make lunar nagas agitated, and a creature is more likely to run afoul of a lunar naga on these dark evenings.

Lunar nagas sometimes lead small cults of sky-watchers. These followers aid the nagas in recording tome upon tome of calculations of the stars and planets moving through the inky black of the night sky. In small doses tempered with water, fruit juices, and alcohol, lunar naga venom is mildly hallucinogenic. The nagas' cultist allies often take the substance as a ritualistic drug.

Illustration by Alex Alexandrov

Naga, Royal

This snake-bodied creature has five necks, each with a regal, humanoid face in a cobralike hood.

ROYAL NAGA **CR 11**

XP 12,800

LN Huge aberration (shapechanger)

Init +7; **Senses** darkvision 60 ft., *see invisibility*; Perception +27

DEFENSE

AC 26, touch 11, flat-footed 23 (+3 Dex, +15 natural, –2 size)

hp 133 (14d8+70)

Fort +9, **Ref** +9, **Will** +15

OFFENSE

Speed 40 ft.

Melee 5 bites +14 (2d6+6 plus bleed)

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

Special Attacks bleed (1d6), dual gaze, rend (3 bites, 2d6+9)

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

Constant—*see invisibility*

Spells Known (CL 9th; concentration +13)

4th (5/day)—*arcane eye*, *charm monster* (DC 18)

3rd (7/day)—*blink*, *dispel magic*, *suggestion* (DC 17)

2nd (7/day)—*enthrall* (DC 16), *hold person* (DC 16), *invisibility*, *scorching ray*

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

0 (at will)—*daze* (DC 14), *detect magic*, *flare* (DC 14), *mage hand*, *message*, *open/close*, *read magic*, *touch of fatigue*

STATISTICS

Str 23, **Dex** 17, **Con** 21, **Int** 18, **Wis** 22, **Cha** 19

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 31 (can't be tripped)

Feats Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Eschew Materials[B], Improved Initiative, Lightning Reflexes, Stand Still

Skills Acrobatics +20 (+24 when jumping), Bluff +18, Diplomacy +18, Knowledge (arcana) +18, Knowledge (history) +11, Knowledge (nobility) +11, Perception +27, Sense Motive +24, Stealth +12

Languages Celestial, Common, Infernal

SQ change shape (five humanoid shapes; *alter self*)

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Change Shape (Su) A royal naga can use this ability to take one of five specific humanoid forms. Each of these forms has a unique appearance (such as a female dwarf with red hair, an elderly male human, and so on) and the naga can only use this ability to assume these five forms. The naga can still use its dual gaze in humanoid form.

Dual Gaze (Su) A royal naga has a piercing stare capable of crippling those that meet its gazes. The creature has two gaze attacks and can switch between them as a move action. One gaze causes those that succumb to it to become permanently blinded, while the other causes those that succumb to be permanently deafened. A DC 21 Fortitude save negates the effects of either gaze; otherwise, the effects are permanent until cured. Royal nagas generally prefer to keep their deafening gaze active, switching to the blindness gaze once combat begins and some of their foes have already been deafened, since those who are blinded can no longer be harmed by gaze attacks. The save DC is Charisma-based.

Spells A royal naga casts spells as a 9th-level sorcerer.

Regal and proud, royal nagas haunt lost cities and forgotten kingdoms, guarding ancient treasures for their own inscrutable reasons. A royal naga's five faces are sharp and fierce, taking on a terrifying countenance when it becomes angered. Bespeaking their innate pride and vanity, royal nagas adorn their serpentine hoods and faces with elaborate and valuable piercings, crowns, or other precious accessories. Royal nagas are 18 feet long, and often weigh more than 750 pounds.

Royal nagas tend to be stern in nature and commanding in speech. Although naturally sociable, they are distrustful of strangers and seem to have great difficulty speaking to other creatures as equals.

Illustration by Scott Purdy

Naga, Water

Slender spines and brightly colored frills stretch back from the humanlike face of this massive aquatic snake.

WATER NAGA **CR 7**

XP 3,200

N Large aberration (aquatic)

Init +6; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, –1 size)

hp 76 (8d8+40)

Fort +7, **Ref** +10, **Will** +9

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +10 (2d6+5 plus poison), tail slap +5 (1d8+2)

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

Spells Known (CL 7th; concentration +11)

3rd (5/day)—*protection from energy*, *suggestion* (DC 17)

2nd (7/day)—*acid arrow*, *invisibility*, *mirror image*

1st (7/day)—*expeditious retreat*, *magic missile*, *obscuring mist*, *shield*, *true strike*

0 (at will)—*acid splash*, *daze* (DC 14), *detect magic*, *light*, *mage hand*, *open/close*, *read magic*

STATISTICS

Str 20, **Dex** 23, **Con** 20, **Int** 11, **Wis** 17, **Cha** 18

Base Atk +6; **CMB** +12; **CMD** 28 (can't be tripped)

Feats Combat Casting, Eschew Materials[B], Lightning Reflexes, Skill Focus (Perception), Skill Focus (Stealth)

Skills Bluff +8, Knowledge (local) +4, Perception +17, Spellcraft +11, Stealth +16, Swim +13

Languages Aquan, Common

SQ amphibious

ECOLOGY

Environment temperate water

Organization solitary, pair, or nest (3–4)

Treasure standard

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 2 saves.

Spells A water naga casts spells as a 7th-level sorcerer.

With mottled scales of blue and green, water nagas' serpentine beauty belies their deadliness. Although doubtlessly intelligent, these nagas have more in common with normal snakes than most of their kind, preferring to be left to their own devices and lashing out at any creatures that would disturb them. A typical water naga measures 10 feet long and weighs 250 pounds.

Where many nagas claim particular lairs as their homes, water nagas typically have a number of retreats, migrating from one to the next with the changing of the seasons. These nagas keep elaborate summer and winter lairs, with several favored shelters positioned between these so they can make a circuit of familiar rivers and coasts throughout the year. Fiercely territorial when it comes to their lairs, water nagas typically attack any that intrude upon their sanctuaries, only bothering to question interlopers once such creatures have been weakened by poison, if at all.

As their yearly treks make many water nagas especially well traveled, those who live near the serpents' lairs—usually lizardfolk, fey, and human tribes—often court the snake creatures' good graces with offerings of rich local delicacies, hoping to learn of nearby lands and pass on their own stories to distant neighbors. Enjoying flattery, exciting tales, and the adoration of those they see as lesser creatures, most water nagas take pride in their roles as travelers. However, while rarely malicious, they quickly grow bored of repetitive, mundane anecdotes and often embellish the stories they've heard with their own fictions—caring little for the repercussions such misleading tales might cause for their listeners. The congeniality of some water nagas does not extend to the entire race, and many unwary souls, even those with only the best intentions, face these serpentine creatures' deadly bite.

Illustration by Nicholas Cloister

Nephilim

The strength and stature of this giant-sized human is matched only by the nobility of its bearing.

NEPHILIM **CR 8**

XP 4,800

N Large outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 22, touch 11, flat-footed 20 (+6 armor, +2 Dex, +5 natural, –1 size)

hp 104 (11d10+44)

Fort +13, **Ref** +5, **Will** +10; +2 vs. fear and sorrow effects

Defensive Abilities soul of sorrow; **DR** 10/magic; **Resist** cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +18/+13/+8 (2d6+11/17–20) or 2 slams +17 (1d6+7)

Ranged mwk spear +13/+8/+3 (2d6+7/×3)

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

Special Attacks crushing blow, mortal challenge

STATISTICS

Str 25, **Dex** 15, **Con** 18, **Int** 14, **Wis** 16, **Cha** 17

Base Atk +11; **CMB** +19 (+23 sunder); **CMD** 31 (33 vs. sunder)

Feats Endurance[B], Great Fortitude[B], Greater Sunder, Improved Critical (longsword), Improved Lightning Reflexes, Improved Sunder, Power Attack, Quick Draw

Skills Bluff +12, Climb +13, Diplomacy +17, Intimidate +17, Knowledge (geography, planes) +11, Perception +17, Sense Motive +17, Stealth +9, Survival +12

ECOLOGY

Environment warm hills

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

Treasure double (masterwork breastplate, +1 *longsword*, 4 masterwork spears, other treasure)

SPECIAL ABILITIES

Crushing Blow (Ex) When a nephilim makes a successful critical hit with a melee attack, the target must make a DC 22 Fortitude save or take an additional 3d6 points of nonlethal damage and be staggered for 1 round. The save DC is Strength-based.

Mortal Challenge (Su) When a nephilim spends a standard action to roar a battle challenge, all humanoids and monstrous humanoids within 100 feet of the nephilim must make a DC 18 Will save to avoid becoming frightened for 5d6 rounds. On a successful save, the creatures only become shaken for that time. Creatures with more HD than the nephilim become shaken if they fail their save, and suffer no effect if they succeed. A creature that succeeds at the save is immune to that nephilim's mortal challenge for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Soul of Sorrow (Ex) A nephilim gains a +2 bonus on Will saves against fear effects and any effect that causes sorrow.

The nephilim are the offspring of demigods who bred with humans. This joining resulted in a race of giant-sized beings possessed of a shard of divine power and the mortal consciousness of humans. A nephilim stands 11 feet tall and weighs 1,100 pounds. Its divine heritage grants it a lifespan of almost 600 years.

Nephilim are a nomadic, secretive race. This isolationism has only heightened the wild tales surrounding them, making it even harder for other races to trust them. While the ancient animosity humans once had against them has been largely forgotten, zealots occasionally try to mount pogroms and crusades to wipe the nephilim out forever. The nephilim have proven strikingly resistant to these efforts.

Illustration by Jason Engle

Nixie

This green-skinned fey has webbed hands and feet. Its hair is the color of seaweed, and is decorated with shells.

NIXIE **CR 1**

XP 400

N Small fey (aquatic)

Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 9 (2d6+2)

Fort +1, **Ref** +6, **Will** +4

DR 5/cold iron; **SR** 12

OFFENSE

Speed 20 ft., swim 30 ft.

Melee short sword +5 (1d4–2/19–20)

Ranged light crossbow +5 (1d6/19–20)

Spell-Like Abilities (CL 6th; concentration +10)

3/day—*charm person* (DC 15)

1/day—*water breathing* (CL 12th)

STATISTICS

Str 7, **Dex** 16, **Con** 13, **Int** 12, **Wis** 13, **Cha** 18

Base Atk +1; **CMB** –2; **CMD** 11

Feats Weapon Finesse

Skills Bluff +9, Craft (any one) +5, Escape Artist +8, Handle Animal +6, Perception +6, Perform (sing) +8, Sense Motive +5, Stealth +12, Swim +10

Languages Aquan, Sylvan

SQ amphibious, wild empathy +12

ECOLOGY

Environment temperate water

Organization gang (2–4), band (6–11), or tribe (20–80)

Treasure standard (light crossbow with 20 bolts, short sword, other treasure)

SPECIAL ABILITIES

Wild Empathy (Ex) This ability works like the druid ability of the same name. The nixie's total includes a +8 racial bonus on wild empathy checks.

Nixies are guardians of ponds, rivers, lakes, and springs. They prefer dwelling in idyllic places, which they protect from the depredations of predators and careless humanoids. While this often involves confusing enemies and driving foes away, nixies are not afraid of spilling blood to protect their homes—though they prefer not to resort to such means unless completely necessary. Nixies are 4 feet tall and rarely weigh more than 45 pounds.

Nixies avoid combat if possible, using *charm person* to lead humanoids away from their lairs. They sometimes use this ability to enslave people to act as protectors or help with a task that is simply too big for them to deal with. They cast *water breathing* on charmed creatures helping with tasks below the surface. Nixies are reclusive and prefer to keep their presence hidden. They make lairs underwater, forming small communities if their numbers are great enough. Legends speak of a secret nixie kingdom at the bottom of a great lake, but no one has yet confirmed its location.

Bog Nixies

In some lands, nixies are evil creatures who lead folk to drown in their waters, either by captivating their targets with song or by assuming the form of an animal or humanoid and tricking a hunter or explorer into dangerous waters. These evil nixies prefer dwelling in festering swamps or blighted fens, and are typically known as bog nixies. The fact that a bog nixie can grant minor wishes, ironically, only increases their opportunities for evil, as brave or foolish explorers deliberately seek them out.

A bog nixie is a neutral evil nixie with the advanced creature template who has the following additional powers. A bog nixie's CR is +2 higher than a normal nixie's.

Captivating Song (Su): This works like the harpy ability of the same name. The save DC is Charisma-based.

Change Shape (Su): This works as *polymorph*, and allows the bog nixie to assume the form of any Small or Medium aquatic animal or humanoid.

Minor Wish (Sp): Once per day, a bog nixie can create a magical effect in exchange for a gift or service from a humanoid. The power of this "wish" is no greater than what can be done with a 3rd-level spell.

Illustration by Concept Art House

Norn

This towering, stern woman wears her long blonde hair in braids. She carries a reel of golden thread and a pair of shears.

NORN **CR 18**

XP 153,600

LN Large fey

Init +16; **Senses** all-around vision, blindsight 120 ft., low-light vision, *greater arcane sight*, *true seeing*; Perception +30

DEFENSE

AC 33, touch 21, flat-footed 31 (+7 armor, +2 Dex, +10 insight, +5 natural, –1 size)

hp 270 (20d6+200); regeneration 10 (cold iron)

Fort +18, **Ref** +18, **Will** +21

Defensive Abilities *death ward*, fated, *foresight*, *mind blank*, never surprised or flat-footed; **DR** 15/cold iron; **Immune** cold; **Resist** acid 30, electricity 30, fire 30; **SR** 29

OFFENSE

Speed 40 ft. (30 ft. with armor)

Melee shears +21/+21/+16 (1d8+12/15–20 plus energy drain), touch +11 (energy drain)

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

Special Attacks energy drain (2 levels, DC 30), shift fate, snip thread

Spell-Like Abilities (CL 18th; concentration +28)

Constant—*death ward*, *foresight*, *greater arcane sight*, *mind blank*, *tongues*, *true seeing*

At will—*bestow curse* (DC 23), *divination*, *greater dispel magic*, *geas/quest*, *vision*, *wind walk* (self only)

1/day—*maze*, *moment of prescience*, quickened *phantasmal killer* (DC 24), *power word kill*, *time stop*, *weird* (DC 29)

STATISTICS

Str 25, **Dex** 14, **Con** 30, **Int** 21, **Wis** 24, **Cha** 31

Base Atk +10; **CMB** +18; **CMD** 30

Feats Combat Expertise, Combat Reflexes, Diehard[B], Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*phantasmal killer*)

Skills Bluff +23, Craft (cloth) +18, Heal +12, Intimidate +30, Knowledge (all) +25, Perception +30, Perform (oratory) +18, Sense Motive +30, Use Magic Device +23

Languages Common, Giant, Sylvan; *tongues*

SQ change shape (humanoid; *alter self* or *giant form II*)

ECOLOGY

Environment cold mountains

Organization solitary, pair, or trio

Treasure double (*+3 hide armor*, shears, golden thread worth 500 gp, other treasure)

SPECIAL ABILITIES

Fated (Su) A norn adds her Charisma modifier as an insight bonus to AC and on initiative checks.

Shears (Su) A norn's shears function as a *+5 mithral keen speed scimitar*, but only for a norn.

Shift Fate (Su) As an immediate action, a norn can force any one target within 120 feet to reroll a saving throw—this ability must be used immediately after the saving throw is rolled, and the target must abide by the result of this second roll.

Snip Thread (Su) As a standard action up to three times per day but no more often than once every 1d4 rounds, a norn may produce a golden thread linked to a creature's fate and then attempt to snip it short with her shears. The target creature must be within 120 feet and in the norn's line of sight. The target immediately takes 20d6 points of damage (Fortitude DC 30 for half). If the target dies from this damage, the norn has cut through the thread—in this case, the target may only be restored to life via *miracle*, *wish*, or divine intervention. This is a death effect. The Save DC is Charisma-based.

Illustration by Francesco Graziani

Ancient beyond imagining, the norns are a race of powerful women who hold in their hands the physical manifestation of fate and destiny in the form of golden thread. They watch over all life, intervening with reluctance when called upon or with a vengeance when the strands of fate are twisted and abused by lesser beings. Worshiped as gods by some, the norns do little to discourage this veneration.

A norn stands 14 feet tall and weighs 800 pounds.

Nuckelavee

This skinless creature resembles a horse and its humanoid rider, fused into a single hideous being of rage and sickness.

NUCKELAVEE **CR 9**

XP 6,400

NE Large fey (aquatic)

Init +7; **Senses** low-light vision; Perception +17

Aura frightful presence (30 ft., DC 20)

DEFENSE

AC 23, touch 17, flat-footed 15 (+7 Dex, +1 dodge, +6 natural, –1 size)

hp 104 (11d6+66)

Fort +9, **Ref** +16, **Will** +10

DR 10/cold iron; **Immune** disease, poison

OFFENSE

Speed 50 ft., swim 50 ft.

Melee mwk longsword +11 (1d8+9/19–20), bite +10 (1d8+6 plus disease), 2 hooves +5 (1d6+3 plus disease)

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

Special Attacks breath weapon (30-ft. cone, 10d6 damage plus disease, Reflex DC 21 for half, usable every 1d4 rounds), trample (1d6+7, DC 21)

Spell-Like Abilities (CL 9th; concentration +14)

3/day—*control water*, *diminish plants*, *obscuring mist*

STATISTICS

Str 22, **Dex** 24, **Con** 22, **Int** 13, **Wis** 17, **Cha** 21

Base Atk +5; **CMB** +12; **CMD** 30 (34 vs. trip)

Feats Dodge, Lightning Reflexes, Lightning Stance, Mobility, Spring Attack, Wind Stance

Skills Acrobatics +21 (+29 when jumping), Escape Artist +21, Intimidate +16, Knowledge (nature) +15, Perception +17, Stealth +17, Swim +28

Languages Aklo, Common, Sylvan

SQ amphibious, undersized weapons

ECOLOGY

Environment cold swamps or coastlines

Organization solitary

Treasure standard (masterwork longsword, other treasure)

SPECIAL ABILITIES

Breath Weapon (Su) A nuckelavee's breath weapon is a cone of withering foulness that causes painful welts, cramps, and bleeding, and only harms living creatures—this damage bypasses all energy resistance and damage reduction. Non-creature plants in the area are affected as if by a *blight* spell. Any creature that fails its Reflex save against the breath weapon must make a DC 21 Fortitude save or contract mortasheen (see below). The save DC is Constitution-based.

Disease (Su) *Mortasheen*: Contact; *save* Fort DC 21; *frequency* 1/day; *effect* 1d4 Con and target is fatigued; *cure* 2 consecutive saves. Animals take a –2 penalty on their saves against this disease. The save DC is Constitution-based.

The dreaded nuckelavee is a manifestation of pollution and filth, be it the natural decay of a red tide or the intrusive pollution of sewage and other urban waste. A nuckelavee is a living irony—a carrier of disease and a spreader of corruption that unleashes its wrath against other sources that bring corruption into the world. The corruption spread by nuckelavees only serves to further their own sense of self-loathing and overall rage. While nuckelavees might, incidentally, carry out vengeance for the victims of such pollution, defending the denizens of their rivers, swamps, and bogs is not their primary drive, for they revel in inflicting the very corruption they hate and enjoy little more than watching their enemies sicken and die.

Folktales tell of talismans to carry—fetishes of seaweed garlands, horsehair soaked in brine, or vials of sanctified seawater—or of prayers to recite to ward away nuckelavees or convince them the bearer is innocent. In truth, however, these old solutions offer no protection from the vile plague-bearers.

A nuckelavee is the same size as a horse.

Illustration by Scott Purdy

Nue

Materializing out of a noxious black cloud, this beast has the head of a fanged monkey and the body of a tiger with a viper as a tail.

NUE **CR 10**

XP 9,600

NE Large magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 24, touch 15, flat-footed 18 (+5 Dex, +1 dodge, +9 natural, –1 size)

hp 126 (12d10+60)

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

OFFENSE

Speed 30 ft.

Melee bite +17 (2d6+6 plus energy drain), bite +17 (1d4+6 plus poison), 2 claws +17 (1d6+6)

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

Special Attacks energy drain (2 levels, DC 16), pounce

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

3/day—*contagion* (DC 14), *hold person* (DC 13)

1/day—*nightmare* (DC 15), *shout* (DC 14), *waves of fatigue*

STATISTICS

Str 22, **Dex** 21, **Con** 20, **Int** 7, **Wis** 17, **Cha** 10

Base Atk +12; **CMB** +19; **CMD** 35 (39 vs. trip)

Feats Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Mobility, Skill Focus (Stealth)

Skills Climb +13, Perception +10, Stealth +11

Languages Common

SQ cloud form

ECOLOGY

Environment warm forests or mountains

Organization solitary, pair, or ambush (3–6)

Treasure standard

SPECIAL ABILITIES

Cloud Form (Su) A nue can change into the form of a 10-foot black cloud or back to its normal form as a standard action. A nue in cloud form is otherwise treated as if under the effects of *gaseous form*, except that it obscures vision like *fog cloud*.

Poison (Ex) Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

This strange creature has the body of a tiger, the head of a fanged monkey, and a poisonous viper for a tail. Though some call it a chimera and treat it as an exotic specimen of that creature, it is a completely different breed of beast.

Intelligent enough to enjoy cruelty as well as inflicting terror upon its prey, a nue delights in toying with its victim before dealing the killing blow. Often, a nue will select a target and plague it with nightmares before it even attempts an act of violence, wearing down the victim with dreadful dreams and phantasmagoric terrors. Once its prey is thoroughly exhausted, the nue will finally steal into the victim's sleeping chambers and engage in combat, paralyzing its target with its magic and infecting its prey with both disease and poison, letting the victim writhe in pain before succumbing to death.

A nue's ghastly appearance in physical form is only made eerier by its ability to turn into an inky cloud of darkness. In this guise, a nue can hide amongst fog clouds or shadows before emerging as the destructive horror it is. By the time a nue crawls forth from the inscrutable black cloud, its prey is often too fatigued from its strange night terrors to defend itself. The dreams a nue impregnates creatures' minds with varies from victim to victim, but all share the trait of an ever-present, foreboding cloud that exudes a fierce and palpable sense of malice.

Some legends suggest that nues are the spirits of children warped into twisted forms to spread paranoia, exhaustion, and fear among former friends and family. According to these stories, such a cursed child wreaks terror upon its friends and relatives until they are all either dead or driven mad by fear. Then, the creature moves on, seeking more challenging kills to sate its vicious hunger. The greatest joy a nue can feel is snuffing the life of a once-strong and proud target that has been brought low by its debilitating attacks. A nue is 9 feet long and weighs 600 pounds.

Illustration by Kieran Yanner

Oni

Oni are a race of evil spirits, native to the Material Plane, that manifest physical bodies based upon the shapes and desires of humanoid mortals. In pure spirit form, an oni is nothing but a disembodied evil longing for the sins of the flesh. In this form, oni are harmless and invisible. The majority of these bodiless oni were once kami who failed their wards, or more often, who deliberately abandoned them. As punishment, they were stripped of their ability to form a physical body and then cast into the void. Rarely, a mortal creature's soul can become a disembodied oni upon death, or in even rarer cases, after a truly evil individual has undergone a particularly vile ritual that ends in suicide. These oni are more often destined for positions of great power and strength than most.

Eventually, an oni's spirit manifests a physical body on the Material Plane. The methods by which this may occur vary, but the process generally takes place in areas already despoiled by sin, tragedy, or cruelty. The type of oni a spirit transforms into is influenced by a wide variety of variables, ranging from the nature of what the oni spirit was before to the location where it is reborn into the realm of flesh and blood. Once an oni manifests its physical body, that body becomes its true form for the rest of its life—all oni are shapechangers, but this original form is the form in which they are born and the form they revert to upon death.

An oni's true form is always similar to that of a specific type of humanoid, save that it is always deformed and monstrous to look upon. Tusks, additional eyes, or strangely colored skin are common physical attributes. Yet while they have hideous forms, all oni are capable of changing their shape to assume forms more pleasant to the civilized eye. The type of shapes an oni can assume depend upon its species, but all can transform into some form of humanoid. Oni use this ability to infiltrate humanoid societies, either to prey upon the weak or to rule them in disguise.

In order to understand oni, it is important to consider that most of these beings were once spirits tasked with protecting a material realm they now believe is undeserving of such care and concern—indeed, the physical world is to be dominated and consumed. They arrive in physical form starved for sensory experience, and never fully sate their desire to gorge on such experiences. Most oni seek to attain positions of leadership and power, often in the guise of a normal humanoid, in order to secure a never-ending supply of sensory experiences. It is also important to understand that oni's immoderation is also motivated by their corrupted and evil natures—that is, no pleasure is more enjoyable than one that deprives or wounds another.

Known Oni Daimyo

Countless oni stalk the world, slaking their greed and bloodlust to the misery of humanoids. The great leaders among the oni, beings known as daimyo, are as numerous as the nations of the world, and all oni seek to climb the rungs of power to become such powerful entities. The following list includes oni daimyo that have power in ways that make them known and feared outside their own domains. Most of these nefarious oni command armies or control points through which other oni can enter the world.

- Akuma, the Horned King (ogre mage)
- Chimon, Hunter of Blood (ogre mage)
- Guyuku, the Sea Devil (water oni)
- Inma, Empress of the World (void oni)
- Muronna, the Dark Mother (ogre mage)
- Nataka, the Red King (fire oni)
- Onmyuza, Dancer in Flesh (ogre mage)
- Ushitora, Keeper of the Oni Gate (void oni)
- Uzumae, Daimyo of the North (kuwa oni)
- Yabu, Lord of the Kazan Caldera (fire oni)

Oni retain their hatred of the kami upon reentering the Material Plane as physical creatures, and often their depredations and violations of the world can be directly tied to their efforts to destroy kami or the kami's works. Oni tend not to congregate with others of their kind, being most comfortable in positions of leadership over enslaved or oppressed societies populated by humanoids they can masquerade as. Yet, at times, particularly powerful oni abandon this mindset and instead gather to their side entire legions of oni drawn from all types. The oni known collectively as the yai—oni with an affinity for true giants—are most often responsible for such actions, and when a yai builds such an army of oni, the humanoid lands shake with terror.

Theoretically, as many types of oni exist as there are types of humanoids, although in reality, certain types of oni are much more populous than others. The ogre mage, an oni associated with ogres, is the best-known and most commonly encountered type of oni, for reasons that still send scholars of oni lore into spiraling arguments with seemingly no end. Beyond the oni detailed on the following pages, the atamahuta (ettins), ja noi (hobgoblins), nogitsune (kitsune), and wind yai (cloud giants) are relatively well known. Oni with associations to bugbears, great cyclopes, stone giants, trolls, troglodytes, and other races exist as well. And above even the mighty void yai there exist the oni demigods—entities of nearly incomprehensible power known as the oni daimyo.

Oni, Fire Yai

This fanged, three-eyed giant rages in its finely crafted armor, its skin as red as a smoldering ember.

FIRE YAI **CR 15**

XP 51,200

NE Large outsider (fire, giant, native, oni, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 29, touch 10, flat-footed 28 (+8 armor, +1 Dex, +11 natural, –1 size)

hp 229 (17d10+136); regeneration 5 (acid or cold)

Fort +18, **Ref** +10, **Will** +15

Immune fire; **SR** 26

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., fly 60 ft. (good); 30 ft., fly 40 ft. (good) in armor

Melee +1 *katana** +27/+22/+17/+12 (2d6+16/18–20) or 2 slams +26 (1d10+15)

Ranged fiery missile +19 touch (4d6 fire plus burn)

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

Special Attacks burn (2d6, DC 26), smoke form

Spell-Like Abilities (CL 15th; concentration +17)

Constant—*fly*

At will—*darkness*, *invisibility* (self only), *scorching ray*

3/day—*charm monster* (DC 16), *deep slumber* (DC 15), *fireball* (DC 15), *fire shield* (warm shield only), *wall of fire*

1/day—*incendiary cloud* (DC 20)

STATISTICS

Str 31, **Dex** 16, **Con** 26, **Int** 14, **Wis** 17, **Cha** 15

Base Atk +17; **CMB** +28; **CMD** 41

Feats Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Bluff +22, Craft (weapons) +12, Craft (armor) +12, Diplomacy +11, Disguise +11, Fly +14, Intimidate +22, Knowledge (arcana) +14, Perception +23, Sense Motive +23, Spellcraft +11, Use Magic Device +14

Languages Common, Giant

SQ change shape (Medium or Large humanoid; *alter self* or *giant form I*)

ECOLOGY

Environment temperate or warm hills or mountains

Organization solitary, band (1 plus 4–8 fire giants), tribe (1 plus 20–30 fire giants), or dynasty (1 plus 2–20 other oni)

Treasure standard (+1 *banded mail*, +1 *katana**, other treasure)

SPECIAL ABILITIES

Fiery Missile (Su) As a swift action, a fire yai can launch a bolt of fire from its third eye. This attack has a range of 180 feet with no range increment.

Smoke Form (Sp) As a standard action, a fire yai can turn into a cloud of smoke. This functions like *gaseous form*, except the cloud has the properties of the smoke cloud from a *pyrotechnics* spell (Fort DC 26 negates the effects of the smoke cloud). The fire yai can end this ability as a standard action.

* See *Ultimate Combat*.

Illustrations by Jim Nelson

Fire yai prefer to live in luxury—an orderly and well-built abode is essential. Even a lone fire yai prefers to build or inhabit a fortified stone dwelling in its territory, and surrounds itself with as many luxuries as it can acquire. Vain, greedy, and brutal, fire yai are the most impulsive of their kind—several tales tell of clever heroes taunting fire yai to act rashly. They rarely let challenges pass uncontested and react quickly to squelch any threat to their rule.

While many fire yai seek out tribes of fire giants to infiltrate and rule, not all follow this compulsion. Capable of assuming the form of many types of humanoid, some fire yai seek to subtly invade and eventually rule entire nations of humanoids from within.

A fire yai is 16 feet tall and weighs 7,000 pounds.

Oni, Ice Yai

This blue-skinned giant has three eyes, fangs, and claws. Its hair seems to be formed of delicate strands of ice.

ICE YAI **CR 14**

XP 38,400

CE Large outsider (cold, oni, giant, native, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 27, touch 12, flat-footed 24 (+4 armor, +2 Dex, +1 dodge, +11 natural, –1 size)

hp 200 (16d10+112); regeneration 5 (fire or acid)

Fort +17, **Ref** +7, **Will** +12

Immune cold; **SR** 25

Weaknesses vulnerability to fire

OFFENSE

Speed 50 ft., fly 50 ft. (perfect)

Melee 4 slams +24 (2d8+9)

Ranged icy missile +17 (4d6 cold)

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

Special Attacks staggering strikes

Spell-Like Abilities (CL 18th; concentration +22)

Constant—*fly*, *mage armor*

At will—*darkness*, *invisibility* (self only)

3/day— *charm monster* (DC 18), *cone of cold* (DC 19), *deep slumber* (DC 17), *gaseous form* (self only)

1/day—*polar ray*, *solid fog*

STATISTICS

Str 29, **Dex** 14, **Con** 25, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +16; **CMB** +26; **CMD** 39

Feats Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack, Spring Attack, Vital Strike

Skills Bluff +23, Disguise +13, Fly +20, Intimidate +23, Knowledge (arcana) +11, Perception +22, Sense Motive +13, Spellcraft +8, Stealth +17 (+21 in snow), Use Magic Device +14; **Racial Modifiers** +4 Stealth in snow

Languages Common, Giant

SQ change shape (Medium or Large humanoid; *alter self* or *giant form I*)

ECOLOGY

Environment cold mountains

Organization solitary or gang (1 plus 4–16 frost giants)

Treasure standard

SPECIAL ABILITIES

Icy Missile (Su) As a swift action, the ice yai can fire a dart of ice from its third eye. This dart is a ranged touch attack (+20 attack bonus), dealing 4d6 points of cold damage on a hit. This attack has a range of 180 feet with no range increment.

Staggering Strikes (Ex) An ice yai can strike twice per round with its two slam attacks. A creature struck by more than two of these slam attacks in a round must make a DC 28 Fortitude save or be staggered for 1 round. The save DC is Strength-based.

The ice yai is a sinister creature that combines the brutality of a frost giant with the grace and style of a skilled martial artist. Although its magical powers are formidable, it prefers to fight in melee using its slam attacks, leading its minions in merciless combat. It uses its mobility to cast combat spells or launch shards of ice from its third eye.

An ice yai is a natural leader among frost giants, tempering their savagery with its own wisdom. A tribe led by an ice yai may still raid settlements of neighboring humanoids, but the tribe soon learns the value of establishing regular tributes and willing sacrifices—the ice yai teach that methods that rely upon the threat of violence are often even more effective than actual violence. Despite this strangely enlightened philosophy, an ice yai never passes up an opportunity to reinforce its capacity for slaughter, and will often demand that its subjects take part in show battles, both for the entertainment of the tribe and to nurture the ice yai's insatiable ego and sense of dominion over its subjects.

Oni, Kuwa

This golden-skinned fiend has horns, fangs, and bulging eyes. It grips a spiked club in its four-fingered claws.

KUWA **CR 4**

XP 1,200

LE Medium outsider (human, native, oni, shapechanger)

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

DEFENSE

AC 19, touch 10, flat-footed 19 (+8 armor, +1 natural)

hp 42 (5d10+15); regeneration 5 (acid or fire)

Fort +7, **Ref** +4, **Will** +6

SR 15

OFFENSE

Speed 30 ft. (40 ft. without armor)

Melee mwk greatclub +10 (1d10+6) or
2 claws +9 (1d6+6)

Ranged mwk composite longbow +9 (1d8+4/×3)

Spell-Like Abilities (CL 5th; concentration +8)
3/day—*darkness*, *fly*
1/day—*charm person* (DC 14), *deep slumber* (DC 16), *invisibility* (self only)

STATISTICS

Str 18, **Dex** 17, **Con** 16, **Int** 12, **Wis** 15, **Cha** 17

Base Atk +5; **CMB** +9; **CMD** 22

Feats Cleave, Combat Reflexes, Power Attack

Skills Bluff +11, Disguise +7, Intimidate +11, Knowledge (arcana) +9, Perception +10, Sense Motive +10, Spellcraft +3, Stealth +4, Use Magic Device +11

Languages Common

SQ change shape (any human; *alter self*)

ECOLOGY

Environment any

Organization solitary or gang (1 plus 3–10 humans of 1st–3rd level)

Treasure standard (masterwork half-plate, masterwork greatclub, masterwork composite longbow [+4 Str] with 20 arrows, other treasure)

While the majority of oni tend to be larger than life, and thus often end up having associations with giants and other enormous humanoids, not all of them are born into physical bodies that match their boundless appetites for cruelty. The kuwa are an example of this, for they are oni who clothe themselves in human flesh. While their true forms remain unmistakably fiendish, with golden skin, claws, and monstrous visages with short sharp horns, kuwa are most at home living in disguise among humans. As with most oni, they generally avoid their own kind, and instead seek positions of power in human cities, often as guard captains, guildmasters (particularly of thieves' guilds), and aristocrats. Most kuwa avoid taking on the role of a spellcaster unless they possess class levels in an appropriate class. Likewise, all but the most ambitious kuwa avoid positions of true authority, such as king or mayor. Kuwa are most comfortable in the upper echelon of command, but avoid positions so important that they have too many eyes on them. To a kuwa, a position of leadership that doesn't allow frequent abuse of that power is a waste, and by aiming for less publicly visible positions, the kuwa increases its opportunities for such abuse.

Once a kuwa secures a position in a human society, the accumulation of wealth becomes its primary motivation. A kuwa wants to live a life of decadence and sensual pleasure, and like any oni, it wants to propagate its own kind. Its strength and magical powers enable it to easily dominate normal folk, allowing it to gather groups of thuggish, like-minded humans to lead in banditry and worse.

A typical kuwa stands about 6 feet in height and weighs 190 pounds.

Illustration by Michele Chang

Oni, Spirit

This evil-looking animated mask shows the face of a horned fiend, its eyes popping and its leering smile full of fangs.

SPIRIT ONI **CR 2**

XP 600

NE Tiny outsider (native, oni)

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

DEFENSE

AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)

hp 19 (3d10+3); fast healing 2

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

OFFENSE

Speed 10 ft., fly 30 ft. (good)

Melee bite +9 (1d4–2), gore +9 (1d4–2 plus poison)

Special Attacks poison

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*detect magic*

At will—*invisibility* (self only), *mage hand*

1/day—*command* (DC 13), *sleep* (DC 13)

1/week—*commune* (CL 12th, 6 questions)

STATISTICS

Str 6, **Dex** 19, **Con** 12, **Int** 13, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 13 (can't be tripped)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Bluff +8, Fly +16, Knowledge (arcana) +7, Perception +7, Sense Motive +7, Spellcraft +4, Stealth +17

Languages Common

SQ mask symbiosis

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Mask Symbiosis (Ex) A spirit oni can be worn as a mask by a willing Small or Medium creature. While worn in this way, the wearer can see through the oni's eyes and speak through its mouth, although the wearer retains its own senses and voice. The spirit oni remains a separate creature, and must detach from its host's face (as a move action) if it wishes to take any action of its own (including attacking or using a spell-like ability). While a spirit oni is worn as a mask, it grants a +2 insight bonus on its host's Perception checks.

Poison (Ex) Gore—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Cha; *cure* 2 consecutive saves.

Most oni that emerge on the Material Plane do so into a new body of humanoid flesh, yet this is not the case for all oni. Periodically, when an evil spellcaster wishes to engage the servitude of an oni as a familiar, the result is something relatively unusual—an oni made flesh directly from its spiritual form rather than one who takes the features of a humanoid as its own.

Any lawful evil 7th-level spellcaster who takes the Improved Familiar feat can gain a spirit oni as a familiar. The ritual to gain such a familiar requires the spellcaster to craft a particularly fiendish and fierce-looking oni mask—this does not require a Craft check or any additional expenditure of gold, and is assumed to be part of the overall ritual for securing the familiar. When the ritual is complete a raw oni spirit is lured into the mask, which immediately transforms it into the animate, living creature presented here.

While the ritual binds the oni to its new master, it also robs the oni of its immediate chance to achieve a human form. As a result, spirit oni are foul-tempered and cantankerous creatures, even to their masters. They must be regularly reprimanded and disciplined, lest their jealousy and bitterness get the better of them.

When a spirit oni's master dies, the spirit oni gains free will and the ability to make its own choices—but the spirit oni's innate cowardice and dishonor usually prevents it from taking its own life in hopes of returning to true spirit form and then returning as a proper oni. Rather than extinguishing themselves, such masterless spirit oni seek out more powerful oni and offer their services to their superiors, in hopes that they might someday be granted a promotion from their lowly state to something more befitting their egos and desires.

Illustration by Jim Nelson

Oni, Void Yai

This towering, three-eyed horned giant carries himself with the self-assurance of an undefeated champion of countless wars.

VOID YAI **CR 20**

XP 307,200

LE Huge outsider (giant, native, oni, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +29

DEFENSE

AC 36, touch 9, flat-footed 35 (+9 armor, +1 Dex, +18 natural, –2 size)

hp 379 (23d10+253); regeneration 15 (fire or good spells)

Fort +24, **Ref** +9, **Will** +21

Immune cold; **SR** 31

OFFENSE

Speed 40 ft., fly 40 ft. (good); 60 ft., fly 60 ft. without armor

Melee mwk greatclub +39/+34/+29/+24 (3d8+25/19–20) or 2 slams +23 (2d6+25)

Ranged void missile +23 touch (6d6 plus energy drain)

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

Special Attacks commanding voice, energy drain (2 levels, DC 28), void trap

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*fire shield* (chill shield), *fly*, *true seeing*

At will—*deeper darkness*, *gaseous form* (self only), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *minor creation*, *vision*

3/day—*cone of cold* (DC 22), *demand* (DC 25), *dominate person* (DC 22), *major creation*, *mass charm monster* (DC 25), *polar ray*, *teleport object* (DC 24)

1/day—*implosion* (DC 26), *plane shift* (DC 24)

STATISTICS

Str 44, **Dex** 15, **Con** 32, **Int** 18, **Wis** 23, **Cha** 25

Base Atk +23; **CMB** +42; **CMD** 54

Feats Awesome Blow, Cleave, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (greatclub), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Staggering Critical, Weapon Finesse

Skills Acrobatics +17 (+25 when jumping), Bluff +30, Fly +20, Intimidate +30, Knowledge (arcana) +27, Knowledge (history) +24, Knowledge (nobility) +14, Knowledge (planes) +27, Perception +29, Sense Motive +29, Spellcraft +24, Use Magic Device +30

Languages Common, Giant

SQ change shape (Large, Huge, or Gargantuan humanoid; *giant form II*), void form

ECOLOGY

Environment cold or temperate mountains

Organization solitary

Treasure double (masterwork full plate, masterwork greatclub, other treasure)

SPECIAL ABILITIES

Commanding Voice (Su) A void oni gains a +4 racial bonus on the save DC of any charm or compulsion effects it uses against humanoids.

Void Form (Su) A void yai may become incorporeal as a swift action. In this form, it appears as a solid black shadow of its true form. It gains the incorporeal subtype and incorporeal defensive ability while in void form. Any gear or armor the yai carries becomes incorporeal as well—it loses its AC bonus from armor and natural armor, but gains a deflection bonus to its AC equal to its Charisma modifier (+7 for most void yai, for an AC of 16). It may still speak while incorporeal and can still use its spell-like and special abilities.

Void Missile (Su) As a swift action, a void yai can launch a bolt of darkness from its third eye. Damage caused by this missile is negative energy damage. This attack has a range of 180 feet with no range increment.

Void Trap (Su) When a void oni uses any teleportation effect on itself (including its *greater teleport* and *plane shift* spell-like abilities, but not its *teleport object* spell-like ability), it can choose to arrive at its destination in void form as a free action. When it does so, it leaves behind a temporary lesser *sphere of annihilation* in a square of its choice that was part of its space before it teleported. This *sphere of annihilation* cannot be caused to move by other creatures, but the sphere itself moves at a fly speed of 30 feet (perfect) toward the closest Tiny or larger creature on the oni's next turn. If no appropriate creature is within 30 feet, the sphere does not move that round. If the sphere enters a square occupied by a creature (or if a creature touches the sphere), that creature is affected as if by a *disintegrate* spell (CL 20th, DC 23). Once the sphere damages a creature with this effect, the sphere vanishes—it also vanishes on its own after 24 hours in the unlikely event that it never discharges on a creature. The save DC is Charisma-based.

The concept of the void is a difficult one for many individuals to grasp, for it encompasses more than just an absence of anything. The concept of "void" as an element also represents the heavens above, the dark places between the stars, the nature of the spiritual world, and even the capacity to create and envision new ideas. The void yai represents all of these possibilities, interpreted in a way that exemplifies the evil of the oni race.

Unlike lesser oni, the void yai does not represent any single humanoid race—the closest it comes is perhaps the rune giant, and certainly the void yai superficially resembles monsters of legend, with its dark, heavily muscled body, horns, and fangs. A void yai manifests when the combination of an extremely powerful oni spirt and an overwhelmingly evil location intersect at precisely the right time. Rarely, an eldritch transformation spontaneously elevates an existing yai to the vaunted

Illustration by Jim Nelson

status of void yai—whispers of vile rituals that an oni can perform to quicken this transformation keep some sages awake at night, for if such rituals existed, then all oni could potentially become void yai—a sobering thought indeed, given the void yai's daunting capacity for cruelty. As with almost all oni, the void oni's use of weapons and armor seems like cruel overkill. A void oni is 20 feet tall and weighs 10,000 pounds.

Void yai turn toward the Material Plane to satisfy their desires, lording over lesser creatures with the aid of the void. A void yai usually claims a huge territory, bringing much larger creatures to heel as servants. As with fire yai, a void yai makes frequent use of lesser oni as its minions, but prefers to surround itself with whatever giant tribe or society it has conquered. Rarely, a void yai commands kingdoms of smaller humanoids, but since the immense void yai has no ability to assume the shape of such small and insignificant creatures, it often feels awkward and out of place. More so than other yai, void yai are ashamed of their true appearance—their vanity is such that most are masters of using their change shape ability to appear as breathtakingly handsome or beautiful giants, and it is in this form they prefer to live. Only when combat begins does their rage take control, causing them to revert to their true, horrific shapes.

Voidlords

Between the considerable power of the typical void yai and the divine might of the oni daimyos exists a middling category of unique void yai. But to even use the term "middling" in this context is something of a folly, for these unique void yai, known collectively as the voidlords, are among the most powerful creatures to walk the Material Plane.

While void yai typically content themselves with ruling nations, voidlords arrive with a greater mission—to control entire worlds and bring all that dwell upon these worlds to their knees. Voidlords are always void yai with additional racial Hit Dice or class levels—levels of fighter, monk, and rogue are favorite choices for voidlords. These powerful outsiders generally eschew spellcasting classes under the opinion that might and the oni's inborn supernatural abilities are a greater path to conquest than mortal magic. In addition to having the typical void yai abilities, each voidlord possesses an additional number of powers keyed to that voidlord's particular area of focus. Two sample voidlord foci are listed below, but these represent only a tiny fraction of the total possible.

Martial Arts: A voidlord of martial arts always attacks with unarmed strikes—it is treated as a 20th-level monk with the flurry of blows ability for the purposes of determining its damage and number of attacks per round with its unarmed strikes. This voidlord gains Stunning Fist as a bonus feat, and gains the use of the following spell-like abilities three times per day: *forceful hand*, *grasping hand*, and *greater shout*.

Swordplay: A voidlord of sword fighting always carries a sword of some sort—typically a katana. These voidlords gain the ability to use the following spell-like abilities three times per day: *blade barrier*, *keen edge*, and *mage's sword*. They are automatically proficient in the use of swords, and any sword they wield is treated as a *+5 weapon*, in addition to any other magical qualities the weapon might have. A voidlord of swordplay can also permanently transform any magic weapon (save for artifacts) into a sword of any size or type by touch.

Oni, Water Yai

This towering woman has blue skin, small fangs, and a third eye glaring from her forehead. Her robes are soaking wet.

WATER YAI **CR 18**

XP 153,600

CE Huge outsider (aquatic, giant, native, oni, shapechanger, water)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 32, touch 11, flat-footed 29 (+6 armor, +3 Dex, +15 natural, –2 size)

hp 297 (22d10+176); regeneration 10 (fire or good spells)

Fort +21, **Ref** +10, **Will** +18

Defensive Abilities *freedom of movement*; **Immune** acid; **SR** 29

OFFENSE

Speed 50 ft., fly 60 ft. (good), swim 60 ft.

Melee mwk spear +35/+30/+25/+20 (3d6+21/19–20/×3) or 2 slams +34 (2d6+14)

Ranged acidic missile +23 (4d6 acid plus nausea)

Space 15 ft.; **Reach** 15 ft. (20 ft. with spear)

Spell-Like Abilities (CL 18th; concentration +24)

Constant—*fly, freedom of movement, water walk*

At will—*invisibility* (self only), *liquid form, water breathing*

3/day—*charm monster* (DC 20), *cone of cold* (DC 21), *control water, polar ray*

STATISTICS

Str 39, **Dex** 17, **Con** 27, **Int** 16, **Wis** 20, **Cha** 22

Base Atk +22; **CMB** +38 (+40 bull rush, disarm); **CMD** 51 (53 vs. bull rush, disarm)

Feats Awesome Blow, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Critical (spear), Improved Disarm, Improved Initiative, Power Attack

Skills Acrobatics +21 (+29 when jumping), Bluff +27, Disguise +24, Fly +24, Intimidate +27, Knowledge (arcana) +24, Perception +26, Perform (sing) +24, Sense Motive +26, Spellcraft +21, Swim +43

Languages Common, Giant

SQ amphibious, change shape (Medium, Large, or Huge humanoid; *alter self* or *giant form II*)

ECOLOGY

Environment any water

Organization solitary

Treasure standard (masterwork spear, other treasure)

SPECIAL ABILITIES

Acidic Missile (Su) As a swift action, a water yai can launch a bolt of acid from its third eye. Any creature struck by this bolt must also make a DC 29 Fortitude save to avoid becoming nauseated for 1 round by the overwhelming stench of the acid. This attack has a range of 180 feet with no range increment. The save DC is Constitution-based.

Flowing Robes (Su) A water yai wears a special silk kimono infused with magical water. This kimono grants a +6 armor bonus. These robes function as armor only for water yai.

Liquid Form (Sp) As a standard action, a water yai can turn into a mobile pool of water. This functions like *gaseous form*, except that the yai cannot fly in this form. It retains its own base speed, and its swim speed doubles to 120 feet. The water yai can end this ability as a standard action.

The water yai clad themselves in the flesh of storm giants, yet these yai are more at home dwelling beneath the waves than they are above them. Unlike most oni, water yai have no real longing to rule or infiltrate societies—yet they still enjoy posing as humanoids. They often assume the forms of enormous merfolk in the water, but prefer to adopt the shapes of storm giants when on land. The water yai then pursues its favorite decadence—the acclimation of material wealth and luxuries. Water yai tend to be easily distracted by beautiful treasures, and despite their evil natures are prone to acts of unexpected frivolity.

Illustration by Jim Nelson

Owl, Giant

This enormous owl has a silent gracefulness and wisdom about it despite its considerable size.

GIANT OWL **CR 5**

XP 1,600

LN Huge magical beast

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

DEFENSE

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, –2 size)

hp 57 (6d10+24)

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

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee 2 claws +9 (2d6+5)

Space 15 ft.; **Reach** 10 ft.

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 14, **Wis** 17, Cha 9

Base Atk +6; **CMB** +13; **CMD** 25

Feats Alertness, Combat Expertise, Improved Disarm

Skills Fly +11, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (nature) +10, Perception +17, Sense Motive +14, Stealth +9; **Racial Modifiers** +4 Fly, +4 on all Knowledge skills, +4 Perception, +8 Stealth

Languages Sylvan (cannot speak); animal telepathy (30 ft.)

SQ insightful senses, piercing stare

ECOLOGY

Environment temperate forests

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

Treasure none

SPECIAL ABILITIES

Animal Telepathy (Su) A giant owl can telepathically communicate with other animals as if under the effects of *speak with animals*.

Insightful Senses (Su) A giant owl's senses are particularly well honed to sensing danger or locating prey. It adds its Wisdom modifier as an insight bonus (+3 for most giant owls) on its initiative checks.

Piercing Stare (Su) Up to three times per day as a swift action, a giant owl can gain the effects of *true seeing* (as the spell) for 1 round.

The noble giant owl roosts in the tallest trees or in high caves near its forest home. No mere animals, giant owls pride themselves as intellectuals and keen judges of character. Little passes a giant owl's notice in its home forest. What it doesn't observe directly, it learns from its wide network of animal informants. Giant owls view themselves more as watchers than participants, rarely interfering in the affairs of others barring a threat to their homes. Giant owls stand 18 feet tall and have 30-foot wingspans, yet they rarely weigh over 600 pounds.

Owl, Great Horned

This gray-and-white feathered owl has fluffy wings and a bulky head that makes it look larger than most owls.

GREAT HORNED OWL **CR 1/2**

XP 200

N Small animal

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

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

hp 5 (1d8+1)

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

Illustration by Dean Spencer

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee 2 claws +3 (1d4–1)

STATISTICS

Str 8, **Dex** 15, **Con** 13, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +0; **CMB** –2; **CMD** 10

Feats Weapon Finesse

Skills Fly +6, Perception +10, Stealth +10; **Racial Modifiers** +4 Fly, +4 Perception, +4 Stealth

ECOLOGY

Environment temperate forests

Organization solitary or pair

Treasure none

Though great horned owls seem large, most of their apparent bulk comes from their particularly fluffy feathers and rather large heads. Great horned owls have wingspans of up to 5 feet and weigh up to 4 pounds.

Great horned owls primarily hunt at night, locating prey through their excellent hearing. Their diet consists of rodents supplemented by smaller birds and rabbits.

Pale Stranger

This nearly skeletal figure wields a pistol in each hand. Its garb is dusty and weathered, and smells of old decay.

PALE STRANGER **CR 10**

XP 9,600

NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +22

Aura fear (10 ft., DC 21)

DEFENSE

AC 25, touch 19, flat-footed 19 (+2 armor, +5 Dex, +1 dodge, +3 luck, +4 natural)

hp 127 (15d8+60)

Fort +9, **Ref** +10, **Will** +13

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning and magic; **Immune** undead traits; **SR** 21

OFFENSE

Speed 30 ft.

Ranged +1 *pistols* +15/+15/+10/+10/+5/+5 (1d8+1/19–20/×4)

Special Attacks pistols, stranger's shot

STATISTICS

Str 17, **Dex** 21, **Con** 10, **Int** 11, **Wis** 18, **Cha** 18

Base Atk +11; **CMB** +14; **CMD** 30

Feats Deadly Aim, Dodge, Improved Critical (pistol), Improved Initiative, Improved Two-Weapon Fighting, Point-Blank Shot, Precise Shot, Quick Draw, Two-Weapon Fighting

Skills Acrobatics +13, Climb +11, Intimidate +22, Perception +22, Ride +15, Stealth +13, Swim +8

Languages Common

SQ stranger's luck

ECOLOGY

Environment any

Organization solitary

Treasure standard (leather armor, 2 pistols, other treasure)

SPECIAL ABILITIES

Pistols (Su) A pale stranger fights with two pistols. A pistol has a range increment of 20 feet and deals both bludgeoning and piercing damage. At a range of up to 20 feet, a pale stranger's pistol attacks resolve as touch attacks. While pistols normally consume bullets and black powder when fired, a pale stranger's pistols supernaturally reload the instant it fires them, allowing the undead to make multiple attacks in a round with the weapons. In addition, any pistol a pale stranger wields functions as a +1 *pistol*. A pale stranger does not provoke attacks of opportunity when it fires a pistol in melee, and treats pistols as light weapons for the purposes of determining penalties from two-weapon fighting. Further rules for pistols, and firearms in general, can be found in *Ultimate Combat*.

Stranger's Luck (Su) A pale stranger gains a +3 luck bonus to AC and has no chance of misfire when using firearms.

Stranger's Shot (Ex) As a full-round action, a pale stranger can take careful aim with one of its firearms and take a single, ruinous shot. This single shot always resolves as a touch attack, regardless of the actual range. If the pale stranger threatens a critical hit with this shot, it automatically confirms the critical hit. Regardless of whether the shot is a critical hit or not, it deals +6d6 points of damage.

Sometimes death itself cannot come between a gunslinger and its final revenge. When a gunslinger is slain by a hated enemy, or murdered before it can achieve vengeance against a hated foe, the anger and wrath can animate its remains as a vengeful undead monstrosity. When a pale stranger first rises, it seeks out the source of its anger to finish the job—thereafter, it wanders the desolate parts of the world looking for new victims to vent its unending rage upon.

A pale stranger appears much as it did in life, though desiccated and obviously undead. Rare pale strangers have the ability to hide their undead nature and appear as they did in life using *veil* as a constant spell-like ability (CL equals their CR). These pale strangers are often more powerful and have class levels in gunslinger or ranger, and often attract large groups of adoring bandits and followers who may or may not realize that their murderous idol is in fact an unliving horror.

A pale stranger stands 6-1/2 feet tall and weighs 130 pounds.

Illustration by Carolina Eade

Parasite, Rot Grub Swarm

This nauseating carpet of wriggling white grubs undulates outward in a pallid wave of hunger.

ROT GRUB SWARM **CR 7**

XP 3,200

N Fine vermin (swarm)

Init +2; **Senses** blindsense 30 ft.; Perception +0

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)

hp 85 (10d8+40)

Fort +11, **Ref** +5, **Will** +3

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

OFFENSE

Speed 10 ft.

Melee swarm +10 (2d6 plus distraction and infestation)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 19), infestation

STATISTICS

Str 1, **Dex** 15, **Con** 18, **Int** —, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** —; **CMD** —

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Infestation (Ex) Any living creature that takes damage from a rot grub swarm becomes infested unless it succeeds at a DC 19 Reflex save. On a failed save, the infested creature takes 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh—this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense. The save DC is Constitution-based.

Parasite, Giant Rot Grub

This twitching, pale maggot is the size of a large dog. A circular mouth quivers and gasps at one end of its pulsating body.

GIANT ROT GRUB **CR 3**

XP 800

N Small vermin

Init +1; **Senses** blindsense 30 ft.; Perception +0

DEFENSE

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +2, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 20 ft.

Melee bite +6 (1d6+3 plus poison and grab)

Special Attacks gnaw, grab (Medium)

STATISTICS

Str 14, **Dex** 12, **Con** 18, **Int** —, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 15

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Gnaw (Ex) A rot grub that is grappling a foe and chooses to damage the foe with an additional grapple check deals twice its normal bite damage (2d6+6 for most giant rot grubs), in addition to injecting an additional dose of poison with each successful check.

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 5 rounds; *effect* 1d3 Str; *cure* 1 save.

Illustration by Scott Purdy

Rot grubs are foul, nauseating parasites that feed on flesh and use corpses as nests in which to grow. While a rot grub can derive nourishment from dead flesh, its true hunger is for the flesh of the living. Thankfully, rot grub swarms occur only rarely, as they require the infested carcass of a Huge or larger creature and many weeks to build up the numbers necessary to constitute a swarm.

In some cases, a rot grub continues to feed and grow, eventually reaching enormous size as a giant rot grub.

Penanggalen

A pale face framed by glossy black hair hangs in the air, trailing viscera from the ragged stump of its neck like a grisly tail.

PENANGGALEN **CR 5**

XP 1,600

Human penanggalen witch 5

NE Medium undead (augmented humanoid)

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

hp 35 (5d6+15); fast healing 5

Fort +4, **Ref** +5, **Will** +7

Defensive Abilities channel resistance +4; **DR** 5/silver and slashing; **Immune** undead traits; **Resist** cold 10, fire 10

Weaknesses light sensitivity, penanggalen weaknesses

OFFENSE

Speed fly 60 ft. (good)

Melee bite +6 (1d6+4 plus disease), slam +6 (1d4+4 plus grab and wither)

Special Attacks blood drain (1d4 Constitution), create spawn, disease (filth fever, DC 15), hexes (cackle, evil eye, misfortune)

Witch Spells Prepared (CL 5th; concentration +8)

3rd—*stinking cloud* (DC 16)

2nd—*glitterdust* (DC 15), *hold person* (DC 16), *see invisibility*

1st—*charm person* (DC 15), *command* (DC 15), *mage armor*, *obscuring mist*

0 (at will)—*bleed* (DC 13), *dancing lights*, *detect magic*, *read magic*, *touch of fatigue* (DC 13)

Patron Plague

STATISTICS

Str 18, **Dex** 18, **Con** —, **Int** 17, **Wis** 16, **Cha** 16

Base Atk +2; **CMB** +6 (+10 grapple); **CMD** 21

Feats Dodge, Eschew Materials, Spell Focus (enchantment)

Skills Bluff +11, Fly +16, Knowledge (arcana) +19, Knowledge (nature) +7, Perception +16, Sense Motive +14, Spellcraft +11, Stealth +17, Use Magic Device +11; **Racial Modifiers** +8 Bluff, +8 Fly, +8 Knowledge (arcana), +8 Perception, +8 Sense Motive, +8 Stealth

Languages Common, Draconic, Gnoll, Infernal

SQ separate, witch's familiar (centipede)

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear

SPECIAL ABILITIES

Hexes A penanggalen witch can use one of her hexes at will on any creature within 30 feet. Using a hex is a standard action (unless otherwise noted) that does not provoke an attack of opportunity. Save DCs are Intelligence-based.

Cackle Hex (Su) As a move action, the penanggalen may cackle. Any creature within 30 feet that is under the effects of the penanggalen's evil eye or misfortune hex has the duration of that hex extended by 1 round.

Evil Eye Hex (Su) This hex causes the target creature to take a –2 penalty on one of the following (penanggalen's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This effect lasts for 6 rounds, or only 1 round if the target succeeds at a DC 15 Will save. This is a mind-affecting effect.

Misfortune Hex (Su) This hex causes a creature to suffer grave misfortune for 1 round. Whenever the target makes an ability check, attack roll, saving throw, or skill check during this time, it must roll twice and take the worse result. A DC 15 Will save negates this effect. A creature may only be targeted by this hex once per day.

Illustration by Kieran Yanner

The hideous penanggalen is one of the most horrific vampiric monstrosities. By day, a penanggalen appears to be a normal humanoid, but at night or when provoked, the creature's head rips free from the rest of her body, coils of viscera and entrails dangling from her throat as she launches into the air, seeking blood to sate her unholy thirst.

Unlike most undead, the penanggalen is more akin to the lich in that she willfully abandons both her mortality and morality to become a hideous undead monster. While penanggalens are traditionally female spellcasters, any creature capable of performing the vile ritual of transformation can become one.

Similar to a lich, a creature works toward becoming a penanggalen. More than one such transformation ritual exists, but all require heinous acts that symbolize the casting aside of kindness, benevolence, and any semblance of feelings other than cruelty. Many of these rituals call for the repeated consumption of blood, bile, tears, and other fluids drawn from captured and tortured innocents.

A penanggalen keeps a vat of vinegar in her lair. When returning from a night of feeding, a penanggalen's organs are swollen with blood. In order to fit back into her body, the penanggalen must soak for 1 hour in this vat of vinegar. Once reduced, a penanggalen slides back into her body. If a penanggalen is slain away from her body, the body rapidly deteriorates into foul-smelling grit.

The penanggalen presented above was a witch in life. The witch class is presented in full in the *Advanced Player's Guide*.

Creating a Penanggalen

"Penanggalen" is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most penanggalens were once humanoids or monstrous humanoids and nearly every penanggalen is female. A penanggalen uses the base creature's stats and abilities except as noted here.

CR: Same as base creature +1.

Alignment: Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A penanggalen gains darkvision 60 ft.

Armor Class: Natural armor improves by +6.

Hit Dice: Change the base creature's racial HD to d8s. All HD derived from class levels remain unchanged. As undead, a penanggalen uses her Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: A penanggalen gains channel resistance +4, DR 5/silver and slashing, resistance to cold 10 and fire 10, and all of the defensive abilities granted by the undead type. A penanggalen also gains fast healing 5.

Weaknesses: A penanggalen gains light sensitivity. In addition, a penanggalen is staggered while outside of her human body and exposed to direct sunlight.

Speed: When a penanggalen is attached to her body, she retains the same base speed as the base creature. When a penanggalen is separated from her body, she has only a fly speed of 60 feet with good maneuverability.

Melee: A penanggalen gains a bite attack and a slam attack when she is detached from her body. Damage is standard for attacks of these types for the penanggalen's size. Both natural attacks are treated as magic for the purpose of overcoming damage reduction.

Special Attacks: A penanggalen retains all of the base creature's special attacks. She also gains the following additional special attacks. Save DCs are equal to 10 + 1/2 the penanggalen's HD + the penanggalen's Charisma modifier unless otherwise noted.

Blood Drain (Su): A penanggalen's blood drain special attack causes 1d4 Constitution damage.

Create Spawn (Su): When a penanggalen slays a female humanoid via blood drain, and if that slain humanoid had at least 10 Hit Dice in life, that slain humanoid rises as a manananggal at the next sunset. This manananggal is under the command of the penanggalen who created it, and remains enslaved until that penanggalen's destruction. A penanggalen may have enslaved spawn totalling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead.

Disease (Su): Any creature a penanggalen bites is exposed to filth fever—the save DC against this disease is set by the penanggalen, not the disease itself.

Wither (Su): A penanggalen's entrails drip with a foul bile that blisters and weakens living flesh. Any creature that is damaged by a penanggalen's slam attack must succeed at a Fortitude save or take 1d4 Dexterity and 1d4 Charisma damage.

Ability Scores: Str +6, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, a penanggalen has no Constitution score.

Skills: A penanggalen gains a +8 racial bonus on Bluff, Fly, Knowledge (arcana), Perception, Sense Motive, and Stealth checks.

Special Qualities: A penanggalen gains the following special quality.

Separate (Su): During the day, a penanggalen has the same appearance as she did in life, and does not detect as undead (though she is still an undead creature). At night, she can detach her head and entrails as a full-round action. Her physical but now hollow body exists as dead flesh, but can be destroyed if it suffers damage equal to the penanggalen's normal hit point total. Before a penanggalen can return to her body, she must soak her entrails in vinegar for 1 hour—she can then reattach to her body, at which point any damage done to the body immediately heals (although damage the penanggalen herself suffered remains). A penanggalen whose body is destroyed can never again walk the day in living form, but is otherwise unharmed (save for no longer having a safe way to travel in direct sunlight). When a penanggalen wears her body, she cannot use her natural attacks, her fly speed, or any of her special penanggalen attacks.

Peri

This beautiful albino woman is wreathed in wings of brilliant flame.

PERI **CR 14**

XP 38,400

NG Medium outsider (good, native)

Init +7; **Senses** darkvision 60 ft., low-light vision, smoke sight; Perception +26

DEFENSE

AC 30, touch 18, flat-footed 22 (+7 Dex, +1 dodge, +12 natural)

hp 180 (19d10+76)

Fort +12, **Ref** +18, **Will** +17

DR 10/cold iron and evil; **Immune** electricity, fire; **Resist** acid 10, cold 10; **SR** 25

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee +2 *flaming burst scimitar* +27/+22/+17/+12 (1d6+8/18–20 plus 1d6 fire), 2 wings +20 (1d6+3 plus burn)

Special Attacks burn (2d6, DC 23), whirlwind dance

Spell-Like Abilities (CL 15th; concentration +23)

Constant—*fire shield* (warm shield)

At will—*aid*, *flame jump*, *pyrotechnics* (DC 20), *scorching ray*

3/day—*fireball* (DC 21), *flame strike* (DC 23), *wall of fire*

STATISTICS

Str 22, **Dex** 24, **Con** 19, **Int** 21, **Wis** 19, **Cha** 26

Base Atk +19; **CMB** +25; **CMD** 43

Feats Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Disarm, Iron Will, Mobility, Power Attack, Spring Attack, Whirlwind Attack

Skills Acrobatics +29, Diplomacy +30, Fly +33, Heal +23, Knowledge (planes) +27, Knowledge (religion) +24, Perception +26, Perform (any one) +30, Sense Motive +26, Spellcraft +27, Stealth +29

Languages Celestial, Common, Draconic, Elven, Ignan; telepathy 100 ft.

ECOLOGY

Environment any good-aligned plane

Organization solitary or pair

Treasure triple (+2 *flaming burst scimitar*, other treasure)

SPECIAL ABILITIES

Flame Jump (Sp) A peri can enter any fire equal to the peri's size or larger and travel any distance to another fire in a single round, regardless of the distance between the two. This ability otherwise functions as *greater teleport* (caster level 14th), but the peri can transport only itself and up to 50 pounds of objects.

Smoke Sight (Su) A peri can see through fire, fog, and smoke without penalty.

Whirlwind Dance (Su) Once per day as a full-round action, a peri can spin in an ever-faster, whirling dance, transforming itself into a spinning vortex of flame 10 to 40 feet high for up to 9 rounds. This ability functions as the whirlwind ability (DC 26 Reflex save), but any creature that comes in contact with the whirlwind or is caught inside it takes 2d6+6 points of fire damage and is subject to the peri's burn special attack. The save DC is Dexterity-based.

Peris are a race of celestials native to the good-aligned Outer Planes, but they are also often found in the company of mortals on the Material Plane. Believed to be the descendants of fallen angels, peris do penance for their ancestors' sins before they can earn a place in paradise. As a result, peris work tirelessly to aid and support good heroes of the mortal realms in a never-ending battle against evil.

Peris hate the evil fiends known as divs, who constantly seek to ruin the good works of mortals. Peris often work to repair damage wrought by the destructive divs. For their part, the divs take great pleasure in tormenting and persecuting peris, locking the fiery-winged celestials in cages of cold iron and endlessly torturing them.

Illustration by Maichol Quinto

Phantom Fungus

Portions of this three-stalked fungoid monster's body seem to fade in and out of sight. A large maw gapes along its entire front.

PHANTOM FUNGUS CR 3

XP 800

N Medium plant

Init +0; **Senses** blindsight 30 ft., low-light vision, tremorsense 60 ft.; Perception +10

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 30 (4d8+12)

Fort +7, **Ref** +1, **Will** +1

Defensive Abilities phantom flesh; **Immune** plant traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +5 (2d6+3)

STATISTICS

Str 15, **Dex** 10, **Con** 16, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +3; **CMB** +5; **CMD** 15 (17 vs. trip)

Feats Skill Focus (Perception), Skill Focus (Stealth)

Skills Climb +10, Perception +10, Stealth +7; **Racial Modifiers** +4 Stealth

ECOLOGY

Environment any underground

Organization solitary or grove (2–5)

Treasure incidental

SPECIAL ABILITIES

Phantom Flesh (Su) As a move action, a phantom fungus can turn invisible as if using *greater invisibility* (caster level 4th). A moment after it attacks with invisibility, the creature appears briefly as a semi-transparent version of its normal self. This allows any viewer with line of sight to the phantom fungus to pinpoint its location at the time of the attack (though if the creature moves after it attacks, opponents have to pinpoint it again). An opponent can ready an action to strike at the fungus when it momentarily appears, in which case the creature only has concealment instead of invisibility (20% miss chance). The fungus can turn completely visible as a move action, though it normally remains invisible all the time. If killed while invisible, it becomes visible 1d4 minutes later.

A phantom fungus is a tripedal carnivorous plant that roams the vast and deep underground caverns of the world. It wanders in search of food, using its rootlike feet to detect movement along the cavern floors and the sensitive tendrils surrounding its mouth to pinpoint prey.

A phantom fungus's primary advantage as a predator is its ability to vanish from sight. Stealthily patrolling the perimeters of caverns, a phantom fungus remains invisible until it is behind its prey, at which point it snaps at its victim with its vicious maw.

A phantom fungus prefers to ambush lone creatures. When it encounters a larger group, a phantom fungus often stalks prey for hours, waiting for the targets to spread out or make camp so that it may attack a single foe at its leisure. Though phantom fungi are not normally pack hunters, there are reports of groves working together to bring down larger foes. When faced with no other option than to attack multiple foes, a group of phantom fungi focuses its attacks on single targets. They prefer to attack noisier foes if possible—characters wearing heavy armor or those that make heavy use of loud attacks (such as bards or spellcasters) are preferred over quieter creatures.

The maw with which a phantom fungus attacks prey is lined with row upon row of sharp, jagged teeth that resemble pointed rocks more than actual fangs. This "mouth" is not used to feed, however, and does not attach to a digestive tract—it is nothing more than a gaping natural weapon. When a phantom fungus feeds, it does so by squatting down on its prey and infesting the corpse with thousands of feeding filaments that burrow through dead flesh to siphon away nutrients.

A typical phantom fungus is 6 feet tall and weighs 200 pounds. Although they prefer dwelling underground, they have been encountered above ground as well.

Illustration by Mariusz Gandzel

Plasma Ooze

This amorphous blob of violet energy ripples like a globe of floating liquid. It periodically lashes out with tendrils of blue light.

PLASMA OOZE **CR 16**

XP 76,800

N Gargantuan ooze

Init +0; **Senses** blindsight 60 ft.; Perception –5

Aura magnetic pulse (30 ft., DC 27)

DEFENSE

AC 6, touch 6, flat-footed 6 (–4 size)

hp 241 (21d8+147)

Fort +14, **Ref** +7, **Will** +2

Defensive Abilities split (slashing or sonic, 46 hp); **DR** 15/—; **Immune** acid, electricity, bludgeoning and piercing damage, ooze traits; **Resist** cold 30

OFFENSE

Speed fly 30 ft. (perfect)

Melee slam +24 (4d6+19 plus 4d6 electricity, 4d6 fire, and grab)

Ranged 1d4 plasma rays +11 touch (4d6 electricity plus 4d6 fire)

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

Special Attacks constrict (4d6+19 plus 4d6 electricity and 4d6 fire), engulf (DC 33, 4d6 electricity plus 4d6 fire)

STATISTICS

Str 36, **Dex** 11, **Con** 24, **Int** —, **Wis** 1, **Cha** 1

Base Atk +15; **CMB** +32 (+36 grapple); **CMD** 42 (can't be tripped)

Skills Fly +8

SQ no breath

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Magnetic Pulse (Su) A plasma ooze is surrounded by an aura of magnetism that allows it to attract metallic objects and creatures. At the start of the ooze's turn as a free action, the ooze makes a combat maneuver check against all metallic creatures, all creatures wearing metal armor, and all creatures wielding metal weapons within 30 feet. If it beats the CMD of a metal or armored creature with this check, that creature is pulled 10 feet closer to the ooze and cannot move away from the ooze for 1 round. If this causes the creature to move into a square occupied by the plasma ooze, the ooze can attempt to engulf that creature as a free action. If it beats the CMD of a creature wielding a metal weapon, that weapon is disarmed and pulled 10 feet closer to the ooze. Unattended metal objects of size Large or smaller are automatically pulled toward a plasma ooze. This magnetism is supernatural in nature and affects all metal objects.

Plasma Ray (Su) As a standard action, a plasma ooze can fire 1d4 plasma rays at up to 4 separate targets within 60 feet (no more than one ray can attack a single creature). Each ray deals 4d6 points of electricity damage and 4d6 points of fire damage on a hit.

Massive and devastating, plasma oozes are mysterious, extraterrestrial beings made of superheated electromagnetic sludge. While their origin is not fully known, it is widely accepted that plasma oozes are not from this world. Some scholars believe they dwell in the sun, while others maintain they hail from the Plane of Fire. That plasma oozes have been encountered in both of these locations does little to help solve the debate.

A plasma ooze flies by somehow interacting with gravity and magnetic waves, drifting through the air in a manner similar to the way a jellyfish swims in water. This creature's only real purpose is to consume, and it prefers to do so by drawing prey into its fiery, electrified core. Scholars find it curious that while a plasma ooze can only attract and repel metallic substances, the thing can only digest organic matter, and rather slowly at that.

Survivors of plasma ooze attacks are rare, but such victims describe the pain of being struck by one's rays as like being pulled apart piece by piece. Wounds left by a plasma ooze's touch resemble hideously melted burn scars.

A plasma ooze is 20 feet in diameter and weighs 6,000 pounds.

Illustration by Alberto Dal Lago

Popobala

This brawny, sallow-skinned figure is muscular but lean, with batlike wings and a single hideous eye in its noseless face.

POPOBALA **CR 15**

XP 51,200

CE Medium monstrous humanoid (shapechanger)

Init +10; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +24

Aura frightful presence (30 ft., DC 26), stench (DC 26, 1d6 minutes)

DEFENSE

AC 29, touch 17, flat-footed 22 (+6 Dex, +1 dodge, +12 natural)

hp 225 (18d10+126); fast healing 10 (see harvester of sorrow)

Fort +12, **Ref** +17, **Will** +14

Defensive Abilities harvester of sorrow; **DR** 10/magic; **Immune** disease, nausea, poison, sickened, stunning

OFFENSE

Speed 30 ft., climb 30 ft., fly 80 ft. (average)

Melee bite +25 (2d6+6 plus 1d4 Cha drain), 2 talons +25 (1d6+6 plus grab and popobala fever), 2 wings +20 (1d6+3)

Special Attacks rend (2 talons, 2d6+9)

Spell-Like Abilities (CL 16th; concentration +22)

At will—*clairaudience/clairvoyance*, *ghost sound* (DC 16), *ventriloquism* (DC 17)

3/day—*dominate person* (DC 21, can only dominate and control one person at a time), *eyebite* (DC 22), *feeblemind* (DC 21), *spell turning*, *suggestion* (DC 19), *telekinesis* (DC 21)

1/day—*animate objects*

STATISTICS

Str 23, **Dex** 22, **Con** 22, **Int** 17, **Wis** 17, **Cha** 22

Base Atk +18; **CMB** +24 (+28 grapple); **CMD** 41

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Power Attack, Skill Focus (Intimidate), Toughness, Weapon Focus (bite), Weapon Focus (talons)

Skills Acrobatics +18, Bluff +27, Climb +14, Disguise +18, Intimidate +40, Knowledge (local) +24, Perception +24, Perform (act) +18, Sense Motive +15, Stealth +27

Languages Common

SQ horrid haunting, change shape (bat, dire bat, or humanoid; *polymorph*)

ECOLOGY

Environment warm coasts or forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Change Shape (Su) A popobala loses its frightful presence, popobala fever, and stench abilities when not in its true form.

Harvester of Sorrow (Su) A popobala heals as a result of the suffering of others. It gains fast healing 10 if at least one creature within 15 feet has one or more of the following conditions: confused, cowering, dying, exhausted, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, or stunned.

Horrid Haunting (Su) A popobala may use *ghost sound* or *ventriloquism* as a free action whenever it manipulates a creature or object with *animate objects*, *dominate person*, or *telekinesis*. The *ghost sound* or *ventriloquism* originates from the controlled object or creature.

Popobala Fever (Su) A creature wounded by a popobala's talons becomes sickened for 1d6 minutes unless it makes a DC 25 Fortitude save. A creature already sickened by the fever becomes nauseated for 1d6 rounds. One already nauseated by the fever is helpless for 1d6 rounds. This is a disease effect. The save DC is Constitution-based.

The popobala is a much-feared shapeshifter that haunts and hunts warm coastal lands, roaming night and day to terrorize and spread anarchy and unrest while slaking its insatiable twin urges for violence and prurience. Shifting freely between bat, human, and its natural form, the popobala is most dreaded for its mesmeric charms, but it is more than capable of engaging in savage bloodletting against those who anger it. Popobalas are attracted to chaos, anarchy, and unrest, as the intensity of emotions and uncertainty inflames its already fierce urges. War, changes of government, and religious or ethnic strife or persecution—all of these excite a popobala, and if a society remains too settled and stable, the beast is never above fomenting unrest through its own predations.

A typical popobala is 5 feet tall with a 12 foot wingspan. It weighs only 100 pounds.

Illustration by Damien Mammoliti

Porcupine

This small-eyed rodent has a rounded body with numerous quills running all over its back.

PORCUPINE **CR 1/4**

XP 100

N Tiny animal

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

DEFENSE

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

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** –1

Defensive Abilities quills

OFFENSE

Speed 30 ft.

Melee tail slap +2 (1d3)

STATISTICS

Str 11, **Dex** 12, **Con** 12, **Int** 2, **Wis** 9, **Cha** 5

Base Atk +0; **CMB** –1; **CMD** 9 (13 vs. trip)

Feats Lightning Reflexes

Skills Climb +4, Stealth +9 (+13 in grass); **Racial Modifiers** +4 Stealth in grass

ECOLOGY

Environment temperate forests or plains

Organization solitary, pair, or prickle (3–6)

Treasure none

SPECIAL ABILITIES

Quills (Ex) Any creature attacking a porcupine with natural weapons or an unarmed strike takes 1 point of piercing damage. A creature that grapples a porcupine takes 1d3 points of piercing damage each round it does so.

Porcupines are omnivorous mammals that often climb trees in search of food. The spines on their back provide camouflage as well as protection from natural predators—typically other small mammals. Though primarily nocturnal, porcupines do occasionally graze during the day, eating the twigs, roots, and stems of bushes, coniferous trees, and other flora. Porcupine quills normally lie flat against the creature's body, but stand stiffly on end when the porcupine feels threatened.

Porcupine, Giant

This gray, human-sized porcupine's round body is covered in sharp, striped quills.

GIANT PORCUPINE **CR 2**

XP 600

N Medium animal

Init +1; **Senses** low-light vision; Perception +6

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 22 (3d8+9)

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

Defensive Abilities quills

OFFENSE

Speed 40 ft.

Melee tail slap +5 (2d6+3)

STATISTICS

Str 17, **Dex** 12, **Con** 16, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +2; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Agile Maneuvers, Lightning Reflexes

Skills Climb +7, Perception +6

ECOLOGY

Environment temperate forests or plains

Organization solitary, pair, or prickle (3–6)

Treasure none

SPECIAL ABILITIES

Quills (Ex) Any creature attacking a giant porcupine with light or one-handed melee weapons, natural weapons, or an unarmed strike takes 1d3 points of piercing damage. A creature that grapples a giant porcupine takes 2d4 points of piercing damage each round it does so.

More so than its smaller kin, the human-sized giant porcupine is a foul-tempered creature that is just as content chewing on carrion as on living creatures. Worse, giant porcupines are notorious in their almost foolhardy bravery, and have been known to attack creatures much larger than their own size. This unexpected aggression, when combined with their tangle of spearlike quills, makes the giant porcupine a dangerous foe.

Illustration by Dean Spencer

Pukwudgie

A merging of an emaciated man and a porcupine, this sinister creature smells of death and decay.

PUKWUDGIE **CR 7**

XP 3,200

NE Small monstrous humanoid (shapechanger)

Init +4; **Senses** darkvision 60 ft., *deathwatch, detect good, detect magic*; Perception +13

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 Dex, +1 dodge, +4 natural, +1 size)

hp 85 (9d10+36)

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

Immune poison

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d4+2 plus poison)

Ranged 2 quills +14 (1d4+2 plus poison)

Special Attacks sneak attack +3d6, spawn undead

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*deathwatch, detect good, detect magic*

At will—*command undead* (DC 16), *produce flame*

3/day—*animate dead*, *death knell* (DC 16), *invisibility*, *ray of enfeeblement* (DC 15), *scare* (DC 16)

1/day—*nondetection* (DC 17)

STATISTICS

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

Base Atk +9; **CMB** +10; **CMD** 25

Feats Dodge, Iron Will, Mobility, Weapon Finesse, Weapon Focus (quill)

Skills Bluff +10, Heal +10, Knowledge (arcana) +11, Knowledge (religion) +11, Perception +13, Spellcraft +11, Stealth +16

Languages Common, Draconic, Infernal

SQ change shape (porcupine, *beast shape II*)

ECOLOGY

Environment temperate forests, hills, or mountains

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

Treasure standard

SPECIAL ABILITIES

Spawn Undead (Su) Any creature slain by a pukwudgie's poisonous quills rises in 24 hours as a zombie. Undead created by this ability are not immediately under the control of a pukwudgie, but they receive a –4 penalty on saves against a pukwudgie's *control undead* spell-like ability.

Poison (Su) Quill—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Quills (Ex) A pukwudgie can fire two of its quills as a ranged attack as a standard action. These quills have a range increment of 40 feet. Any creature attacking a pukwudgie with light or one-handed melee weapons, natural weapons, or an unarmed strike takes 1d3 points of piercing damage. A creature that grapples a pukwudgie takes 2d4 points of piercing damage. Anyone who takes damage from these quills is also exposed to the pukwudgie's poison.

The vile pukwudgie is a small, hunchbacked humanoid covered with long, sharp quills. These quills, like those of a porcupine, help protect the small creature but are also dangerous offensive weapons, for the quills hold a deadly poison that animates those it slays as zombies. This necromantic nature, along with their penchant for torment and sadistic ways, makes pukwudgies evil to the core. A pukwudgie stands 3-1/2 feet tall and weighs a little more than 30 pounds.

Pukwudgies are frequently found in the company of undead. This retinue usually consists of zombies and skeletons created via their poisonous quills ability or their ability to animate dead bodies. They have a strong preference for animating the bodies of dead animals over other creatures, and often use undead animals as mounts.

A pukwudgie usually stays away from well-traveled areas and humanoid settlements, but may sometimes slip into small villages in the night to steal children. The little horrors enjoy the tender flesh of newborn babies immensely, and are often willing to go through great personal risk to secure infantile repasts when they are available. Their delight in arson only further makes them a bane of small villages.

Illustration by Scott Purdy

Rakshasa

Rakshasas are born on the Material Plane, but they are not of it. They possess the powers and shapes of fiends, but their fates are inexorably tied to the mortal world, and it is there that they seek to rule. The reincarnations of manipulators, traitors, and tyrants obsessed with earthly pleasures, rakshasas are the embodiments of the very nature of materialistic evil. After dying violent deaths, these spirits are so tied to worldly decadence and selfish concerns that they take shapes that better reflect the baseness of their lives and are reborn as fiends. Thus have sages come to know these beings as the "earthbound evils."

While there are many different types of rakshasas, from the lowly raktavarna to the powerful maharaja, the most commonly encountered members of this race (the rakshasas presented in the *Pathfinder RPG Bestiary*) are not known by any other name—they are more powerful than some members of their kind and less powerful than others, and represent the ideal midpoint between servitor and master. These rakshasas can be recognized by their animal heads (those of great cats, snakes, crocodiles, apes, and birds of prey being the most common) and backward-facing hands. Feral traits and strangely reversed joints are a hallmark of all types of rakshasas, in fact, features that most rakshasas can hide through their supernatural ability to change shapes or by means of powerful illusions.

A rakshasa cannot impregnate another of its own kind, and so new rakshasas come into being via the coupling of a rakshasa and a non-rakshasa or, rarely, that of two non-rakshasas. A rakshasa born to non-rakshasa parents generally only occurs when one or both of the parents commits a great evil during the mother's pregnancy, allowing the disembodied spirit of a previously slain rakshasa to reincarnate into the world by usurping the unborn offspring's body. Rarely, such blasphemous births afflict good or innocent parents, typically in cases where the parents are exposed to great evils beyond their control. A rakshasa grows to maturity more quickly than a human, and often functions as a full-grown adult earlier than age 14. Despite this quick maturation, a rakshasa can live for 500 years or more before dying, at which point its spirit seeks a new host to be reborn in, continuing the vile cycle of fiendish reincarnation over and over again.

Rakshasas believe that each and every creature in the universe has a proper role to play, and that success comes from understanding one's position and working to improve it. Rakshasas don't see castes as good or evil, but rather as purely pragmatic. Creatures of higher caste should be respected for their great power, and those of lower caste should be pressed into willing service to expand the holdings of those of higher castes as their betters seek greater wealth and influence.

Illustration by Carolina Eade

Rakshasa Immortals

The rakshasa immortals are rakshasas who have ascended beyond mortality—they are no longer bound to the cycle of reincarnation and rebirth most rakshasas endure, and are truly immortal. Such creatures, given the span of countless lifetimes to perfect their art and master their cruelties, approach the power of gods. The following list includes several (but by no means all) rakshasa immortals known to the world. Among them, Ravana is the greatest and most ancient.

- Aksha of the Second Breath
- Bundha the Singing Butcher
- Caera the Blood Bather
- Dradjit the Godslayer
- Hudima the Kinslayer
- Jyotah, He Who Walks Among the Gods
- Kunkarna the Dream Warrior
- Mursha the Beastmaster
- Otikaya the Spirit Archer
- Prihasta, General Between Heaven and Hell
- Ravana, The First and Last
- Surpa the Avenger
- Vibhishah the Seeker
- Zabha the Desecrator

There are seven castes in rakshasa society (from lowest to greatest): *pagala* (traitors), *goshta* (food), *adhura* (novices), *darshaka* (servants), *paradeshi* (rakshasa-kin), *hakima* (lords), and *samrata* (lords of lords). The rakshasa caste system encompasses not just all of rakshasa society, but all of life—although only rakshasas can attain the stations of darshaka and above.

While rakshasas are forced to admit that the gods have powers greater than their own, most rakshasas scoff at the concept of divinity as a whole. The gods are among the most powerful beings in existence, to be sure, but too many examples of powerful, ambitious, or merely lucky mortals attaining divinity exist for rakshasas to pay religious homage to such creatures. Rakshasas see their own transitions from mortals to otherworldly beings as marks of their own fathomless potential and their initial steps on the path to godhood. Thus, as a race, rakshasas deny the worship of deities, although they welcome alliances with the servants of such peerlessly potent beings when it serves their purposes.

The skin of a rakshasa is remarkably resistant to physical damage, able to ignore or greatly reduce most weapon attacks. Holy weapons capable of piercing this skin, however, can reach a rakshasa's vitals and do significant damage. As a result, in lands where their kind are well known, rakshasas take great pains to disguise themselves with magic when they are among enemies.

Rakshasa, Dandasuka

This small creature looks like a well-dressed and jewelry-bedecked fiendish gnome, its face mostly mouth and fangs.

DANDASUKA **CR 5**

XP 1,600

LE Small outsider (native, rakshasa, shapechanger)

Init +4; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 16, flat-footed 14 (+4 Dex, +1 dodge, +3 natural, +1 size)

hp 51 (6d10+18)

Fort +5, **Ref** +9, **Will** +6

DR 5/good or piercing; **SR** 20

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +8 (1d6+1 plus bleed), 2 claws +8 (1d4+1)

Special Attacks bleed 1d4, detect thoughts (DC 15), sneak attack +1d6

Spell-Like Abilities (CL 5th; concentration +7)

1/day—*clairaudience/clairvoyance*

Spells Known (CL 2nd; concentration +4)

1st (7/day)—*charm person* (DC 13), *ventriloquism* (DC 13)

0 (at will)—*bleed* (DC 12), *daze* (DC 12), *detect magic*, *ghost sound* (DC 12), *mage hand*

STATISTICS

Str 13, **Dex** 18, **Con** 16, **Int** 13, **Wis** 12, **Cha** 15

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

Feats Dodge, Mobility, Spring Attack

Skills Acrobatics +10, Bluff +15, Climb +10, Disguise +19, Perception +9, Sense Motive +10, Sleight of Hand +10, Stealth +17; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid; *alter self*)

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Spells A dandasuka casts arcane spells as a 2nd-level sorcerer.

Dandasukas, also known as "biters" among rakshasas, serve as spies and assassins. They often appear as part of a rakshasa's retinue or secret network. Born to manipulate and murder, they revel in their work and delight in the sight of blood. Thus, dandasukas go about their work cheerfully, laughing as they manipulate foes and butcher victims.

All dandasukas are restless and energetic. They crave activity and entertainment, preferring the sick and cruel to conventional fare. Dandasuka pranks are rarely amusing for the victim.

Monstrous hunger gnaws at the hyperactive dandasuka's body, making the creature crave humanoid flesh and blood. When such blood is spilled, a dandasuka is often not able to contain its fiendish appetite. It might lick a bloody blade, lap up fallen drops, or even take a bite out of a fallen foe at the expense of a more tactically sound option in a fight. A dandasuka settles for other meat when it must, but it always prefers humanoid flesh.

Murder and mayhem are not the only duties of a dandasuka. Stronger rakshasas dispatch dandasukas as emissaries and servants to allies. Despite their usual disorderly habits, they bargain good-naturedly and in good faith, only implying dire consequences for noncompliance. Dandasuka negotiators efficiently take care of impasses if no favorable resolution can be reached. Similarly, dandasuka retainers serving rakshasa allies curb their fiendish ways as best they can, though their employers would still do well to keep them amused and fed. One has to be careful of keeping dandasukas too pleased, however, since they are known to take unwanted initiative because of off-hand remarks, such as idle wishes that a certain person were dead.

Dandasuka greed extends from amusements and food to wealth. All dandasukas love comfort, fine clothing, and shiny baubles. Most of them wear as much jewelry as they possibly can without looking ridiculous, and some cross that line. A dandasuka is 3 feet tall and weighs 55 pounds.

Rakshasa, Maharaja

Impeccably dressed and bedecked in exotic jewelry, this fiend holds an ornate saber in its backward-facing hands.

MAHARAJA **CR 20**

XP 307,200

LE Medium outsider (native, shapechanger)

Init +13; **Senses** all-around vision, darkvision 60 ft.; Perception +31

DEFENSE

AC 37, touch 24, flat-footed 27 (+4 deflection, +9 Dex, +1 dodge, +13 natural)

hp 310 (20d10+200)

Fort +16, **Ref** +21, **Will** +18

DR 20/good and piercing; **SR** 35

OFFENSE

Speed 40 ft., fly 30 ft. (good)

Melee +3 *falchion* +31/+26/+21/+16 (2d4+15/15–20), 4 bites +23 (1d6+4)

Special Attacks detect thoughts (DC 29), extra initiative

Spell-Like Abilities (CL 18th; concentration +27)

Constant—*comprehend languages*, *tongues*

At will—*clairvoyance/clairaudience*

1/day—*dominate monster* (DC 28)

Spells Known (CL 18th; concentration +27)

9th (4/day)—*weird* (DC 28)

8th (6/day)—*greater shadow evocation*, *mind blank*

7th (7/day)—*greater shadow conjuration*, *mass invisibility*, *spell turning*

6th (7/day)—*greater dispel magic*, *mass suggestion* (DC 25), *true seeing*

5th (8/day)—*baleful polymorph* (DC 24), *feeblemind* (DC 24), *mind fog* (DC 24)

4th (8/day)—*charm monster* (DC 23), *dimension door*, *lesser globe of invulnerability*, *scrying*

3rd (8/day)—*dispel magic*, *nondetection*, *suggestion* (DC 22), *vampiric touch* (DC 22)

2nd (8/day)—*darkness*, *knock*, *misdirection* (DC 21), *resist energy*, *see invisibility*

1st (9/day)—*charm person* (DC 20), *identify*, *mage armor*, *magic missile*, *ventriloquism* (DC 20)

0 (at will)—*arcane mark*, *bleed* (DC 19), *daze* (DC 19), *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*, *read magic*

STATISTICS

Str 27, **Dex** 28, **Con** 30, **Int** 25, **Wis** 22, **Cha** 29

Base Atk +20; **CMB** +28; **CMD** 52

Feats Combat Casting, Combat Reflexes, Dodge, Hover, Improved Critical (falchion), Improved Initiative, Mobility, Quicken Spell, Silent Spell, Still Spell

Skills Acrobatics +27 (+31 when jumping), Appraise +25, Bluff +35, Diplomacy +30, Disguise +30, Fly +31, Intimidate +30, Knowledge (arcana, history, nobility, religion) +25, Perception +31, Sense Motive +27, Spellcraft +25, Stealth +30; **Racial Modifiers** +4 Bluff, +8 Disguise, +4 Perception

Languages Abyssal, Common, Infernal, Undercommon; *comprehend languages*, *tongues*

SQ change shape (any humanoid; *alter self*)

ECOLOGY

Environment any

Organization solitary

Treasure double (*+3 falchion*, other treasure)

SPECIAL ABILITIES

Extra Initiative (Su) When an encounter starts, a maharaja rolls twice for initiative. The maharaja acts normally on the higher of the two initiative counts each round. On the lower initiative count, the maharaja can take a single standard action.

Spells A maharaja casts arcane spells as an 18th-level sorcerer.

All rakshasas aspire to power, but there are those for whom this hunger is more than an obsession: It's a birthright. Legends among the rakshasas tell of the maharajas—those rakshasas whose depredations and acts of cruelty have elevated them above others of their kind and allowed them to reincarnate as embodiments of every myth, fable, and cautionary tale involving the beast-headed fiends. Accorded the respect and deference of their lessers, maharajas inspire one emotion within the rakshasa race that few can: fear.

A maharaja rakshasa emerges only after a rakshasa of great power and influence has spent several lives as a member of the samrata, the height of the rakshasa's social-spiritual caste system. When a rakshasa ascends to maharaja status, others of its kind take notice, with rakshasas coming from far and wide to serve even a young maharaja—eager to curry its favor at an early age. The birth of a maharaja denotes that great change is imminent: The maharaja will fulfill some terrible destiny, found a lasting nation of rakshasas, undergo some manner of divine ascension, or defeat some greater foe and commandeer its domain, often splitting the region into large enough chunks for its lieutenants and servants to claim and still have room to expand. It is rare in the extreme for more than a handful of maharajas to emerge in the same century.

So great is a maharaja's power and influence and so long is its life that one can spend most of its time enjoying the luxury of its years of toil. When not manipulating armies or the machinations of lesser rakshasas, it can often be found surrounded by the most beautiful of its servitors—often charmed or dominated humanoids, or, if the maharaja is powerful enough, good-aligned outsiders—lounging in opulence.

The lair of a maharaja is typically a glorious, decadent mansion. After decades or centuries of work, gold filigree decorates the columns, and great friezes embossed with

Illustration by Eva Widermann

rakshasa myths and folklore decorate the walls. Rather than couches or divans, luxurious pillows stuffed with exotic feathers and crafted from the hides of even rarer creatures serve for furniture, and all about hang the trophies of a centuries-long life of tyranny: the crowns of defeated rulers, the wealth of ruined countries, and the heads of failed lieutenants.

A maharaja's great experience and power, however, does not make it immune to or ignorant of threats. Disloyal servants, powerful kings, ambitious rivals, and meddling adventurers all might step forth to challenge a maharaja's rule. To that end, a maharaja employs devious methods to ensure its own safety, with assassination, false rumors, and illusory doubles serving as useful tools to ferret out threats. Wary of attack and often with wide territories to control, most rakshasa maharajas have several secluded palaces and lavish redoubts, and travel among them endlessly.

Rakshasa Rajadhirajas

Each maharaja is unique, the process of its evolution granting it strengths and weaknesses that differentiate the being from all before it. Over its lifetimes, its path teaches it myriad lessons and grants distinctive powers. A typical maharaja is a master of divination, enchantment, and illusion. Other maharajas master various other techniques, such as necromancy or conjuration. As a maharaja continues to grow in malignant might, its powers outstrip those even of its peers. It might ultimately ascend to the rank of rajadhiraja—a king of kings.

Even more so than the maharajas, the rajadhirajas are unique beings. A rajadhiraja is never lower than CR 21—most have additional racial Hit Dice beyond the standard maharaja. Each additional racial Hit Die granted increases the rakshasa's CR by +1, but also increases its effective sorcerer caster level by +1 and grants a new spell-like ability that follows that rakshasa's personal theme and philosophy. A rajadhiraja that fancies itself a master of space and time might gain the ability to use *greater teleport* three times per day or the use of *time stop* once per day, while one who sees itself as a master of forms might gain the ability to use *shapechange* once per day or *polymorph* at will. A master of combat might instead gain additional damaging spell-like abilities. The type of new spell-like abilities the rakshasa gains can be selected as needed—8th- and 9th-level spells should be usable once per day, 5th- through 7th-level spells usable three times per day, and spells lower than 5th level at will, though even these guidelines can be adjusted as you see fit to make a more interesting rajadhiraja.

The cycle of reincarnation and the faint memories it imparts provide rajadhirajas with the distinct power to manipulate life and death according to this cycle. A rajadhiraja can use its mastery of reincarnation to alter these cycles for other creatures, and as a result, all rajadhirajas gain the following special ability in addition to their other powers.

Reincarnate (Su): Once per day as a standard action, a rajadhiraja can bring a dead creature back to life as if using the *reincarnate* spell, except that the target must have been dead less than 1 day and can have been killed by a death effect. As with any effect that restores life to a creature, the reincarnating creature can choose not to be reincarnated if it wishes, but if it does allow the effect to happen, it returns to life at full capacity, as if restored via *true resurrection* in a new form. Some rajadhirajas slay their own allies in combat, then use this ability to in order to allow the allies to continue the battle in a new body. The new form granted by this effect can be any form within one size category of the dead creature's original size—the exact form of this new body is chosen by the rajadhiraja. Use the results listed in the *Core Rulebook* for the *reincarnate* spell as guidelines for determining the new body's physical ability score adjustments.

Rakshasa, Marai

This finely robed and nimble fiend has six colorful vipers in place of arms, and a long, forked tongue in its fanged mouth.

MARAI **CR 8**

XP 4,800

LE Medium outsider (native, rakshasa, shapechanger)

Init +5; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 21, touch 16, flat-footed 15 (+5 Dex, +1 dodge, +5 natural)

hp 94 (9d10+45)

Fort +8, **Ref** +11, **Will** +9

DR 10/good and piercing; **SR** 23

OFFENSE

Speed 40 ft.

Melee 7 bites +14 (1d4+2 plus confusion)

Ranged 6 energy bolts +14 touch (1d8 plus special)

Special Attacks detect thoughts (DC 18), energy bolts

Spells Known (CL 5th; concentration +9)

2nd (5/day)—*invisibility, scorching ray*

1st (7/day)—*charm person* (DC 15), *jump, mage armor, magic missile*

0 (at will)—*bleed* (DC 14), *detect magic, ghost sound* (DC 14), *mage hand, open/close, read magic*

STATISTICS

Str 14, **Dex** 21, **Con** 20, **Int** 11, **Wis** 13, **Cha** 18

Base Atk +9; **CMB** +11; **CMD** 27

Feats Dodge, Iron Will, Silent Spell, Still Spell, Weapon Finesse

Skills Acrobatics +14 (+18 when jumping), Bluff +20, Climb +7, Disguise +16, Knowledge (arcana) +8, Perception +10, Sense Motive +12, Spellcraft +8; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid; *alter self*)

ECOLOGY

Environment any

Organization solitary, pair, cult (3–12)

Treasure standard

SPECIAL ABILITIES

Confusion (Su) A creature bitten by a marai's bite (from either its actual mouth or the snakes it has for hands) must succeed at a DC 19 Will save or become confused for 1 round. The save DC is Constitution-based.

Energy Bolts (Ex) Once every 1d4 rounds as a standard action that provokes an attack of opportunity, a marai's six snake arms can each spit a bolt of energy to a maximum range of 60 feet. Each bolt deals 1d8 points of damage and has an additional effect if the target fails to resist it with a DC 19 Fortitude save, as summarized below. The save DC is Constitution-based.

Amethyst Viper: Cold damage plus sickened for 1d4 rounds.

Crimson Viper: Fire damage plus burn (1d4, DC 19).

Emerald Viper: Acid damage plus nauseated for 1 round.

Magenta Viper: Electricity damage plus staggered for 1 round.

Turquoise Viper: Sonic damage plus stunned for 1 round.

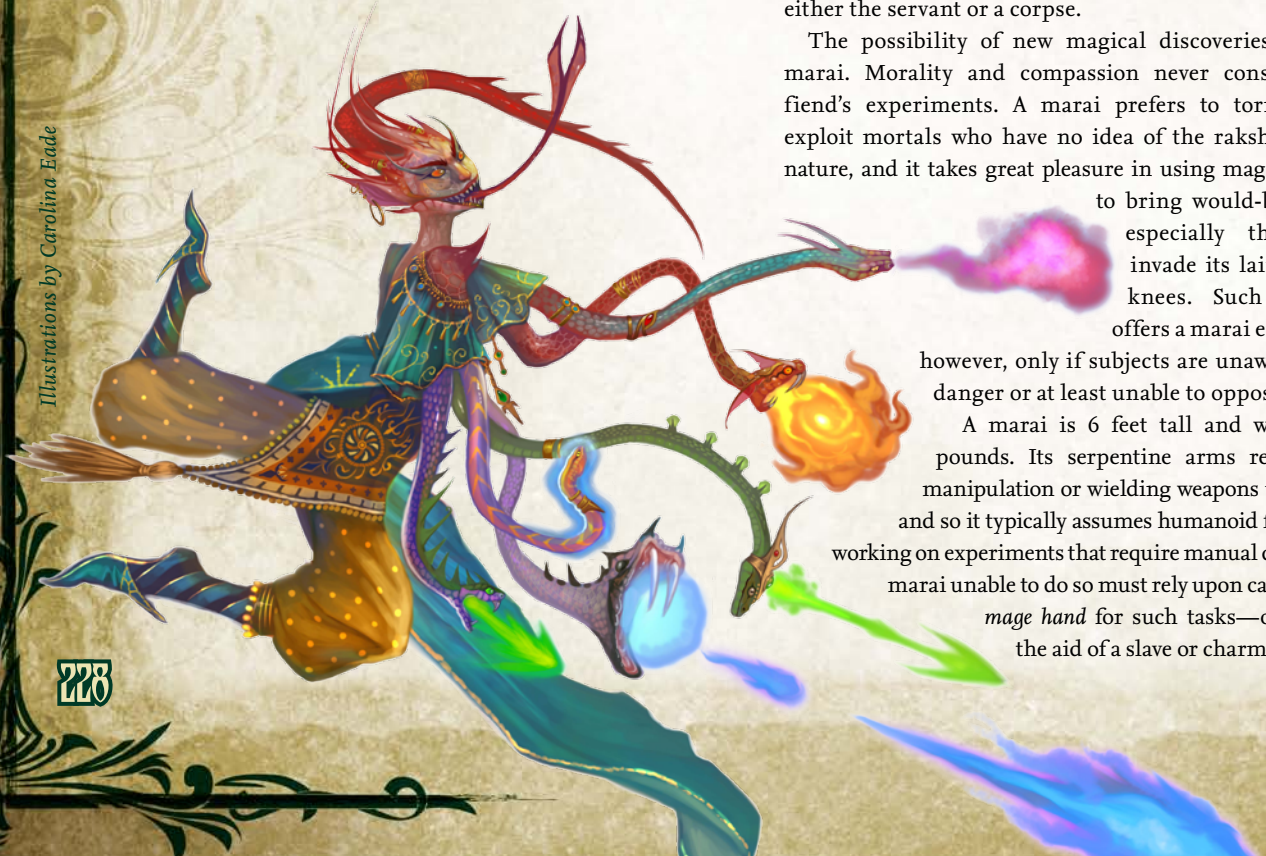
Violet Viper: Force damage plus knocked prone.

Spells A marai casts arcane spells as a 5th-level sorcerer.

Marai are deviant spellcasters first and fiendish corruptors second. If allowed to indulge in their desire for perverse mystical study, most marai are content to serve as part of another rakshasa's cabal. A solitary marai might pose as a neophyte magician to infiltrate another spellcaster's abode. If the marai is successful, the master soon becomes either the servant or a corpse.

The possibility of new magical discoveries drives a marai. Morality and compassion never constrain the fiend's experiments. A marai prefers to torment and exploit mortals who have no idea of the rakshasa's true nature, and it takes great pleasure in using magical might to bring would-be heroes, especially those who invade its lair, to their knees. Such a game offers a marai enjoyment, however, only if subjects are unaware of the danger or at least unable to oppose it.

A marai is 6 feet tall and weighs 160 pounds. Its serpentine arms render fine manipulation or wielding weapons unfeasible, and so it typically assumes humanoid form when working on experiments that require manual dexterity. A marai unable to do so must rely upon cantrips like *mage hand* for such tasks—or perhaps the aid of a slave or charmed ally.



Illustrations by Carolina Eade

Rakshasa, Raktavarna

What at first appears to be a bejeweled blade shimmers and writhes, transforming into a hideous, red-eyed serpent.

RAKTAVARNA **CR 2**

XP 600

LE Tiny outsider (native, rakshasa, shapechanger)

Init +3; **Senses** darkvision 60 ft., *detect magic*; Perception +9

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 22 (3d10+6)

Fort +3, **Ref** +6, **Will** +4

DR 5/good or piercing; **SR** 17

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +8 (1d4–2 plus poison)

Special Attacks detect thoughts (DC 13)

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*comprehend languages*

1/day—*charm person* (DC 13), *suggestion* (DC 15)

1/week—*commune* (CL 12th, 6 questions)

STATISTICS

Str 7, **Dex** 16, **Con** 15, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 12 (can't be tripped)

Feats Alertness, Weapon Finesse

Skills Bluff +12, Climb +9, Disguise +16, Escape Artist +6, Perception +9, Sense Motive +9, Stealth +17, Swim +6; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon; *comprehend languages*

SQ change shape (Tiny living object), master's eyes

ECOLOGY

Environment any

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

Treasure standard

SPECIAL ABILITIES

Change Shape (Su) As a full-round action, a raktavarna can take the shape of a handheld object, most often an ornamental light, a one-handed weapon, or a piece of treasure. If the rakshasa remains stationary in such a form, it can attempt Stealth checks even while being observed. It can remain motionless in object form indefinitely, but reverts to its true form as soon as it takes any action.

Master's Eyes (Su) A raktavarna can designate a single creature as its master as a standard action. If the raktavarna is a spellcaster's familiar, its master is automatically that spellcaster, and the raktavarna cannot change this. As a full-round action, a raktavarna's master can observe the world as if looking through the raktavarna's eyes. The master must concentrate to maintain this link each round. The master's visual senses are suppressed for this time, and he uses the raktavarna's darkvision, *detect magic*, and regular eyesight to observe the world. This ability has no limit on range, and functions even across planar boundaries. If the raktavarna is slain while its master is using this ability, the master is stunned for 1d4 rounds (no save).

Poison (Su) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis plus *modify memory*; *cure* 1 save. Each time a victim takes Wisdom damage from this poison, a *modify memory* effect causes the victim to forget the previous minute's interactions with the raktavarna, as long as the raktavarna is no longer visible or is in object form. The save DC is Constitution-based.

Made up of smoke, blood, and gold, raktavarnas are the least of the rakshasas—they are born not from humanoids, but from the souls of rakshasas who failed utterly in their previous incarnation and who are thus reborn from a serpent's egg.

These terrors drift through society, passing from hand to hand as weapons or strange tokens from foreign lands, curiosities brought home by traders and emissaries and given to leaders as tribute. In this manner the raktavarnas gain entry into corridors of power throughout the world, and what they see, their foul masters know. A raktavarna's servitude to a master ends only when its master decrees, or (more commonly) upon the master's death. Little disconcerts raktavarnas more than having no master, and when they are cast adrift in this manner, they seek a replacement as soon as they can.

A 7th-level lawful evil spellcaster with the Improved Familiar feat can gain a raktavarna rakshasa as a familiar.

Rakshasa, Tataka

This towering, blue-skinned woman has backward-facing hands and a feral, animal-like visage with exaggerated features.

TATAKA **CR 15**

XP 51,200

LE Large outsider (native, rakshasa, shapechanger)

Init +3; **Senses** darkvision 60 ft., scent, *true seeing*; Perception +19

DEFENSE

AC 28, touch 13, flat-footed 24 (+3 Dex, +1 dodge, +15 natural, –1 size)

hp 225 (18d10+126)

Fort +18, **Ref** +9, **Will** +12

DR 15/good and piercing; **SR** 30

OFFENSE

Speed 40 ft.; *air walk*

Melee unarmed strike +24/+19/+14/+9 (2d6+7/19–20), bite +19 (1d8+3)

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

Special Attacks detect thoughts (DC 24), martial artist

Spell-Like Abilities (CL 15th; concentration +20)

Constant—*air walk, true seeing*

Spells Known (CL 12th; concentration +17)

6th (3/day)—*heal*

5th (6/day)—*flame strike* (DC 20), *telekinesis* (DC 20)

4th (7/day)—*charm monster* (DC 19), *dimension door*, *freedom of movement*

3rd (7/day)—*dispel magic*, *fireball* (DC 18), *haste*, *rage*

2nd (7/day)—*acid arrow*, *cure moderate wounds*, *death knell* (DC 17), *invisibility*, *misdirection*

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

0 (at will)—*acid splash*, *bleed* (DC 15), *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*

STATISTICS

Str 24, **Dex** 16, **Con** 25, **Int** 13, **Wis** 13, **Cha** 20

Base Atk +18; **CMB** +26; **CMD** 40

Feats Cleave, Combat Reflexes, Critical Focus, Dodge, Great Cleave, Improved Critical (unarmed strike), Improved Vital Strike, Power Attack, Vital Strike

Skills Acrobatics +18 (+22 when jumping), Bluff +23, Climb +17, Disguise +26, Intimidate +23, Knowledge (religion) +10, Perception +19, Sense Motive +19, Survival +16, Swim +18; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon

SQ change shape (any humanoid; *alter self* or *giant form I*)

ECOLOGY

Environment any

Organization solitary, pair, patrol (3–6)

Treasure standard

SPECIAL ABILITIES

Martial Artist (Su) A tataka's unarmed strikes deal 2d6 points of damage. If a tataka gains monk levels, it uses its tataka unarmed strike damage or its monk unarmed strike damage, whichever is higher. Its unarmed strikes function as lawful and evil weapons for overcoming damage reduction.

Spells A tataka casts spells as a 12th-level sorcerer. A tataka can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a tataka.

Tataka rakshasas are the least subtle and largest of their kind. They are philosophers and fanatics, loyal servants of the rakshasa immortals. Their familiarity with religion and its trappings makes them excellent corruptors and blasphemers. Such rakshasas might assault sacred sites or rituals directly so as to foil good works and slay holy people. A tataka holds all religions in contempt save the worship of rakshasas, and it openly mocks and assaults any who dare believe otherwise.

Tataka rakshasas are more than zealots, though, and they train from an early age in martial arts—their strikes can break bones as surely as any unarmed strike from a monk or other practitioner of such styles of combat.

A typical tataka is 12 feet tall and weighs 1,300 pounds.

Illustration by Carolina Eade

Ratfolk

This small, ratlike humanoid has a twitching, whiskered snout, pointed ears, and a long, leathery tail.

RATFOLK **CR 1/3**

XP 135

Ratfolk expert 1

N Small humanoid (ratfolk)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 size)

hp 8 (1d8)

Fort +0, **Ref** +2, **Will** +2

OFFENSE

Speed 20 ft.

Melee dagger –1 (1d3–2/19–20)

Ranged light crossbow +3 (1d6/19–20)

Special Attacks swarming

STATISTICS

Str 6, **Dex** 15, **Con** 11, **Int** 14, **Wis** 10, **Cha** 9

Base Atk +0; **CMB** –3; **CMD** 9

Feats Skill Focus (Perception)

Skills Appraise +6, Craft (alchemy) +8, Diplomacy +3, Disable Device +6, Handle Animal +3 (+7 with rodents), Perception +9, Sense Motive +4, Survival +4, Use Magic Device +11; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal to influence rodents, +2 Perception, +2 Use Magic Device

Languages Common

ECOLOGY

Environment warm deserts or urban

Organization solitary, pair, pack (3–12), or colony (13–100)

Treasure NPC gear (leather armor, light crossbow with 20 bolts, dagger, other treasure)

SPECIAL ABILITIES

Swarming (Ex) Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Ratfolk are small, rodentlike humanoids often found traveling in nomadic trading caravans or perhaps dwelling in colonies in slums, sewers, and other normally undesirable urban sectors. Tinkerers and hoarders by nature, many ratfolk are shrewd merchants, carefully navigating the shifting alliances of black markets and bazaars. They love their stockpiles of interesting items far more than money, and would rather trade for more baubles to add to their hoards than for mere coins.

Ratfolk are extremely communal, and live in large warrens with plenty of hidden crannies in which to stash their hoards or flee in times of danger, gravitating toward subterranean tunnels or tightly packed tenements in city ghettos. They feel an intense bond with their large families and kin networks, as well as with ordinary rodents of all sorts, living in chaotic harmony and fighting fiercely to defend each other when threatened.

Ratfolk are generally 4 feet tall and weigh 80 pounds. They often wear robes to conceal their forms in cities, as they know other humanoids find their rodent features distasteful.

Ratfolk Characters

Ratfolk are defined by their class levels—they do not possess racial Hit Dice. All ratfolk have the following racial traits.

–2 Strength, +2 Dexterity, +2 Intelligence: Ratfolk are agile and clever, yet physically weak.

Small: Ratfolk are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on CMB and to CMD, and a +4 size bonus on Stealth checks.

Darkvision: Ratfolk can see in the dark up to 60 feet.

Tinker: Ratfolk gain a +2 bonus on Craft (alchemy), Perception, and Use Magic Device checks.

Rodent Empathy: Ratfolk gain a +4 bonus on Handle Animal checks made to influence rodents.

Swarming: See above.

Languages: Ratfolk begin play speaking Common. Ratfolk with high intelligence can choose from any of the following bonus languages: Aklo, Draconic, Dwarven, Gnoll, Gnome, Goblin, Halfling, Orc, and Undercommon.

Illustration by Scott Purdy

Rusalka

This beguiling female figure is partly obscured by long flowing hair that dances and flows around her as if she were underwater.

RUSALKA **CR 12**

XP 19,200

NE Medium fey (aquatic)

Init +10; **Senses** low-light vision; Perception +22

DEFENSE

AC 25, touch 17, flat-footed 18 (+6 Dex, +1 dodge, +8 natural)

hp 150 (20d6+80)

Fort +12, **Ref** +18, **Will** +15

DR 15/cold iron; **Immune** fire; **SR** 23

OFFENSE

Speed 30 ft., swim 60 ft.

Melee staggering touch +16 (stagger), 4 tresses +16 (2d6+5 plus grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tresses)

Special Attacks beckoning call, constrict (2d6+7), tresses

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*blur*, *water walk*

At will—*entangle* (DC 18), *fog cloud*, *invisibility*

3/day—quickened *charm monster* (DC 21), *control water*

1/day—*summon nature's ally VI* (water elementals only)

STATISTICS

Str 20, **Dex** 23, **Con** 19, **Int** 12, **Wis** 13, **Cha** 24

Base Atk +10; **CMB** +16 (+20 when using tresses); **CMD** 32

Feats Agile Maneuvers, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Quicken Spell-Like Ability (*charm monster*), Skill Focus (Perception), Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +14, Bluff +24, Diplomacy +15, Escape Artist +18, Knowledge (arcana) +6, Knowledge (nature) +18, Perception +22, Perform (dance) +14, Perform (sing) +27, Sense Motive +15, Spellcraft +18, Stealth +27, Swim +31

Languages Common, Sylvan

SQ amphibious

ECOLOGY

Environment any water

Organization solitary, pair, or eddy (3–6)

Treasure standard

SPECIAL ABILITIES

Beckoning Call (Su) As a standard action, a rusalka can sing or speak, causing all non-fey creatures within a 300-foot spread to approach its position as if compelled to do so via a *suggestion* spell (DC 27 Will negates). A creature that successfully saves is not subject to the same rusalka's beckoning call for 24 hours. When an affected creature begins its turn adjacent to the rusalka, it is dazed for that round. These effects continue as long as the rusalka takes a standard action to maintain the effect, plus 1 additional round. This is a mind-affecting effect. The save DC is Charisma-based.

Staggering Touch (Su) A creature touched by a rusalka must make a DC 27 Fortitude save or be staggered for 1 round by overwhelming feelings of desire and shame. This is a mind-affecting effect. The save DC is Charisma-based.

Tresses (Su) A rusalka's long hair is strong and capable of making powerful primary natural attacks. When it uses its tresses to grapple an opponent, a rusalka does not gain the grappled condition itself. In addition, a rusalka uses its Charisma modifier in addition to its Strength modifier for all combat maneuver checks made with its tresses.

Rusalkas are cruel and bitter fey who inhabit waterways near humanoid settlements. Although rusalkas are not undead, some persist in believing that these fey form from the spirits of those who met a sinister end in the water. Rusalkas do little to dissuade such rumors. Rusalkas are fond of keeping a few charmed monsters or powerful humanoids nearby to aid in their defense or for other forms of cruel and humiliating entertainment, but quickly grow bored with such pets. When this occurs, rusalkas generally murder the creatures and seek more interesting replacement pets.

Illustration by J. P. Targete

Sabosan

This batlike humanoid has a lean, muscular body covered with fur and two large, leathery wings.

SABOSAN **CR 5**

XP 1,600

NE Medium monstrous humanoid

Init +8; **Senses** blindsense 60 ft., darkvision 60 ft., scent; Perception +14

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 52 (7d10+14)

Fort +4, **Ref** +9, **Will** +6

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee bite +10 (1d6+3 plus bleed), 2 claws +10 (1d6+3 plus grab)

Special Attacks bleed (1d4), blood drain (1 Constitution), dust cloud, fell shriek, powerful charge (claw, 2d6+6)

STATISTICS

Str 16, **Dex** 18, **Con** 15, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 24

Feats Flyby Attack, Hover[B], Improved Initiative, Power Attack, Skill Focus (Perception)

Skills Acrobatics +14, Fly +8, Perception +14, Stealth +14

Languages Abyssal

ECOLOGY

Environment warm forests or underground

Organization solitary, hunting party (2–6), or clan (7–12)

Treasure standard

SPECIAL ABILITIES

Dust Cloud (Ex) A sabosan gains Hover as a bonus feat, and can use this feat to create a dust cloud even though it is not Large. The resulting dust cloud has only a 30-foot radius.

Fell Shriek (Su) As a standard action, a sabosan can emit a deafening cry in a 30-foot cone. Creatures in this area must make a successful DC 15 Fortitude save or be deafened for 1 minute. Sabosan are immune to this ability. The save DC is Constitution-based.

Sabosan are an intelligent and evil race of batlike humanoids that dwell in warm and isolated forests or deep underground in vast caverns.

Sabosan are vicious predators, combining human intelligence with a bat's natural adaptations for hunting. They favor warm climates, preferring to make their lairs in places that are inaccessible to most intruders, such as mountaintop crags, abandoned ruins, subterranean caverns near hidden hot springs, and dense canopies of jungle trees. With wingspans almost three times their height, sabosan are agile and graceful fliers, capable of traveling miles on a single current of air in their dauntless search for prey.

Although they can see as well as any human in daylight, sabosan hunt at twilight or after dark when their echolocation-based blindsense ability gives them a great advantage. Sabosan can also use their voices offensively, funneling their screeches into blasts of high-pitched sound capable of deafening other creatures. When hunting en masse or attacking foes, a sabosan employs its fell shriek on adversaries while other sabosan use their massive wings to churn up great clouds of dust and debris, rendering foes deaf and blind.

A sabosan's emaciated frame belies its strength and agility, which are not apparent from its gaunt appearance. Its giant, leathery wings can reach a span of almost 20 feet. Both males and females have red or dark brown fur on their heads, necks, chests, and backs. Sabosan stand just under 6 feet tall and weigh only 150 pounds.

Illustration by Damien Mammoliti

Sagari

This unsettling creature has the head of a fanged, green-eyed horse and a body that is little more than a writhing tentacle.

SAGARI **CR 1/2**

XP 200

NE Tiny aberration

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 7 (1d8+3)

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

OFFENSE

Speed 10 ft., fly 30 ft. (perfect)

Melee bite +1 (1d4–1), tentacle +1 (1d4–1)

Space 2-1/2 ft.; **Reach** 2-1/2 ft.

Special Attacks baleful whinny, lashing strike

STATISTICS

Str 8, **Dex** 15, **Con** 17, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 9 (can't be tripped)

Feats Lightning Reflexes

Skills Fly +10, Perception +4, Stealth +14

Languages Aklo

SQ flight

ECOLOGY

Environment any forests

Organization solitary, pair, herd (3–8), or harras (9–16)

Treasure none

SPECIAL ABILITIES

Baleful Whinny (Su) As a standard action, a sagari can emit a monstrous whinny. Any creature within 60 feet must succeed at a DC 12 Will save or become sickened for 1d4 rounds by the hideous sound. This is a sonic, mind-affecting effect. Whether or not the save is successful, the affected creature is immune to the same sagari's baleful whinny for 24 hours. The save DC is Charisma-based.

Flight (Su) A sagari's flight is supernatural in nature.

Lashing Strike (Ex) Although a sagari is Tiny, it does not provoke attacks of opportunity when it makes melee attacks. In addition, its tentacle attack is a primary attack.

Sagaris haunt forest trails, hanging upside-down from tree branches by the grotesque tentacles that make up their necks. Unexpectedly intelligent, these cruel aberrations swoop down from their perches to attack unsuspecting travelers wandering through the forests. Their piercing whinny causes sickness within those who hear it, the sound waves reverberating within the victims' chests and causing them to feel unwell. Groups of sagaris are particularly dangerous, filling the air with their terrifying neighs and diving upon utterly helpless, nauseated victims in a rush.

The tentacle of a sagari is not strong enough to grab or strangle enemies, but serves the creature well as an additional attack to augment its bite. Sagaris are strictly carnivorous, and while they resort to feeding on carrion if necessary, they greatly prefer fresh meat. When a sagari makes its way into a settlement either to wreak havoc or by accident, it can be found hanging from the rafters of a barn or some other structure with a tall ceiling. Stabled livestock are ideal prey for sagaris, who can swiftly kill and devour the flesh of a trapped animal in minutes. A sagari will not attack a creature that it suspects is much stronger, though it will sometimes assault groups of creatures, hoping to sicken enough of its foes to distract them while it attacks the weakest individual.

Sagaris are thought to have originally come from the vast caverns beneath the world's surface. While sagaris can speak, they rarely do so with those they deem prey, seeing little point in communicating with food. Despite their relative intelligence, sagaris rarely form societies of any nature, at most traveling in roving packs in search of larger prey to take down as a group.

A sagari is 3 feet long from mouth to tentacle and weighs 30 pounds.

Illustration by Andrew Olson

Sargassum Fiend

This shifting mass of green seaweed transforms from the shape of a humanoid back to a patch of algae, continually changing.

SARGASSUM FIEND CR 9

XP 6,400

N Large plant (aquatic)

Init +6; **Senses** blindsense 60 ft., tremorsense 120 ft.; Perception +11

Aura mirage (300 ft., DC 18)

DEFENSE

AC 24, touch 12, flat-footed 21 (+2 Dex, +1 dodge, +12 natural, –1 size)

hp 123 (13d8+65)

Fort +15, **Ref** +8, **Will** +4

DR 5/slashing; **Immune** plant traits; **Resist** cold 10

OFFENSE

Speed 20 ft., climb 20 ft., swim 40 ft.

Melee 2 slams +16 (2d8+7 plus grab)

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

Special Attacks constrict (2d8+10), grab (Huge)

STATISTICS

Str 25, **Dex** 14, **Con** 20, **Int** 2, **Wis** 11, **Cha** 15

Base Atk +9; **CMB** +17 (+25 grapple); **CMD** 30 (can't be tripped)

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Stealthy, Weapon Focus (slam)

Skills Climb +19, Escape Artist +4, Perception +11, Stealth +7, Swim +15

ECOLOGY

Environment any oceans

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

Treasure incidental (1d6 sargassum fiend bulbs, other treasure)

SPECIAL ABILITIES

Grab (Ex) A sargassum fiend can grab Huge or smaller foes, and has a +8 racial bonus on grapple checks rather than the normal +4 bonus most creatures with grab possess.

Mirage (Su) A sargassum fiend emits a powerful scent that causes specific, miragelike hallucinations. All creatures within 300 feet of a sargassum fiend must make a DC 18 Will save or become enraptured by the scent. An enraptured creature sees the monster as whatever would most compel it to approach. This might be a lost loved one, a child in need of help, an enchanting mermaid, the promise of dry land, and so on. The extent of this illusion functions as *mirage arcana* (CL equals the sargassum's CR), but is a mind-affecting phantasm, not a glamer. This effect ends immediately if the plant makes an attack against any target. The save DC is Charisma-based.

A sargassum fiend is a free-floating mass of intelligent seaweed capable of luring its victims to their deaths via a powerful hallucinogenic pheromone. Once the sargassum fiend lures prey within striking distance, it grabs the entranced creature and attempts to crush it to death. Experienced sailors tell tales of entire crews jumping overboard to swim out to a murderous field of the sea plants.

The strange pheromone produced by a sargassum fiend can be harvested from the numerous bulbs that grow within the fiend's body, but these bulbs rot quickly once harvested. A fresh bulb lasts for 1 hour before becoming useless; until that point it can be crushed as a standard action to produce a mirage effect as detailed above. A single sargassum fiend generally has 1d6 bulbs of musk when slain—harvesting one requires a DC 29 Survival check. To date, no alchemical or magical process has successfully preserved this musk.

Sargassum fiends usually reach sizes up to 10 feet in diameter before splitting, their means of asexual reproduction. Mutations have been known to exist, however, and sea-faring scholars have recorded individual sargassum fiends reaching masses of truly enormous size, up to Colossal. Such enormous sargassum fiends can be created by advancing their Hit Dice by a minimum of 5 HD per size increase step.

Illustration by Francesco Graziani

Sasquatch

Tall, burly, and hairy, this humanoid creature wields a large tree branch for a club and has a swinging, apelike gait.

SASQUATCH **CR 2**

XP 600

N Medium humanoid (sasquatch)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

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

hp 22 (3d8+9)

Fort +4, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft.

Melee club +8 (1d6+9) or slam +8 (1d4+9)

Ranged rock +5 (1d4+9)

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 22, **Dex** 15, **Con** 16, **Int** 9, **Wis** 10, **Cha** 11

Base Atk +2; **CMB** +8; **CMD** 20

Feats Self-Sufficient, Skill Focus (Stealth)

Skills Heal +2, Perception +5, Stealth +10 (+14 in forested areas), Survival +10; **Racial Modifiers** +4 Perception, +4 Stealth (+8 in forested areas), +4 Survival

Languages Sasquatch

SQ pungency, woodland stride

ECOLOGY

Environment temperate or cold forests

Organization solitary, pair, or family (3–7)

Treasure standard

SPECIAL ABILITIES

Pungency (Ex) A sasquatch's odor is quite powerful, and can be detected at twice the normal distance by scent.

Woodland Stride (Ex) A sasquatch can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment. Undergrowth that has been magically manipulated to impede movement still affects the sasquatch.

The elusive sasquatches earn their mysterious reputation rightly; they live in unpopulated forests and avoid confrontations with humanoids, only becoming violent when they feel threatened, when their territory is encroached upon, or when they feel they must protect their young. Left to their own devices, sasquatch families are perfectly content to live their lives in the deep woods, leaving behind little to no trace of their passing save for the periodic big footprint in the ground.

Despite their considerable bulk, sasquatches are incredibly stealthy creatures, capable of moving through forests in particular with astonishing grace and efficiency. The one trait that somewhat undermines sasquatches' stealth is their distinctive odor—a pungent, musky scent that is often noticeable even when the hidden sasquatches themselves are not apparent.

The elusiveness of sasquatches is such that even in a world where dragons and sea monsters are real, many urban scholars doubt the existence of the creatures, citing the lack of evidence of sasquatch lairs or remains as proof of their nonexistence. In truth, sasquatches are simply far more efficient at living in harmony with nature than most humanoids could ever hope to be. To a sasquatch, a deadfall in a forest makes a perfectly fine home. When a sasquatch dies, its kin take pains to bury the body deep and hide all trace of the gravesite to protect the remains from scavengers and evil spirits alike. The sasquatch tongue is a relatively complex language that mixes vocalizations, howls, and "knocking"—the act of striking a solid surface (like a tree or boulder) with a club or stone—and thus tends to blend in with the ambient sounds of a forest.

A sasquatch is 8 feet tall and weighs 570 pounds. Rural populaces often have fond nicknames for these creatures, such as wild men, skunk apes, and perhaps most popularly, simply bigfoot.

Illustration by Scott Purdy

Scorpion, Deadfall

Thick sheets of moss and other forest debris cling to the dark green carapace of this huge scorpion.

DEADFALL SCORPION **CR 8**

XP 4,800

N Huge vermin

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

DEFENSE

AC 21, touch 10, flat-footed 19 (+2 Dex, +11 natural, –2 size)

hp 95 (10d8+50)

Fort +12, **Ref** +5, **Will** +5

Immune mind-affecting effects

OFFENSE

Speed 50 ft.

Melee 2 claws +13 (1d8+8 plus grab), sting +13 (1d8+8 plus poison)

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

Special Attacks constrict (1d8+8), sudden strike

STATISTICS

Str 27, **Dex** 15, **Con** 20, **Int** —, **Wis** 14, **Cha** 2

Base Atk +7; **CMB** +17 (+21 grapple); **CMD** 29 (41 vs. trip)

Feats Skill Focus (Stealth)[B]

Skills Perception +6, Stealth +5 (+13 in forests); **Racial Modifiers** +4 Perception, +8 Stealth (+16 in forests)

ECOLOGY

Environment temperate forests

Organization solitary or nest (2–5)

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage; *cure* 2 consecutive saves.

Sudden Strike (Ex) A deadfall scorpion is adept at moving quickly when its foes are surprised. During a surprise round, a deadfall scorpion may act as if it had a full round to act, rather than just one standard action.

The enormous deadfall scorpion is disturbingly stealthy for a creature of its size. So named for the creatures' habit of making their lairs amid the hollows created by deadfalls of old trees, deadfall scorpions adorn their already camouflaged carapaces with moss and old branches, then lie in wait to ambush prey when it draws near. They prefer to drag their prey back to their hidden deadfall lairs to eat, and thus incidental treasure can often be found within such a den. A deadfall scorpion is 24 feet long and weighs 10,000 pounds.

Scorpion, Ghost

This outsized scorpion has a translucent shell, allowing one to see through to the creature's internal organs.

GHOST SCORPION **CR 1/2**

XP 200

N Small vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 13 (2d8+4)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft.

Melee 2 claws +2 (1d3), sting +2 (1d3 plus poison)

Special Attacks pounce

STATISTICS

Str 10, **Dex** 11, **Con** 14, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** +0; **CMD** 10 (22 vs. trip)

Skills Perception +4, Stealth +8; **Racial Modifiers** +4 Perception, +4 Stealth

ECOLOGY

Environment warm deserts or underground

Organization solitary, pair, nest (3–6)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Str damage; *cure* 1 save.

So named for their eerie, translucent carapaces, ghost scorpions are nocturnal desert hunters. A ghost scorpion's body is 3 feet long with a 3-foot long tail, and it weighs 45 pounds.

Illustration by Dean Spencer

Sea Anemone, Giant

This giant, tubular creature ends in a mass of thick and brilliantly colored tendrils arrayed around an enormous, toothless maw.

GIANT SEA ANEMONE CR 2

XP 600

N Large vermin (aquatic)

Init +2; **Senses** blindsight 30 ft.; Perception +0

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +3, **Will** +1

Defensive Abilities amorphous; **Immune** gaze attacks, mind-affecting effects, poison, vision-based effects

OFFENSE

Speed 5 ft.

Melee tentacles +3 (2d6+1 plus grab and poison)

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

Special Attacks swallow whole (1d6+1 bludgeoning damage, AC 11, 5 hp)

STATISTICS

Str 12, **Dex** 15, **Con** 18, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +5; **CMD** 17 (can't be tripped)

Skills Stealth +6; **Racial Modifiers** +8 Stealth

SQ anchored, sightless

ECOLOGY

Environment any oceans or coastlines

Organization solitary, pair, or cluster (2–10)

Treasure incidental

SPECIAL ABILITIES

Anchored (Ex) As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and it gains a +4 bonus to its CMD on all checks to resist being bull-rushed, dragged, overrun, or repositioned. This bonus increases by +4 for each size category larger the sea anemone is compared to the opponent attempting the maneuver. The creature can unanchor itself as a full-round action.

Poison (Ex) Tentacle—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 2 consecutive saves.

Sightless (Ex) A sea anemone is blind and is not affected by any effect that relies on sight, such as gaze attacks or blindness.

Giant sea anemones are beautiful but deadly ocean-dwelling vermin that rely on camouflage and paralytic toxins to draw in their prey. A sea anemone has a long, cylindrical body that ends in a flat circular disc with a slitlike orifice for both ingesting food and dispelling waste. This disc is surrounded by a thicket of tendrils that vary in thickness from fine, hairlike cilia to thick, swollen appendages. The creature uses all of these tentacles at once when it attacks prey. Like their smaller kin, giant sea anemones come in a broad spectrum of colors—many are known for their brilliant hues.

Giant sea anemones can move at a slow pace by walking along the projections at their bases. More often, however, these predators affix themselves to rock, coral, or sunken objects like ships, then wait for prey to come to them.

As mindless creatures, giant sea anemones have no use for treasure, but the remains of prey digested and then expelled often litter the area around these creatures. Massive sea anemones big enough to eat dolphins, whales, or even sea serpents reportedly exist in the deepest parts of the ocean. Called deep tigers for their alternating fronds of black and brilliant orange, these giant sea anemones are said to lair in undersea ruins and sunken ships, where the promise of sought-after treasure conveniently lures in a constant food supply.

Other species of sea anemones exist as well, some smaller but most quite a bit larger and favoring different oceanic regions and depths. You can adjust the stats for the giant sea anemone by changing the Hit Dice and size (adjusting Strength, Dexterity, and Constitution as appropriate) to represent a wide range of species. Often, different species have additional abilities, such as the darkforest anemone's constriction attack, or the deep tiger's ability to squirt acid. The following table lists the most common variants.

Species	CR	Size	HD
Common anemone	1/4	Tiny	1d8
Bluehair anemone	1/2	Small	2d8
Coffin anemone	1	Medium	3d8
Darkforest anemone	6	Huge	9d8
Siren's bed anemone	9	Gargantuan	14d8
Deep tiger anemone	13	Colossal	19d8

Illustration by Branko Bistrovic

Sea Bonze

Massive and blacker than the darkest depths of the sea, this colossal watery form glares with two immense, hate-filled eyes.

SEA BONZE **CR 15**

XP 51,200

NE Gargantuan undead (aquatic)

Init +4; **Senses** blindsight 120 ft.; Perception +33

DEFENSE

AC 30, touch 6, flat-footed 30 (+24 natural, –4 size)

hp 231 (22d8+132)

Fort +13, **Ref** +9, **Will** +19

DR 10/magic and slashing; **Immune** cold, electricity, undead traits; **Resist** acid 10, fire 10

OFFENSE

Speed 40 ft., swim 80 ft.

Melee 2 slams +22 (4d10+15)

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

Special Attacks capsize (DC 35), dooming gaze (60 ft., DC 27)

STATISTICS

Str 30, **Dex** 11, **Con** —, **Int** 13, **Wis** 18, **Cha** 23

Base Atk +16; **CMB** +30; **CMD** 40 (can't be tripped)

Feats Alertness, Combat Reflexes, Critical Focus, Improved Initiative, Improved Iron Will, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Stand Still, Vital Strike

Skills Intimidate +41, Perception +33, Sense Motive +33, Stealth +13, Swim +44; **Racial Modifiers** +4 Swim

Languages Aquan, Common

ECOLOGY

Environment any oceans

Organization solitary

Treasure standard

SPECIAL ABILITIES

Dooming Gaze (Su) Paralyzed with fear for 1 round, 60 feet, Will DC 27 negates. A creature that is already paralyzed by this gaze attack and fails a saving throw to resist being paralyzed for 1 more round gains 1 negative level (Fortitude DC 27 to remove after 24 hours). The paralysis effect of this gaze is a mind-affecting fear effect, but the negative level is not. The save DC is Charisma-based.

The ocean knows few terrors as unnatural and horrific as the sea bonze. This undead goliath dwells near established shipping lanes or offshore from coastal settlements, where it lurks just beneath the surface of the water until it can strike unsuspecting boats in the dead of night. Sailors often advise launching ocean voyages only during the day on the assumption that doing so might protect them from the sea bonze's attention, but such tactics make little difference to the creature itself, which will trail a particular ship until after dusk, sometimes for hundreds of miles, only to lurch out of the water and lay waste to an entire ship.

Sea bonzes are formed from the combined despair and horror of death at sea, such as when a ship sinks and its entire crew drowns. No single restless soul empowers a sea bonze—it combines the anger and doom of all who die in such close proximity. Reawakened as mammoth shipwreckers, these angry spirits have no memory of their past lives, and seek to inflict the doom they suffered on others who ply the seas. Their hatred does not make them mindless, however, and more than one lucky crew member has talked her entire ship's way out of total annihilation. Sea bonzes have an unusual respect for those with wit and guile, and will sometimes consider sparing those they deem worthy of their esteem. Those who try to defend themselves with brawn and weapons, however, receive no mercy from the enormous monsters.

A sea bonze's flesh is black and leathery like that of a squid, and appears at first glance to be made out of the black waters of the ocean itself. The entire creature is featureless and smooth, making its empty visage all the more horrifying.

Illustration by Emrah Elmasli

Sea Serpent, Deep

This enormous, water-dwelling serpent has bright, bulging eyes and rounded jaws filled with long, jagged teeth.

DEEP SEA SERPENT CR 19

XP 204,800

N Gargantuan magical beast (aquatic)

Init +9; **Senses** darkvision 120 ft., low-light vision; Perception +23

DEFENSE

AC 34, touch 12, flat-footed 28 (+5 Dex, +1 dodge, +22 natural, –4 size)

hp 333 (23d10+207)

Fort +22, **Ref** +20, **Will** +12

Defensive Abilities elusive; **Immune** cold; **Resist** fire 30

OFFENSE

Speed 10 ft., swim 50 ft.; surge 400 ft.

Melee bite +33 (6d10+14/19–20 plus grab), tail slap +33 (6d8+14/19–20 plus grab)

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

Special Attacks capsize, constrict (6d8+21), powerful tail, swallow whole (10d6+21 bludgeoning damage, AC 21, 33 hp)

STATISTICS

Str 39, **Dex** 20, **Con** 28, **Int** 2, **Wis** 17, **Cha** 11

Base Atk +23; **CMB** +41 (+45 grapple); **CMD** 57 (can't be tripped)

Feats Critical Focus, Dodge, Improved Critical (bite), Improved Critical (tail slap), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Vital Strike

Skills Perception +23, Stealth +8, Swim +22

ECOLOGY

Environment any oceans

Organization solitary

Treasure triple

SPECIAL ABILITIES

Elusive (Ex) As a full-round action while in water, a deep sea serpent can move up to its run speed (200 feet) without leaving any trace of its passing (identical in effect to *pass without trace*). An elusive deep sea serpent gains a +40 circumstance bonus on its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a *nondetection* spell. Both of these effects function at caster level 20th and cannot be dispelled.

Powerful Tail (Ex) A deep sea serpent's tail slap is always a primary attack. When a deep sea serpent deals damage to an object with its tail slap or via constrict damage, it ignores the first 10 points of hardness that object possesses.

Surge (Ex) A deep sea serpent can surge forward as a full-round action at a speed of 400 feet. It must move in a straight line, but does not provoke attacks of opportunity while surging.

An enormous monstrosity that makes its home in the darkest depths of the ocean's trenches, the deep sea serpent is as elusive as it is terrifying, the nightmare of sailors making their ways over the vast and seemingly bottomless waters. A deep sea serpent is rarely seen unless it wishes to be seen, and the beast usually has its own mysterious reasons for occasionally coming to the surface. At other times, those reasons are gruesomely obvious—the deep sea serpent rises to the surface to crush ships and devour sailors who tumble from the freshly shattered hulls.

It is thought that in incredibly remote parts of the underwater world, even more powerful deep sea serpents exist, beasts with supernatural luminous lures that can be used to blind foes, or with the ability to create overwhelming blasts of electricity that stun or even outright slay prey with a single stroke. Yet perhaps the most unnerving are the rumors of deep sea serpents that possess a remarkable intelligence. Such creatures, if they even exist, are rarely if ever seen near the surface—both their naturally elusive natures and the remote reality of their habitats mean that ensuring the veracity of these claims requires truly extraordinary efforts.

A typical deep sea serpent measures 50 feet long and weighs 35,000 pounds.

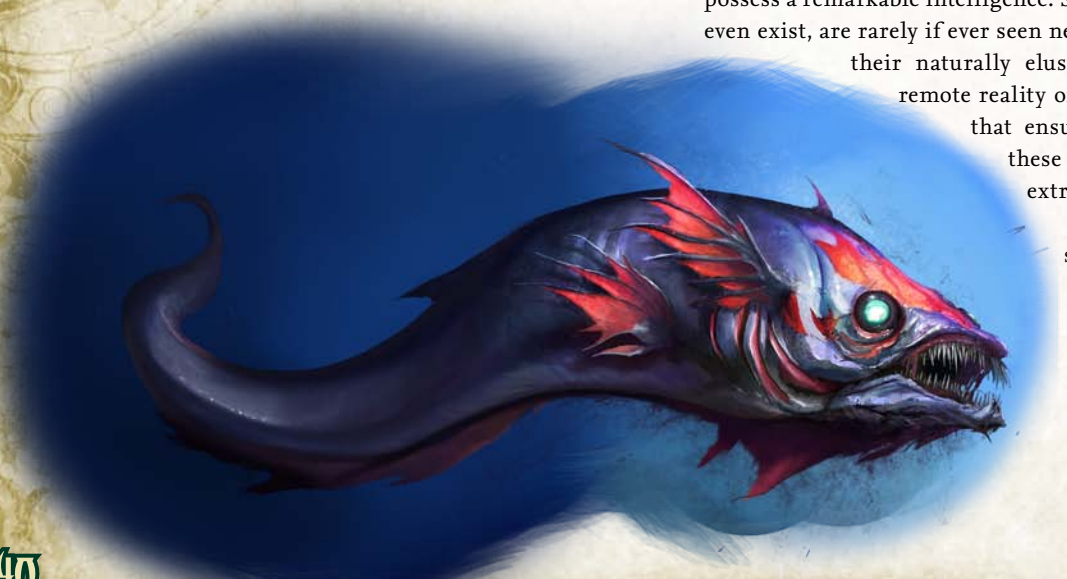


Illustration by Branko Bistrovic

Shadow Mastiff

This muscular canine has a maw full of sharp teeth and an inky black coat that almost seems to drink in the light around it.

SHADOW MASTIFF **CR 5**

XP 1,600

NE Medium outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 51 (6d10+18)

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

Defensive Abilities shadow blend

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+6 plus trip), tail slap +5 (1d6+3)

Special Attacks bay

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13

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

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (cannot speak)

ECOLOGY

Environment any

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

Treasure none

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Tireless hunters, stealthy trackers, and deadly predators, shadow mastiffs stalk the dark corners of the Outer Planes, preying upon all beings that stray from the light. These beasts have little in common with actual canines aside from their general forms (although with the notable addition of a long, spiked tail), their bodies being the evolution of countless centuries hunting the most merciless wildernesses of the Outer Planes and the Shadow Plane. On the Material Plane, they prefer to travel in shadow, moving soundlessly and unseen to find prey, hunting in vicious sport just as often as in hunger. Shadow mastiffs stand over 4 feet tall, with most weighing nearly 300 pounds.

In combat, these stealthy beasts prefer to fight in shadows; they shy from areas of bright light unless faced with no other choice and use their bay to force their enemies to flee from well-lit areas. Shadow mastiffs prefer to hunt in groups, using pack tactics to lure prey into traps and to draw it away from sources of light. They do not make lairs, and are usually not found with any sort of treasure, unless it is on the body of a recently slain victim.

Shadow mastiffs are popular guardians among spellcasters capable of conjuring them via *lesser planar ally* or *lesser planar binding*. Undead spellcasters and evil outsiders are immune to shadow mastiffs' fearful bay; others who are not immune might intentionally expose themselves to the creatures' bay at some point during the daylight hours when the resulting panic won't directly impact other tasks. As a general rule, it's safe to assume that any site using shadow mastiffs as guardians has already been affected by the bay, and that its inhabitants are thus immune to the ability's effects for the remaining 24 hours of that day.

Larger shadow mastiffs exist—creatures the size of horses or even bigger. These creatures have different shapes, looking less like dogs and more like larger creatures such as lions, dinosaurs, or even dragons. Such creatures have additional racial Hit Dice, and could even have extra abilities such as flight or breath weapons.

Illustration by Ben Wootten

Shae

A white porcelain mask and elegant white clothing provide form and contrast to this shadowy woman's body.

SHAE **CR 4**

XP 1,200

N Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 16, flat-footed 10 (+6 Dex)

hp 38 (4d10+16)

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

Defensive Abilities amorphous, blur; **Immune** cold

OFFENSE

Speed 30 ft.

Melee mwk falchion +8 (2d4+4/18–20 plus 1d6 cold) or touch +7 (1d6 cold)

Spell-Like Abilities (CL 4th; concentration +7)

Constant—*blur*

At will—*lesser shadow evocation* (DC 16)

STATISTICS

Str 16, **Dex** 22, **Con** 18, **Int** 21, **Wis** 13, **Cha** 17

Base Atk +4; **CMB** +7; **CMD** 23

Feats Combat Expertise, Iron Will

Skills Acrobatics +13, Bluff +10, Diplomacy +10, Disguise +10, Intimidate +7, Knowledge (arcana) +9, Knowledge (planes) +12, Perception +8, Sense Motive +8, Stealth +13 (+23 in regions of low light or darkness), Use Magic Device +10; **Racial Modifiers** +10 Stealth in regions of low light or darkness

Languages Aklo, Common, Shae

ECOLOGY

Environment any (Shadow Plane)

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

Treasure standard (masterwork falchion, other treasure)

SPECIAL ABILITIES

Cold (Su) A shae's touch saps heat from living creatures, leaving patches of colorless flesh rather than physical wounds. A shae can deal 1d6 points of cold damage with a touch. It adds +1d6 points of cold damage to any melee weapon damage it deals.

Lesser Shadow Evocation (Sp) This spell-like ability functions identically to the spell *shadow evocation*, but it can only create quasi-real versions of sorcerer or wizard evocation spells of 2nd level or lower. This spell-like ability is the equivalent of a 3rd-level spell.

The mysterious people known as the shaes are natives of the Shadow Plane. In their own language, their name means "unbound" or "unfettered." According to shae history, they were once humanoids who through tireless study and self-perfection managed to transcend the bonds of a definite form. Though they still bear roughly humanoid shapes, shaes' outlines are perpetually wispy and impossible for any non-shaes to focus directly on.

Though shaes may engage in all the same pursuits and professions as other humanoids, their overwhelming racial pride often leads them to see all other humanoids—especially humans—as lesser beings. Ironically, this casual disdain sometimes leads individual shaes to gather harems of worshipful human consorts, and it is from these unions that fetchlings often issue. Humans involved in such relationships often hope to learn the secret of the shaes' power over shadows, and claim that only in sacred union with the creatures can one glimpse their true features.

Shaes are roughly 6 feet tall and weigh 100 pounds. They often wear masks and form-fitting clothing when around other creatures in order to give the lesser beings something to focus on (such garments do not impede their blur ability).

Illustration by Carolina Eade

Shedu

This noble creature stands strong and tall with the body of a powerful bull and the head of a wise-looking human.

SHEDU **CR 9**

XP 6,400

LG Large magical beast

Init +7; **Senses** darkvision 60 ft., *detect chaos*, *detect evil*, low-light vision, *true seeing*; Perception +20

DEFENSE

AC 24, touch 16, flat-footed 23 (+1 Dex, +6 insight, +8 natural, –1 size)

hp 115 (11d10+55); fast healing 5

Fort +12, **Ref** +14, **Will** +11

Defensive Abilities prescience; **DR** 10/evil; **Resist** electricity 10, fire 10; **SR** 20

OFFENSE

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

Melee gore +17 (2d8+7/19–20), 2 hooves +12 (1d6+3), 2 wings +12 (1d6+3)

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

Special Attacks trample (2d6+10, DC 22)

Spell-Like Abilities (CL 12th; concentration +18)

Constant— *detect chaos*, *detect evil*, *true seeing*

3/day—empowered *cure moderate wounds*, *dispel magic*, *magic circle against evil*, *remove disease*, *shield other*

1/day—*dismissal* (DC 18), *flame strike* (DC 18), *restoration*

STATISTICS

Str 24, **Dex** 13, **Con** 20, **Int** 19, **Wis** 22, **Cha** 19

Base Atk +11; **CMB** +19 (+23 bull rush); **CMD** 30 (32 vs. bull rush, 34 vs. trip)

Feats Empower Spell-Like Ability (*cure moderate wounds*), Greater Bull Rush, Improved Bull Rush, Improved Critical (gore), Iron Will, Power Attack

Skills Diplomacy +15, Fly +13, Knowledge (planes) +15, Knowledge (religion) +15, Perception +20, Sense Motive +17

Languages Auran, Celestial, Common; telepathy 100 ft.

ECOLOGY

Environment warm deserts

Organization solitary

Treasure standard

SPECIAL ABILITIES

Prescience (Su) A shedu can see all the possible outcomes of any of its own futures. This grants the creature an insight bonus to its AC and on initiative checks and Reflex saves equal to its Wisdom bonus (+6 for most shedus).

Shedus live far from the hustle and bustle of humanity in harsh deserts. There they populate caves, ruins, or ancient temples reclaimed from the shifting sands. In these places of refuge, shedus contemplate the struggle between good and evil throughout the universe. Tireless vehicles of good and kindness, shedus fight against outsiders who corrupt and threaten humanity. Skilled in healing, shedus focus on eliminating plagues, even hunting down outsiders and undead working in that destructive medium.

Shedus rarely make their homes near each other. This is not out of any sort of animosity, but rather from a feeling that having two or more shedus within close proximity wastes the opportunity to provide aid to a larger region. When a shedu roams through the lands of another, it always seeks out the local shedu for an opportunity to talk and share knowledge over the course of 3 days. After this period, the visiting shedu departs with a new perspective and more points to ponder in its eternal struggle against the evils of the world.

Illustration by Eric Braddock

Shinigami

This emaciated, robed humanoid wields a scythe made of bone to match the skeletal wings that protrude from its shoulders.

SHINIGAMI **CR 17**

XP 102,400

LN Large outsider (extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., *detect chaos*, *detect law*, *true seeing*; Perception +31

Aura fear aura (60 ft., DC 30)

DEFENSE

AC 31, touch 15, flat-footed 25 (+5 Dex, +1 dodge, +16 natural, –1 size)

hp 275 (22d10+154); fast healing 10

Fort +20, **Ref** +12, **Will** +19

DR 10/chaotic and silver; **Immune** ability damage, ability drain, cold, death effects, disease, energy drain, negative energy, poison; **Resist** acid 10, fire 10; **SR** 28

OFFENSE

Speed 30 ft., fly 40 ft. (perfect)

Melee +3 *axiomatic scythe* +30/+25/+20/+15 (2d6+10/×4), 2 wings +21 (1d8+2)

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

Special Attacks destroy soul

Spell-Like Abilities (CL 20th; concentration +29)

Constant—*detect chaos*, *detect law*, *tongues*, *true seeing*

3/day—*destruction* (DC 26), *energy drain*, *greater scrying* (DC 26), *soul bind* (DC 28)

STATISTICS

Str 21, **Dex** 20, **Con** 24, **Int** 17, **Wis** 22, **Cha** 29

Base Atk +22; **CMB** +28; **CMD** 44

Feats Cleave, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Stand Still, Weapon Focus (scythe), Whirlwind Attack

Skills Acrobatics +30, Diplomacy +34, Fly +36, Intimidate +34, Knowledge (planes) +28, Perception +31, Sense Motive +31, Spellcraft +28, Stealth +26

Languages Celestial, Common, Draconic, Infernal; *tongues*

ECOLOGY

Environment any

Organization solitary

Treasure double (+3 *axiomatic scythe*, other treasure)

SPECIAL ABILITIES

Destroy Soul (Su) A shinigami possesses six gems in which it encapsulates souls with its *soul bind* spell-like ability. These gems are only useful to the shinigami that owns them, and if the shinigami dies, the gems are destroyed as well. As a standard action once per day, a shinigami can hold up a gem that currently contains a soul and crush it, permanently destroying the soul within and releasing a 30-foot-radius burst of negative energy that inflicts 1d6 negative levels on all creatures in the area of effect. A successful DC 30 Fortitude save reduces this to 1 negative level. The soul destroyed in the process of using this ability can only be brought back to life by means of a *miracle* or *wish* spell. This is a death effect. The save DC is Charisma-based.

Feared as truly impartial and merciless harbingers of death, shinigamis are relentless in their pursuit of dispensing quick and just deaths upon those who would seek to disrupt the delicate balance of life. Unlike other, more sinister bringers of doom, shinigamis do not take pleasure in their work and do not seek to impose suffering—although there are exceptions. Some individuals, aptly described by their kin as "rogue shinigamis," subscribe to either more merciful or more despicable forms of execution, and are either lawful good or lawful evil. Victims who have had their lives spared by kind shinigamis praise the angels of death for their clemency and willingness to listen to the victims' plight, while other dastardly survivors have successfully cheated or bribed their way out of death by manipulating credulous or less honorable shinigami. A shinigami is 9 feet tall and weighs 130 pounds.

Illustration by Raven Mimura

Simurgh

This massive creature has the body of a resplendent bird but the head of a regal canine.

SIMURGH **CR 18**

XP 153,600

NG Gargantuan magical beast

Init +7; **Senses** darkvision 60 ft., *detect evil, detect magic*, low-light vision; Perception +27

Aura peace (50 ft.)

DEFENSE

AC 34, touch 10, flat-footed 30 (+3 Dex, +1 dodge, +24 natural, –4 size)

hp 324 (24d10+192)

Fort +22, **Ref** +17, **Will** +14

Immune ability damage, ability drain, disease, fire, negative energy, petrification, poison, sleep; **Resist** acid 10, cold 10, electricity 10; **SR** 29

OFFENSE

Speed 40 ft., fly 120 ft. (good)

Melee bite +32 (2d8+12 plus 2d6 fire), 2 claws +32 (2d8+12 plus 2d6 fire), tail slap +30 (1d4+6 plus banishing swipe)

Ranged glaring ray +23 (20d6 fire)

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

Special Attacks banishing swipe, glaring ray, radiant feathers

Spell-Like Abilities (CL 16th; concentration +22)

Constant—*detect evil*, *detect magic*, *tongues*

At will—*daylight*, *zone of truth* (DC 18)

3/day—*flame strike* (DC 21), *mass cure critical wounds*

STATISTICS

Str 34, **Dex** 16, **Con** 27, **Int** 16, **Wis** 19, **Cha** 23

Base Atk +24; **CMB** +40; **CMD** 54

Feats Combat Expertise, Combat Reflexes, Dodge, Flyby Attack, Hover, Improved Disarm, Improved Initiative, Iron Will, Mobility, Multiattack, Snatch, Wingover

Skills Diplomacy +26, Fly +7, Heal +14, Knowledge (arcana) +33, Knowledge (dungeoneering) +23, Knowledge (all others) +13, Perception +27, Perform (sing) +19, Survival +14; **Racial Modifiers** +10 Knowledge (all)

Languages Celestial, Common, Draconic; *tongues*

ECOLOGY

Environment warm deserts or mountains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Aura of Peace (Su) Creatures within a 50-foot spread from a simurgh feel a sensation of peace wash over them, as if affected by *calm emotions*, except the simurgh can choose which creatures are affected. A DC 28 Will save negates the effects of this aura for 1 round, but a new save must be made each round to continue to resist the effects. The saving throw is Charisma-based.

Banishing Swipe (Su) A simurgh can use its radiant tail to return creatures to their native planes. In addition to taking damage, any extraplanar creature touched by a simurgh's tail must succeed at a DC 28 Will save or be affected as if by *banishment*. A creature that makes this save cannot be affected by the same simurgh's banishing swipe for the next 24 hours. The save DC is Charisma-based.

Glaring Ray (Su) A simurgh can blast a fiery ray of brilliant light from its eyes as a standard action to a range of 100 feet.

Radiant Feathers (Su) Once per day as a standard action, a simurgh can fan out its glimmering tail feathers and blast its foes with a 100-foot cone of radiant light from its tail. Aside from its size, this attack is identical to a *prismatic spray* (DC 28). The save is Charisma-based.

Regarded as living legends, simurghs are held in high regard by desert dwellers. Those who live in the desert lands where these benevolent creatures sometimes reside consider it a lifetime's worth of luck even to spot one soaring through the sky. Simurghs prefer to keep to themselves, well out of the way of lesser creatures and their often dubious morals, though they can be relied upon for aid when called by those in true need and with a pure heart. A simurgh can live for thousands of years, and frequent mentions of these giant avian beings throughout a region's historical record are more often than not sightings of the same creature.

Illustration by Andrew Hou

Siyokoy

This eel-like creature sports sharp frills that run along the back of humanoid torso and down its long, powerful tail.

SIYOKOY **CR 10**

XP 9,600

N Medium aberration (aquatic)

Init +5; **Senses** blindsight 60 ft., darkvision 60 ft., scent; Perception +22

DEFENSE

AC 26, touch 16, flat-footed 20 (+5 Dex, +1 dodge, +10 natural)

hp 136 (13d8+78)

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

DR 10/slashing; **Immune** cold, electricity, poison

Weaknesses light sensitivity

OFFENSE

Speed 30 ft., swim 60 ft.

Melee bite +18 (1d6+9/19–20 plus grab), 2 claws +18 (1d6+9), tail slap +14 (1d6+4 plus stunning shock)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tail slap)

Special Attacks constrict (2d6+4), stunning shock, swim-by attack

Illustration by Kieran Yanner

STATISTICS

Str 28, **Dex** 21, **Con** 22, **Int** 12, **Wis** 15, **Cha** 11

Base Atk +9; **CMB** +18 (+24 grapple); **CMD** 34

Feats Alertness, Dodge, Improved Critical (bite), Improved Grapple, Power Attack, Stealthy, Weapon Focus (tail slap)

Skills Disable Device +16, Escape Artist +7, Intimidate +9, Knowledge (geography) +10, Perception +22, Sense Motive +4, Stealth +25, Survival +16, Swim +25

Languages Aquan

ECOLOGY

Environment any ocean

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

Treasure double

SPECIAL ABILITIES

Stunning Shock (Su) A siyokoy can emit a strong electrical charge from its tail. When it hits a creature with its tail slap, the attack deals 3d6 points of electrical damage and the target must succeed at a DC 22 Fortitude save or be stunned for 1d4 rounds.

Swim-By Attack (Ex) Extremely quick in the water, a siyokoy gains Spring Attack as a bonus feat when swimming.

Siyokoys are eel-like aquatic creatures often mistaken for merfolk by sailors. On closer inspection, however, siyokoys' appearance might make one question the vision of said sailors, for apart from their humanoid arms, siyokoys are very much creatures of the sea.

Two primary species of siyokoys exist, although both are essentially identical as far as game statistics are concerned. The most commonly encountered siyokoys are those that dwell amid the caves and crags of coral reefs in relatively shallow oceanic waters. These siyokoys tend to have colorful patterns on their flesh to mimic the riot of hues the typical coral reef displays. Reef-dwelling siyokoys are fond of decorating their lairs with particularly strange or colorful specimens of coral, especially when such marine growths encrust sunken treasures.

A siyokoy variant that is encountered less frequently dwells in the deeper abysses of the ocean, far below the limits of the sun's ability to light. These siyokoys are darker colored, and they tend to be darker in personality as well. Whereas those dwelling in the bright, sunlit environs of a coral reef might be capricious or playful, those who dwell in the dark, vast deeps of the sea are often morbid, morose, and even sadistic. Most evil siyokoys dwell in such lightless, forgotten reaches of the world's oceans.

Regardless of where they dwell, siyokoys adore shipwrecks and long-forgotten ruins claimed by the oceans. Exploring these relics and recovering strange and wondrous treasures is what most siyokoys live for, and a siyokoy's lair is often decorated with the results of these scavenging expeditions to sunken ships and flooded cities. Strangely, siyokoys avoid making their lairs amid such ruins, mostly out of a strange superstition the creatures share about these areas—it is not lucky, say siyokoys, to sleep in a place where air breathing creatures have drowned.

A siyokoy is 7 feet long and weighs 200 pounds.

Skunk

Built like a small badger, this creature has black fur with white stripes running from its face to its fluffy tail, which is raised in warning.

SKUNK **CR 1/4**

XP 100

N Tiny animal

Init +2; **Senses** low-light vision, scent; Perception +5

DEFENSE

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

hp 3 (1d8–1)

Fort +1, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft.

Melee bite +4 (1d3–4), 2 claws +4 (1d2–4)

Ranged spray +4 touch (musk)

Space 2-1/2 ft.; **Reach** 2-1/2 ft.

Special Attacks musk

STATISTICS

Str 3, **Dex** 15, **Con** 9, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 6

Feats Weapon Finesse

Skills Perception +5

ECOLOGY

Environment temperate forests

Organization solitary, pair, or surfeit (3–5)

Treasure none

SPECIAL ABILITIES

Musk (Ex) Up to twice per day, a skunk can spray a stream of noxious musk at a single target within 10 feet as a standard action. With a successful ranged touch attack, the creature struck by this spray must make a DC 11 Fortitude save or be nauseated for 1d4 rounds and then sickened for 1d4 minutes by the horrific stench. A successful save reduces the effect to only 1d4 rounds of being sickened. A creature cannot use the scent ability as long as it is affected by this musk. The save DC is Constitution-based, and includes a +2 racial bonus.

These small mammals are well known to humanoids and forest creatures alike, with their distinctive black-and-white-striped markings and infamous scent glands. Creatures like big cats or wolves that normally would make a meal of such a small creature give skunks plenty of space, for they have learned well that the combination of black and white on a skunk's back equates to a hideously overpowering stench.

Skunk, Giant

Snarling and ferocious, this horse-sized skunk emits a frightening growl as it smashes through the undergrowth.

GIANT SKUNK **CR 3**

XP 800

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, –1 size)

hp 27 (5d8+5)

Fort +5, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft.

Melee bite +5 (1d8+3), 2 claws +5 (1d6+3)

Ranged spray +5 touch (musk)

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

Special Attacks musk

STATISTICS

Str 17, **Dex** 16, **Con** 13, **Int** 2, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +7; **CMD** 20

Feats Ability Focus (musk), Power Attack, Weapon Finesse

Skills Climb +7, Perception +7, Survival +2

ECOLOGY

Environment temperate forests

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Musk (Ex) Up to twice per day, a giant skunk can spray a stream of noxious musk at a single target within 30 feet as a standard action. With a successful ranged touch attack, the creature struck by this spray must make a DC 15 Fortitude save or be nauseated for 1d6 rounds and then sickened for 1d6 minutes by the horrific stench. A successful save reduces the effect to only 1d4 rounds of being sickened. A creature cannot use the scent ability as long as it is affected by this musk. The save DC is Constitution-based, and includes a +2 racial bonus.

Illustration by Dean Spencer

Much larger than their passive cousins, giant skunks are an aggressive lot. Having a greater bulk to maintain, giant skunks feed on creatures beyond just grubs and insects, often hunting small mammals and reptiles by night in addition to giant versions of insects. While giant skunks are dangerous to nearby settlements, farmers find a positive aspect in their presence, valuing the creatures' taste for giant insects and other more dangerous vermin.

Sleipnir

This mighty horse has eight powerful legs. Its hooves leave shimmering hoofprints that quickly fade to mist.

SLEIPNIR **CR 11**

XP 12,800

N Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)

hp 147 (14d10+70)

Fort +14, **Ref** +15, **Will** +9

Immune electricity; **Resist** cold 10

OFFENSE

Speed 80 ft.; air walk

Melee bite +19 (1d8+6), 4 hooves +17 (1d8+3)

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

Special Attacks breath weapon (DC 22), powerful charge (hooves, 2d8+12), trample (1d8+9, DC 23)

Spell-Like Abilities (CL 11th; concentration +12)

Constant—*air walk*

STATISTICS

Str 22, **Dex** 18, **Con** 21, **Int** 10, **Wis** 17, **Cha** 13

Base Atk +14; **CMB** +21; **CMD** 35 (47 vs. trip)

Feats Endurance, Flyby Attack, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Run

Skills Acrobatics +18 (+38 when jumping), Perception +16, Swim +16

Languages Auran (cannot speak)

ECOLOGY

Environment cold mountains

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

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) As a standard action, a sleipnir can exhale a 30-foot cone of shimmering, rainbow-colored light. Every creature in the area is randomly struck by one or more beams, as a *prismatic spray* spell (DC 22 half or negates). The sleipnir may use this ability once every 1d6 rounds, up to 3 times per day. The save DC is Constitution-based.

Sleipnirs are a legendary breed of magical, eight-legged horses. Most sleipnirs have jet-black coats and long, flowing manes and tails, though occasionally a sleipnir foal is born with a white or shimmering silver coat. Such rare sleipnirs sometimes display additional abilities beyond those of their darker kin. A typical sleipnir stands 6 to 7 feet tall at the shoulder, measures about 12 feet long, and weighs upward of 1,600 pounds.

Believed to be descended from the mystical steeds of gods, sleipnirs have spread throughout the Material Plane. While sleipnirs cannot actually fly, they are able to walk on air as easily as on land, and spend much of their time galloping across the skies of their homes. Although sleipnirs lack the ability to travel between planes themselves, riders have brought them as mounts far beyond the Material Plane, and populations of sleipnirs can be found on several of the more hospitable Outer Planes as well.

Sleipnirs are highly prized as steeds, but as intelligent magical beasts, they cannot be trained using the Handle Animal skill, and those trying to do so find them intractable and even violent. Although they cannot speak, sleipnirs understand Auran, and one seeking a sleipnir as a mount must convince the creature to serve using Diplomacy, Intimidate, or other means. Sleipnirs are generally indifferent to most creatures, meaning they can be found serving as steeds to creatures of all alignments, from good to evil.

Riding a sleipnir requires no equipment other than a normal saddle, and they are well trained in combat from birth. A rider does not need to make a Ride check to control a sleipnir in battle, but must make a Ride check to attack in the same round that the sleipnir attacks. A sleipnir can carry 519 pounds as a light load, 1,038 pounds as a medium load, and 1,560 pounds as a heavy load.

Illustration by Dean Spencer

Snake Swarm

Hissing menacingly, this mass of snakes resembles a pile of slithering tentacles.

SNAKE SWARM CR 2

XP 600

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 16 (3d8+3)

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

Defensive Abilities swarm traits

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee swarm (1d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 12)

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 11 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes

Skills Climb +14, Perception +9, Stealth +18, Swim +7; **Racial Modifiers** +4 Perception, +4 Stealth, uses Dex to modify Climb and Swim

ECOLOGY

Environment any

Organization solitary or nest (2–4 swarms)

Treasure none

While all snake swarms are dangerous, swarms made up of venomous snakes are typically the most lethal. Snake swarms of both types can generally be encountered in the same regions, dwelling in ruins or wilderness alike.

Snake Swarm, Venomous

Venomous snakes slither and crawl over each other in a furious mass, their poison-dripping fangs glinting in the light.

VENOMOUS SNAKE SWARM CR 4

XP 1,200

N Tiny animal (swarm)

Init +7; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 37 (5d8+15)

Fort +7, **Ref** +9, **Will** +2

Defensive Abilities swarm traits

OFFENSE

Speed 20 ft., climb 20 ft., swim 10 ft.

Melee swarm (1d6 plus distraction and poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 15)

STATISTICS

Str 9, **Dex** 16, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +4; **CMD** 13 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +7 (+3 when jumping), Climb +15, Perception +13, Stealth +19, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth; uses Dex to modify Climb and Swim

ECOLOGY

Environment any

Organization solitary, nest (2–4 swarms), or knot (5–7 swarms)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

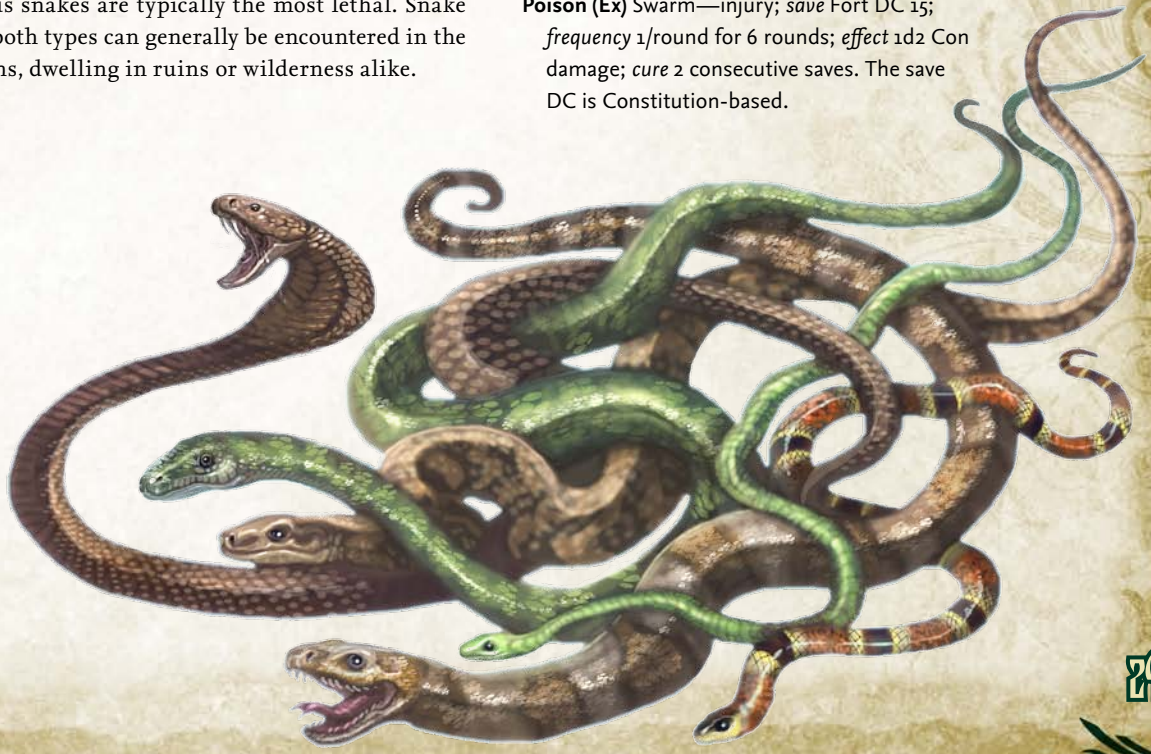


Illustration by Mike Corriero

Sphinx

The enigmatic sphinxes are closely related, yet diverse in appearance, intellect, and personality. All combine a lion's body, a falcon's wings, and a head of some other species. The most intelligent and powerful of the species sport humanoid heads—either male or female. The two types of humanoid-headed sphinxes are, in fact, separate races, not merely separate genders. These humanoid-headed races are often called androsphinxes and gynosphinxes, terms many sphinxes consider demeaning. Lesser sphinxes have the heads of beasts and are invariably male; the most commonly encountered are the ram-headed criosphinxes and the savage, falcon-headed criosphinxes. Sphinxes deny any common ancestry with other leonine hybrids such as griffins and manticores, let alone celestial beings like lammasus, and find such lines of conversation distasteful.

Sphinxes prefer warm desert climes and the hills nearby, both for the comforting warmth and the pleasant solitude. The more intelligent sphinxes have contrary social natures, alternately craving conversation and isolation as the mood strikes them. Indeed, a bored or irritated sphinx often takes leave in the midst of discussion, or perhaps slays and devours its petitioners out of sheer annoyance.

While sphinxes as a race are not truly immortal, they are fantastically long-lived, save for the violent hieracosphinxes, who rarely survive their second decade. Unless slain by accident, violence, or misadventure, other sphinxes seem to pass on only when they have at last wearied of living and will themselves to die. The older a sphinx is, the less it needs consume. The oldest of sphinxes dine perhaps once per century, making them ideal guardians for monuments, temples, and tombs.

Sphinxes prefer to converse in their own tongue, but most speak the languages of humans and dragons as well. Addressing a sphinx in its own language with all due politeness and deference goes a long way to ensure peaceful conversation. All sphinxes save hieracosphinxes enjoy stimulating conversation, though for such long-lived creatures their memory for detail is sadly lacking. In some cultures, "a mind like a sphinx" serves as a sarcastic alternative to "scatter-brained."

Though sphinxes have a reputation for loving riddles, in truth, only gynosphinxes truly enjoy them. Androsphinxes prefer lofty philosophical discussions, while criosphinxes prefer worldly topics or fawning praise. Hieracosphinxes rarely converse at all, and respond only to threats from creatures more powerful than they are.

Neighboring humanoids generally adopt a policy of avoiding local sphinxes, as the creatures grow increasingly irritable each time their solitude is invaded. Even so, once a sphinx's lair is known, it can expect a steady flow of visitors in search of the fabled wisdom of its race. Some sphinxes move to quieter abodes once the interruptions become too much to bear; others devour a few of the more irritating supplicants until the visits cease.

Sphinxes have peculiar breeding habits, contributing in no small part to their scarcity and the strange diversity of their species. Indeed, matters of mating occupy much of the thoughts of all of the sphinxes save the prudish androsphinxes. The female gynosphinxes have nothing but scorn for animal-headed sphinxes, craving only the attentions of the masculine androsphinxes. For their part, androsphinxes consider petty rutting a waste of time and energy, both of which are better spent on loftier pursuits than the fleeting pleasures of the flesh. Criosphinxes and hieracosphinxes alike lust after gynosphinxes. The former abase themselves and attempt to curry favor with lavish gifts. Hieracosphinxes scorn any such civilized gestures, and mate by force on the rare occasions they have a female at their mercy.

From these rare couplings, two to four sphinxes of any type may be born, regardless of the breed of the parents. Instead, the nature of the coupling itself influences the species of the resulting offspring. From those rare matings engendered by love or respect, androsphinxes and gynosphinxes are born. Those couplings motivated by carnal lust or selfish urges most often produce criosphinxes. Hieracosphinxes come from acts of hate and violence, and their disgusted mothers quickly abandon them to the mercy of the elements, lest the young turn against them. Of all the males, only the criosphinx willingly helps rear its own young, often as part of the bargain for mating in the first place.

People of the desert sometimes honor the sphinx's form by crafting great stone sphinxes, often bearing the faces of their own rulers and nobles. Legend holds the first such monuments were modeled on the eldest and greatest of sphinxes, paragons of knowledge and wisdom far larger in size than any common sphinx. The oldest and largest of these sphinxes settled into the desert sands when at last they tired of immortality, and as they passed into their final sleep, their bodies became as sandstone.

These elder sphinxes may be androsphinxes or gynosphinxes, or very rarely criosphinxes. They have at minimum the advanced template, many additional Hit Dice, and a size of at least Huge (and more often Gargantuan or Colossal). They can use *commune*, *contact other plane*, and *legend lore* as spell-like abilities once each per day (CL equals the sphinx's CR), and frequently possess other powers and special attacks. Many such sphinxes can enter a state of stony suspended animation that resembles the freeze special ability, though they cannot easily rouse themselves from such slumber. Other sphinxes, even the bestial hieracosphinxes, defer to elder sphinxes in all matters, treating them almost as gods.

Illustration by Chris Seaman

Sphinx, Androsphinx

This regal, bird-winged lion has a human's head, clad in the golden raiment of a powerful pharaoh.

ANDROSPHINX **CR 9**

XP 6,400

CG Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 23, touch 9, flat-footed 23 (+14 natural, –1 size)

hp 123 (13d10+52)

Fort +12, **Ref** +8, **Will** +7

OFFENSE

Speed 40 ft., fly 60 ft. (poor)

Melee 2 claws +20 (2d6+8/19–20 plus grab)

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

Special Attacks pounce, rake (2 claws +20, 2d6+8), roar

Spells Prepared (CL 6th; concentration +9)

3rd—*bestow curse* (DC 16), *searing light*, *speak with dead*

2nd—*bull's strength*, *calm emotions* (DC 15), *cure moderate wounds*, *resist energy*

1st—*comprehend languages*, *divine favor*, *remove fear*, *shield of faith*

0—*detect magic*, *guidance*, *purify food and drink*, *stabilize*

STATISTICS

Str 27, **Dex** 10, **Con** 18, **Int** 16, **Wis** 17, **Cha** 17

Base Atk +13; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (claw), Power Attack

Skills Fly +5, Intimidate +13, Knowledge (any one) +16, Perception +23, Sense Motive +13, Survival +16

Languages Common, Draconic, Sphinx

ECOLOGY

Environment warm deserts or hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Roar (Su) An androsphinx can roar up to three times per day as a standard action. Each progressive roar has a different effect, depending upon whether it is the first, second, or third of the androsphinx's roars for that day. All of these roars are sonic effects that fill a 60-foot-radius burst, centered on the androsphinx; the save DCs are Charisma-based. Sphinxes are immune to all of the effects of an androsphinx's roars.

First Roar: Affected creatures become frightened for 2d6 rounds (DC 19 Will negates). This is a mind-affecting fear effect in addition to being a sonic effect.

Second Roar: Affected creatures are paralyzed with fear and deafened for 1d4 rounds (DC 19 Will negates). This is a mind-affecting fear effect in addition to being a sonic effect.

Third Roar: Affected creatures take a 2d4 penalty to Strength for 2d4 rounds and take 2d8 points of sonic damage. Creatures smaller than the androsphinx are knocked prone. A DC 19 Fortitude save negates the Strength penalty and being knocked prone.

Spells An androsphinx casts divine spells as a 6th-level cleric. They do not gain access to domains or other cleric abilities.

The mightiest of the common sphinxes, androsphinxes see themselves as all that is worthy and noble in the species and carry themselves as though the weight of the world rests upon their good example. They view criosphinxes with paternalistic condescension, hieracosphinxes with poorly veiled disgust, and gynosphinxes as the only other sphinxes worthy of their time.

Androsphinxes put on a gruff and cantankerous front to outsiders. They make no effort to hide annoyance when displeased. Androsphinxes tend to be territorial, though less so than other sphinxes. They almost invariably warn and bluster before attacking, and nearly always heed a call to parley. Androsphinxes barter information and conversation for safe passage, not treasure.

Androsphinxes are 12 feet tall and weigh 1,000 pounds.

Sphinx, Criosphinx

This creature has the wings of a bird, the body of a lion, and the head of a ram with sad, wise eyes.

CRIOSPHINX **CR 7**

XP 3,200

N Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, –1 size)

hp 85 (10d10+30)

Fort +10, **Ref** +7, **Will** +4

OFFENSE

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

Melee 2 claws +15 (1d6+6), gore +16 (2d4+6/19-20)

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

Special Attacks swooping charge (gore, 4d6+12)

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

Constant—*speak with animals*

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 12, **Wis** 12, **Cha** 11

Base Atk +10; **CMB** +17; **CMD** 27 (31 vs. trip)

Feats Improved Bull Rush, Improved Critical (gore), Power Attack, Skill Focus (Intimidate), Weapon Focus (gore)

Skills Bluff +10, Fly +1, Intimidate +16, Perception +10

Languages Common, Sphinx; *speak with animals*

ECOLOGY

Environment warm deserts or hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Swooping Charge (Ex) A charging criosphinx deals 4d4+12 points of damage with its gore attack. A flying criosphinx who drops at least 20 feet in altitude as part of a charge deals 6d4+18 points instead.

Perhaps the least leonine of all sphinxes, the ram-headed criosphinx lacks the intellect of androsphinxes and gynosphinxes, but still outmatches the dim-witted hieracosphinxes. Like hieracosphinxes and androsphinxes, criosphinxes are always male. At the start of a battle, a criosphinx lowers its horns and crashes into foes, clawing enemies it has engaged. It favors charging down on foes from great heights.

Criosphinxes crave wealth over nearly all other things, habitually extorting tolls for safe passage from any who pass their lands. Groups who cannot pay must yield one of their number or a pair of mounts for the criosphinx's meal—single travelers must fight or die. Unlike gynosphinxes, no mere riddle suffices—only the shine of metal or the gleam of jewels can satisfy a criosphinx. Little can convince a criosphinx to part with even a single coin save the lust that its kind bears for the gynosphinx. Criosphinxes crave mating with gynosphinxes above all else, and pay well for the whereabouts of a female, or better yet, a well-crafted riddle that might impress one. For their part, gynosphinxes prefer to have little to do with what they mock as the sheep of sphinxes, though they sometimes lower themselves to a brief assignation in the rare event a criosphinx manages to impress them with wealth or wit.

Some criosphinxes set themselves as soothsayers of the desert, trading upon the storied wisdom of androsphinxes and gynosphinxes to deceive gullible travelers. Like their more blustering brethren, they seek wealth from passersby, but for the purposes of dispersing information rather than in exchange for safe passage. Such reliable information as they possess usually comes from idle conversation with the creatures of the desert, with criosphinxes using their inborn ability to *speak with animals*. A criosphinx lacking in sound information usually fabricates a pleasing lie.

Criosphinxes detest hieracosphinxes, regarding them as little more than beasts and a disgrace to their noble race. They drive off their falcon-headed cousins with mock-charges and posturing, escalating to full-fledged attacks if ignored. Androsphinxes they view with mixed fear and respect, and gynosphinxes with disdain and lust.

Illustration by Chris Seaman

Sphinx, Hieracosphinx

A cold-eyed falcon's head and great wings adorn the body of this otherwise leonine creature.

HIERACOSPHINX **CR 5**

XP 1,600

CE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 60 (8d10+16)

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

OFFENSE

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

Melee bite +11 (1d10+4), 2 claws +11 (1d6+4)

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

Special Attacks pounce, shriek

STATISTICS

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

Base Atk +8; **CMB** +13; **CMD** 25 (29 vs. trip)

Feats Cleave, Flyby Attack, Power Attack, Skill Focus (Perception)

Skills Fly +3, Perception +16; **Racial Modifiers** +4 Perception

Languages Sphinx

ECOLOGY

Environment warm hills

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

Treasure incidental

SPECIAL ABILITIES

Shriek (Su) The shrill shriek of a hieracosphinx deafens non-sphinxes within a 60-foot-radius spread for 2d4 rounds (DC 16 Fortitude negates). Once a creature successfully saves against this effect, it is immune to the hieracosphinx's shriek for 24 hours. Using this ability is a standard action. The save DC is Constitution-based.

The least intelligent of the common sphinxes, hieracosphinxes are a cowardly, cruel-hearted lot. All are male. They despise the larger and cleverer androsphinxes and criosphinxes. Toward gynosphinxes they hold a twisted mix of a lust and hate, simultaneously envying their beauty and power while craving them as mates. Hieracosphinxes attack other sphinxes whenever they have them at a disadvantage. Male sphinxes of other species they tear to shreds or drive away, whereas they prefer to leave gynosphinxes ravaged but alive. The other species of sphinx likewise hold nothing but disdain for hieracosphinxes, and typically attack these vile beasts on sight.

Hieracosphinxes guard their territory ruthlessly against weaker intruders, seldom giving warning before they attack. They have no use for banter and riddles, making most efforts at diplomacy rather ineffective, but can be convinced to call off their attacks by convincing shows of force coupled with information on the location of weaker prey or a gynosphinx. Though poor fliers, they still prefer to fight from the air, the better to escape if the combat turns against them.

As they lack the ego and resourcefulness of the rest of their breed, hieracosphinxes can be pressed into service of mounts, particularly by those of similarly evil dispositions. Hieracosphinxes chafe under such service but submit to more powerful riders, though they still inflict their foul tempers on any weaker creatures that happen by. A grown hieracosphinx can easily consume a full horse's worth of meat in a day, making their upkeep rather expensive. Even with these drawbacks, hieracosphinx eggs command values of up to 1,500 gp on the open market, as do young hieracosphinxes. It takes 3 years for a hieracosphinx to reach maturity, after which an untrained hieracosphinx only rarely accepts a rider without magical compulsion. Trainers, though hard to come by, charge thousands of gold pieces to rear and train a hieracosphinx, owing to the risk to life and limb.

A light load for a hieracosphinx is up to 350 pounds; a medium load, 351–700 pounds; and a heavy load, 701–1,050 pounds. A typical hieracosphinx is just short of 9 feet long and weighs 600 pounds. Hieracosphinxes detest bearing a rider into battle, thus increasing the DCs of any combat-related Ride checks by +5.

Illustration by Raven Mimura

Spider, Giant Crab

This pale yellow spider's legs protrude on either side, giving it a very distinctive stance. The thing is the size of a large dog.

GIANT CRAB SPIDER **CR 1/2**

XP 200

N Small vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

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

hp 11 (2d8+2)

Fort +4, **Ref** +2, **Will** +0

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +2 (1d4 plus poison)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +1; **CMB** +0; **CMD** 12 (24 vs. trip)

Skills Acrobatics +10, Climb +24, Perception +4, Stealth +10 (+25 when stationary); **Racial Modifiers** +8 Acrobatics, +16 Climb, +4 Perception, +4 Stealth (+15 when stationary)

SQ camouflage

ECOLOGY

Environment warm or temperate forests

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

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 14 (includes +2 racial bonus); *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save.

Giant crab spiders are dangerous ambush predators that live in dense forest vegetation. Though crab spiders are not web spinners, they are truly gifted climbers and use this talent to clamber up into places where they can observe wide areas from on high. Named for their curious scuttling walk and wide-legged stance, giant crab spiders are rarely larger than a typical adult halfling.

Spider, Ogre

This towering spider is the size of an elephant. Its legs have spiky joints and its face looks vaguely, but disturbingly, humanoid.

OGRE SPIDER **CR 5**

XP 1,600

N Huge vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

DEFENSE

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, –2 size)

hp 52 (7d8+21)

Fort +8, **Ref** +4, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +8 (2d8+7 plus poison)

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

Special Attacks web (+5 ranged, DC 16, hp 7)

STATISTICS

Str 21, **Dex** 15, **Con** 16, **Int** —, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +12; **CMD** 24 (36 vs. trip)

Skills Climb +29, Perception +5, Stealth –2; **Racial Modifiers** +16 Climb, +4 Perception, +4 Stealth

SQ compression

ECOLOGY

Environment temperate or cold hills or underground

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 18 (includes +2 racial bonus); *frequency* 1/round for 6 rounds; *effect* 1d4 Str and 1d4 Dex; *cure* 1 save.

Ogre spiders are brutal, terrifying hunters that spin tangled webs capable of encasing entire trees. So-named because the arrangement of its eyes and mandibles gives it a face unnervingly similar to that of an ogre as much as for their size, ogre spiders can fit into nooks and tunnels far more narrow than one might expect.

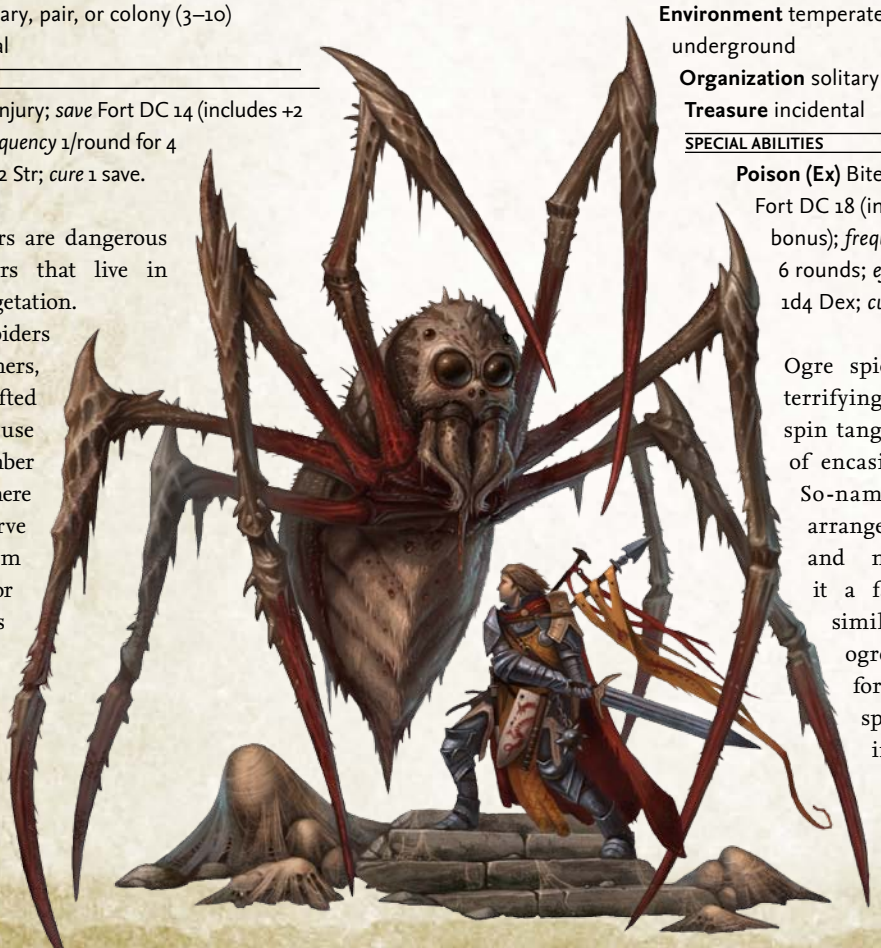


Illustration by Dmitry Burmak

Spider Eater

This strange beast resembles a wasp the size of a horse, but with the head of a spider and two long appendages ending in pincers.

SPIDER EATER **CR 5**

XP 1,600

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

DEFENSE

AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, –1 size)

hp 52 (5d10+25)

Fort +9, **Ref** +6, **Will** +2

Defensive Abilities *freedom of movement*

OFFENSE

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

Melee bite +9 (1d8+5), 2 pincers +4 (1d6+2), sting +9 (1d6+5 plus poison)

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

Special Attacks implant

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

Constant—*freedom of movement*

STATISTICS

Str 21, **Dex** 14, **Con** 21, **Int** 3, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 24

Feats Dodge, Hover, Skill Focus (Perception)

Skills Fly +8, Perception +15

Languages Aklo (cannot speak)

ECOLOGY

Environment temperate forests

Organization solitary or brood (2–12)

Treasure none

SPECIAL ABILITIES

Implant (Ex) A spider eaters grows its eggs inside of a living host. Implanting an egg in a host is a full-round action that provokes attacks of opportunity, and the target must be helpless but alive. Once an egg is implanted, it exudes paralytic enzymes that not only keep the victim in state of perpetual paralysis, but also keep it nourished and alive in its comatose but fully aware state. This condition lasts until the egg hatches in 1d6 weeks, at which point the young spider eater consumes most of its host, killing it. An egg can be surgically removed with a DC 25 Heal check (this check deals 2d6 points of damage to the host regardless of success), at which point the host recovers from the paralysis in 1d6 rounds. Any magical effect that removes paralysis or disease (such as *remove paralysis*, *remove disease*, or *heal*) also destroys the egg, but mere immunity to paralysis or disease does not offer protection.

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/minute for 6 minutes; *effect* paralysis for 1 minute; *cure* 1 save. The save DC is Constitution-based.

Illustration by Mariusz Gandzel

An amalgam of dangerous creatures, this predator, as its name suggests, prefers to hunt and feed upon spiders. Their greatest boon to spider hunting, aside from their stinger, ability to fly, and strong pincers, is their ability to slip through the stickiest of webs in order to get to their prey. Unfortunately for other creatures, when a spider eater is denied its preferred prey, it seeks out any living creature it can find to serve as a host for its ravenous young.

When hunting, a spider eater drops from the air onto its victim, stinging the prey with its barbed tail. The creature then returns to the air and hovers, waiting for its venom to take hold. Once the opponent succumbs to paralysis, the spider eater lands again, either to feed or implant its egg.

Although more intelligent than the typical beast, to the point where it can understand a language (usually Aklo), the spider eater is relatively slow-witted. Nevertheless, it is intelligent enough that it resists training—those who seek to ally with spider eaters must befriend them via diplomacy and gifts of spiders to feed upon or implant eggs into, or via intimidation and coercion.

A spider eater measures roughly 14 feet long and stands 6 feet tall. The creature has a wingspan just over 20 feet and weighs almost 2,000 pounds.

Sprite

This lithe, diminutive creature looks like a humanoid with wispy, mothlike wings and long, thin ears.

SPRITE **CR 1/3**

XP 135

CN Diminutive fey

Init +3; **Senses** *detect evil*, *detect good*, low-light vision; Perception +6

DEFENSE

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

hp 3 (1d6)

Fort +0, **Ref** +5, **Will** +2

DR 2/cold iron

OFFENSE

Speed 15 ft., fly 60 ft. (perfect)

Melee short sword +0 (1d2–4/19–20)

Ranged short bow +7 (1d2–4)

Space 1 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 5th; concentration +5)

Constant—*detect evil*, *detect good*

At will—*dancing lights*, *daze* (DC 10)

1/day—*color spray* (DC 11)

STATISTICS

Str 3, **Dex** 17, **Con** 10, **Int** 6, **Wis** 11, **Cha** 10

Base Atk +0; **CMB** –1; **CMD** 5

Feats Alertness

Skills Escape Artist +15, Fly +21, Perception +6, Sense Motive +2, Stealth +19

Languages Common, Sylvan

SQ luminous

ECOLOGY

Environment temperate forests

Organization solitary, pair, troop (3–6), band (7–14), or tribe (15–40)

Treasure standard (short sword, short bow with 20 arrows, other treasure)

SPECIAL ABILITIES

Luminous (Su) A sprite naturally sheds light equal to that provided by a torch. A sprite can control the color and intensity of the light as a swift action, reducing it to the dimness of a candle or even extinguishing its luminosity entirely if it wishes.

Sprites gather in groups deep in forested lands, aligned to the cause of defending nature. Whole tribes of sprites deem themselves protectors of a certain person, place, or creature of importance in their lands, even if the being doesn't actually want or need protecting.

A sprite's body is naturally luminous, although the sprite can vary the color and intensity of its body as it wishes. Shortly after death, a sprite's body simply melts away to a twinkling vapor. Sprites are among the smallest of fey, standing just over 9 inches in height and rarely weighing more than 1 or 2 pounds.

Sprites are more primitive in many ways than most fey. They enjoy each other's company, but tend to be distrustful of other fey and assume any humanoids and any other creatures that they haven't expressly chosen to protect mean to do them ill. Even animals are generally regarded as dangerous. Much of this is due to sprites' diminutive size, which makes them popular targets for predators. As a result, a sprite's initial reaction to danger is typically to flee—it uses its spell-like abilities to delay or distract pursuers, and relies on its speed in flight and its size to allow it to escape in the end.

While sprites themselves are relatively uncultured and savage in nature, they do have a healthy curiosity for all things magical in nature. They are particularly drawn to sites of great but latent magical power, such as the ruins of ancient temples. This curiosity makes them unusually receptive to roles as familiars as well. A 5th-level chaotic neutral spellcaster with the Improved Familiar feat can gain a sprite as a familiar.

Illustration by Eva Widermann

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 adamantine; **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.

Illustration by Peter Bergting

Suli

This fine-featured humanoid wears exotic clothing and has flashing eyes; his arms are sheathed in a blaze of crackling flames.

SULI **CR 1/2**

XP 200

Suli ranger 1

N Medium outsider (native)

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

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 11 (1d10+1)

Fort +2, **Ref** +3, **Will** –1

Resist acid 5, cold 5, electricity 5, fire 5

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee scimitar +4 (1d6+2/18–20)

Ranged shortbow +2 (1d6/×3)

Special Attacks elemental assault, favored enemy (humans +2)

STATISTICS

Str 15, **Dex** 12, **Con** 11, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 14

Feats Weapon Focus (scimitar)

Skills Diplomacy +3, Knowledge (geography) +4, Knowledge (nature) +4, Ride +0, Sense Motive +2, Survival +3; **Racial Modifiers** +2 Diplomacy, +2 Sense Motive

Languages Common plus one elemental language

SQ track +1, wild empathy +1

ECOLOGY

Environment any

Organization single, pair, or group (3–6)

Treasure NPC gear (chainmail, scimitar, short bow with 20 arrows, other treasure)

SPECIAL ABILITIES

Elemental Assault (Su) Once per day as a swift action, a suli can call on the elemental power lurking in its veins to shroud its arms in acid, cold, electricity, or fire. Unarmed strikes with its elbows or hands (or attacks with weapons held in those hands) deal +1d6 points of damage of the appropriate energy type. This lasts for 1 round per level. The suli can end the effects of its elemental power early as a free action.

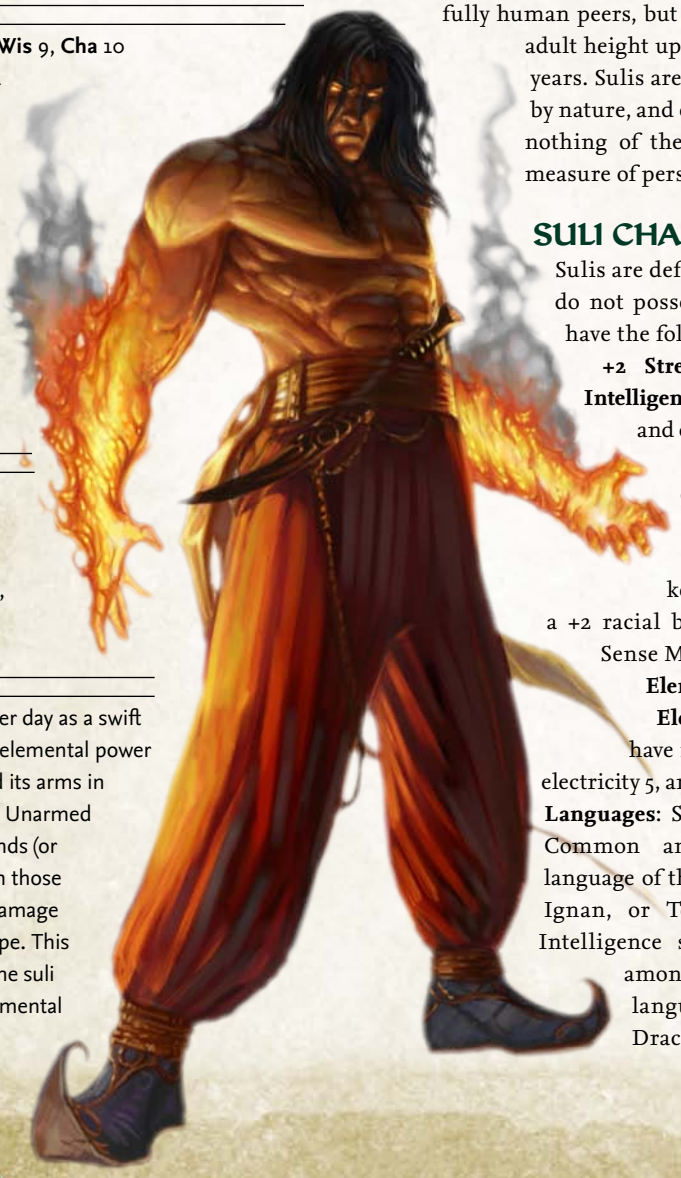


Illustration by Tyler Walpole

Sulis (or suli-jann) are minor offshoots of the jann that live among humans. They are tall and look like ordinary men and women but for their abnormal beauty and the occasional flash of elemental light in their eyes. Though physically superior to and more attractive than normal humans, some suli-jann remain unaware of their genie heritage until later in life, when contact with a full-blooded genie draws forth a portion of their elemental power.

While all sulis can trace their lineage back to a janni ancestor, very few have an immediate janni parent. In most cases, this legacy lies fallow in the blood for generations, only to emerge decades or even centuries later. Those whose powers become apparent early on usually lead troubled lives as youths, as the question of a child's origins tears some families apart; few of these unfortunate sulis grow up knowing anything of the peace of a happy home.

Sulis age at the same rate as humans and are physically identical to humans in terms of height and weight. During their youth, sulis tend to be slightly smaller than their fully human peers, but grow quickly to their full adult height upon reaching their teenage years. Sulis are impulsive and passionate by nature, and even those sulis who know nothing of their genie blood possess a measure of personal pride.

Suli Characters

Sulis are defined by class levels—they do not possess racial Hit Dice. Sulis have the following racial traits.

+2 Strength, +2 Charisma, –2 Intelligence: Sulis tend to be strong and charming, but slow-witted.

Low-Light Vision: Sulis can see twice as far as humans in dim light.

Negotiator: Sulis are keen negotiators, and gain a +2 racial bonus on Diplomacy and Sense Motive checks.

Elemental Assault: See above.

Elemental Resistance: Sulis have resistance to acid 5, cold 5, electricity 5, and fire 5.

Languages: Sulis begin play speaking Common and any one elemental language of their choice (Aquan, Auran, Ignan, or Terran). Sulis with high Intelligence scores can choose from among the following bonus languages: Aquan, Auran, Draconic, Ignan, and Terran.

Tanuki

Short and pudgy, this raccoonlike humanoid wields a stout quarterstaff and weaves a little as if intoxicated.

TANUKI **CR 4**

XP 1,200

CN Medium monstrous humanoid (shapechanger)

Init +3; **Senses** darkvision 60 ft., *detect poison*, low-light vision; Perception +8

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +3 natural, +1 shield)

hp 47 (5d10+20)

Fort +5, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +7 (1d6+2), mwk quarterstaff +7 (1d6+1), slam +2 (1d6+1)

Ranged sling +8 (1d4+2)

Spell-Like Abilities (CL 7th; concentration +11)

Constant—*detect poison*

At will—*purify food and drink*

3/day—*magic stone, major creation* (up to 1 cubic foot)

1/day—*create food and water, shrink item, veil* (self only)

STATISTICS

Str 14, **Dex** 17, **Con** 18, **Int** 13, **Wis** 14, **Cha** 19

Base Atk +5; **CMB** +7; **CMD** 20

Feats Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (quarterstaff)

Skills Bluff +7, Diplomacy +6, Knowledge (nature) +5, Perception +8, Perform (percussion) +8, Sense Motive +4, Spellcraft +4, Stealth +10

Languages Common, Tanuki

SQ change shape (raccoon; *beast shape II*), sake affinity

ECOLOGY

Environment temperate forests or urban

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

Treasure standard (masterwork quarterstaff, 4 gulps of sake in a gourd, other treasure)

SPECIAL ABILITIES

Sake Affinity (Su) As a swift action, a tanuki can take a swig of sake from the gourd it always carries at its side. When it does so, it gains the effect of one of the following spells at caster level 7th: *divine favor, false life, haste*, or *rage*. Unusual tanukis might have additional spell effect choices at the GM's discretion. Each time a tanuki takes a swig of sake, it becomes progressively drunker and takes a –1 penalty to its AC and on Reflex saves for 1 minute. These penalties stack.

Jolly tricksters, tanukis love deceiving humanoids and other intelligent creatures. This mischief is usually harmless, but can turn spiteful in some situations. Popular folklore stories claim tanukis are the transformed souls of tools and housewares that were used for more than 100 years, a myth that probably results from tanukis' ability to magically create or alter objects.

Mostly encountered in disguise, tanukis enjoy visiting humanoid settlements and interacting with the people. They usually visit taverns and eateries, joining in feasts and celebrations whenever possible. Tanukis always change their disguises and rarely visit the same town twice in the same month.

Tanuki mischief becomes spiteful to those who defile nature. Hunters who kill for sport or those who log trees from the forest without seeding new ones find their weapons and tools transformed into bowls and teacups. Tanukis also put more effort into their pranks when the target is a braggart, a bully, or someone of poor moral character. They like to prank brooding types as well, always hoping to bring a smile to the hard faces of such dour folk. Because of their trickster nature, tanukis get along with many fey creatures. Some tanukis even deal well with spirits, often helping them pass from this world.

Though rare, violent and morbid tanukis occasionally walk the lands, bringing suffering to those they encounter. Filled with spite, these evil tanukis pull sadistic pranks, and horror stories tell of tanukis killing old women and tricking their husbands into eating soups made from their flesh.

A tanuki is 5 feet tall and weighs 180 pounds.

Illustration by Eric Belisle

Taotieh

This white marble statue resembles a large feline, but its body and face are covered in decorative etchings and runes.

TAOTIEH **CR 11**

XP 12,800

N Large construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 28, touch 11, flat-footed 26 (+2 Dex, +17 natural, –1 size)

hp 107 (14d10+30)

Fort +4, **Ref** +6, **Will** +6

DR 10/adamantine; **Immune** construct traits; **Resist** acid 10, cold 10, electricity 10, fire 10

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft.

Melee bite +23 (1d8+10 plus grab), 2 claws +23 (1d6+10 plus grab)

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

Special Attacks pounce, rake (2 claws +23, 1d6+10), swallow whole (suffocation, AC 17, hardness 8, 25 hp)

STATISTICS

Str 30, **Dex** 15, **Con** —, **Int** —, **Wis** 14, **Cha** 1

Base Atk +14; **CMB** +25 (+29 grapple); **CMD** 37 (41 vs. trip)

ECOLOGY

Environment any

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Swallow Whole (Su) A taotieh can expand its jaws to swallow Large or smaller creatures. When swallowed, a victim is transported to its own lightless pocket dimension—a stone prison just large enough to contain the victim. Creatures do not take damage within this pocket dimension, but there is only enough air inside to last for 3 rounds. At the end of the third round, the trapped creature must hold its breath or risk suffocation. A creature that attempts to carve its way out of this dimension with a weapon must be able to penetrate the surrounding walls' hardness 8. When a creature manages to cut its way out of this dimension, it appears to leap out of the taotieh's mouth to emerge into any square adjacent to the taotieh's space—no actual hole is created in the creature, and new creatures that are swallowed later must cut their own way out. When a taotieh is destroyed, its body bursts open to allow the contents of its extradimensional stomachs to spill out into adjacent spaces. A taotieh can swallow up to four creatures at any one time.

Symbols of power but also of gluttony, taotiehs are guardian constructs formed of stone and built around a pocket of extradimensional space. Taotiehs are used to ward sacred or secluded areas from enemies and trespassers. Their semblance to tigers extends even to the animal's abilities in combat, as taotiehs are feared for their vicious attacks. The extradimensional space at the core of a taotieh allows the construct to swallow opponents of its own size and then shunt its victims into an airless pocket of space inside. A creature capable of existing without air could well spend an eternity inside a taotieh if it couldn't smash its way out or escape via plane-traversing magic, in which case it must wait for outside forces to slay its captor. Tales abound of great treasures and even greater dangers being unleashed upon a taotieh's destruction.

Construction

A taotieh is built from 12,000 pounds of marble, treated with special unguents and chemicals.

TAOTIEH

CL 14th**; Price** 105,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest, limited wish, plane shift*, creator must be caster level 14th; **Skill** Craft (sculpture) or Craft (stonemasonry) DC 25; **Cost** 55,000 gp

Illustration by Jorge Fares

Tatzlwyrm

This serpentine creature has the head of a ferocious dragon and two relatively small forearms that end in tiny claws.

TATZLWYRM **CR 2**

XP 600

N Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

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

hp 22 (3d12+3)

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

Immune paralysis, sleep

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d8+3 plus grab)

Special Attacks poison gasp, pounce, rake (2 claws +5, 1d4+2)

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 5, **Wis** 14, **Cha** 11

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 17 (can't be tripped)

Feats Nimble Moves, Stealthy

Skills Climb +14, Escape Artist +5, Intimidate +4, Perception +8, Stealth +10 (+16 in dense vegetation); **Racial Modifiers** +6 Stealth in dense vegetation

Languages Draconic

ECOLOGY

Environment any forests

Organization solitary or nest (2–5)

Treasure standard

SPECIAL ABILITIES

Poison Gasp (Ex) A tatzlwyrm's breath contains a poisonous vapor. While grappling, instead of making a bite or rake attack, a tatzlwyrm can breathe poison into its victim's face. A tatzlwyrm must begin its turn grappling to use this ability—it can't begin a grapple and use its poison gasp in the same turn.

Tatzlwyrm poison: Breath—inhaled; *save* Fort DC 12; *frequency* 1/round for 2 rounds; *effect* 1d2 Str damage; *cure* 1 save. The save DC is Constitution-based.

Tatzlwyrms are thought to be primeval relatives of true dragons, having branched off the line millennia ago and evolved in a way that sets them notably apart. Undersized compared to their larger cousins, tatzlwyrms are nonetheless ferocious in their own right. And while tatzlwyrms are hardly impressive specimens when put beside their notorious relatives, most other reptiles can't compare to them mentally. They understand Draconic, though other languages are beyond most tatzlwyrms' limited comprehension. Nevertheless, tatzlwyrms are deeply cunning, building complex lairs and rudimentary traps.

Tatzlwyrms are quite rare, and only a few particularly curious and lucky adventurers can claim to have seen a living specimen. Reports do agree on some basic features, however. About the size of a full-grown human, tatzlwyrms have only two limbs and no wings, and possess a weak poisonous breath similar to the breath weapons of their true dragon relatives. An adult tatzlwyrm is 6 to 8 feet long, including its winding, organless tail, and it weighs between 400 and 500 pounds. A tatzlwyrm's scales give the creature limited camouflage, ranging through various shades of green, brown, and gray.

Like true dragons, tatzlwyrms are strict carnivores. They spend most of their time hiding, waiting to attack any prey that ventures too near. They consume their food slowly in the dark security and seclusion of their lairs. Tatzlwyrms have a remarkable knack for ambush and camouflage.

Illustration by Scott Purdy

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 (+0 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.

Illustration by Ben Wootten

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

Thriae

Highly spiritual creatures and keepers of the world's greatest secrets, the thriae are a race of female, beelike seers coveted for their powers of divination and prophecy. Roughly humanoid in size and appearance, thriae keep to the outskirts of civilization, tending to their mysterious rituals and maintaining a watchful—if passive—eye over the machinations of nearby societies. While possessing an eerie air of mysticism, thriae are nonetheless startlingly beautiful, their slender bodies giving an unexpected grace to the otherwise unsightly mannerisms of giant bees.

Settlements that find themselves near the hilly homes of thriae hives often send a chosen citizen to visit the creatures, hoping to glean helpful insight from the wise prophetesses regarding the growth of the settlement's crops, the prosperity of its people, or the strength of its warriors. Thriae have little interest in the affairs of most humanoids, but do aid those who come bearing offerings of gold or physically fit male consorts. All thriae are female, and so the queen must breed with humanoid males in order to propagate the colony. If a colony hasn't received an offering of a suitable consort recently, thriae sometimes visit nearby settlements in the hope of garnering young male volunteers to come and live with them for the rest of their lives—living with the thriae exposes chosen males to many of the mysterious race's secrets, so the prophetesses cannot afford to let them leave the thriae's domains once they have entered. The life of male consorts is one of comfort and luxury, however, as they spend their days in a blissful trance brought on by the mind-altering effects of the thriae queen's nourishing honey, a substance called merope. Once they are too old to continue their duties, the males are put in a deep, numbing sleep, whereupon the thriae painlessly devour the consorts' elderly bodies. Thriae generally do not have emotional ties to their humanoid mates, using them for procreation only—exceptions exist, particularly among non-queen thriae, who cannot lay eggs but sometimes choose a willing mate anyway. Only the queen can lay eggs; a typical queen produce 400 to 500 eggs in her lifetime. The life span of a typical thriae who does not die in battle is about 200 years.

Thriae choose particularly spiritual individuals to become seers, members of the colony who perform the rituals that allow them to divine their cryptic prophecies. These seers drink from merope and derive meaning from their spiritual hallucinations, traveling into the forests or mountains to decode various patterns among nature. Thriae hold a particular reverence for the structures and communication patterns of common bees, patterns which they often study intently while undergoing their merope-induced spiritual journeys. The bond thriae have with common bees and giant bees extends beyond this, however, as many powerful thriae possess the ability to call forth such insects when they are in need of aid, such as while protecting their homes. Thriae are extremely territorial, and disrupt their normally stoic behavior to passionately fight off intruders or creatures otherwise imposing upon their domain. Many thriae colonies can trace back their lineages thousands of years, keeping extensive archives hidden within the catacombs of their labyrinthine hives. The hives thriae reside in resemble the beehives of their miniature relatives, but constructed on a much grander fashion and scale. Since thriae fly wherever they go, they tend to build their most important chambers higher up in order to deter bipedal would-be burglars.

Thriae come in various shapes and sizes, their abilities ranging equally in terms of specialization. An individual thriae's occupation within the particular thriae society she is born into is selected by her elders when she reaches adolescence, several months after her development as a larva and then as a pupa. Once her occupation is determined, a young thriae is assigned a "mother," and is trained by this elder to perform her tasks perfectly so as to keep the hive in fully autonomous order. Many thriae never see battle in their lifetimes, instead performing tasks such as recording scriptures derived from seers' verbal prophecies, cultivating the crops and herd animals that thriae use for food, or crafting elaborate crowns, necklaces, and other ornaments unique to thriae and renowned by jewelers the world over. Thriae have a fascination with all kinds of rare metals, and the intricate ways in which they utilize these alloys in building their wares exemplifies the race's passion and ingenuity. They do not regularly trade with outside societies except in times of dire need, such as during a feud or war that cuts off access to needed resources.

Thriae Merope

Merope, the magical honey produced by thriae queens, possesses numerous supernatural properties. Even among thriae, the effects of drinking merope are remarkably diverse. A specific amount of merope for one thriae may put her into a tranquil haze, while the same amount for another could set off a bout of insatiable rage. The effect of merope on a specific type of thriae is marked in a thriae's stat block.

To non-thriae, merope generally has similar effects to strong alcohol. The substance can be addicting to the weak-willed, and those who begin to rely on merope quickly become addicted thralls and servants bound to servitude within a hive. Some thriae claim to have developed merope with the ability to affect non-thriae with more potent effects, but such claims are regarded as something between blasphemy and treason by most thriae hives.

Thriae Queen

This towering, shapely, purple-skinned woman has an insectile lower body, antennae on her brow, and the wings of a bee.

THRIAE QUEEN **CR 18**

XP 153,600

LN Huge monstrous humanoid

Init +4; **Senses** darkvision 60 ft., *detect secret doors*, low-light vision, *true seeing*; Perception +37

DEFENSE

AC 33, touch 8, flat-footed 33 (+25 natural, –2 size)

hp 312 (25d10+175); fast healing 10

Fort +15, **Ref** +14, **Will** +21

Defensive Abilities merope coat; **Immune** poison, sonic; **Resist** acid 20; **SR** 29

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee +2 *axiomatic light mace* +35/+30/+25/+20 (2d6+11/19–20), sting +27 (2d8+4/19–20 plus poison)

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

Special Attacks launch merope, spawn soldiers

Spell-Like Abilities (CL 20th; concentration +29)

Constant—*detect secret doors*, *true seeing*

At will—*daylight*, *detect thoughts* (DC 21), *greater scrying* (DC 26), *neutralize poison*, *remove disease*, *speak with dead* (DC 22)

3/day—*charm monster* (DC 23), *find the path*, *giant vermin* (8 bees or 6 wasps), *mass cure critical wounds*, *poison* (DC 23), *restoration*, *slow* (DC 22)

1/day—*foresight*, *mass heal*, quickened *regenerate*

STATISTICS

Str 28, **Dex** 11, **Con** 25, **Int** 20, **Wis** 21, **Cha** 28

Base Atk +25; **CMB** +36; **CMD** 46

Feats Alertness, Combat Casting, Combat Expertise, Critical Focus, Greater Spell Penetration, Improved Critical (sting), Improved Critical (light mace), Improved Initiative, Improved Iron Will, Iron Will, Quicken Spell-Like Ability (*regenerate*), Spell Penetration, Weapon Focus (light mace)

Skills Bluff +34, Diplomacy +34, Fly +24, Knowledge (arcana) +30, Knowledge (religion) +30, Perception +37, Sense Motive +34, Spellcraft +30, Use Magic Device +34

Languages Common, Sylvan, Thriae; telepathy 300 ft.

ECOLOGY

Environment any

Organization solitary or colony (1 queen, 3 seers, 11–20 soldiers, and 3–30 giant bees)

Treasure double (+2 *axiomatic light mace*, other treasure)

SPECIAL ABILITIES

Launch Merope (Su) A thriae queen can launch a stream of merope from a gland in her lower body in a 60-foot line as a standard action. A thriae queen using this ability can control the purity of the merope she launches, which makes it either harm those it touches or heal them. If a thriae queen chooses to make her merope harmful, all creatures in the area of effect take 20d8 points of acid damage (Reflex DC 29 for half). In addition, any creature in the area of effect is also staggered for 1d4 rounds (or 1 round if it succeeds at its Reflex save). If she uses it to heal, the merope heals all living creatures in the area of effect for 10d8 points of damage. A thriae queen can use this ability once every 1d4 rounds. The save DC is Constitution-based.

Merope Coat (Su) A thriae queen is covered in a thin layer of merope. This coating acts as a magical barrier between spells cast at the thriae queen, as though she were constantly under the effects of *spell turning*. The coat affects a maximum of eight spell levels—when a spell effect is turned, this coating is depleted by a number of spell levels equal to the level of the spell reflected. The queen regenerates this coating at a rate of one spell level per round. A spell in excess of what the merope coat can currently reflect is not reflected, and reduces the merope coat to a score of 0. Spells that fail to penetrate the queen's spell resistance do not reduce the merope coat's efficiency in this manner.

Spawn Soldiers (Su) Three times per day as a standard action, a thriae queen can spawn a large swarm of wasps. This functions as four separate wasp swarms (*Bestiary* 275) that occupy all of the squares adjacent to the thriae queen. These swarms do not harm any thriae, and while they move with the queen as she moves, the swarms cannot leave her side. The swarms last until they are destroyed or 1 hour passes, at which point the swarms die on their own.

Poison (Ex) Sting—injury; *save* Fort DC 29; *frequency* 1/round for 6 rounds; *effect* 1d6 Con plus staggered for 1 round; *cure* 2 consecutive saves.

The most powerful individual within any given thriae colony, the queen is a divine soothsayer, a provider of life, and a destroyer of those would seek to disrupt the order of the colony. Viewed by her children as a benevolent matriarch rather than a mother, the thriae queen is the only fertile member of the colony, and thus the sole reproducer should the colony's population meet a devastating blow, whether through plague, famine, or war. A queen is revered by soldiers and seers alike, both for her physical might and her divine power, and she exemplifies the very best of thriae society in terms of strength, insight, and magnetism. While a queen is often too busy to entertain guests of a thriae hive, those intruders who do catch a glimpse of her are captured by her beauty and grace, and many would follow her if only to be by her side. But those who are allowed to enjoy the queen's company are few, and those few are carefully selected from among the hive's greatest warriors and priestesses, soldiers and seers whose powers have shown them to be skillful as well as loyal.

Most thriae colonies only have one queen, though particularly large or far-reaching hives have been known

Illustration by Maichol Quinto

to have as many as three at any given time. Thriae queens are the ultimate authority within a hive, and make most of the major decisions regarding the colony's growth. Only the wealthiest and most respected outsiders are granted an audience with the ever-busy queen, whose numerous duties around the hive are analogous to those of any other ruler of a small kingdom. They grant only audiences regarding matters of the utmost concern, matters that stimulate the curiosity of a thriae queen and require not merely the cryptic readings of seers but a true divination as only a queen can provide.

When not divining or performing governmental tasks, a thriae queen can often be found in her private chamber, where she lies with male consorts, lays eggs, cares for her larvae, and creates the vast stores of merope used every day within the hive. Consorts are chosen carefully, as they are constantly within extremely close proximity to the queen, who is far from vulnerable in her own right but nonetheless often prefers to avoid conflicts with would-be assassins or burglars.

A thriae queen lays fertilized eggs in one of the waxy, golden cells of her chamber walls. Thriae eggs go through several stages of growth before becoming fully formed thriae—the longest stage of development is the larval stage, which is a crucial point in determining the formation of a thriae. Most larvae are fed merope while they grow, but in the height of her power, a thriae queen selects a single larva to be her successor, and she feeds that individual a special substance secreted from her merope gland called royal merope. This thick, jellylike substance strengthens the larva and causes it to grow greatly in size, and when it pupates and hatches, it does so as a fully grown thriae queen.

The mother queen teaches its successor in the ways of divining as well as ruling a colony. The successor then faces a choice—either remaining in the colony she was born into and furthering the growth of the hive, or setting out on her own to establish an allied colony. If she does the latter, the remaining queen must birth another successor, which is not considered so much a bother as it is an unavoidable circumstance. Queens do not look upon successors who leave as deserting daughters, instead viewing them as future allies for the colony down the road.

Thriae Larvae

Larvae who are fed regular merope become soldiers, seers, or other contributing members of thriae society. While more susceptible to harm in the larval stage, thriae larvae still pose a threat to unwary intruders who find themselves among the cells of numerous unhatched thriae. Creatures that succeed at a DC 15 Perception check or Knowledge (nature) check notice larvae embedded in the hive's waxy walls. Unhatched thriae larvae can detect disturbances outside their cell walls, and burst from the cells in order to prey upon the nutritious intruders. Any creature within 5 feet of a larval cell must make a DC 15 Reflex save to avoid becoming infested with the larvae. A creature that becomes infested must make a successful DC 15 Fortitude save each round to avoid taking 1d2 points of Constitution damage and falling asleep—additional Constitution damage from feeding larvae does not wake sleeping victims. Feeding larvae can be detached from the creature they cling to by cutting them off with a slashing weapon (which requires a DC 20 Heal check that deals 1d4 points of damage per larva attached) or by dealing cold damage to the larvae at any time, which also deals half damage to the creature the larvae are covering. *Remove disease* or a similar effect kills any thriae larvae on the host.

Thriae Seer

Lithe and beautiful, this half-bee, half-woman creature wears elaborate makeup and wields an ornate staff.

THRIAE SEER **CR 11**

XP 12,800

LN Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft., *detect secret doors*, low-light vision; Perception +27

DEFENSE

AC 25, touch 15, flat-footed 20 (+5 Dex, +10 natural)

hp 133 (14d10+56)

Fort +8, **Ref** +16, **Will** +15

Immune poison, sonic; **Resist** acid 10; **SR** 22

OFFENSE

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

Melee +2 *quarterstaff* +16/+11/+6 (1d6+4), +2 *quarterstaff* +16/+11 (1d6+3), sting +11 (1d8+3 plus mind sting)

Special Attacks merope consumption

Spell-Like Abilities (CL 14th; concentration +22)

Constant—*detect secret doors*

At will—*calm emotions* (DC 20), *detect thoughts* (DC 20), *sound burst* (DC 20)

3/day—*divination*, *invisibility purge*, *locate object*, *misdirection* (DC 20), *symbol of sleep* (DC 23)

1/day—summon bees (level 5, 1d3 giant queen bees or 1d4 wasp swarms), *true seeing*

STATISTICS

Str 14, **Dex** 20, **Con** 19, **Int** 19, **Wis** 22, **Cha** 27

Base Atk +14; **CMB** +19; **CMD** 31

Feats Agile Maneuvers, Alertness, Combat Casting, Combat Reflexes, Improved Two-Weapon Fighting, Lightning Reflexes, Two-Weapon Fighting

Skills Bluff +22, Diplomacy +22, Fly +26, Knowledge (arcana) +18, Perception +27, Sense Motive +24, Spellcraft +18, Use Magic Device +22

Languages Common, Sylvan, Thriae

ECOLOGY

Environment any

Organization solitary, pair, or triad

Treasure double (+2 *quarterstaff*, 3 doses of merope, other treasure)

SPECIAL ABILITIES

Merope Consumption (Su) Three times per day as a standard action, a thriae seer can consume a dose of merope in order to further tap into her spiritual powers for 1d6+3 rounds. Starting on the round after she consumes the merope, the thriae seer gains an insight bonus to her AC and on damage done with melee attacks equal to her Wisdom modifier (+6 for most thriae seers).

Mind Sting (Su) A target stung by a thriae seer becomes confused for 1d4 rounds unless it makes a successful DC 21 Will save. This is a mind-affecting effect. The save DC is Constitution-based.

Sought after for their wisdom and guidance as well as their enchanting beauty, thriae seers are among the most spiritually gifted members of their colony. Their prowess for foretelling the future and deciding upon the soundest courses of action in dire situations earns them respect from other thriae as well as outsiders from other societies, and seers wield their gift with a stoic humbleness. Nonetheless, most seers expect an offering before they will grant an audience a divination. These offerings usually consist of ornate jewelry and sums of gold, though some seers desire the company of humanoid male or female consorts, many of whom gladly oblige the captivating seer with their presence.

While their combative abilities mainly comprise their magical powers and they appear at first glance to be thin and frail, seers still possess the trademark strength and resilience of all thriae.

Thriae seers spend most of their time meditating in one of the many chambers in the colony's hive dedicated to such activities. Consuming large amounts of their queen's merope to enhance their powers of divination, seers ponder the best solutions to their colony's problems, and often act as a sort of spiritual political council for the queen. If a particularly wealthy group of outsiders has sought the counsel of several thriae seers, this council of prophetesses will combine their powers in order to read a difficult divination.

Thriae seers are 6 feet from head to toe and weigh 150 pounds. The thriae seer presented here represents the least of her kind. Many thriae seers take levels of monk or rogue so as to be even more adept at protecting their queen. Thriae oracles and sorcerers are also relatively common—such thriae are particularly valued by their hive for their magical abilities.

Illustrations by Maichol Quinto

Thriae Soldier

This creature has the upper body of a woman and the lower body of a bee. She wields a longbow with uncanny skill.

THRIAE SOLDIER **CR 4**

XP 1,200

LN Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

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

hp 42 (5d10+15)

Fort +4, **Ref** +7, **Will** +5

Immune poison, sonic

OFFENSE

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

Melee sting +10 (1d8+7 plus poison)

Ranged composite longbow +8 (1d8+5/×3 plus poison) or Rapid Shot +6/+6 (1d8+5/×3 plus poison)

Special Attacks merope consumption

STATISTICS

Str 20, **Dex** 17, **Con** 16, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +5; **CMB** +10; **CMD** 23

Feats Point-Blank Shot, Precise Shot, Rapid Shot

Skills Fly +13, Intimidate +10, Perception +9, Stealth +9, Survival +9

Languages Common, Sylvan

ECOLOGY

Environment any

Organization pair, troop (3–8), or company (9–20 soldiers, 2–4 rangers of 3–5th level, 1–2 rogues of 4–6th level, and 1 fighter commander of 5–8th level)

Treasure standard (chain shirt, composite longbow [+5 Str] with 20 arrows, 1 dose of merope, other treasure)

SPECIAL ABILITIES

Merope Consumption (Su) Once per day as a standard action, a thriae soldier can consume a dose of merope in order to enhance her combat abilities for 1d6+3 rounds. Starting on the round after the merope is consumed, the thriae soldier gains a +2 insight bonus on attack rolls and saving throws, and gains fast healing 3.

Poison (Ex) Sting or arrow—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. As a free action, a thriae soldier can apply her venom to an arrow as she fires the shot. The save DC is Constitution-based.

The guardians of the thriae colony and its treasures, thriae soldiers make up the backbone of a hive's defenses. Whether patrolling the perimeter of the hive or protecting its queen and seers from attackers, soldiers are a crucial asset ensuring a colony's survival, and so it makes sense that they compose the majority of thriae populations. While not as spiritually powerful as their seer and queen kin, soldiers possess remarkable agility and skill with the bow. Guards remain stationed in pairs outside doors to important areas, such as the meditation chambers of seers and the enormous private quarters of the queen, and when their duties take them outside the walls of the hive, they travel in large convoys.

A thriae soldier's stinger carries within it especially potent venom similar to that of giant bees, and the soldier can easily apply this poison to her weapons. While most soldiers carry bows, they are also trained at an early age with a multitude of both melee and ranged weapons, and some prefer the feel of a sword or hammer. Regardless of the type, all thriae weapons and armors are expertly crafted, made of steel and gilded with intricate decorations of gold and amber-hued gems. Thriae soldiers are often talented artisans as well as warriors, and most create their own weapons to bear in combat.

Since there are exponentially more soldiers than seers in any given colony, thriae queens ration merope sparingly to soldiers, whose use of it doesn't provoke the divine insight cherished by thriae culture, but rather inspires courage and brute strength on the battlefield. When a thriae soldier consumes merope, her reflexes quicken, her wits sharpen, and she gains a second wind, so most individuals save their rationed doses for times of dire need. When circumstances are especially grim, commanders of thriae militias will order all of their troops to consume their merope at once, giving the company the final burst of strength it needs to turn the tide of battle.

Thriae soldiers are heavier-set than most of their slender thriae sisters, and average individuals weigh about 200 pounds and measure 6 feet from head to toe.

Titan, Hekatonkheires

This behemoth looks like a towering humanoid with fifty heads and twice as many hands, each wielding a different weapon.

HEKATONKHEIRES CR 24

XP 1,228,800

CE Colossal outsider (chaotic, evil, extraplanar)

Init +6; **Senses** all-around vision, darkvision 120 ft., *true seeing*; Perception +35

DEFENSE

AC 42, touch 4, flat-footed 40 (+8 armor, +2 Dex, +30 natural, –8 size)

hp 516 (24d10+384); regeneration 10 (epic)

Fort +30, **Ref** +12, **Will** +18

DR 20/epic and lawful; **Immune** aging, death effects, disease, mind-affecting effects; **SR** 35

OFFENSE

Speed 60 ft.; *air walk*

Melee +3 *weapon* +38/+33/+28/+23 (6d6+22 plus hundred-handed whirlwind) or
slam +37 (4d8+21 plus stun)

Ranged rock +19/+14/+9/+4 (4d8+31/18–20)

Space 30 ft.; **Reach** 30 ft.

Special Attacks rock throwing (200 ft.), stunning slam

Spell-Like Abilities (CL 20th; concentration +27)
Constant—*air walk*, *spell turning*, *true seeing*
At will—*bestow curse* (DC 21), *break enchantment*, *chain lightning* (DC 23), *greater dispel magic*, *find the path*, *sending*
3/day—*greater scrying* (DC 24), *heal*, *mass suggestion* (DC 23)
1/day—*dominate monster* (DC 26), *greater spell immunity*, *imprisonment* (DC 26), *storm of vengeance* (DC 26)

STATISTICS

Str 48, **Dex** 15, **Con** 43, **Int** 22, **Wis** 19, **Cha** 24

Base Atk +24; **CMB** +51; **CMD** 71

Feats Alertness, Cleave, Combat Expertise, Critical Focus, Great Cleave, Greater Vital Strike, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike

Skills Acrobatics +29 (+41 when jumping), Bluff +34, Climb +46, Craft (any) +33, Diplomacy +31, Escape Artist +29, Intimidate +34, Knowledge (history) +30, Knowledge (planes) +33, Perception +35, Sense Motive +35, Survival +28

Languages Abyssal, Celestial, Common; telepathy 300 ft.

SQ hands of war, planar leap

ECOLOGY

Environment any

Organization solitary

Treasure triple (50–100 various weapons, other treasure)

SPECIAL ABILITIES

Hands of War (Su) Any weapon a hekatonkheires wields gains a +3 enhancement bonus while the titan holds it. A hekatonkheires's attacks are treated as epic and evil for the purposes of overcoming damage reduction. In addition, a hekatonkheires's multitude of arms allows it to effectively block attacks, granting it a +8 armor bonus to its AC.

Hundred-Handed Whirlwind (Ex) A hekatonkheires carries several dozen weapons of various types in its hundred hands, but when it attacks in melee, you don't have to resolve each of these as a separate attack. Instead, when the titan attacks with its weapons, it rolls its attacks normally (either one attack for a standard action, or four as a full-round action) and hits every creature in its reach each time an attack roll exceeds that creature's AC. If any such attack roll results in a possible critical hit, the critical is applied to one creature of the hekatonkheires's choosing. The hekatonkheires can choose to deal bludgeoning, piercing, or slashing damage as a free action on each separate hit.

Planar Leap (Su) A hekatonkheires traverses the planes by physically smashing through planar boundaries and crashing devastatingly into the target plane itself. Once per year as a full-round action, a hekatonkheires can, as part of a jump, *plane shift* to any other plane (as per the spell of the same name). It can only bring itself and its gear when it travels in this manner. When the hekatonkheires reaches its destination plane, it falls from the sky and crashes to the ground, creating a devastating explosion of thunder and fire. Any creature within 300 feet of the point where the hekatonkheires lands (including the titan itself) takes 20d6 points of bludgeoning damage and 20d6 points of sonic damage (Reflex DC 38 for half). The save DC is Constitution-based.

Stunning Slam (Ex) As a standard action, a hekatonkheires may forgo any weapon attacks to make a single slam attack against any creature in reach. If it hits, the target takes damage and must succeed at a DC 41 Fortitude save to avoid being stunned for 1d6 rounds. The save DC is Strength-based.

Horrifying abominations shunned by the gods immediately upon their creation, the hekatonkheires are perhaps the most powerful and devastating race of titans in existence. When the titans—envious of the gods' divine strength—rebelled against the deities, the hekatonkheires were among the first to pick up arms, weary of the scorn their own creators felt for them. The betrayal of the Elysian titans led to the hekatonkheires' swift capture by the gods, who found the hekatonkheires' power to be so immense that they were not banished to the Abyss with their Thanatotic brethren. Instead, the gods cast the hekatonkheires into the furthest reaches of the multiverse they could find. There, the hekatonkheires drifted in expanses of nothingness for unknown eons, and the madness wrought upon them by isolation destroyed their memories. Yet from their madness these shattered monstrosities spawned progeny to

Illustration by Eric Belisle

replace them in their pursuit to destroy, and some of these monstrous offspring discovered ways to break through planar boundaries and wander the multiverse freely.

The gods initially created only three hekatonkheires, seeking to make the ultimate warriors in order to guard the gates to the Abyss. These three ancient titans still drift in the unknown expanses between planes—the hekatonkheires that now walk the worlds are their lesser spawn. But these so-called "lesser" titans remain almost unimaginably powerful themselves. They have no knowledge of why their forgotten ancestors were originally banished, and so they wander in search of answers, all the while destroying entire worlds. They are warped engines of mayhem, their existence based wholly on the devastation of life and anything that might remind them of their age-old war against the gods, having inherited only the haunting ghosts of such memories from their ancestors.

Those hekatonkheires who have emerged back into the multiverse have done so in different realms, and to date, no record of any two of these spawn meeting one another exists. It is fortunate that only one hekatonkheires is encountered on a world at any given time, as even scholars cannot fathom the power that would arise out of two or more of the titans' collective strength. They traverse the planes alone, caring not for allies of any sort until they can remember what their purpose was when they were born eons ago.

Though hekatonkheires are as intelligent as the rest of their titan relatives, they wander with such destructive and seemingly mindless intentions that they spare no time in communicating with other creatures, especially those that would beg for mercy. The hekatonkheires were created to destroy, and so that is all they desire to do; the crushing blows of their fists and the goring slashes of their weapons speak for themselves. They serve no master, and halt their otherwise endless rampage only if called by their true names, which few—if any—mortals know. Those that do know these names speak them only in whispers, for their mere utterance seems to carry with it immeasurable power.

A hekatonkheires can only be called via mighty spells such as *gate* if a conjurer knows the plane the titan is currently on, and only if the conjurer knows the true name of the hekatonkheires it is seeking to call. Only the mad or depraved would dare such a feat, however, as the might of one of these unique goliaths is so massive that the being cannot be controlled, and even if it is banished back to the realm from whence it came, it is never long before the hekatonkheires sets its sights on the world it visited so briefly, if only to sate its lust for destroying it.

Each hekatonkheires has 50 heads and 100 arms so that one is never caught off guard. The stones that it hurls with its 100 hands are as big as boulders, and those who have seen a hekatonkheires hurl such rocks and lived to tell the tale have said that it is as though an entire mountain is falling from the sky. In addition to their unworldly strength, hekatonkheires are known for their awesome control over the powers of lightning and thunder, and an individual hekatonkheires's arrival is often prefaced by an abrupt and tumultuous storm in the area. Like all titans, hekatonkheires are immortal, and do not die unless they are slain.

A hekatonkheires is 50 feet tall and weighs 25 tons.

Tojanida

This creature resembles a cross between a turtle and a crab, with flippers instead of legs, a snapping beak, and two pincers.

TOJANIDA **CR 5**

XP 1,600

N Medium outsider (extraplanar, water)

Init +1; **Senses** all-around vision, darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 12, flat-footed 19 (+1 Dex, +1 dodge, +9 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +6, **Will** +3

Resist electricity 10, fire 10

OFFENSE

Speed 10 ft., swim 90 ft.

Melee bite +9 (1d6+3), 2 claws +9 (1d6+3)

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

Special Attacks ink cloud

STATISTICS

Str 16, **Dex** 13, **Con** 17, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +9; **CMD** 21 (29 vs. trip)

Feats Blind-Fight, Dodge, Power Attack

Skills Bluff +5, Escape Artist +10, Knowledge (planes) +9, Perception +14, Perform (act) +5, Sense Motive +10, Stealth +7, Survival +7, Swim +11; **Racial Modifiers** +4 Perception

Languages Aquan

ECOLOGY

Environment any water (Plane of Water)

Organization solitary, pair, clutch (3–6), or cult (1 tojanida plus 2–12 humanoid followers)

Treasure standard

SPECIAL ABILITIES

Ink Cloud (Ex) A tojanida can emit a 30-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute. If used out of the water, the jet of ink is a line 30 feet long, and creatures in the area must succeed at a DC 16 Reflex save or be blinded for 1 round. The save DC is Constitution-based.

Tojanidas are bizarre natives from the Plane of Water that resemble mixes between monstrous crabs and enormous snapping turtles. Originally elemental beings of water, tojanidas were bound into their strange forms long ago for unclear reasons, and no longer know how they might eventually return to their pure and formless state. Determined to preserve their pride, the grotesque tojanidas ply the waters of the planes seeking hedonistic pleasures—especially culinary ones—and the adoration of other races. Loquacious when addressed with the proper respect, they make excellent heralds and emissaries for more powerful beings, and often enjoy posing as such even when operating on their own. When riled, however, tojanidas make fearsome opponents, violent and eager juggernauts with snapping jaws and clacking pincers.

Adult tojanidas are roughly 6 feet long and weigh several hundred pounds. When threatened, a tojanida can retract its limbs most of the way into its shell, which is an irremovable part of its body. The ring of eyes completely encircling the tojanida's shell along its rim makes the creature extremely difficult to catch by surprise. While tojanidas adore eating, as they find flavor and texture to be two of the most fascinating senses, they don't actually need to consume food, instead drawing sustenance directly from the currents of arcane energy all around them via the magic of their shells.

Blessed (some might say cursed) with extremely long racial memories, tojanidas wander the oceans and lakes of innumerable worlds, attempting to find unusual physical pleasures or conversation capable of distracting them from the insufferable ennui and apathy born of remembering their ancestors' experiences. Though the tojanidas themselves may not appreciate the burden of memory, adventurers and scholars often seek the use of a tojanida's recalled lore.

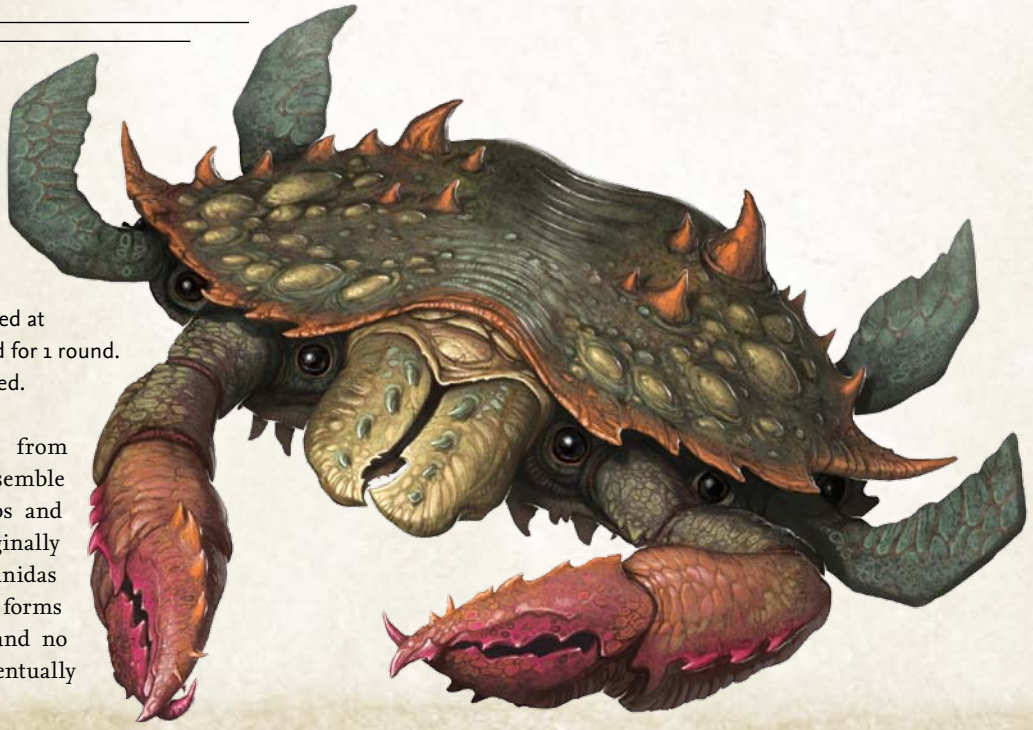


Illustration by Christopher Burdett

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.

Illustration by Tyler Walpole

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.

Troll, Jotund

This immense green-skinned brute wields a tree branch for a club and has nine heads, each filled with jutting teeth and tusks.

JOTUND TROLL **CR 15**

XP 51,200

CE Huge humanoid (giant)

Init +3; **Senses** all-around vision, low-light vision, scent; Perception +26

DEFENSE

AC 30, touch 7, flat-footed 30 (–1 Dex, +23 natural, –2 size)

hp 216 (16d8+144); regeneration 10 (acid or fire)

Fort +16, **Ref** +6, **Will** +13 (+17 vs. mind-affecting effects)

Defensive Abilities multiple minds; **Immune** confusion and insanity effects

OFFENSE

Speed 30 ft.

Melee club +20/+15/+10 (2d6+10/19–20), bite +15 (2d6+5 plus grab), claw +15 (1d8+5 plus grab)

Ranged rock +10 (2d8+15)

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

Special Attacks all-seeing attacks, cacophonous roar, fast swallow, rock throwing (120 ft.), swallow whole (4d6+15 bludgeoning, AC 21, 21 hp)

STATISTICS

Str 31, **Dex** 8, **Con** 29, **Int** 10, **Wis** 17, **Cha** 6

Base Atk +12; **CMB** +24 (+28 grapple); **CMD** 33

Feats Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Critical (club), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

Skills Climb +29, Perception +26; **Racial Modifiers** +4 Perception

Languages Giant

ECOLOGY

Environment cold hills or mountains

Organization solitary or war party (1 jotund troll plus 2–5 hill giants or 3–12 ogres)

Treasure standard (club, other treasure)

SPECIAL ABILITIES

All-Seeing Attacks (Ex) A jotund troll can make nine additional attacks of opportunity in a round, one for each head, although no more than a single attack for any given opportunity.

Cacophonous Roar (Su) Once every 1d4 rounds as a standard action, a jotund troll can emit a cacophonous roar from its nine heads. All creatures within a 60-foot spread of the troll must make a DC 19 Will save or become confused for 1d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

Multiple Minds (Ex) A jotund troll has nine different minds that are in constant communication with each other. The resulting jumble of tangled thoughts grants the troll a +4 racial bonus on all Will saving throws against mind-affecting effects. In addition, whenever a jotund troll must make a Will save, it can roll the saving throw twice and take the better of the two results as its actual saving throw.

Jotund trolls are gigantic, nine-headed horrors. Prowling frigid moors and marshes, these rapacious creatures have the same insatiable appetites of common trolls but require much more sustenance because of their excessive size. Jotund trolls stand 30 feet tall and weigh roughly 25,000 pounds. They can live for up to 100 years.

The jotund troll's nine heads each have their own brains and senses, but they share, after a fashion, the same mind. Despite this, a jotund troll's heads often argue and bicker, particularly over which head gets to eat. The fact that all nine maws lead to the same shared stomach makes little difference in such culinary disagreements.

Jotund trolls spawn with either their own kind or with other trolls. In the latter case, there is only a 5% chance the offspring will be a jotund troll. Apart from brief mating periods, jotund trolls are solitary, although some cull together bands of other giants into devastating war parties that can lay waste to entire regions.

Illustrations by Scott Purdy

Troll, Moss

This large and lanky moss-colored humanoid has an elongated, toothy snout and appears to be covered in bits of foliage.

MOSS TROLL **CR 3**

XP 800

CE Large humanoid (giant, shapechanger)

Init +4 (+8 when climbing trees); **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

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

hp 30 (4d8+12); regeneration 5 (fire)

Fort +7, **Ref** +5, **Will** +4

Weaknesses fear of fire, vulnerable to fire

OFFENSE

Speed 30 ft., climb 10 ft.

Melee bite +5 (1d4+3), 2 claws +5 (1d4+3)

Space 10 ft.; **Reach** 10 ft. (15 ft. with claws)

STATISTICS

Str 16, **Dex** 19, **Con** 16, **Int** 9, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +8; **CMD** 22

Feats Intimidating Prowess, Iron Will

Skills Acrobatics +7, Climb +11, Intimidate +5, Perception +5, Stealth +5 (+9 in vegetation); **Racial Modifiers** +2 Acrobatics, +4 Stealth (+8 in vegetation)

Languages Giant

SQ change shape (mossy tree; *tree shape*), tree climber

ECOLOGY

Environment cold or temperate forests

Organization solitary, gang (2–3), or troop (4–8)

Treasure standard

SPECIAL ABILITIES

Fear of Fire (Ex) A moss troll is shaken as long as it is within 30 feet of a visible fire or an open flame of at least torch size.

Tree Climber (Ex) When climbing trees and other foliage, a moss troll's climb speed increases to 30 feet. If a moss troll falls while climbing in trees, it ignores the first 30 feet it falls for the purposes of calculating total damage from the fall. While climbing in trees, a moss troll gains a +4 racial bonus on initiative checks.

Moss trolls are bent and gangly creatures. They are smaller and thinner than normal trolls, yet their arms are unusually long and spindly for the creatures' size. Their flesh supports the growth of moss and mold as surely as tree bark.

Although their appetites are notoriously powerful, moss trolls are sly killers rather than simple brutes. They travel in the trees, singing, climbing, and jumping with unnerving ease. When a moss troll spots prey, it reaches or leaps down from above, heedless of dropping great distances in its eagerness to sate its ravenous appetite.

Moss trolls are fearless except in the face of fire, which does not stop a hungry moss troll from attacking, but can often cause a wounded one to retreat. However, those who fight moss trolls may be unpleasantly surprised to learn that acid has no special effect on a moss troll's regeneration.

Moss trolls not only hunt from the trees, but also live, breed, and hide their treasure among the branches. Their weirdly long arms allow them to attack foes on the ground without ever needing to set foot on the earth themselves. Young moss trolls are adept at climbing and acrobatics, as much as they are at eating and killing. Like other trolls, adult moss trolls often drive juveniles away after training them to hunt and fight. Gangs and troops of moss trolls exist only where food is plentiful. While moss trolls can digest almost any organic material, they prefer fresh meat—particularly when said meat is served still alive and squirming after a particularly invigorating session of stalking and torture.

A moss troll is 9 feet tall and weighs 550 pounds.

Trollhound

Foul-smelling fluids ooze from weeping sores across the scaly skin of this squat, powerful, and vaguely canine beast.

TROLLHOUND **CR 3**

XP 800

N Medium magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 30 (4d10+8); regeneration 3 (acid or fire)

Fort +6, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +8 (1d10+6 plus disease and trip)

STATISTICS

Str 18, **Dex** 13, **Con** 15, **Int** 2, **Wis** 11, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 19 (23 vs. trip)

Feats Improved Initiative, Skill Focus (Perception)

Skills Perception +8, Stealth +5, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival while scent tracking

ECOLOGY

Environment cold mountains

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

Treasure incidental

SPECIAL ABILITIES

Disease (Ex) A trollhound's saliva is an infectious brew of contagion. Creatures bitten by a trollhound are often afflicted with bloodfire fever, a disease characterized by deep internal pain, as if the victim's blood were on fire. Additional symptoms include loss of muscular coordination, pus-filled blisters, and overall lethargy and fatigue. Trolls and trollhounds alike are immune to bloodfire fever, even though trollhounds often exhibit the pus-filled blisters that come with the disease.

Bloodfire fever: Bite—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Str damage, 1d3 Dex damage, and target is fatigued; *cure* 2 consecutive saves. The save DC is Constitution-based.

Slavering and voracious, trollhounds seem to be trolls in smaller canine form, and indeed, are often found as pets among gangs and tribes of trolls. Requiring vast amounts of food to fuel their regenerative metabolisms, packs of wild trollhounds range far and wide through the mountains of the north, their ravenous hunger driving them to hunt and consume any prey they can track down and kill.

A typical trollhound stands 4 feet tall at the shoulder, has short but powerful legs, and weighs around 350 pounds. A trollhound's skin is somewhat scaly, with patches of rough, greenish-black fur. It has oversized jaws with a pronounced underbite, and its eyes are normally a dull, hateful orange.

Trollhounds are believed to be the outcome of infusing particularly ferocious worgs with alchemically prepared troll blood. The resulting beast loses the worg's wicked intelligence but gains the ability to regenerate even the most grievous wounds, except those inflicted by fire or acid. Whatever their origin, trollhounds breed true and are often raised by trolls.

Trollhounds are fearless on the hunt and in combat, relying on their ability to regenerate to carry them through. Not even the threat of fire is enough to repel them, as the beasts are too dull to recognize the danger it poses. Nevertheless, fire is one of the most effective tools in combating trollhounds, and canny hunters know to burn every last remnant of a slain trollhound, for as is true of trolls, even the smallest piece of trollhound flesh can eventually regrow back into a full-sized beast.

Trollhounds are most often found in the company of trolls, who breed the beasts as hunters, guards, pets, and food. Trollhounds seem to have an affinity for their savage masters, and tamed trollhounds always regard trolls as alpha members of the pack. A trollhound will never attack a troll without cause—although trolls often enjoy violent roughhousing with these creatures nonetheless.

Illustration by Scott Purdy

Tupilaq

This small humanoid figure grinds and clatters as it moves, its body carved from bones decorated with fine scrimshaw.

TUPILAQ **CR 7**

XP 3,200

N Small construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 20, touch 15, flat-footed 16 (+4 Dex, +5 natural, +1 size)

hp 59 (9d10+10)

Fort +3, **Ref** +7, **Will** +3

DR 10/bludgeoning; **Immune** construct traits

OFFENSE

Speed 30 ft., swim 60 ft.

Melee bite +15 (1d8+10/19–20 plus grab), 2 claws +15 (1d4+5)

Special Attacks seek target, shearing jaws

Spell-Like Abilities (CL 7th; concentration +4)

3/day—*invisibility*

STATISTICS

Str 21, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 5

Base Atk +9; **CMB** +13 (+17 grapple); **CMD** 27

Skills Swim +13

SQ scrimshaw magic

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Scrimshaw Magic (Sp) When a tupilaq is created, its creator can inscribe a single spell he knows (as long as that spell is no higher than 2nd level and requires no material components) into the tupilaq as a complex scrimshaw design. The tupilaq gains the ability to use that spell as a spell-like ability (CL 7th) three times per day. The tupilaq's creator can inscribe a new spell onto the tupilaq if he wishes, replacing the previous scrimshaw. Inscribing a new scrimshaw requires 24 hours of work and an expenditure of 500 gp in materials. The tupilaq presented here utilizes *invisibility* in this manner. *Erase* can destroy a tupilaq's scrimshaw if it fails a Fortitude save against the spell. If a tupilaq's scrimshaw is removed in this manner, it loses access to the spell as a spell-like ability, and seeks out its creator to attack and kill him. The tupilaq's creator becomes the target of the tupilaq's seek target ability in this case. If a tupilaq's creator is already dead, the tupilaq instead seeks out the nearest living creature and attacks this new target on sight, continuing this spree of murder until it is itself destroyed.

Seek Target (Su) A tupilaq's creator can place a drop of blood, lock of hair, or other portion of a creature's body in the tupilaq's maw as a standard action. From that point on, the tupilaq constantly knows what direction that creature is located in, and gains a +20 insight bonus on all Perception checks made to locate the creature. A new target cannot be assigned to a tupilaq in this manner until its previous target is dead.

Shearing Jaws (Ex) All tupilaqs are crafted with oversized jaws capable of tearing and pulling. A tupilaq applies twice its Strength modifier to damage with a successful bite attack and threatens a critical hit on a roll of 19–20. A tupilaq is treated as Large for all checks made to move a grappled opponent.

Tupilaqs are small constructs crafted out of whale bones and whale teeth for the sole purpose of murdering the creator's enemies. A tupilaq's appearance can vary based on its construction, but all have prominent jaws and a small body with hands and feet fit for swimming. A tupilaq usually stands 3 feet tall and weighs only 30 pounds.

Tupilaqs must be created in secrecy—if any other person discovers the tupilaq is being created, the attempt to build the construct immediately fails. As part of its creation, the creator invites or lures a host spirit to possess the tupilaq. Most often, the animus of a tupilaq is that of a dead child or other small humanoid, and the parity of size between the new vessel and the spirit's previous body is what gives the creature a speed and agility on land and in water that is atypical for most constructs. This trapped spirit is also what makes a tupilaq so savage and murderous.

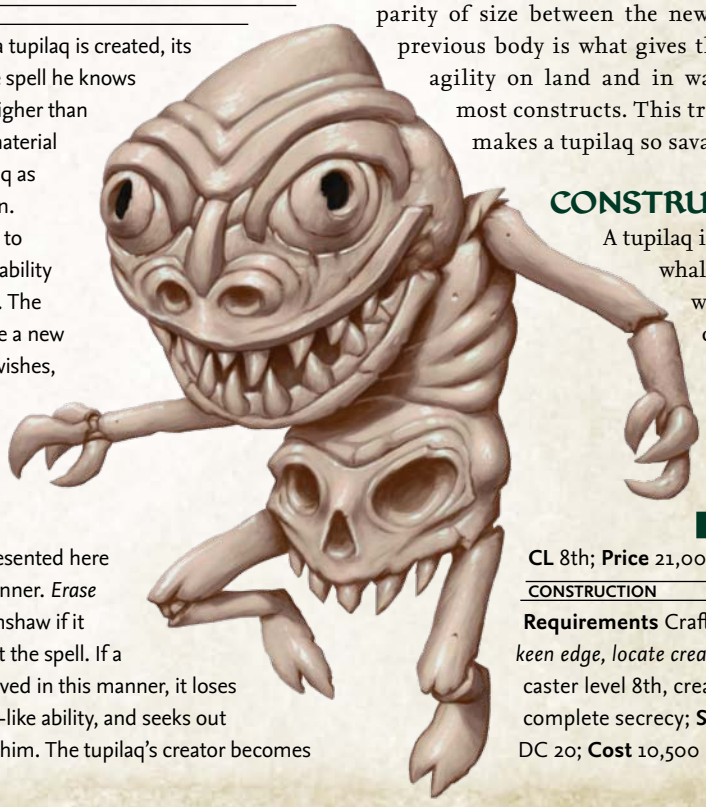


Illustration by Dave Allsop

Construction

A tupilaq is built from 30 pounds of whale bones, bound together with sinew. When the creature's creation is complete, the sinew falls away and the bones fuse together to create the animated creature.

TUPILAQ

CL 8th; **Price** 21,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *keen edge*, *locate creature*, creator must be caster level 8th, creation must be done in complete secrecy; **Skill** Craft (scrimshaw) DC 20; **Cost** 10,500 gp

Tzitzimitl

Crusted with rock, this immense skeletal figure flies swiftly through the air, strange gasses clinging to its nightmarish form.

TZITZIMITL **CR 19**

XP 204,800

NE Gargantuan undead

Init +9; **Senses** *arcane sight*, darkvision 60 ft., *true seeing*; Perception +31

DEFENSE

AC 35, touch 11, flat-footed 30 (+5 Dex, +24 natural, –4 size)

hp 319 (22d8+220); fast healing 15

Fort +17, **Ref** +14, **Will** +19

Defensive Abilities channel resistance +4, light to dark; **DR** 15/ bludgeoning and good; **Immune** cold, electricity, undead traits; **Resist** fire 15; **SR** 30

OFFENSE

Speed 50 ft., fly 60 ft. (good)

Melee bite +26 (2d8+14 plus 3d6 electricity and energy drain), 2 claws +27 (2d6+14/19–20 plus 3d6 electricity)

Ranged eye beam +17 touch (10d6 electricity and 10d6 force)

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

Special Attacks eclipse, energy drain (2 levels, DC 31)

Spell-Like Abilities (CL 19th; concentration +29)

Constant—*arcane sight*, *fly*, *true seeing*

At will—*bestow curse* (DC 24), *deeper darkness*

3/day—*animate dead*, *contagion* (DC 23), *greater teleport*, *haste*

1/day—*create undead*, *temporal stasis* (DC 28), *wail of the banshee* (DC 29)

STATISTICS

Str 39, **Dex** 21, **Con** —, **Int** 20, **Wis** 23, **Cha** 30

Base Atk +16; **CMB** +29; **CMD** 44

Feats Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Point-Blank Shot, Power Attack, Precise Shot, Vital Strike, Weapon Focus (claw)

Skills Fly +35, Knowledge (arcana) +28, Knowledge (nature) +27, Knowledge (planes) +25, Knowledge (religion) +30, Perception +31, Sense Motive +31, Spellcraft +23, Survival +21, Use Magic Device +30

Languages Abyssal, Aklo, Celestial, Common

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Eclipse (Su) Anytime a tzitzimitl casts *deeper darkness*, any creatures in the area of darkness when it is created take 8d6 points of cold damage (DC 31 Fortitude for half). Any creature that takes damage from this effect becomes staggered as long as it remains in the area of darkness and for 1d4 rounds after it leaves that area. The save DC is Charisma-based.

Eye Beam (Su) As a standard action, a tzitzimitl can fire a glowing beam of force from its eyes at a range of 100 feet as a ranged touch attack dealing 10d6 points of force damage and 10d6 points of electricity damage.

Light to Dark (Su) As an immediate action up to three times per day, a tzitzimitl can convert a positive energy effect that affects it into negative energy. Doing so transforms the entire effect, such that it affects other creatures as well. A tzitzimitl can transform channeled positive energy in this way even if the positive energy would not otherwise harm it.

Illustration by Kieran Yanner

Enigmatic creatures of darkness, some cultures claim tzitzimitls attack and consume entire suns to "shut down worlds" in preparation for the end of days. Sages say that these creatures come from the cold, dark places between the stars, and that in the darkness of any eclipse, one can see their immense, world-darkening shadows.

Some claim ancient and forgotten deities of death and destruction created the first tzitzimitls as instruments of apocalypse, while others speculate they come from faraway worlds where immense planets teem with creatures of this scale, and that the immortal dead of these dark globes are banished to other worlds to spread devastation.

Tzitzimitls as a whole offer neither affirmation nor denial for these claims, and in fact seem to glory in such legends. Certainly, the arrival of a tzitzimitl upon a world heralds the advent of a time of great trouble, although whether or not the tzitzimitl actually presages such dark times or is the cause of them is a matter of debate. On some planets, tzitzimitls have already arrived, yet they lie dormant in ancient tombs, imprisoned ages ago by heroes who are long forgotten today.

A tzitzimitl is 50 feet tall.

Valkyrie

Surrounded by lightning, this impressive female warrior wears a gleaming golden breastplate and carries a shining spear.

VALKYRIE **CR 12**

XP 19,200

CN Medium outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft., *deathwatch*; Perception +24

DEFENSE

AC 27, touch 19, flat-footed 24 (+8 armor, +6 deflection, +3 Dex)

hp 168 (16d10+80)

Fort +10, **Ref** +13, **Will** +15

DR 10/cold iron and lawful; **Immune** cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 23

OFFENSE

Speed 30 ft., fly 100 ft. (perfect)

Melee +2 *returning spear* +23/+18/+13/+8 (1d8+8/×3)

Ranged +2 *returning spear* +22 (1d8+6/×3)

Spell-Like Abilities (CL 12th; concentration +18)

Constant—*deathwatch*, *tongues*

At will—*aid*, *death ward*, *gentle repose*, *plane shift* (self and mount only)

3/day—*call lightning storm* (DC 21), *divine power*, *geas/quest*

1/day—*breath of life*, *heal*, summon (level 8, 1 sleipnir 100%)

STATISTICS

Str 18, **Dex** 17, **Con** 20, **Int** 13, **Wis** 20, **Cha** 23

Base Atk +16; **CMB** +20; **CMD** 39

Feats Mounted Combat, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, Vital Strike, Weapon Focus (spear)

Skills Fly +27, Handle Animal +25, Heal +24, Knowledge (planes) +20, Perception +24, Ride +28, Sense Motive +24

Languages Celestial, Common; *tongues*

SQ battle trained, choose the slain, holy zeal

ECOLOGY

Environment any

Organization solitary or ride (2–8 valkyries)

Treasure triple (+2 *breastplate*, +2 *returning spear*, other treasure)

SPECIAL ABILITIES

Battle Trained (Ex) A valkyrie is proficient with all armor. Armor never impacts a valkyrie's speed, nor does a valkyrie take armor check penalties on Ride checks.

Choose the Slain (Su) A valkyrie can draw the soul from a newly dead body and store it in her spear for transport to the Outer Planes. This functions as *soul bind*, but the dead creature must be willing to have its soul taken. If the creature is unwilling, this ability has no effect.

Holy Zeal (Su) A valkyrie adds her Charisma modifier as a deflection bonus to her Armor Class.

Valkyries are outsiders who scour the battlefields of the Material Plane for warriors of great prowess and legendary renown. With a glance, a valkyrie can tell who is near death and ready to give up life and who fights on to live another day, and can either claim the soul of the slain or aid the living to continue the fight.

Valkyries are always female, and appear as strong and beautiful human, dwarven, or elven women. A human valkyrie is 6 feet tall and weighs close to 200 pounds.

Valkyries serve a variety of deities, though they are most often associated with the gods of war, conflict, valor, and courage. Although capable combatants in their own right, valkyries are almost always encountered mounted, typically on flying steeds such as dragon horses, pegasi, or sleipnirs.

Illustration by Chris Seaman

Vampire, Jiang-Shi

Its flesh pallid and a parchment burial prayer hanging from its brow, this risen corpse lurches forward in a series of short hops.

JIANG-SHI **CR 6**

XP 2,400

Human jiang-shi monk 5

LE Medium undead (augmented humanoid)

Init +10; **Senses** blindsight 60 ft. (breathing creatures only), darkvision 60 ft.; Perception +22

DEFENSE

AC 25, touch 22, flat-footed 18 (+6 Dex, +1 dodge, +3 natural, +1 monk, +4 Wis)

hp 51 (5d8++25); fast healing 5

Fort +8, **Ref** +11, **Will** +9; +2 vs. enchantment

Defensive Abilities channel resistance +4, evasion, prayer scroll; **DR** 10/magic and slashing; **Immune** disease, spell completion and spell trigger effects, undead traits; **Resist** cold 20

Weaknesses jiang-shi weaknesses

OFFENSE

Speed 30 ft.

Melee flurry of blows +9/+9 (1d8+3/19–20 plus grab), bite +4 (1d6+4)

Special Attacks brutal claws, drain chi (DC 15), flurry of blows, stunning fist (5/day, DC 16)

STATISTICS

Str 16, **Dex** 23, **Con** —, **Int** 12, **Wis** 18, **Cha** 16

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 28 (can't be tripped)

Feats Alertness[B], Combat Reflexes, Dodge[B], Improved Initiative, Improved Unarmed Strike, Mobility[B], Skill Focus (Acrobatics)[B], Spring Attack[B], Stunning Fist, Toughness, Weapon Finesse

Skills Acrobatics +25 (+30 when jumping), Escape Artist +14, Perception +22, Sense Motive +14, Stealth +22, Swim +11; **Racial Modifiers** +8 Acrobatics, +8 Perception, +8 Stealth

Languages Common

SQ fast movement, high jump, *ki* pool (6 points, magic), maneuver training, purity of body, slow fall 20 ft., still mind

ECOLOGY

Environment any

Organization solitary or brotherhood (2–8)

Treasure NPC gear (*amulet of natural armor* +1, *cloak of resistance* +1, *potion of invisibility*, alchemist's fire [6])

Jiang-shis (often known as "hopping vampires") are undead humanoid creatures that feed on the exhaled life energy of the living. A jiang-shi's appearance is based on the state of the creature's corpse at the time of its reanimation. Regardless of the state of decay, most jiang-shis wear clothing or armor that is at least one generation out of style. Additionally, each has a short parchment prayer scroll affixed to its brow by stitches; originally intended to protect the body from restless spirits, this scroll grants a jiang-shi immunity to magical effects unleashed by items like scrolls and wands.

A jiang-shi is created when a restless spirit does not leave its corpse at the time of death, and is instead allowed to fester and putrefy within. At some point during the body's decomposition, the thing rises in its grotesque form and seeks living creatures to feed upon.

Creating a Jiang-Shi

"Jiang-shi" is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most jiang-shis were once humans, but any creature that undergoes specific rites can acquire the template. A jiang-shi uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature +2.

Alignment: Any evil.

Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A jiang-shi vampire gains darkvision 60 feet. It also gains the ability to sense the breathing of living creatures—a jiang-shi has blindsight to a range of 60 feet against creatures that breathe. A creature may hold its breath to prevent a jiang-shi from noticing it in this manner.

Armor Class: Natural armor improves by +2.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, jiang-shis use their Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: A jiang-shi gains channel resistance +4, DR 10/magic and slashing, and resistance to cold 20, in addition to all of the defensive abilities granted by the undead type. A jiang-shi also gains fast healing 5. In addition, all jiang-shis gain the following defensive ability.

Prayer Scroll (Su): The scroll attached to the brow of a jiang-shi grants immunity to any effects generated from spell-completion or spell-trigger magic items, such as scrolls and wands. Such magical effects treat the jiang-shi as if it had unbeatable spell resistance. A jiang-shi's prayer scroll can be removed with a successful steal combat maneuver (*Advanced Player's Guide* 322), which immediately ends the jiang-shi's immunity to these effects. If a jiang-shi's prayer scroll is destroyed (a standard action), the vampire also loses its fast healing ability. A jiang-shi may create a replacement prayer scroll by using any strip of parchment and a writing instrument, but doing so requires 10 minutes of uninterrupted work.

Weaknesses: Jiang-shis recoil from mirrors or the sound of handbells rung within 10 feet of them. Cooked rice, which to jiang-shis mocks the fundamental fact that they no longer eat food, shames them into recoiling as well. These things don't harm a jiang-shi vampire—they merely keep

Illustration by Eva Widermann

it at bay for a period of time. A recoiling jiang-shi vampire must stay at least 5 feet away from the object of its revulsion, and cannot touch or make melee attacks against a creature brandishing the object during that round. Holding a jiang-shi vampire at bay takes a standard action. After being held at bay for 1 round, a jiang-shi vampire can attempt to overcome its revulsion of the object and function normally each round it makes a DC 20 Will save at the start of its turn.

Destroying a Jiang-Shi: If reduced to 0 hit points, a jiang-shi vampire crumbles to dust but is not destroyed. It reforms in 1 minute with 1 hit point in the same space, or the nearest unoccupied space. Scattering the dust before the jiang-shi reforms destroys it permanently, as does mixing rice into the dust with a dose of holy water. Jiang-shi vampires are also susceptible to wooden weapons carved from peach trees, as such weapons represent the unity of all elements and life to these creatures. A wooden weapon carved from a peach tree automatically bypasses a jiang-shi vampire's damage reduction. Additionally, any successful hit from such a weapon that reduces a jiang-shi to 0 hit points immediately destroys the creature. Although they normally retreat from daylight, jiang-shi vampires are not destroyed by sunlight like regular vampires and can move around during the day without harm.

Speed: A jiang-shi moves only by hopping. This mode of movement is somewhat less swift than regular movement, and thus a jiang-shi's base speed is reduced by 10 feet from the base creature's speed, to a minimum of 10 feet. This unusual mode of movement allows the jiang-shi to ignore the effects of difficult terrain on movement, and makes it impossible to trip. Other speeds (like fly or swim speeds) are not affected by this reduction.

Melee: A jiang-shi gains a bite attack and 2 claw attacks if the base creature didn't have them. Damage for the bite attack depends on the jiang-shi's size, but its claw attacks do damage as a creature two size categories larger. For a Medium jiang-shi, a bite attack deals 1d6 points of damage and a claw attack deals 1d8 points of damage. A jiang-shi's claws are even more dangerous than this, though—see the "brutal claws" special attack below. A jiang-shi's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A jiang-shi gains several special attacks. Save DCs are equal to 10 + 1/2 the jiang-shi's Hit Dice + the jiang-shi's Charisma modifier unless otherwise noted.

Brutal Claws (Ex): A jiang-shi's nails are brutally sharp and can extend and retract at will. They threaten a critical hit on a roll of 19–20 and grant the grab ability. A jiang-shi with monk levels gains this enhanced critical threat range and grab ability with its unarmed attacks, and uses its unarmed monk damage or its claw damage, whichever is higher, when making such attacks.

Drain Chi (Su): Instead of draining blood, a jiang-shi vampire drains "chi," or life energy, from a victim's breath. When a jiang-shi makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage), the jiang-shi can attempt to drain chi by drinking the victim's breath. The victim can resist this attack by making a successful Fortitude save. On a failed save, the victim gains 1 negative level and is staggered for 1d4 rounds.

Ability Scores: Str +4, Dex +6, Int +2, Wis +4, Cha +2. As an undead creature, a jiang-shi has no Constitution score.

Feats: Jiang-shis gain Alertness, Dodge, Mobility, Skill Focus (Acrobatics), and Spring Attack as bonus feats.

Skills: Jiang-shis gain a +8 racial bonus on Acrobatics, Perception, and Stealth checks.

Vanara

This lean, simian humanoid is covered in a layer of soft, lightly colored fur and has a long, prehensile tail.

VANARA **CR 1/2**

XP 200

Vanara monk 1

LG Medium humanoid (vanara)

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 17, touch 17, flat-footed 13 (+3 Dex, +1 dodge, +3 Wis)

hp 9 (1d8+1)

Fort +2, **Ref** +5, **Will** +5

OFFENSE

Speed 30 ft., climb 20 ft.

Melee quarterstaff +1 (1d6+1) or flurry of blows +0/+0 (1d6+1)

Special Attacks flurry of blows, stunning fist (1/day, DC 13)

STATISTICS

Str 13, **Dex** 16, **Con** 10, **Int** 12, **Wis** 17, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 18

Feats Combat Reflexes[B], Dodge, Improved Unarmed Strike[B], Stunning Fist[B]

Skills Acrobatics +9, Climb +13, Perception +7, Sense Motive +7, Stealth +9; **Racial Modifiers** +2 Acrobatics, +2 Stealth

Languages Common, Sylvan, Vanaran

SQ prehensile tail

ECOLOGY

Environment any forests

Organization solitary, pair, party, (3–6), or community (7–100)

Treasure NPC gear (quarterstaff)

SPECIAL ABILITIES

Prehensile Tail (Ex) All vanaras have long, flexible tails that they can use to carry objects. They cannot wield weapons with their tails, but the tails do allow them to retrieve small stowed objects carried on their persons as a swift action.

Illustration by Francesco Graziani

Vanaras are intelligent, simian humanoids who live in deep forests and jungles. They are both agile and clever, but saddled with boundless curiosity and a love of pranks that, while normally harmless, hinder ingratiations with those they encounter. A vanara's body is covered in a thin coat of soft fur, and individuals with chestnut, ivory, and even golden coats are common. Despite its fur, a vanara can grow lengthy hair on its head just like a human, and both male and female vanaras take pains to wear elaborate hairstyles for important social functions. The hair on a vanara's head matches the color of its fur. All vanaras have long, prehensile tails and handlike feet capable of well-articulated movements. A vanara stands slightly shorter than a typical human. Males weigh from 150 to 200 pounds at most, with females weighing slightly less. Vanaras live for 60 to 75 years.

Vanaras live in large, tree-top villages connected by rope-bridges and ladders. Homes are carved out of trees but usually left open to the elements except for woven leaf canopies and overhangs. Vanara villages are typically led by the community's religious leader—usually a cleric, oracle, or monk.

Vanara Characters

Vanaras are defined by their class levels—they do not possess racial Hit Dice. All vanaras have the following racial traits.

+2 Dexterity, +2 Wisdom, –2 Charisma: Vanaras are agile and insightful, but are also rather mischievous.

Climb Speed: Vanaras have a climb speed of 20 feet.

Low-Light Vision: Vanaras can see twice as far as a human in conditions of dim light.

Nimble: Vanaras have a +2 racial bonus on Acrobatics and Stealth checks.

Prehensile Tail: See above.

Languages: A vanara begins play speaking both Common and Vanaran. Vanaras with high Int scores can choose from among the following bonus languages: Aklo, Celestial, Elven, Gnome, Goblin, and Sylvan.

Vishkanya

This lithe woman wears loose-fitting robes and wields a cruel-looking blade. Her eyes are pure white orbs.

VISHKANYA **CR 1/2**

XP 200

Vishkanya ninja 1 (*Pathfinder RPG Ultimate Combat* 13)
N Medium humanoid (vishkanya)
Init +3; **Senses** low-light vision; Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)
hp 11 (1d8+3)
Fort +2, **Ref** +5, **Will** +0; +1 vs. poison

OFFENSE

Speed 30 ft.
Melee kukri +1 (1d4+1/18–20 plus poison)
Ranged shuriken +3 (1d2+1 plus poison)
Special Attacks poison (DC 12), sneak attack +1d6

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12
Base Atk +0; **CMB** +1; **CMD** 14
Feats Deceitful
Skills Acrobatics +7, Bluff +7, Disguise +7, Escape Artist +9, Perception +6, Sense Motive +4, Stealth +9; **Racial Modifiers** +2 Escape Artist, +2 Perception, +2 Stealth
Languages, Common, Vishkanya
SQ poison use, toxic

ECOLOGY

Environment any
Organization solitary, pair, or squad (3–8)
Treasure NPC gear (kukri, 10 shuriken, other treasure)

SPECIAL ABILITIES

Poison Use (Ex) Vishkanyas are skilled with poison and never accidentally poison themselves when using or applying poison.
Toxic (Ex) A number of times per day equal to its Constitution modifier (minimum 1/day), a vishkanya can envenom a weapon that it wields with its toxic saliva or blood (using blood requires the vishkanya to be injured when it uses this ability). Applying venom in this way is a swift action.

Vishkanya Venom: Injury; *save* Fort DC 10 + 1/2 the vishkanya's Hit Dice + the vishkanya's Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

Vishkanyas are a race of exotic humanoids known for their guile and affinity for poisons of all kinds. A vishkanya's flesh is made up of fine scales that from a distance of even a few feet look just like particularly smooth skin. These scales are usually a single dark color, although some of them have complex patterns like stripes or even spirals. A vishkanya's tongue is forked like a serpent's tongue, and its eyes lack visible pupils.

Although legends abound that the merest touch from a vishkanya can slay a mortal humanoid, these tales are patently false. A vishkanya's skin is no more poisonous than that of any human, but it is true that their blood, spit, and other bodily fluids can be dangerous. Vishkanyas are skilled in using their own spittle or even their blood to envenom their weapons, and those who fight them should be wary of exposure to the vishkanya's poison. A vishkanya is 6 feet tall and weighs 130 pounds.

Illustration by Eric Belisle

Vishkanya Characters

Vishkanyas are defined by their class levels—they do not possess racial Hit Dice. Vishkanyas have the following racial traits.

+2 Dexterity, +2 Charisma, –2 Wisdom: Vishkanyas are graceful and elegant, but often irrational.

Low-Light Vision: Vishkanyas can see twice as far as humans in conditions of dim light.

Keen Senses: Vishkanyas receive a +2 racial bonus on Perception checks.

Limber: Vishkanyas gain a +2 racial bonus on Escape Artist and Stealth checks.

Poison Resistance: A vishkanya has a racial bonus on saves against poison equal to its Hit Dice.

Poison Use: See above.

Toxic: See above.

Weapon Familiarity: Vishkanyas are always proficient with blowguns, kukri, and shuriken.

Languages: Vishkanyas begin play speaking Common and Vishkanya. Vishkanyas with high Intelligence scores can choose any of the following bonus languages: Aklo, Draconic, Elven, Goblin, Sylvan, and Undercommon.

Vodyanoi

This humanoid salamander carries a gnarled staff in one hand. Tendrils drape its chin, resembling the beard of an eccentric hermit.

VODYANOI **CR 5**

XP 1,600

CN Medium monstrous humanoid (aquatic)

Init +8; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

hp 51 (6d10+18)

Fort +5, **Ref** +9, **Will** +10

OFFENSE

Speed 30 ft., swim 50 ft.

Melee shortspear +9/+4 (1d6+3), bite +2 (1d8+1)

Special Attacks suffocating water

Spell-Like Abilities (CL 6th; concentration +7)

3/day— *control water, dancing lights, grease* (DC 12), *hydraulic push** (DC 12), *water breathing*

1/day—*aqueous orb** (DC 14), *cure disease, neutralize poison*

* See the *Advanced Player's Guide*.

STATISTICS

Str 16, **Dex** 19, **Con** 17, **Int** 13, **Wis** 20, **Cha** 12

Base Atk +6; **CMB** +9; **CMD** 24

Feats Dodge, Improved Initiative, Skill Focus (Heal)

Skills Diplomacy +3, Heal +18, Knowledge (arcana) +3, Knowledge (nature) +5, Perception +14, Sense Motive +11, Swim +18; **Racial Modifiers** +4 Heal

Languages Aquan, Common, Sylvan

SQ amphibious

ECOLOGY

Environment any rivers or marshes

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

Treasure standard

SPECIAL ABILITIES

Suffocating Water (Su) Once per day as a standard action, a vodyanoi can cause the water surrounding it up to a radius of 30 feet to grow thick and slimy, making it difficult for water-breathing creatures within the area other than vodyanois to breathe. A vodyanoi can control narrow currents of breathable water to provide oxygen to up to 3 other creatures in the area of effect—vodyanois themselves are immune to this effect. All other creatures in an area of suffocating water must hold their breath or risk suffocation. Once created, an area of suffocating water does not move—it persists for a number of minutes equal to the vodyanoi's Hit Dice. The slimy water does not impact swim speeds or visibility in any significant manner. A creature can make a DC 20 Perception check to notice the difference between suffocating water and any normal water that may surround it.

Vodyanois resemble humanoid salamanders. They have short noses, bulging eyes, and broad mouths covered with thickets of fleshy tendrils. Skin color varies wildly depending on the climate and terrain, from drab greens and grays to vibrant oranges and reds. Vodyanois stand roughly 5-1/2 feet tall and weigh just over 100 pounds. They can live up to 120 years.

Vodyanois are well known as enemies to boggards—another amphibious race often encountered in proximity to vodyanoi lands. While vodyanois themselves are rarely evil, they are capricious and often quick to anger, particularly when they feel their territories have been intruded upon. Their hatred of boggards is another sure way to arouse their anger—a vodyanoi who suspects one of boggard collusion will often attack on sight. Those who live in close proximity to vodyanoi tribes learn quickly to leave the folk alone, and when visits or intrusions into vodyanoi lands are necessary (such as when one might need to seek out a vodyanoi for aid in curing a disease), gifts of magic potions and exotic fruits are highly recommended.

Illustration by Eric Braddock

Voonith

This brightly colored, long-necked amphibian has six legs, a fanged snout, and numerous finlets running down its spine.

VOONITH **CR 4**

XP 1,200

CN Small magical beast (aquatic)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 37 (5d10+10)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +8 (1d6+1 plus trip), 4 claws +7 (1d3+1)

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

Special Attacks blood-freezing howl, pounce

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 5, **Wis** 12, **Cha** 13

Base Atk +5; **CMB** +5; **CMD** 18 (26 vs. trip)

Feats Ability Focus (blood-freezing howl), Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +8, Stealth +12, Swim +17

SQ amphibious

Languages Aklo

ECOLOGY

Environment any rivers or marshes

Organization solitary, pair, or clutch (3–6)

Treasure standard

SPECIAL ABILITIES

Blood-Freezing Howl (Su) As a standard action, a voonith can unleash a bloodcurdling howl. All creatures within a 30-foot-radius burst must succeed at a DC 15 Will save or become dazed for 1 round and then shaken for an additional 1d6 rounds. Any creature that makes a successful save against a voonith's howl is immune to the same voonith's howl for 24 hours. This is a sonic mind-affecting fear effect. The save DC is Charisma-based.

Cunning and aggressive, vooniths are amphibious nocturnal predators with voracious appetites and mild intelligence. A voonith's howl is said to freeze the blood and is more than capable of stopping a creature in its tracks. Vooniths usually howl when they see prey too far away from the water's edge to ambush. While the vooniths are native to the strange Dimension of Dream, many have found their way out of that realm and into the waking world to take up lairs in the swampy fens and remote coastlines of the world. How the vooniths originally managed to make this transition between worlds is unclear.

Although they look like little more than wild beasts, vooniths are actually rather intelligent. While certainly not as sharp as the average human, a voonith is smart enough to know how to speak and often does so with others of its kind. Vooniths do not often choose to communicate with other creatures, giving rise to the misconception that they're little more than dumb animals, but on occasion, travelers in swampy regions tell tales of overhearing strange piping voices speaking among the reeds. Those few who know the secrets of the Aklo tongue can understand these words, although understanding of what the vooniths whisper in the night when they think no one else can hear is not always for the best.

While not evil, vooniths have a decidedly dark sense of humor, and take great pleasure in concocting violent poems or grisly jokes. Punch lines in which non-voonith creatures—particularly humans, cats, and gnomes—meet gory and ironic fates are the most entertaining to vooniths. Some tales speak of canny travelers who, with the ability to speak Aklo, manage to strike up unlikely conversations with lurking vooniths. In truth, vooniths are quite social, and when one breeches the awkwardness arising from interspecies conflict, a friendship with a voonith can be an unexpected reward. Vooniths who befriend travelers often escort them, quietly and unseen, through dangerous bogs, and when such travelers fall prey to other dangers of the swamp, a friendly voonith will provide what aid it can.

Vooniths are 4 feet long and weigh 70 pounds, yet rumors tell of vooniths that have grown to much larger sizes than this.

Illustration by Ben Wootten

Vulture

This dark-feathered vulture has a bald neck and head, and its long, hooked beak is caked with carrion.

VULTURE **CR 1/2**

XP 200

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +9

DEFENSE

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

hp 6 (1d8+2)

Fort +6, **Ref** +3, **Will** +1; +4 vs. disease

OFFENSE

Speed 10 ft., fly 50 ft. (average)

Melee bite +2 (1d6+1)

STATISTICS

Str 12, **Dex** 13, **Con** 14, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +0; **CMB** +0; **CMD** 11

Feats Great Fortitude

Skills Fly +7, Perception +9; **Racial Modifiers** +8 Perception

ECOLOGY

Environment warm plains or hills

Organization solitary, pair, or flock (3–24)

Treasure none

Though related to raptors and other birds of prey, vultures mainly feed on carrion they spot or scent from on high. Vultures have weak claws compared to predatory birds, but their sharp and wickedly hooked beaks tear living flesh as readily as the sharpest blade.

Despite dining on carrion, vultures prefer their corpses newly dead rather than rotten. Some even hunt smaller prey when food is scarce.

Illustration by Eric Belisle

Vulture, Giant

A wickedly hooked beak and an immense bald head draw attention from this enormous scavenger's vast wingspan.

GIANT VULTURE **CR 4**

XP 1,200

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 42 (5d8+20)

Fort +10, **Ref** +6, **Will** +3; +4 vs. disease

OFFENSE

Speed 10 ft., fly 50 ft. (average)

Melee bite +9 (2d6+9 plus disease)

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

STATISTICS

Str 22, **Dex** 15, **Con** 18, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +3; **CMB** +10; **CMD** 22

Feats Great Fortitude, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Fly +7, Perception +13; **Racial Modifiers** +4 Perception

SQ diseased

ECOLOGY

Environment warm plains or hills

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

Treasure none

SPECIAL ABILITIES

Diseased (Ex) Due to their filthy eating habits and constant exposure to decaying flesh, giant vultures are harbingers of disease—much more so than the standard vulture. Any creature bitten by a giant vulture has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (*Core Rulebook* 557). Once this check is made, a victim can no longer be infected by this particular giant vulture, though attacks by different giant vultures are resolved normally and may result in multiple illnesses. While vultures aren't immune to all diseases, they do gain a +4 racial bonus on all saving throws against such ailments.

Larger even than condors, giant vultures dwell only in regions where carrion is both large and plentiful, such as the primeval wildernesses where megafauna roam. They also flock to regions torn by war, feasting on the dead with no concern for allegiance or race. Giant vultures rarely wait for wounded creatures to finish dying before they feed, and are much braver than most wild animals. A giant vulture, for example, wouldn't think twice about swooping down on a heavily armored column of soldiers just to snatch up a few wounded stragglers from the end of the line.

A giant vulture stands more than 13 feet tall, has a wingspan of over 30 feet, and weighs 500 to 600 pounds.

Wolf-in-Sheep's-Clothing

A small forest animal sits motionless atop a worn stump—and then the stump's face peels open into a maw of sharp teeth.

WOLF-IN-SHEEP'S-CLOTHING CR 8

XP 4,800

N Medium aberration

Init +4; **Senses** all-around vision, darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 10, flat-footed 21 (+11 natural)

hp 97 (13d8+39)

Fort +9, **Ref** +6, **Will** +10

OFFENSE

Speed 5 ft., burrow 5 ft., climb 5 ft.

Melee bite +12 (1d6+3), 8 tentacles +11 (1d4+1 plus grab and pull)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle 1d4+3), implant, pull (tentacle, 5 ft.)

STATISTICS

Str 17, **Dex** 10, **Con** 17, **Int** 6, **Wis** 14, **Cha** 7

Base Atk +9; **CMB** +12 (+16 grapple); **CMD** 22 (can't be tripped)

Feats Great Fortitude, Greater Grapple[B], Greater Weapon Focus (tentacle), Improved Initiative, Lightning Reflexes, Multiattack, Skill Focus (Perception), Weapon Focus (tentacle)

Skills Climb +15, Disguise –1 (+11 as tree stump), Knowledge (nature) +4, Perception +14, Sense Motive +8, Stealth +9; **Racial Modifiers** +12 Disguise as tree stump

SQ corpse lure

ECOLOGY

Environment any forest

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Corpse Lure (Ex) By setting a corpse atop its stump and riddling the body with small, extruded filaments, a wolf-in-sheep's-clothing can crudely maneuver the corpse, manipulating it like a puppet. The corpse cannot leave the stump or perform complex actions, but is instead used to lure larger prey within range of the wolf-in-sheep's-clothing's tentacles. The largest corpse a wolf-in-sheep's-clothing can manipulate in this fashion is two size categories smaller than itself (thus Tiny creatures for a Medium wolf-in-sheep's-clothing). When a wolf-in-sheep's-clothing uses a corpse like this, it gains a +8 bonus on Disguise checks beyond its normal racial bonus.

Implant (Ex) A wolf-in-sheep's-clothing can infest a creature with its eggs in one of two ways. A creature that eats a carcass used by the monster as a corpse lure automatically becomes implanted. Alternatively, up to once per day, a wolf-in-sheep's-clothing can implant an egg into a helpless or pinned creature as part of a grapple action. The target can resist being implanted with a DC 19 Fortitude save, but if it fails, the seed gestates and becomes a self-aware creature that slowly steals nourishment from its host before finally exploding free of its host's gut. The parasite can be cut free of the host's belly with a DC 25 Heal check, which takes 1 hour and deals 3d6 slashing damage regardless of success or failure. *Remove disease* (or any similar effect) also kills an implanted egg.

Wolf-in-Sheep's-Clothing Egg: Infestation—ingestion; *save* Fort 19; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Str damage until host reaches 0, then 3d6 damage as parasite bursts free; *cure* 3 consecutive saves. The save DC is Constitution-based.

A wolf-in-sheep's-clothing appears at first to be little more than a tree stump sitting in a clearing, perhaps with a small animal sitting atop it. Only when a predator comes close does it become clear that the small animal is in fact long dead, given false life by tendrils springing up through its form, but by then it's too late, as the wolf-in-sheep's-clothing drags the would-be hunter into its waiting maw.

Though intelligent, these monsters see little need for the company of others. Their method of reproduction is as hideous as their tactic of using corpses as lures, for they implant their parasitic eggs in living hosts, giving their spawn a fresh meal to eat upon hatching.

A wolf-in-sheep's-clothing is usually about 4 to 5 feet across and weighs 200 pounds.

Illustration by Damien Mammoliti

Yithian

This bizarre creature has a conical body topped with four tentacles tipped with pincers, tubes, and a tentacled, spherical head.

YITHIAN **CR 9**

XP 6,400

LN Large aberration

Init +1; **Senses** all-around vision, blindsense 60 ft., darkvision 60 ft.; Perception +25

DEFENSE

AC 23, touch 10, flat-footed 22 (+1 Dex, +13 natural, –1 size)

hp 105 (14d8+42); fast healing 5

Fort +9, **Ref** +5, **Will** +15

DR 10/magic; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft., climb 10 ft.

Melee 2 pincers +15 (2d8+9/×3)

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

Special Attacks amnesia, deadly pincers, mind swap

Spell-Like Abilities (CL 15th; concentration +19)

At will—*astral projection* (self only), *detect thoughts* (DC 16), *hold monster* (DC 19), *modify memory* (DC 18)

STATISTICS

Str 22, **Dex** 13, **Con** 17, **Int** 24, **Wis** 19, **Cha** 18

Base Atk +10; **CMB** +17; **CMD** 28

Feats Alertness, Combat Expertise, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Vital Strike

Skills Climb +14, Diplomacy +18, Heal +18, Knowledge (arcana, engineering, geography, history, planes) +24, Linguistics +24, Perception +25, Sense Motive +22, Use Magic Device +18

Languages Aklo, Common, Yithian, 20 other languages; telepathy 100 ft.

SQ scholar

ECOLOGY

Environment Any

Organization solitary, pair, band (3–9), or enclave (10–100)

Treasure standard

SPECIAL ABILITIES

Amnesia (Su) Once per day as a standard action, a yithian can attempt to inflict amnesia on a target it is able to communicate telepathically with. A target can resist this attack with a DC 21 Will save. If the target fails its save, it takes a permanent –4 penalty on Will saving throws and all skill checks, and loses all memories save for those the yithian chooses to leave intact. This effect can be cured by *heal* or *greater restoration*. This is a mind-affecting insanity effect. The save DC is Charisma-based.

Deadly Pincers (Ex) A yithian always applies 1-1/2 times its Strength modifier to damage dealt by its pincer attacks, and deals triple damage on a critical hit. Pincers are primary attacks for yithians.

Mind Swap (Su) As a full-round action, a yithian can trade minds with another living creature it is able to communicate telepathically with. This functions as *magic jar*, except the two minds trade bodies. An unwilling target can resist the mind swap with a DC 21 Will save, after which that particular yithian cannot attempt to swap minds with that creature again for 24 hours. The yithian can end the effect of this mind swap at any time and over any distance as a full-round action, instantly returning both minds to the proper bodies—if the yithian wishes, it may attempt to use its amnesia power on the other mind as a free action when it ends the mind swap in this way. This is a mind-affecting effect. The save DC is Charisma-based.

Scholar (Ex) Yithians treat all knowledge skills as class skills.

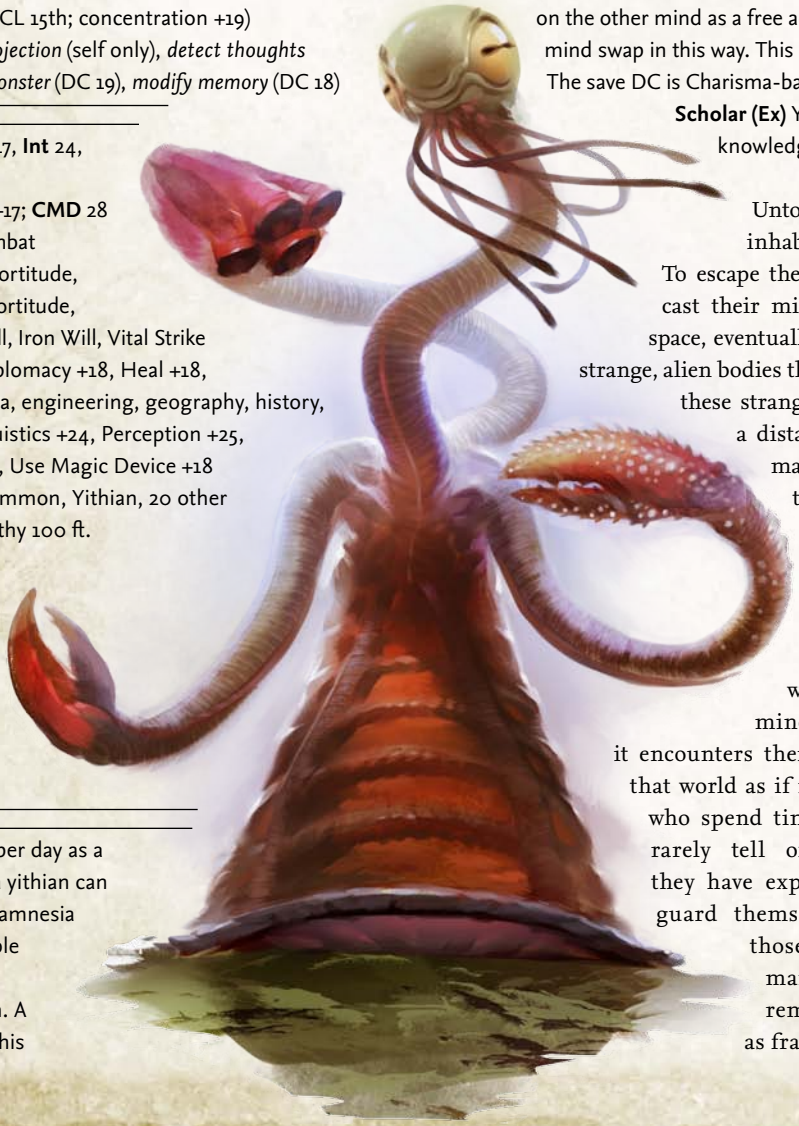


Illustration by Kieran Yanner

Untold eons ago, the yithians inhabited a dying world. To escape their doomed planet, they cast their minds through time and space, eventually coming to rest in the strange, alien bodies they possess today. While these strange beings now reside in a distant galaxy, the yithians make use of their ability to astrally project to explore other planets, eager to find new worlds to explore.

When a yithian arrives upon a new world, it often swaps minds with the creatures it encounters there so as to experience that world as if it were a native. Those who spend time in a yithian's body rarely tell of the strange times they have experienced, for yithians guard themselves well, and leave those they use in this manner amnesiacs who remember the truth only as fragmentary nightmares.

Yuki-Onna

This beautiful but sad-looking woman wears an ornate robe and is surrounded by a whirling mass of snow.

YUKI-ONNA **CR 8**

XP 4,800

LE Medium undead (cold, incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +17

Aura snowstorm (200 ft.)

DEFENSE

AC 21, touch 21, flat-footed 16 (+6 deflection, +4 Dex, +1 dodge)

hp 94 (9d8+54)

Fort +9, **Ref** +7, **Will** +11

Defensive Abilities incorporeal; **Immune** cold, undead traits

Weaknesses vulnerable to fire, snow dependency

OFFENSE

Speed fly 30 ft. (perfect)

Melee 2 touches +10 (4d6 cold plus chilling touch)

Special Attacks chilling touch, fascinating gaze

Spell-Like Abilities (CL 10th; concentration +16)

Constant—*blur*

3/day—*cone of cold* (DC 21), *eyebite* (comatose and panicked only, DC 22), *ice storm*

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 17, **Wis** 21, **Cha** 22

Base Atk +6; **CMB** +10; **CMD** 27

Feats Combat Casting, Dodge, Improved Initiative, Mobility, Spring Attack

Skills Bluff +15, Fly +12, Intimidate +18, Perception +17, Sense Motive +17, Spellcraft +15, Stealth +16, Survival +14

Languages Common

ECOLOGY

Environment any cold

Organization solitary

Treasure standard

SPECIAL ABILITIES

Chilling Touch (Su) A yuki-onna's touch causes 4d6 cold damage. Whenever a creature takes cold damage in this manner, it must make a DC 20 Fortitude save to avoid being staggered by the supernatural cold for 1 round. This duration stacks. The save DC is Charisma-based.

Fascinating Gaze (Su) Fascinated for 1d4 rounds, 30 feet, Will DC 20 negates. The save DC is Charisma-based.

Snow Dependency (Ex) A yuki-onna is staggered if she is ever in an area without snow while her snowstorm aura is suppressed or otherwise not functioning.

Snowstorm (Su) A yuki-onna is surrounded by whirling blasts of snow, even in areas that wouldn't allow for such weather, that comprise a 200-foot-radius spread. Within this area, the snowfall and wind gusts cause a –4 penalty on Perception checks and ranged attacks. The wind itself blows in a clockwise rotation around the yuki-onna, and functions as severe wind (*Core Rulebook* 439). A yuki-onna is unaffected by snowstorms or blizzards of any kind. Any effect that causes these winds to drop below severe (such as *control weather* or *control winds*) cancels the snowstorm effect entirely.

A yuki-onna is the restless spirit of a woman who froze to death in the snow and was never given a proper burial. She roams the wilderness, constantly searching for intelligent creatures to kill and always appearing surrounded by swirling mists of snow and ice. Eternally jaded by her unjust departure to the afterlife, a yuki-onna seeks to impose the same cruel fate upon those who still live, particularly men and those who sympathize or cooperate with them. Many foolish individuals are lured to their deaths by a yuki-onna's unparalleled beauty, which remains even as the evil spirit steadily freezes and kills her victims with her powers over frost.

The transition from life to undeath corrupts a yuki-onna's soul, and even a well-intentioned, good-hearted individual who freezes in the snow may become a treacherous yuki-onna. Most yuki-onnas immediately seek out those who wronged them in life, after which they reside in an area near what was their home, haunting and killing anyone who dares to come near. Yuki-onnas hardly ever make their presences known in rural areas with larger populations, and they prefer inhabiting the countryside and wilderness.

When a yuki-onna is destroyed, her body melts as though ice, leaving only a small pool of water in its stead. A yuki-onna is 5-1/2 feet tall.

Illustration by Eric Belisle

Zoog

This skittish amalgam of beast parts has luminous eyes, a rat's tail, simian appendages, and tendrils extending from a mole-like nose

ZOOG **CR 1**

XP 400

CN Tiny magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent, spell sight; Perception +5

DEFENSE

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

hp 11 (2d10)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d3–2 plus bleed 1), 2 claws +6 (1d2–2)

Special Attacks bleed 1

Spell-Like Abilities (CL 1st; concentration –2)

Constant—*detect magic*, *speak with animals*

STATISTICS

Str 6, **Dex** 15, **Con** 10, **Int** 5, **Wis** 12, **Cha** 5

Base Atk +2; **CMB** +2; **CMD** 10 (14 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +12, Climb +12, Perception +5; **Racial Modifiers** +6 Acrobatics, +6 Climb

Languages Aklo; *speak with animals*

SQ otherworldly touch

ECOLOGY

Environment any forest

Organization solitary, pair, gang (3–14), tribe (15+ plus 50% noncombatants)

Treasure incidental

SPECIAL ABILITIES

Otherworldly Touch (Ex) A zoog's natural attacks can strike incorporeal creatures as if they were *ghost touch* weapons.

Spell Sight (Su) A zoog's eyes radiate normal light in a 15-foot cone and increase the light level by one step for an additional 15 feet beyond that area. Any magic effect in this area glows faintly. This glow does not reveal the magic effect's school or strength. A zoog can quell or renew this light as a swift action.

Spiteful, nasty creatures with a taste for the flesh of sentient beings, zoogs lurk in the shadowy, moldering places of the world. Often mistaken merely for otherworldly animals, zoogs possess base intentions and vicious demeanors that set them apart from lowly beasts. Congregating in loose, tribal societies, these sinister creatures claim the depths of dark woodlands or moldy forests as their homes, favoring lands where the boundaries between worlds and planes grow thin and strange creatures—not unlike themselves—slip between reality's cracks.

Although lone zoogs shy away from attacking larger creatures, when zoogs outnumber an invader they launch deadly ambushes, leaping from sagging boughs and hidden dens to swarm foes. Only strangers with quick tongues and items that appeal to zoogs' interest in magical curiosities might manage to barter for safe passage through zoog territory. While many victims of zoog attacks are consumed on the spot, some less fortunate few are dragged back to the mystical, strangely carved stones that mark the center of zoog communities. There, such captives become the doomed focus of strange ceremonies before being sacrificed to the zoogs' depraved deities.

Commonly, zoogs eat fungi and plants, but they also have a taste for the meat of sentient creatures, treating the butchering and consumption of such beings as a rare privilege. Zoogs also detest cats, and go to great lengths to slay felines of any sort and devour them.

Occasionally a zoog allows a spellcaster of especial depravity, or with interests in the mysteries of realms and creatures beyond the mortal world, to employ it as a familiar. A spellcaster must have the Improved Familiar feat, be chaotic neutral, and have an arcane caster level of 5th or higher to gain a zoog familiar.

Illustration by Eric Braddock

Zuvembie

This withered old corpse has a feral glint in her eyes and clasps a rusty axe in her yellow-nailed hands.

ZUVEMBIE **CR 4**

XP 1,200

NE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 Dex, +1 dodge, +2 natural)

hp 37 (5d8+15)

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

Defensive Abilities channel resistance +4; **DR** 5/piercing; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee battleaxe +4 (1d8+1/×3), claw –1 (1d4) or 2 claws +4 (1d4+1)

Special Attack corpse call (DC 16)

Spell-Like Abilities (CL 4th; concentration +6)

At will—*darkness*

3/day—*ghoul touch*, *scare* (DC 14)

1/day—*animate dead*, *ray of exhaustion*, summon (level 3, 1d3 bat or bird swarms [use the same stats], 1d2 constrictor snakes, 1d3 venomous snakes, or 1d4 wolves)

STATISTICS

Str 13, **Dex** 14, **Con** —, **Int** 11, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 17

Feats Ability Focus (corpse call), Dodge, Toughness

Skills Bluff +7, Knowledge (arcana) +8, Perception +10, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Common (can't speak)

ECOLOGY

Environment any land

Organization solitary

Treasure standard (battleaxe)

SPECIAL ABILITIES

Corpse Call (Su) Zuvembies cannot speak, but their strange calls and whistles captivate the minds of those who hear them. Once per day, a zuvembie may call out, and all living creatures with an Intelligence score of 3 or higher within a 100-foot spread must succeed at a DC 16 Will save or move toward the zuvembie using the most direct means possible. If this path leads them into a dangerous area such as through fire or off a cliff, the creatures receive a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the zuvembie simply stands and offers no resistance to the zuvembie's attacks. This effect continues for as long as the zuvembie continues its call as a standard action each round. This is a sonic mind-affecting charm effect, and has no effect on deaf creatures. The save DC is Charisma-based.

Tied to the dark forces of nature and unholy magic, zuvembies employ fear and the wild creatures of the land to take their vengeance upon the living. Zuvembies appear to be withered, animate corpses but possess ruthless minds and blasphemous vigor. Revenge fuels a zuvembie, a hatefulness directed toward those who wronged it in life. Yet even when the last one who maligned it lies dead, its rage remains, turning against all who live, especially the relatives of the target of its original hate.

Most zuvembies willingly performed the vile rituals to attain vengeance through unlife, but the transformation can also be wrought upon a helpless victim. The method of transforming into a zuvembie involves the creation and consumption of a vial of *oil of animate dead*, plus the performance of additional dark rites that take a day to perform and cost 3,000 gp. The ritual kills the target, who must make a DC 20 Will save. Failure results in the victim's death, while success means it reanimates as a free-willed zuvembie.

Zuvembies stand between 5 and 6 feet tall and rarely weigh over 100 pounds.

Illustration by Scott Purdy

Appendix 1: Monster Creation

Pathfinder RPG Bestiary 3 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 on 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 on 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*.

Table 1-1: Monster Statistics by CR

CR	Hit Points	Armor Class	High Attack	Low Attack	Average Damage High	Average Damage 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

A 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 on 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 on 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.

Appendix 3: Glossary

This appendix includes the Universal Monster Rules, Creature Types, and Creature Subtypes.

Universal Monster Rules

The following rules are standard and are referenced (but not repeated) in monster stat blocks. Each rule includes a format guide for how it appears in a monster's listing and its location in the stat block.

Ability Damage and Drain (Ex or Su) Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. Ability damage can be healed naturally. Ability drain is permanent and can only be restored through magic. *Format*: 1d4 Str drain; *Location*: Special Attacks or individual attacks.

All-Around Vision (Ex) The creature sees in all directions at once. It cannot be flanked. *Format*: all-around vision; *Location*: Defensive Abilities.

Amorphous (Ex) The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits. *Format*: amorphous; *Location*: Defensive Abilities.

Amphibious (Ex) Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land. *Format*: amphibious; *Location*: SQ.

Attach (Ex) The creature automatically latches onto its target when it successfully makes the listed attack. The creature is considered grappling, but the target is not. The target can attack or grapple the creature as normal, or break the attach with a successful grapple or Escape Artist check. Most creatures with this ability have a racial bonus to maintain a grapple (listed in its CMB entry). *Format*: attach; *Location*: individual attacks.

Bleed (Ex) A creature with this ability causes wounds that continue to bleed, dealing the listed damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry. *Format*: bleed (2d6); *Location*: Special Attacks and individual attacks.

Blindsense (Ex) Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment from the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. *Format*: blindsense 60 ft.; *Location*: Senses.

Blindsight (Ex) This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within this range. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. *Format*: blindsight 60 ft.; *Location*: Senses.

Blood Drain (Ex) The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage. *Format*: blood drain (1d2 Constitution); *Location*: Special Attacks.

Breath Weapon (Su) Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 the breathing creature's racial HD + the breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day. *Format*: breath weapon (60-ft. cone, 8d6 fire damage, Reflex DC 20 for half, usable every 1d4 rounds); *Location*: Special Attacks; if the breath is more complicated than damage, it also appears under Special Abilities with its own entry.

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. A creature affected by the burn ability must also succeed at a Reflex save or catch fire, taking the listed damage at the start of its turn for an additional 1d4 rounds (DC 10 + 1/2 the attacking creature's racial HD + the attacking creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit the monster with natural weapons or unarmed attacks take fire damage as though hit by the monster's burn attack and must make a Reflex save to

avoid catching on fire (see page 444 of the *Pathfinder RPG Core Rulebook*). *Format*: burn (2d6, DC 15); *Location*: Special Attacks and individual attacks.

Capsize (Ex) A creature with this special quality can attempt to capsize a boat or a ship by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative –10 penalty on its combat maneuver check. *Format*: capsize; *Location*: special attacks.

Change Shape (Su) A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. The creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their descriptions. *Format*: change shape (wolf; *beast form I*); *Location*: SQ, and in Special Abilities for creatures with a unique listing.

Channel Resistance (Ex) A creature with this special quality (usually an undead) is less easily affected by channeled negative or positive energy. The creature adds the listed bonus on saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat). *Format*: channel resistance +4; *Location*: Defensive Abilities.

Compression (Ex) The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing. *Format*: compression; *Location*: SQ.

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack. *Format*: constrict (1d8+6); *Location*: Special Attacks.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage. *Format*: construct traits; *Location*: Immune.

Curse (Su) A creature with this ability bestows a curse upon its enemies. The effects of the curse, including its save, frequency, and cure, are included in the creature's description. If a curse allows a saving throw, it is usually a Will save (DC 10 + 1/2 the cursing creature's racial HD + the creature's Cha modifier; the exact DC is given in the creature's descriptive text). Curses can be removed through *remove curse* and similar effects. *Format*: **Curse Name (Su)** Slam—contact; *save* Will DC 14, *frequency* 1 day, *effect* 1d4 Str drain; *Location*: Special Attacks and individual attacks.

Damage Reduction (Ex or Su) A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantine, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to good-, evil-, chaotic-, or lawful-aligned weapons, such as from an *align weapon* spell or the *holy* magical weapon property. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that matched the subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon, such as "cold iron or magic." A weapon that deals damage of either of these types overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction (such as "magic and silver"), and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Format: DR 5/silver; *Location*: Defensive Abilities.

Disease (Ex or Su) A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description. The saving throw to negate the disease is usually a Fort save (DC 10 + 1/2 the infecting creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Disease can be removed through *remove disease* and similar effects. *Format*: **Disease Name (Ex)** Bite—injury; *save* Fort DC 15, *onset* 1d3 days, *frequency* 1 day, *effect* 1 Con damage, *cure* 2 consecutive saves; *Location*: Special Attacks and individual attacks.

Distraction (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + the 1/2 creature's HD + the creature's Con modifier) negates the effect. *Format*: distraction (DC 14); *Location*: Special Attacks.

Earth Glide (Ex) When the creature burrows, it can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing the burrowing creature flings it back 30 feet, stunning it for 1 round unless it succeeds at a DC 15 Fortitude save. *Format*: earth glide; *Location*: Speed.

Energy Drain (Su) This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 the draining creature's racial HD + the draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level. *Format*: energy drain (2 levels, DC 18); *Location*: Special Attacks and individual attacks.

Engulf (Ex) The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature. The save DC is Strength-based. *Format*: engulf (DC 12, 1d6 acid and paralysis); *Location*: Special Attacks.

Entrap (Ex or Su) The creature has an ability that restricts another creature's movement, usually with a physical attack such as ice, mud, lava, or webs. The target of an entrap attack must make a Fortitude save or become entangled for the listed duration. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for the listed duration. The save DCs are Constitution-based. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 greater than the saving throw DC. Destroying the entrapping material frees the creature. *Format*: entrap (DC 13, 1d10 minutes, hardness 5, hp 10); *Location*: special attacks and individual attacks.

Fast Healing (Ex) A creature with fast healing regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow

a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately. *Format*: fast healing 5; *Location*: hp.

Fast Swallow (Ex) The creature can use its swallow whole ability as a free action at any time during its turn, not just at the start of its turn. *Format*: fast swallow; *Location*: Special Attacks.

Fear (Su or Sp) Fear attacks can have various effects.

Fear Aura (Su) The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone (Sp) and Ray (Su) These effects usually work like the *fear* spell. If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 the fearsome creature's racial HD + the creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Format: fear aura (30 ft., DC 17); *Location*: Aura.

Format: fear cone (50 ft., DC 19); *Location*: Special Attacks.

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. The creature still dies when its hit point total reaches a negative amount equal to its Constitution score. *Format*: ferocity; *Location*: Defensive Abilities.

Flight (Ex, Sp, or Su) A creature with this ability can cease or resume flight as a free action. If the creature has wings, flight is an extraordinary ability. Otherwise, it is spell-like or supernatural, and it is ineffective in an antimagic field; the creature loses its ability to fly for as long as the antimagic effect persists. *Format*: fly 30 ft. (average); *Location*: Speed.

Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object. *Format*: freeze; *Location*: SQ.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice than the creature has. An opponent can resist the effects with a successful Will save (DC 10 + 1/2 the frightful creature's racial HD + the frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. An opponent that succeeds at the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect. *Format*: frightful presence (60 ft., DC 21); *Location*: Aura.

Gaze (Su) A gaze attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect; petrification, death, and charm are common. The typical range is 30 feet. The type of saving throw for a gaze attack is usually a Will or Fortitude save (DC 10 + the 1/2 gazing creature's racial HD + the gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment from that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes) and does not have to make saving throws against the gaze. However, the creature with the gaze attack gains total concealment from the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to the gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected; these allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Format: gaze; *Location*: Special Attacks.

Grab (Ex) If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply to use the part of its body it used in the grab to hold

the opponent. If it chooses to do the latter, it takes a –20 penalty on its combat maneuver check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with grab receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Unless otherwise noted, grab works only against opponents no larger than the same size category as the creature. If the creature can use grab on sizes other than the default, this is noted in the creature's Special Attacks line.

Format: grab; *Location*: individual attacks.

Format: grab (Colossal); *Location*: Special Attacks.

Heat (Ex) The creature generates so much heat that its mere touch deals additional fire damage. The creature's metallic melee weapons also conduct this heat. *Format*: heat (1d6 fire); *Location*: Special Attacks.

Hold Breath (Ex) The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning. *Format*: hold breath; *Location*: SQ.

Immunity (Ex or Su) A creature with immunities takes no damage from listed sources. Immunities can also apply to afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune does not suffer from these effects, or any secondary effects that are triggered due to an immune effect. *Format*: **Immune** acid, fire, paralysis; *Location*: Defensive Abilities.

Incorporeal (Ex) An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water affects incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (minimum +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Format: incorporeal; *Location*: Defensive Abilities.

Jet (Ex) The creature can swim backward as a full-round action at the listed speed. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so. *Format*: jet (200 ft.); *Location*: Speed.

Keen Scent (Ex) The creature can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile. *Format*: keen senses; *Location*: Senses.

Lifesense (Su) The creature notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. *Format*: lifesense; *Location*: Senses.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light. *Format*: light blindness; *Location*: Weaknesses.

Light Sensitivity (Ex) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell. *Format*: **Weaknesses** light sensitivity; *Location*: Weaknesses.

Multiweapon Mastery (Ex) The creature never takes penalties on its attack rolls when fighting with multiple weapons. *Format*: multiweapon mastery; *Location*: Special Attacks.

Natural Attacks Most creatures possess one or more natural attacks (attacks made without a weapon). These attacks fall into one of two categories: primary or secondary attacks. Primary attacks are made using the creature's full base attack bonus and add the creature's full Strength bonus on damage rolls. Secondary attacks are made using the creature's base attack bonus –5 and add only 1/2 the creature's Strength bonus on damage rolls. If a creature has only one natural attack, it is always made using the creature's full base attack bonus and adds 1-1/2 times the creature's Strength bonus on damage rolls. This increase does not apply if the creature has multiple attacks but only takes one. If a creature has only one type of attack, but has multiple attacks per round, that attack is treated as a primary attack, regardless of its type. Table 3–1 lists some of the most common types of natural attacks and their classifications.

Some creatures treat one or more of their attacks differently, such as dragons, which always receive 1-1/2 times their Strength bonus on damage rolls with their bite attack. These exceptions are noted in the creature's description.

Creatures with natural attacks and attacks made with weapons can use both as part of a full-attack action (although often a creature must forgo one natural attack for each weapon clutched in that limb, be it a claw, tentacle, or slam). Such creatures attack with their weapons normally but treat all of their available natural attacks as secondary attacks during that attack, regardless of the attack's original type.

Some creatures do not have natural attacks. These creatures can make unarmed strikes just like humans do. See Table 3–1 for typical damage values for natural attacks by creature size.

Format: bite +5 (1d6+1), 2 claws +5 (1d4+2), 4 tentacles +0 (1d4+1); *Location*: Melee and Ranged.

Negative Energy Affinity (Ex) The creature is alive, but reacts to positive and negative energy as if it were undead—positive energy harms it, negative energy heals it. *Format*: negative energy affinity; *Location*: Defensive Abilities.

No Breath (Ex) The monster does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing. *Format*: no breath; *Location*: SQ.

Paralysis (Ex or Su) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (DC 10 + 1/2 the paralyzing creature's racial HD + the paralyzing creature's Con modifier; the DC is given in the creature's description). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description. *Format*: paralysis (1d4 rounds, DC 18); *Location*: Special Attacks and individual attacks.

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun. *Format*: plant traits; *Location*: Immune.

Poison (Ex or Su) A creature with this ability can poison those it attacks. The effects of the poison, including its save, frequency, and cure, are included in the creature's description. The saving throw to resist a poison is usually a Fort save (DC 10 + 1/2 the poisoning creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Poisons can be removed

Table 3-1: Natural Attacks by Size

	Base Damage by Size*									Damage	Attack
Natural Attack	Fine	Dim.	Tiny	Small	Med.	Large	Huge	Garg.	Col.	Type	Type
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B,P, and S	Primary
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B and S	Primary
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	P	Primary
Hoof, tentacle, wing	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Secondary
Pincers, tail slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B	Secondary
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Primary
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	P	Primary
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S	Primary
Other	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B, P, or S	Secondary

* Individual creatures vary from this value as appropriate.

through *neutralize poison* and similar effects. *Format*: Poison Name (Ex) Sting—injury; *save* Fort DC 22, *frequency* 1/round for 6 rounds, *effect* 1d4 Con, *cure* 2 consecutive saves; *Location*: Special Attacks and individual attacks.

Pounce (Ex) When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability). *Format*: pounce; *Location*: Special Attacks.

Powerful Charge (Ex) When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description. *Format*: powerful charge (gore, 4d8+24); *Location*: Special Attacks.

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls an opponent closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature. *Format*: pull (tentacle, 5 ft.); *Location*: Special Attacks and individual attacks.

Push (Ex) A creature with the push ability can choose to make a free combat maneuver check with a particular successful attack (often a slam attack). If successful, this check pushes an opponent directly away as with a bull rush, but the distance moved is set by this ability. The type of attack that causes the push and the distance pushed are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature. *Format*: push (slam, 10 ft.); *Location*: Special Attacks and individual attacks.

Rake (Ex) A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn. *Format*: rake (2 claws +8, 1d4+2); *Location*: Special Attacks.

Regeneration (Ex) A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Format: regeneration 5 (fire, acid); *Location*: hp.

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 times the creature's Strength bonus. *Format*: rend (2 claws, 1d8+9); *Location*: Special Attacks.

Resistance (Ex) A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored. *Format*: **Resist** acid 10; *Location*: Defensive Abilities.

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt. *Format*: rock catching; *Location*: Defensive Abilities.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. The creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up

to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 times its Strength bonus. *Format*: rock throwing (120 ft.); *Location*: Special Attacks (damage is listed in Ranged attack).

Scent (Ex) This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Format: scent; *Location*: Senses.

See in Darkness (Su) The creature can see perfectly in darkness of any kind, including that created by *deeper darkness*. Format: see in darkness; Location: Senses.

Sound Mimicry (Ex) The creature perfectly imitates certain sounds or even specific voices. The creature makes a Bluff check opposed by the listener's Sense Motive check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it takes a –8 penalty on its Sense Motive check. The creature has a +8 racial bonus on its Bluff check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know. *Format*: sound mimicry (voices); *Location*: SQ.

Spell-Like Abilities (Sp) Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They go away in an *antimagic field* and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A constant spell-like ability or one that can be used at will has no use limit; unless otherwise stated, a creature can only use a constant spell-like ability on itself. Reactivating a constant spell-like ability is a swift action. Using all other spell-like abilities is a standard action unless noted otherwise, and doing so provokes attacks of opportunity. It is possible to make a concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Format: At will—*burning hands* (DC 13); *Location*: Spell-Like Abilities.

Spell Resistance (Ex) A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine whether a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw if the spell would normally permit one. *Format*: **SR** 18; *Location*: Defensive Abilities.

Split (Ex) The creature splits into two identical copies of itself if subject to certain attacks or effects. Each copy has half the original's current hit points (rounded down). A creature reduced below the listed hit points cannot be further split and can be killed normally. *Format*: split (piercing and slashing, 10 hp); *Location*: Defensive Abilities.

Stench (Ex) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with this ability) within 30 feet must succeed at a Fortitude save (DC 10 + 1/2 the stench creature's racial HD + the stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. *Format*: stench (DC 15, 10 rounds); *Location*: Aura.

Summon (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a *summon monster* spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return from whence they came after 1 hour. A creature that is summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for the purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters. *Format*: 1/day—summon (level 6, 1 pairaka 60%); *Location*: Spell-Like Abilities.

Sunlight Powerlessness (Ex) If the creature is in sunlight (but not in an area of *daylight* or similar spells), it cannot attack and is staggered. *Format*: sunlight powerlessness; *Location*: Weaknesses.

Swallow Whole (Ex) If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes the target to take damage each round. The amount and type of damage varies and is given in the swallowing creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again. *Format*: swallow whole (5d6 acid damage, AC 15, 18 hp); *Location*: Special Attacks.

Telepathy (Su) The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. *Format*: telepathy 100 ft.; *Location*: Languages.

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check—it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Strength modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 the creature's HD + the creature's Strength modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature. *Format*: trample (2d6+9, DC 20); *Location*: Special Attacks.

Tremorsense (Ex) A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text. *Format*: tremorsense 60 ft.; *Location*: Senses.

Trip (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return. *Format*: trip; *Location*: individual attacks.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns),

paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. *Format*: undead traits; *Location*: Immune.

Undersized Weapons (Ex) The creature uses manufactured weapons as if it were one size category smaller than the creature's actual size. *Format*: undersized weapons; *Location*: SQ.

Vulnerabilities (Ex or Su) A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or whether the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a –4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions. *Format*: vulnerability to fire; *Location*: Weaknesses.

Water Breathing (Ex) A creature with this special ability can breathe underwater indefinitely. It can freely use any breath weapon, spells, or other abilities while submerged. *Format*: water breathing; *Location*: SQ.

Water Dependency (Ex) A creature with this special ability can survive out of water for 1 minute per point of Constitution. Beyond this limit, this creature runs the risk of suffocation, as if it were drowning. *Format*: water dependency; *Location*: SQ.

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled target can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 the creature's Hit Dice + the creature's Constitution modifier. Attempts to burst a web by those caught in it take a –4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—. A creature can move across its own web at its climb speed and can pinpoint the location of any creatures touching its web. *Format*: web (+8 ranged, DC 16, 5 hp); *Location*: Special Attacks.

Whirlwind (Su) Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form; otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through the creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

A creature that comes in contact with the whirlwind must succeed at a Reflex save (DC 10 + 1/2 the monster's HD + the monster's Strength modifier) or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round on its turn to escape the whirlwind. The creature still takes damage that round but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed at a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. As a free action, the whirlwind can eject any carried creatures whenever it wishes, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total

concealment. Those caught in the cloud of debris must succeed at a concentration check (DC 15 + spell level) to cast a spell.

Format: whirlwind (3/day, 10–30 ft. high, 1d6+6 damage, DC 15); *Location*: Special Attacks.

CREATURE TYPES

Each creature has one type, which broadly defines its abilities. Some creatures also have one or more subtypes, as described on pages 303–308. A creature cannot violate the rules of its subtype without a special ability or quality to explain the difference—templates can often change a creature's type drastically. For full information on creature types and subtypes (such as for the purpose of advancing or creating new monsters), see the *Pathfinder RPG Bestiary*.

ABERRATION

An aberration has bizarre anatomy, strange abilities, an alien mindset, or any combination of the three.

ANIMAL

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals usually have additional information on how they can serve as companions. An animal has an Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).

CONSTRUCT

A construct is an animated object or artificially created creature. A construct has the following traits.

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but often can be repaired via exposure to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. Constructs can also be healed through spells such as *make whole*. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, energy drain, exhaustion, fatigue, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or fewer.
- A construct cannot be raised or resurrected.
- A construct is hard to destroy, and gains bonus hit points based on its size (included in its stat block).
- Constructs do not breathe, eat, or sleep.

DRAGON

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.

FEY

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

HUMANOID

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and they usually have well-developed societies. They are usually Small or Medium (with the exception of giants). Every humanoid creature also has a specific subtype to match its race, such as human, dark folk, or goblinoid.

Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids with more than 1 Hit Die (such as giants) are the only humanoids who make use of the features of the humanoid type.

MAGICAL BEAST

Magical beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the creature knows at least one language, but can't necessarily speak). Magical beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in their appearance or habits.

MONSTROUS HUMANOID

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

OOZE

An ooze is an amorphous or mutable creature, usually mindless. An ooze has the following traits.

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). Mindless creatures have no skills or feats. An ooze with an Intelligence score loses this trait.
- Blind (but have the blindsight special quality), with immunity to gaze attacks, illusions, visual effects, and other attack forms that rely on sight.
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Oozes eat and breathe, but do not sleep.

Outsider

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. An outsider has the following traits.

- Unlike most living creatures, an outsider does not have a dual nature—its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don't work on an outsider. A different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection*, is required to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish). Native outsiders breathe, eat, and sleep.

Plant

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Intelligence, Wisdom, and Charisma scores; even though plants are alive, they are objects, not creatures. A plant creature has the following traits.

- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Plants breathe and eat, but do not sleep.

Undead

Undead are once-living creatures animated by spiritual or supernatural forces. An undead creature has the following traits.

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immunity to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Undead do not breathe, eat, or sleep.

Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have the following traits.

- Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). Mindless creatures have no feats or skills. A verminlike creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.
- Vermin breathe, eat, and sleep.

Creature Subtypes

Some creatures have one or more subtypes. Subtypes add additional abilities and qualities to a creature.

Adlet Subtype: This subtype is applied to the strange humanoid wolf creatures called adlets, and to creatures related to adlets.

Air Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Air. Air creatures always have fly speeds and usually have perfect maneuverability. Air creatures treat Fly as a class skill.

Aquatic Subtype: These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality. Aquatic creatures always treat Swim as a class skill.

Archon Subtype: Archons are a race of celestials, or good outsiders, native to lawful good-aligned Outer Planes. An archon possesses the following traits.

- Darkvision 60 feet and low-light vision.
- *Aura of Menace (Su)* A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed at a Will save to resist its effects. The save DC varies with the type of archon, is Charisma-based, and includes a +2 racial bonus. Those who fail take a –2 penalty on attack rolls, on saves, and to AC for 24 hours or until they successfully hit the archon who generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.
- Immunity to electricity and petrification.
- +4 racial bonus on saves against poison.
- *Teleport (Sp)* Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature

can transport only itself and up to 50 pounds of carried objects.

- *Truespeech (Su)* All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Augmented Subtype: A creature receives this subtype when something (usually a template) changes its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type.

Asura Subtype: An asura has the following traits, unless otherwise noted in the creature's entry.

- Immunity to curses, disease, and poison.
- Resistance to acid 10 and electricity 10.
- +2 racial bonus on saving throws against enchantment spells.
- Telepathy.
- *Elusive Aura (Su)* Asuras exist within reality but apart from it. All but the least of asuras exude an aura that affects all creatures within the area as if by a *nondetection* spell. The size of the aura is proportional to the asura's power. The caster level check to attempt divination on creatures within the aura is 15 + the spell-like ability caster level of the asura creating the aura.
- *Regeneration (Ex)* The divine spark at the core of their being allows asuras to regenerate at varying rates. Good weapons and spells can kill an asura.
- *Spell Resistance (Ex)* Most asuras are resistant to magic and have an SR equal to 11 + their CR. Only the weakest asuras lack this ability.
- *Summon (Sp)* Asuras share the ability to summon others of their kind, typically another of their type or a small number of weaker asuras.
- An asura's natural weapons, as well as any weapons it wields, are treated as lawful and evil for the purpose of overcoming damage reduction.
- +6 racial bonus on Escape Artist checks and a +4 racial bonus on Perception checks.

Behemoth Subtype: A behemoth is a neutral Colossal magical beast of great strength and power. Behemoths possess the following traits unless otherwise noted.

- Blindsense 60 feet.
- Immunity to ability damage, aging, bleed, disease, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, and polymorph. Some behemoths possess additional immunities.
- *Regeneration (Ex)* No form of attack can suppress a behemoth's regeneration—it regenerates even if disintegrated or slain by a death effect. If a behemoth fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is dealt to its remains. It can be banished or otherwise transported away as a means to save a region, but the only way to truly kill a behemoth is to use *miracle* or *wish* to negate its regeneration (see below).
- DR 15/epic.
- SR equal to 11 + the behemoth's CR.
- Behemoths understand Aklo, but cannot speak.
- Behemoths eat, but do not breathe or sleep.
- *Ruinous (Su)* A behemoth's natural attacks penetrate damage reduction as if they were epic and magic, and ignore up to 20 points of hardness on objects struck. As a swift action, whenever it strikes a creature or object with a spell effect in place, it can attempt to dispel one randomly determined spell effect on that creature as if with a *greater dispel magic* (CL 20th).
- *Unstoppable (Ex)* If a behemoth starts its turn suffering from any or all of the following conditions, it recovers from them at the end of its turn: blind, confused, dazed, deafened, dazzled, exhausted, fatigued, nauseated, sickened, slowed, staggered, and stunned.
- *Vulnerable to Miracles and Wishes (Su)* A spell effect created by a *miracle* or *wish* spell is particularly effective against a behemoth. A spellcaster gains a +6 bonus on its caster level check to penetrate a behemoth's SR with a *miracle* or *wish* spell, and the behemoth suffers a –6 penalty on saves against these spells. A *miracle* or a *wish* spell can negate a behemoth's regeneration, but only for 1d4 rounds per casting.

Catfolk Subtype: This subtype is applied to the humanoid felines called catfolk and creatures related to catfolk.

Chaotic Subtype: This subtype is usually applied to outsiders native to the chaotic-aligned Outer Planes. Most creatures that have this subtype also have chaotic alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields were chaotically aligned.

Clockwork Subtype: Clockworks are constructs created through a fusion of magic and technology. They have the following traits unless otherwise noted.

- *Winding (Ex)* Clockwork constructs must be wound with special keys in order to function. As a general rule, a fully wound clockwork can remain active for 1 day per Hit Die, but shorter or longer durations are possible.
- *Vulnerable to Electricity*: Clockwork constructs take 150% as much damage as normal from electricity attacks.
- *Swift Reactions (Ex)* Clockwork constructs generally react much more swiftly than other constructs.

They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.

- *Difficult to Create (Ex)* The time and gp cost required to create a clockwork is 150% of normal. Construction requirements in individual clockwork monster entries are already increased.

Cold Subtype: A creature with the cold subtype has immunity to cold and vulnerability to fire.

Daemon Subtype: Daemons are neutral evil outsiders that eat souls and thrive on disaster and ruin. They have the following traits unless otherwise noted.

- Immunity to acid, death effects, disease, and poison.
- Resistance to cold 10, electricity 10, and fire 10.
- *Summon (Sp)* Daemons share the ability to summon others of their kind, typically another of their type or a small number of less powerful daemons.
- Telepathy.
- Except where otherwise noted, daemons speak Abyssal, Draconic, and Infernal.

Demodand Subtype: Demodands are chaotic evil outsiders who stalk the Abyss. Unless otherwise noted in a creature's entry, demodands possess the following traits.

- Immunity to acid and poison.
- Resistance to fire 10 and cold 10.
- *Summon (Sp)* Demodands share the ability to summon others of their kind, typically another of their type or a small number of less powerful demodands.
- *Faith-Stealing Strike (Su)* When a demodand's natural attack or melee weapon damages a creature capable of casting divine spells, that creature must make a Will saving throw or be unable to cast any divine spells for 1 round. Once a creature makes this save, it is immune to further faith-stealing strikes from that particular demodand for 24 hours. The save DC is Charisma-based.
- *Heretical Soul (Ex)* All demodands gain a +4 bonus on saving throws against divine spells. In addition, any attempts to scry on a demodand using divine magic automatically fail. The caster can see the scryed area normally, but the demodand simply does not appear.
- Except when otherwise noted, demodands speak Abyssal, Celestial, and Common.
- A demodand's natural weapons, as well as any weapons it wields, are treated as chaotic and evil for the purpose of resolving damage reduction.

Demon Subtype: Demons are chaotic evil outsiders from the Abyss. Demons have the following traits unless otherwise noted in a creature's entry.

- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- *Summon (Sp)* Demons share the ability to summon others of their kind, typically another of their type or a small number of less powerful demons.
- Telepathy.
- Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.

Devil Subtype: Devils are lawful evil outsiders that hail from the plane of Hell. Devils possess the following traits unless otherwise noted in a creature's entry.

- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- See in darkness.
- *Summon (Sp)* Devils can summon others of their kind, typically another of their type or a small number of less powerful devils.
- Telepathy.
- Except when otherwise noted, devils speak Celestial, Draconic, and Infernal.

Div Subtype: Divs are neutral evil outsiders that sow misfortune and ruin. They have the following traits unless otherwise noted.

- Immunity to fire and poison.
- Resistance to acid 10 and electricity 10.
- *See in Darkness (Su)* Some divs can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.
- *Summon (Sp)* Some divs share the ability to summon others of their kind. Each entry describes the success chance and type of divs summoned.
- Telepathy.
- Except where otherwise noted, divs speak Abyssal, Celestial, and Infernal.

Earth Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock. Earth creatures with a burrow speed possess tremorsense.

Elemental Subtype: An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. An elemental has the following features.

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Elementals do not breathe, eat, or sleep.

Evil Subtype: This subtype is usually applied to outsiders native to the evil-aligned Outer Planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage

reduction as if its natural weapons and any weapons it wields were evil-aligned.

Extraplanar Subtype: This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have that subtype when on its home plane). Every extraplanar creature in this book has a home plane mentioned in its description. Creatures not labeled as extraplanar are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, or the Plane of Shadow.

Fire Subtype: A creature with the fire subtype has immunity to fire and vulnerability to cold.

Giant Subtype: A giant is a humanoid creature of great strength, usually of at least Large size. Giants have racial Hit Dice and never substitute such Hit Dice for class levels like some humanoids. Giants have low-light vision, and treat Intimidate and Perception as class skills.

Good Subtype: This subtype is usually applied to outsiders native to the good-aligned Outer Planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields were good-aligned.

Human Subtype: This subtype is applied to humans and creatures that are related to humans.

Incorporeal Subtype: An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special ability. In addition, creatures with the incorporeal subtype gain the incorporeal defensive ability (see page 296).

Kami Subtype: Kami are a race of native outsiders who serve to protect what they refer to as "wards"—animals, plants, objects, and even locations—from being harmed or dishonored. All kami are outsiders with the native subtype. A kami possesses the following traits unless otherwise noted in a creature's entry.

- Immune to bleed, mind-affecting effects, petrification, and polymorph effects.
- Resist acid 10, electricity 10, fire 10
- Although they are native outsiders, kami do not eat, drink, or breathe.
- Telepathy.
- *Fast Healing (Ex)* As long as a kami is within 120 feet of its ward, it gains fast healing. The amount of fast healing it gains depends on the type of kami.
- *Merge with Ward (Su)* As a standard action, a kami can merge its body and mind with its ward. When merged, the kami can observe the surrounding region with its senses as if it were using its own body, as well as via any senses its ward might have. It has no control over its ward, nor can it communicate or otherwise take any action other than to emerge from its ward as a standard action. A kami must be adjacent to its ward to merge with or emerge from it. If its ward is a creature, plant, or object, the kami can emerge mounted on the creature provided the kami's body is at least one size category smaller than the creature. If its ward is a location, the kami may emerge at any point within that location.
- *Ward (Su)* A kami has a specific ward—a creature with a 2 or lower Intelligence (usually an animal or vermin), a plant (not a plant creature), an object, or a location. The type of ward is listed in parentheses in the kami's stat block. Several of a kami's abilities function only when it is either merged with its ward or within 120 feet of it. If a kami's ward is portable and travels with the kami to another plane, the kami does not gain the extraplanar subtype on that other plane as long as its ward remains within 120 feet. If a ward is destroyed while a kami is merged with it, the kami dies (no save). If a ward is destroyed while a kami is not merged with it, the kami loses its merge with ward ability and its fast healing, and becomes permanently sickened.

Kyton Subtype: Kytons are a race of lawful evil outsiders native to the Plane of Shadow who feed on fear and pain. Kytons possess the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- *Regeneration (Ex)* The extent of a kyton's regeneration varies according to type, and can be neutralized by good weapons, good spells, and silver weapons.
- Immunity to cold.
- *Unnerving Gaze (Su)* All kytons have a gaze attack that manipulates the perceptions of those who look upon them. An unnerving gaze has a range of 30 feet, and can be negated by a Will save—the exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton. All kytons are immune to the unnerving gazes of other kytons. Unnerving gaze is always a mind-affecting fear effect. The save DC is Charisma-based.

Lawful Subtype: This subtype is usually applied to outsiders native to the lawful-aligned Outer Planes. Most creatures that have this subtype also have lawful

alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned.

Leshy Subtype: A leshy is a nature spirit that inhabits the body of a specially grown plant. Regardless of their kind, all leshys share the following traits in addition to those granted by the plant type (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to electricity and sonic.
- *Spell-Like Abilities*: All leshys have *pass without trace* as a constant spell-like ability (CL equal to twice the leshy's HD).
- *Change Shape (Su)* All leshys can transform into plants, with results similar to the *tree shape* spell. Unlike that spell, this ability only allows transformation into Small plants of the same type of growth the leshy is related to. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.
- *Plantspeech (Ex)* All leshys can speak with plants as if subject to a continual *speak with plants* spell, but only with species they are related to.
- *Verdant Burst (Su)* When slain, a leshy explodes in a burst of fertile energies. All plant creatures within 30 feet of a slain leshy heal 1d8 points of damage plus 1 point per HD of the slain leshy, and plant life of the same type as the leshy itself quickly infests the area. If the terrain can support this type of plant, the undergrowth is dense enough to make the region into difficult terrain for 24 hours, after which the plant life diminishes to a normal level; otherwise, the plant life has no significant effect on movement and withers and dies within an hour.
- Except where otherwise noted, all leshys speak Druidic and Sylvan.

Native Subtype: This subtype is applied only to outsiders. These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.

Oni Subtype: An oni is an evil spirit who takes humanoid form to become a native outsider. All oni have the following traits, unless otherwise noted in a specific creature's entry.

- Darkvision 60 feet and low-light vision.
- *Change Shape (Su)* All oni are shapechangers with the shapechanger subtype, but an oni takes only other shapes similar to its normal humanoid form.
- *Humanoid Shape*: As evil spirits clad in humanoid flesh, all oni possess a humanoid subtype.
- *Regeneration (Ex)* The rate of regeneration and damage type that suspends it depends on the type of oni, but is typically acid or fire.

Rakshasa Subtype: A rakshasa is a lawful evil spirit born into the Material Plane. A shapechanger that can walk with ease among humanoids, a rakshasa's true form has animalistic features and strangely jointed limbs. All rakshasas are native to the Material Plane, and have the following traits unless otherwise noted in a creature's entry.

- Darkvision 60 feet.
- *Change Shape (Su)* All rakshasas have the ability to change shape into any humanoid, as if using *alter self*.
- *Detect Thoughts (Su)* A rakshasa can detect thoughts as per the spell of the same name. This effect functions at CL 18th. A rakshasa can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent 3 rounds concentrating and thus gains the maximum amount of information possible. The Will save DC to resist this effect is equal to 10 + 1/2 the rakshasa's HD + the rakshasa's Charisma modifier.
- *Enhanced Defenses (Ex)* All rakshasas have DR that can be penetrated by good and piercing weapons only. The amount of damage reduction varies according to the specific rakshasa. In addition, rakshasas are exceptionally resistant to magic, and possess SR equal to their CR + 15.
- *Master of Deception (Ex)* All rakshasas gain a +4 racial bonus on Bluff checks and a +8 racial bonus on Disguise checks.
- *Spellcasting:* All but the least of rakshasas have some level of spellcasting ability, and can cast spells as sorcerers. The rakshasa's effective caster level as a sorcerer depends on its type, but is generally equal to its CR – 3.

Ratfolk Subtype: This subtype is applied to the humanoid rodents called ratfolk and creatures related to ratfolk.

Reptilian Subtype: These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are true reptiles.

Sasquatch Subtype: This subtype is applied to the humanoid beings called sasquatches and creatures related to sasquatches.

Shapechanger Subtype: A shapechanger has the supernatural ability to assume one or more alternate forms. Many magical effects allow some kind of shapeshifting, and not every creature that can change its shape has the shapechanger subtype.

Swarm Subtype: A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature.

A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of non-flying creatures) or a cube (if it is made up of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. A swarm can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 non-flying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 non-flying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of non-flying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For the purpose of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attacks: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's stat block has "swarm" in the Melee entries, with no attack bonus given.

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attacks. However, they distract foes whose squares they occupy, as described below.

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

Vanara Subtype: This subtype is applied to vanaras and creatures related to vanaras.

Vishkanya Subtype: This subtype is applied to vishkanyas and creatures related to vishkanyas.

Water Subtype: This subtype is usually used for outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and can usually breathe air as well. Water creatures treat the Swim skill as a class skill.

Appendix 4: Monsters as PCs

For simple rules on using monsters as player characters, see page 313 of the *Pathfinder RPG Bestiary*.

Appendix 5: Monster Feats

Most of the following feats apply specifically to monsters, although some player characters might qualify for them (particularly Craft Construct).

Ability Focus

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC on all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Awesome Blow (Combat)

This creature can send opponents flying.

Prerequisites: Str 25, Improved Bull Rush, Power Attack, size Large or larger.

Benefit: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Craft Construct (Item Creation)

You can create construct creatures like golems.

Prerequisites: Caster level 5th, Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: You can create any construct whose prerequisites you meet. The act of animating a construct takes 1 day for each 1,000 gp in its market price. To create a construct, you must use raw materials costing half of its base price, plus the full cost of the basic body created for the construct. Each construct has a special section that summarizes its costs and other prerequisites. A newly created construct has average hit points for its Hit Dice.

Empower Spell-Like Ability

One of this creature's spell-like abilities is particularly potent and powerful.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use that spell-like ability as an empowered spell-like ability three times per day (or fewer, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by half (+50%). Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat on page 310.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different spell-like ability.

Flyby Attack

This creature can make an attack during its move action while flying.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Hover

This creature can hover in place with ease and can kick up clouds of dust and debris.

Prerequisite: Fly speed.

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Normal: Without this feat, a creature must make a Fly check to hover and the creature does not create a cloud of debris while hovering.

Improved Natural Armor

This creature's hide is tougher than most.

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by +1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by an additional +1.

Improved Natural Attack

Attacks made by one of this creature's natural attacks leave vicious wounds.

Prerequisites: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural

attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Multiattack (Combat)

This creature is particularly skilled at making attacks with its natural weapons.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

Multiweapon Fighting (Combat)

This multi-armed creature is skilled at making attacks with multiple weapons.

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by –2 with the primary hand and by –6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with all of its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting in the *Pathfinder RPG Core Rulebook*.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Quicken Spell-Like Ability

This creature can use one of its spell-like abilities with next to no effort.

Prerequisite: Spell-like ability at CL 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described in this feat. The creature can use that spell-like ability as a quickened spell-like ability three times per day (or fewer, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a swift action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability (but not another swift action)—in the same round that it uses a quickened spell-like ability.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 4. For a summary, see the table below.

A spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: The use of a spell-like ability normally requires a standard action (at the very least) and provokes an attack of opportunity.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different spell-like ability.

Empowered and Quickened Spell-Like Abilities

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4th	8th
1st	6th	10th
2nd	8th	12th
3rd	10th	14th
4th	12th	16th
5th	14th	18th
6th	16th	20th
7th	18th	—
8th	20th	—
9th	—	—

Snatch

This creature can grab other creatures with ease.

Prerequisite: Size Huge or larger.

Benefits: The creature can start a grapple when it hits with a claw or bite attack, as though it had the grab ability. If it grapples a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage with a successful grapple check. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one.

The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

Wingover

This creature can make turns with ease while flying.

Prerequisite: Fly speed.

Benefits: Once per round, the creature can turn up to 180 degrees as a free action without making a Fly check. This turn does not cost the creature any movement.

Normal: A flying creature can turn up to 90 degrees by making a DC 15 Fly check and expending 5 feet of movement. A flying creature can turn up to 180 degrees by making a DC 20 Fly check and expending 10 feet of movement.

Appendix 6: Monster Cohorts

The Leadership feat (see page 129 of the *Pathfinder RPG Core Rulebook*) allows a character to gain a loyal cohort. With the GM's approval, this cohort can be a similarly aligned monster rather than a member of the standard

player races. Monsters on the following list all work well as cohorts (be they assassins, bodyguards, mounts, etc.)—their effective cohort "level" corresponds to the level available to the PC as afforded by his Leadership score. Use these monsters as guidelines when determining cohort levels for other monsters.

For more information on monster cohorts, see page 316 of the *Pathfinder RPG Bestiary*.

Monster Cohorts

Monster	Level
Adlet	14
Ahuizotl	11
Derhii	10
Dragonne	10
Garuda	16
Giant owl	8
Giant vulture	7
Kech	6
Kirin	13
Maftet	11
Nephilim	13
Sabosan	9
Sasquatch	6
Shadow mastiff	8
Shae	7
Shedu	14
Sleipnir	16
Tanuki	8

Appendix 7: Animal Companions

The following list indexes all additional animal companions found in this book, along with the page numbers on which they can be located. Below the list are the statistics for each animal companion. The rules for choosing and progressing an animal companion can be found on pages 51–53 of the *Pathfinder RPG Core Rulebook*.

Animal Companions

Animal	Page
Antelope	147
Archelon	192
Axe beak	29
Baluchitherium	192
Basilosaurus	193
Dimetrodon	78
Elk	147
Giant chameleon	186
Giant gecko	186
Giant vulture	284
Iguanodon	78
Kangaroo	191
Megalania	193
Pachycephalosaurus	79
Spinosaurus	79
Thylacine	191

Antelope Companions

Starting Statistics: **Size** Small; **Speed** 60 ft.; **AC** +1 natural armor; **Attack** gore (1d4); **Ability Scores** Str 10, Dex 17, Con 14; Int 2; Wis 13; Cha 5; **Special Qualities** low-light vision.

4th-Level Advancement: **Ability Scores** Str +2, Dex +2, Con +2.

Archelon Companions

Starting Statistics: **Size** Medium; **Speed** 15 ft., swim 50 ft.; **AC** +10 natural armor; **Attack** bite (1d6); **Ability Scores** Str 8, Dex 10, Con 9, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision, hold breath, scent.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8), **Ability Scores** Str +8, Dex –2, Con +4.

Axe Beak Companions

Starting Statistics: **Size** Medium; **Speed** 50 ft.; **Attack** bite (1d6 + 1-1/2 Str); **Ability Scores** Str 10, Dex 17, Con 12, Int 2, Wis 11, Cha 10; **Special Qualities** low-light vision.

4th Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8 + 1-1/2 Str); **Ability Scores** Str +8, Dex –2, Con +4; **Special Attacks** sudden charge.

Baluchitherium Companions

Starting Statistics: **Size** Medium; **AC** +4 natural armor; **Speed** 40 ft.; **Attack** 2 hooves (1d4); **Ability Scores** Str 14, Dex 14, Con 15, Int 2, Wis 13, Cha 6; **Special Qualities** low-light vision, scent.

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

Basilosaurus Companions

Starting Statistics: **Size** Medium; **Speed** swim 40 ft.; **AC** +1 natural armor; **Attack** bite (1d4), tail slap (1d4); **Ability Scores** Str 11, Dex 14, Con 12, Int 2, Wis 14, Cha 6; **Special Qualities** low-light vision, hold breath.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d6), tail slap (1d6); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** blindsense 60 ft.

Dimetrodon Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str 12, Dex 16, Con 14, Int 1, Wis 12, Cha 3; **Special Qualities** tearing bite.

7th-Level Advancement: **Size** Large; **AC** +1 natural armor; **Attack** bite (2d8); **Ability Scores** Str +8, Dex –2, Con +4.

Elk Companions

Starting Statistics: **Size** Medium; **Speed** 50 ft.; **AC** +1 natural armor; **Attack** gore (1d6) or 2 hooves (1d3); **Ability Scores** Str 12, Dex 17, Con 14, Int 2, Wis 15, Cha 5; **Special Qualities** low-light vision.

7th-Level Advancement: **Size** Large; AC +2 natural armor; **Attack** gore (1d8) or 2 hooves (1d4); **Ability Scores** Str +8, Dex –2, Con +4.

Giant Chameleon Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft., climb 30 ft.; **Attack** bite (1d6); **Ability Scores** Str 12, Dex 14, Con 14, Int 2, Wis 11, Cha 7; **Special Qualities** +10 Stealth when still, low-light vision.

4th-Level Advancement: **Size** Large; **Speed** 40 ft., climb 40 ft.; **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** pull (tongue, 5 ft.), tongue.

Giant Gecko Companions

Starting Statistics: **Size** Small; **Speed** 30 ft.; **Attack** bite (1d6); **Ability Scores** Str 11, Dex 15, Con 12, Int 2, Wis 14, Cha 7; **Special Qualities** expert climber, low-light vision.

4th-Level Advancement: Size Medium; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (2d4); **Ability Scores** Str +4, Dex –2, Con +2.

Giant Vulture Companions

Starting Statistics: **Size** Medium; **AC** +2 natural armor; **Speed** 10 ft., fly 50 ft. (average); **Attack** bite (1d8); **Ability Scores** Str 12, Dex 15, Con 14, Int 2, Wis 15, Cha 7; **Special Qualities** low-light vision, +4 on saves vs. disease.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex –2, Con +4.

Iguanodon Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +3 natural armor; **Attack** claw (1d6); **Ability Scores** Str 17, Dex 15, Con 15, Int 2, Wis 12, Cha 7.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** claw (1d8); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** thumb spikes.

Kangaroo Companions

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **Attack** kick (1d4); **Ability Scores** Str 12, Dex 14, Con 13, Int 2, Wis 11, Cha 7; **Special Qualities** low-light vision, scent.

4th-Level Advancement: **Size** Medium; **Speed** 50 ft.; **AC** +2 natural armor; **Attack** kick (1d6); **Ability Scores** Str +4, Dex +2, Con +2.

Megalania Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +1 natural armor; **Attack** bite (1d6 plus grab); **Ability Scores** Str 13, Dex 17, Con 12, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, scent.

7th-Level Advancement: **Size** Large; **AC** +1 natural armor; **Attack** bite (1d8 plus grab and poison); **Ability Scores** Str +4, Dex –2, Con +4.

Pachycephalosaurus Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +3 natural armor; **Attack** gore (1d8); **Ability Scores** Str 15, Dex 16, Con 13, Int 2, Wis 12, Cha 5.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** gore (1d10); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** clobbering charge.

Spinosaurus Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft., swim 20 ft.; **AC** +3 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 18, Dex 15, Con 15, Int 2, Wis 13, Cha 3.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** Str +8, Dex –2, Con +4.

Thylacine Companions

Starting Statistics: **Size** Small; **Speed** 30 ft.; **Attack** bite (1d4); **Ability Scores** Str 12, Dex 15, Con 16, Int 2, Wis 13, Cha 7; **Special Qualities** low-light vision, powerful jaws.

4th-Level Advancement: **Size** Medium; **AC** +2 natural armor; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +4.

Appendix 8: Monsters by Type

Listed below are all of the monsters in this book, organized alphabetically by type.

Aberration: azruverda, flumph, ghorazagh, goblin snake, iku-turso, moon-beast, lunar naga, royal naga, sagari, siyokoy, water naga, wolf-in-sheep's-clothing, yithian

(Air): kirin, sky dragon, tempest behemoth

Animal: antelope, archelon, axe beak, baluchitherium, basilosaurus, dimetrodon, elk, flying squirrel, foo dog, foo lion, fox, giant chameleon, giant gecko, giant porcupine, giant skunk, giant vulture, goat, great horned owl, iguanodon, kangaroo, megalania, otter, pachycephalosaurus, pig, porcupine, raccoon, skunk, snake swarm, spinosaurus, thylacine, venomous snake swarm, vulture

(Aquatic): adaro, ahuizotl, cecaelia, ceratioidi, death's head jellyfish, deep sea serpent, fjord linnorm, fuath, ghawwas, giant sea anemone, globster, grodair, iku-turso, kappa, lukwata, mobogo, nixie, nuckelavee, river drake, rusalka, sapphire jellyfish, sargassum fiend, sea bonze, seaweed leshy, shark-eating crab, shipwrecker crab, siyokoy, thalassic behemoth, vodyanoi, voonith, water naga, water yai

(Cold): adlet, akhlut, cold rider, ice yai, yuki-onna
Construct: bone golem, brass golem, cannon golem, caryatid column, clockwork goliath, clockwork leviathan, clockwork servant, clockwork soldier, clockwork spy, fossil golem, graven guardian, taotieh, terra-cotta soldier, tophet, tupilaq
Dragon: cairn linnorm, desert drake, faerie dragon, fjord linnorm, forest dragon, gorynych, kongamato, rift drake, river drake, sea dragon, sky dragon, sovereign dragon, taiga linnorm, tatzlwyrm, tor linnorm, underworld dragon
(Earth): carnivorous crystal, desert drake, forest dragon, guecubu, jinushigami, rift drake, thunder behemoth
(Elemental): magmin
Fey: atomie, bogeyman, cold rider, faun, fey giant toad, fuath, nixie, norn, nuckelavee, rusalka, sprite
(Fire): fire yai, magmin, underworld dragon
(Giant): ash giant, cave giant, desert giant, fire yai, great cyclops, ice yai, jotund troll, jungle giant, moss troll, void yai, water yai
Humanoid: adlet, ash giant, catfolk, cave giant, desert giant, great cyclops, jotund troll, jungle giant, moss troll, ratfolk, sasquatch, vanara, vishkanya
(Incorporeal): allip, bhuta, dybbuk, yuki-onna
Magical Beast: ahuizotl, akhlut, androsphinx, baku, bandersnatch, carbuncle, criosphinx, deep sea serpent, disenchanter, dragonne, flail snail, giant owl, grodair, grootslang, hieracosphinx, hodag, jackalwere, jubjub bird, kamadan, kirin, lammasu, lukwata, mobogo, nue, shedu, simurgh, sleipnir, spider eater, stymphalidies, tempest behemoth, thalassic behemoth, thunder behemoth, trollhound, voonith, zoog
Monstrous Humanoid: adaro, adherer, annis hag, cecaelia, ceratioidi, derhii, dire corby, girtablilu, humbaba, jorogumo, kappa, kech, maftet, popobala, pukwudgie, sabosan, tanuki, thriae queen, thriae seer, thriae soldier, vodyanoi
Ooze: brain ooze, carnivorous crystal, deathtrap ooze, garden ooze, globster, hungry fog, plasma ooze
Outsider: shae, valkyrie
Outsider (chaotic): baregara, coloxus, hekatonkheires, incubus, schir, shaggy demodand, slimy demodand, tarry demodand
Outsider (cold): ice yai
Outsider (evil): asuras, augur, baregara, cerberi, coloxus, contract devil, crucidaemon, divs, eremite, hekatonkheires, incubus, interlocutor, schir, shadow mastiff, shaggy demodand, slimy demodand, tarry demodand, vulnudaemon
Outsider (fire): magmin, fire yai
Outsider (good): foo dog, foo lion, harbinger archon, legion archon, peri
Outsider (lawful): asuras, augur, cerberi, contract devil, eremite, harbinger archon, interlocutor, legion archon, shinigami
Outsider (native): animal lord, garuda, kami, nephilim, oni, peri, rakshasas, suli
Outsider (water): tojanida, water yai
Plant: alraune, ascomoid, cerebric fungus, fungus leshy, gourd leshy, leaf leshy, myceloid, phantom fungus, seaweed leshy, sargassum fiend
(Shapechanger): akhlut, animal lord, deathtrap ooze, fire yai, fungus leshy, ghul, gourd leshy, ice yai, jackalwere, jorogumo, kuwa, leaf leshy, moss troll, popobala, pukwudgie, rakshasas, royal naga, seaweed leshy, tanuki, water yai, void yai
(Swarm): hellwasp swarm, rot grub swarm, snake swarm, venomous snake swarm
Template: animal lord, fey creature, foo creature, graveknight, jiang-shi vampire, penanggalen
Undead: allip, baykok, berbalang, bhuta, deathweb, demilich, dybbuk, ecorche, festrog, ghul, graveknight, guecubu, hollow serpent, huecuva, jiang-shi vampire, manananggal, pale stranger, penanggalen, sea bonze, tzitzimitl, yuki-onna, zuvembie
Vermin: deadfall scorpion, death's head jellyfish, ghost scorpion, giant adult ant lion, giant ant lion, giant crab spider, giant rot grub, giant sea anemone, hellwasp swarm, ogre spider, rot grub swarm, sapphire jellyfish, shark-eating crab, shipwrecker crab
(Water): river drake, sea dragon, thalassic behemoth, tojanida, water yai

Appendix 9: Monsters by CR

The following section lists all monsters included in this book, alphabetically by CR. Variant monsters (such as the alternate versions of the terra-cotta soldier and the various giant vermin of alternate sizes) are not included in this list—an index of these monsters appears instead in Appendix 11: Variant Monster Index on page 317. In the case of templates, like animal lords and jiang-shi vampires, only the sample creature presented with a full stat block at the start of the template's entry in this book is included. Creatures that are essentially toolboxes which GMs might use to create their own creatures, such as unfettered eidolons, also only see the example version presented in this section. Similarly, for dragons, only those that have full stat blocks presented in this book are listed on the following tables (young, adult, and ancient dragons)—dragons of other age categories are not included on these lists.

CR 1/4

fox, otter, porcupine, skunk

CR 1/3

flying squirrel, goat, pig, ratfolk, sprite

CR 1/2

antelope, catfolk, clockwork spy, ghost scorpion, giant crab spider, great horned owl, kangaroo, leaf leshy, raccoon, sagari, suli, thylacine, vanara, vishkanya, vulture

CR 1

atomie, carbuncle, death's head jellyfish, dire corby, elk, faun, festrog, flumph, fuath, giant gecko, goblin snake, gourd leshy, nixie, zoog

CR 2

augur, axe beak, clockwork servant, disenchanter, doru, faerie dragon, foo dog, fungus leshy, garden ooze, giant porcupine, giant sea anemone, harbinger archon, huecuva, jackalwere, kappa, raktavarna, sasquatch, shikigami, snake swarm, spirit oni, tatzlwyrm, venomous snake swarm

CR 3

adaro, adherer, allip, caryatid column, ceratioidi, cerebric fungus, dimetrodon, giant chameleon, giant rot grub, kech, magmin, moss troll, phantom fungus, river drake, seaweed leshy, tripurasura, trollhound

CR 4

aghash, flail snail, foo lion, giant skunk, giant vulture, kamadan, kuwa, myceloid, pachycephalosaurus, schir, shae, tanuki, thriae soldier, venomous snake swarm, voonith, vulnudaemon, zuvembie

CR 5

archelon, ascomoid, cecaelia, dandasuka, derhii, ghul, giant ant lion, giant owl, globster, graven guardian, grodair, hieracosphinx, kodama, ogre spider, penanggalen, sabosan, shadow mastiff, spider eater, tojanida, vodyanoi

CR 6

ahuizotl, annis hag, berbalang, cave giant cerberi, clockwork soldier, deathweb, giant adult ant lion, hodag, hungry fog, iguanodon, incubus, jiang-shi vampire, lunar naga, maftet, terra-cotta soldier

CR 7

adhukait, brain ooze, caulborn, criosphinx, dragonne, kirin, legion archon, manananggal, megalania, pairaka, pukwudgie, shark-eating crab, tupilaq, young underworld dragon, water naga

CR 8

baku, baluchitherium, bone golem, cold rider, deadfall scorpion, deathtrap ooze, desert drake, girtablilu, guecubu, hellwasp swarm, iku-turso, lammasu, marai, nephilim, rot grub swarm, stymphalidies, unfettered eidolon, wolf-in-sheep's-clothing, young sea dragon, yuki-onna

CR 9

androsphinx, baykok, desert giant, garuda, nuckelavee, rift drake, sargassum fiend, shedu, upasunda, yithian, young sky dragon

CR 10

adlet, bogeyman, contract devil, ghawwas, jungle giant, mobogo, nue, pale stranger, shira, siyokoy, tophet, young forest dragon, zuishin kami

CR 11

adult underworld dragon, animal lord, aghasura asura, ash giant, bhuta, carnivorous crystal, graveknight, lukwata, moon-beast, royal naga, sapphire jellyfish, sleipnir, spinosaurus, taotieh, thriae seer, young sovereign dragon

CR 12

adult sea dragon, baregara, basilosaurus, clockwork leviathan, coloxus, fossil golem, great cyclops, interlocutor, jorogumo, rusalka, valkyrie

CR 13

adult sky dragon, akhlut, alraune, azruverda, ghorazagh, shipwrecker crab

CR 14

adult forest dragon, brass golem, demilich, ice yai, peri, sepid

CR 15

adult sovereign dragon, cannon golem, crucidaemon, dybbuk, fire yai, gorynych, jotund troll, jubjub bird, kongamato, popobala, sea bonze, tataka, toshigami

CR 16

ancient underworld dragon, ecorche, fjord linnorm, grootslang, hollow serpent, plasma ooze, slimy demodand

CR 17

ancient sea dragon, bandersnatch, shinigami

CR 18

ancient sky dragon, cairn linnorm, norn, shaggy demodand, simurgh, thriae queen, thunder behemoth, water yai

CR 19

ancient forest dragon, clockwork goliath, deep sea serpent, humbaba, taiga linnorm, tzitzimitl

CR 20

akvan, ancient sovereign dragon, asurendra, eremite, jinushigami, maharaja, thalassic behemoth, void yai

CR 21

tor linnorm

CR 22

tempest behemoth

CR 24

hekatonkheires

Appendix 10: Monsters by Terrain

The following lists group all of the monsters in this book into their respective terrains. Note that there can be a certain amount of crossover on these lists, especially between climate bands, similar terrains, or a planar terrain and the Material Plane. For example, although maftets are normally encountered in warms deserts, it's certainly possible to encounter one in a temperate desert (but much less likely to find one in a cold desert). Likewise, while they usually limit their hunts to deserts, it wouldn't be unusual to find one in the mountains. It also wouldn't be unheard of to encounter once of these creatures outside their usual habitat, but this typically only happens when some need or event drives them to leave the regions where they're most comfortable. Creatures listed under planar terrains can usually be encountered anywhere on the Material Plane as well, but are only very rarely encountered on planes other than the one associated with them. In short, use these lists as a guide, not as shackles—if your adventure works better with a desert giant encountered in a cold forest, by all means, go for it! Just keep in mind that you should probably come up with an in-game reason to explain the monster's presence there, but that can lead to ideas for a great adventure in its own right.

AIR (TEMPERATE)

tempest behemoth

ANY TERRAIN

berbalang, bhuta, bogeyman, bone golem, brass golem, cannon golem, caryatid column, catfolk, caulborn, cerebric fungus, clockwork goliath, clockwork leviathan, clockwork servant, clockwork soldier, clockwork spy, dandasuka, deathweb, demilich, disenchanter, dybbuk, ecorche, festrog, flumph, fossil golem, fox, giant rot grub, goat, great cyclops, graveknight, graven guardian, guecubu, hekatonkheires, huecuva, hungry fog, jiang-shi vampire, jinushigami, kirin, kuwa, lunar naga, maharaja, manananggal, marai, moon-beast, pale stranger, penanggalen, plasma ooze, pig, raktavarna, rot grub swarm, royal naga, shadow mastiff, shikigami, shinigami, snake swarm, spirit oni, suli, taotieh, tataka, terra-cotta soldier, thriae queen, thriae seer, thriae soldier, tophet, toshigami, tupilaq, tzitzimitl, unfettered eidolon, valkyrie, venomous snake swarm, vishkanya, yithian, zuishin, zuvembie

COASTLINE

archelon, cecaelia, fjord linnorm, fuath, giant sea anemone, globster, grodair, nuckelavee, otter, popobala, rusalka, seaweed leshy, shark-eating crab, shipwrecker crab, stymphalidies, water yai

DESERT (TEMPERATE)

adherer, ash giant, atomie, dragonne, great cyclops, lammasu, maftet

DESERT (WARM)

androsphinx, ash giant, criosphinx, desert drake, desert giant, ghul, giant adult ant lion, giant ant lion, girtablilu, great cyclops, jackalwere, maftet, ratfolk, scorpion, shedu, simurgh

FOREST (COLD)

animal lord, bandersnatch, carbuncle, cold rider, forest dragon, humbaba, kodama, leaf leshy, moss troll, sagari, sasquatch, taiga linnorm, tatzlwyrm, wolf-in-sheep's-clothing, yuki-onna, zoog

FOREST (TEMPERATE)

adherer, alraune, animal lord, atomie, bandersnatch, carbuncle, catfolk, deadfall scorpion, faerie dragon, faun, fey giant toad, forest dragon, flying squirrel, garden ooze, giant crab spider, giant owl, giant porcupine, giant skunk, gorynych, great cyclops, great horned owl, hodag, humbaba, jubjub bird, kodama, leaf leshy, moss troll, porcupine, pukwudgie, raccoon, sagari, sasquatch, skunk, spider eater, sprite, tanuki, tatzlwyrm, wolf-in-sheep's-clothing, zoog

FOREST (WARM)

animal lord, aluchitherium, bandersnatch, carbuncle, catfolk, derhii, dimetrodon, faerie dragon, forest dragon, giant chameleon, giant crab spider, giant gecko, great cyclops, humbaba, iguanodon, jubjub bird, jungle giant, kech, kodama, kongamato, leaf leshy, megalania, nue, popobala, sabosan, sagari, spinosaurus, tatzlwyrm, vanara, wolf-in-sheep's-clothing, zoog

HILLS (COLD)

adlet, cairn linnorm, cold rider, gourd leshy, jotund troll, leaf leshy, ogre spider, yuki-onna

HILLS (TEMPERATE)

adherer, atomie, fire yai, gourd leshy, great cyclops, kangaroo, leaf leshy, ogre spider, pukwudgie, vanara

HILLS (WARM)

androsphinx, criosphinx, fire yai, garuda, giant vulture, gourd leshy, great cyclops, hieracosphinx, leaf leshy, nephilim, rift drake, thylacine, vulture

MOUNTAINS (COLD)
adlet, cold rider, jotund troll, ice yai, norn, sleipnir, sovereign dragon, tor linnorm, trollhound, void yai, yuki-onna

MOUNTAINS (TEMPERATE)
adherer, atomie, fire yai, great cyclops, jorogumo, maftet, pukwudgie, sky dragon, sovereign dragon, thunder behemoth, void yai

MOUNTAINS (WARM)
fire yai, garuda, giant chameleon, giant gecko, great cyclops, maftet, nue, rift drake, sky dragon, simurgh, sovereign dragon

OCEAN (COLD)
basilosaurus, ceratioidi, death's head jellyfish, deep sea serpent, fuath, giant sea anemone, globster, grodair, iku-turso, otter, rusalka, sargassum fiend, sea bonze, sea dragon, seaweed leshy, siyokoy, thalassic behemoth, water yai

OCEAN (TEMPERATE)
archelon, basilosaurus, ceratioidi, death's head jellyfish, deep sea serpent, fuath, giant sea anemone, globster, grodair, iku-turso, nixie, otter, rusalka, sapphire jellyfish, sargassum fiend, sea bonze, sea dragon, seaweed leshy, shark-eating crab, shipwrecker crab, siyokoy, thalassic behemoth, water naga, water yai

OCEAN (WARM)
adaro, ahuizotl, basilosaurus, cecaelia, death's head jellyfish, deep sea serpent, fuath, giant sea anemone, globster, grodair, otter, rusalka, seaweed leshy, sapphire jellyfish, sargassum fiend, sea bonze, sea dragon, siyokoy, thalassic behemoth, water yai

PLAINS (COLD)
adlet, akhlut, animal lord, cold rider, elk, gourd leshy, yuki-onna

PLAINS (TEMPERATE)
adherer, animal lord, antelope, atomie, axe beak, catfolk, elk, fey giant toad, giant porcupine, gourd leshy, great cyclops, kamadan, kangaroo, pachycephalosaurus, porcupine

PLAINS (WARM)
animal lord, antelope, catfolk, giant vulture, gourd leshy, great cyclops, kamadan, megalania, pachycephalosaurus, stymphalidies, vulture

PLANAR (ABADDON—NEUTRAL EVIL)
aghash, akvan, crucidaemon, doru, ghawwas, pairaka, sepid, shira, vulnudaemon

PLANAR (ABYSS—CHAOTIC EVIL)
baregara, coloxus, incubus, schir, shaggy demodand, slimy demodand

PLANAR (ELYSIUM—CHAOTIC GOOD)
peri

PLANAR (HEAVEN—LAWFUL GOOD)
harbinger archon, legion archon, peri

PLANAR (HELL—LAWFUL EVIL)
adhukait, aghasura, asurendra, cerberi, contract devil, hellwasp swarm, tripurasura

PLANAR (LIMBO—CHAOTIC NEUTRAL)
peri

PLANAR (NIRVANA—NEUTRAL GOOD)
foo dog, foo lion

PLANAR (PLANE OF EARTH)
carnivorous crystal

PLANAR (PLANE OF FIRE)
magmin

PLANAR (PLANE OF SHADOW)
augur, eremite, interlocutor, shae, shadow mastiff

PLANAR (PLANE OF WATER)
tojanida

RIVERS/LAKES
ahuizotl, fuath, grodair, grootslang, kappa, lukwata, nixie, otter, river drake, rusalka, vodyanoi, voonith, water naga, water yai

SWAMP (COLD)
annis hag, carbuncle, cold rider, fuath, fungus leshy, goblin snake, nuckelavee, otter, vodyanoi, voonith, yuki-onna

SWAMP (TEMPERATE)
carbuncle, fey giant toad, fuath, fungus leshy, garden ooze, goblin snake, great cyclops, hodag, lukwata, mobogo, otter, vodyanoi, voonith

SWAMP (WARM)
carbuncle, fuath, fungus leshy goblin snake, great cyclops, iguanodon, lukwata, otter, spinosaurus, vodyanoi, voonith

UNDERGROUND
adherer, allip, ascomoid, azruverda, baykok, brain ooze, carnivorous crystal, cave giant, deathtrap ooze, dire corby, flail snail, flumph, fungus leshy, ghost scorpion, ghorazagh, goblin snake, hollow serpent, iku-turso, myceloid, ogre spider, phantom fungus, sabosan, underworld dragon

URBAN

catfolk, garden ooze, ratfolk, tanuki

Appendix 11: Variant Monster Index

Not all of the monsters presented in this book have their own stat blocks. Many of them are merely variants on a theme, such as the various kinds of bandersnatch or alternate versions of the kamadan. Monster variants use the standard monster's stats but with specific changes, as outlined in the text. The following list indexes all of the monster variants in this book that are associated with rules changes (creatures that are only mentioned in passing, such as the asura blasphemous sages, elder jinushigami, kyton demagogues, or akvan princes, are not indexed here).

Variant Monster	Page
Awakened demilich	67
Bog nixie	201
Diatryma	29
Dread corby	80
Dusk kamadan	158
Confounding bandersnatch	33
Emperor kirin	168
Eremite overlord	173
Frumious bandersnatch	33
Lesser bandersnatch	33
Magicbane bandersnatch	33
Polar kamadan	158
Primal bandersnatch	33
Small unfettered eidolon	111
Terra-cotta archer	262
Terra-cotta horseman	262
Terror bird	29

Appendix 12: Ability Index

The monsters detailed in this book have a wide range of special attacks, defenses, and qualities—and only in the case of relatively unique abilities are rules given in a monster's actual entry. Other abilities are detailed in the universal monster rules, in shared abilities for that creature's type, or even as class abilities or other features detailed in the *Pathfinder RPG Core Rulebook*. Use the following ability index to track down the full rules for monster abilities not detailed in a particular monster's entry.

Note: Entries listed in bold are usually class abilities, and thus the page number listed refers to a page in the *Pathfinder RPG Core Rulebook*. Entries listed in bold italics are usually class abilities from the *Advanced Player's Guide*. All other page number references point to pages in the *Pathfinder RPG Bestiary 3*.

Ability	Page	Ability	Page
ability damage	292	light blindness	296
ability drain	292	light sensitivity	296
all-around vision	292	**maneuver training**	**59**
amorphous	292	multiweapon mastery	296
amphibious	292	natural attacks	297
armor training	**55**	negative energy affinity	297
attach	292	no breath	297
bleed	292	paralysis	297
blindsense	292	plant traits	297
blindsight	292	poison	297
blood drain	292	pounce	298
braver	**55**	powerful charge	298
breath weapon	292	pull	298
burn	292	**purity of body**	**59**
capsize	293	push	298
change shape	293	**quarry**	**67**
channel energy	**40**	rake	298
channel resistance	293	regeneration	298
compression	293	rend	298
constrict	293	resistance	298
construct traits	293	rock catching	298
crush	92	rock throwing	298
curse	293	scent	299
damage reduction	293	see in darkness	299
disease	294	**slow fall**	**59**
distraction	294	**sneak attack**	**68**
dragon senses	92	sound mimicry	299
earth glide	294	spell-like abilities	299
energy drain	294	spell resistance	299
engulf	294	split	299
entrap	294	stench	299
evasion	**59**	**still mind**	**59**
fast healing	294	**stunning fist**	**59**
fast movement	**59**	summon	300
fast swallow	295	sunlight powerlessness	300
favored enemy	**64**	swallow whole	300
favored terrain	**65**	**swift tracker**	**67**
fear	295	tail sweep	92
ferocity	295	telepathy	300
flight	295	trample	300
flurry of blows	**57**	**track**	**64**
freeze	295	tremorsense	300
frightful presence	295	trip	300
gaze	295	undead traits	300
grab	295	undersized weapons	301
heat	296	vulnerabilities	301
hex	**66**	water breathing	301
high jump	**59**	water dependency	301
hold breath	296	web	301
hunter's bond	**66**	whirlwind	301
immunity	296	**wild empathy**	**64**
incorporeal	296	***witch's patron***	**70**

jet	296	***witch's familiar***	**67**
keen scent	296	**weapon training**	**56**
***ki* pool**	**59**	**woodland stride**	**66**
lifesense	296		

Appendix 13: Monster Roles

The following lists categorize all of the monsters in this book into specific roles. These roles indicate the creatures' general strengths and what types of character classes are treated as key classes for each monster.

Combat monsters are good at ranged and melee combat. Spell monsters have an inherent ability to cast magic spells. Skill monsters are particularly adept at ambushing prey, use sneak attacks, or have bard-like powers. Special monsters have no key classes—their focus is on unique tactics and abilities.

Creatures listed as having "Any Role" do not use special rules when advancing via class level—they lack racial Hit Dice, and thus advance in level normally, as detailed in the *Pathfinder RPG Core Rulebook*. All of the PC races listed in that book fit into this category as well.

Creatures listed in the "No Role" category have no key classes—these are generally any creatures that are mindless or have an Intelligence score of 2 or lower. Creatures in this category cannot gain class levels at all, and must advance using other methods. If a creature in this category gains an Intelligence score of 3 or higher, the creature becomes a Combat Role monster.

Note that monster templates are not listed in this appendix—with the exception of skeletons and zombies (which lose their intelligence and thus have no key classes), a templated monster's key class is the same as the base creature's key classes.

If you add levels in a key class to a monster, increase its CR by +1 for every level in a key class. For more information on adding class levels to a monster, see pages 296, 297, and 323 of the *Pathfinder RPG Bestiary*.

Any Role

animal lord, catfolk, graveknight, jiang-shi vampire, ratfolk, suli, vanara, vishkanya

Combat Role

adaro, adherer, adhukait asura, adlet, annis hag, akvan, ash giant, atomie, azruverda, bandersnatch, baregara, baykok, berbalang, cairn linnorm, cave giant, cecaelia, ceratioidi, cold rider, criosphinx, derhii, desert drake, desert giant, dire corby, dragonne, ecorche, eremite, festrog, fire yai, fjord linnorm, flail snail, forest dragon, ghawwas, ghorazagh, ghul, girtablilu, great cyclops, hekatonkheires, hieracosphinx, humbaba, iku-turso, jinushigami, jotund troll, jungle giant, kech, kongamato, leaf leshy, legion archon, maftet, magmin, manananggal, moss troll, myceloid, nephilim, nuckelavee, pale stranger, peri, rift drake, river drake, sabosan, sasquatch, sea dragon, schir, sepid, shaggy demodand, shedu, shinigami, shira, simurgh, siyokoy, sky dragon, slimy demodand, spirit oni, sprite, taiga linnorm, tarry demodand, tanuki, tatzlwyrm, thriae soldier, tor linnorm, toshigami, underworld dragon, unfettered eidolon, upasunda, valkyrie

No Role

adult giant ant lion, antelope, archelon, ascomoid, axe beak, baluchitherium, basilosaurus, bone golem, brass golem, carnivorous crystal, caryatid column, cerberi, clockwork goliath, clockwork leviathan, clockwork servant, clockwork soldier, clockwork spy, deadfall scorpion, death's head jellyfish, deathtrap ooze, deathweb, deep sea serpent, dimetrodon, disenchanter, elk, fey giant toad, flying squirrel, foo dog, foo lion, fossil golem, fox, garden ooze, ghost scorpion, giant ant lion, giant chameleon, giant crab spider, giant gecko, giant owl, giant porcupine, giant rot grub, giant sea anemone, giant skunk, giant vulture, globster, goat, graven guardian, great horned owl, hellwasp swarm, hodag, hungry fog, iguanodon, incubus, jubjub bird, kamadan, kangaroo, kuwa, lukwata, megalania, mobogo, nue, ogre spider, otter, pachycephalosaurus, phantom fungus, plasma ooze, pig, porcupine, raccoon, rot grub swarm, sapphire jellyfish, sargassum fiend, shadow mastiff, shark-eating crab, shipwrecker crab, skunk, snake swarm, spider eater, spinosaurus, stymphalidies, taotieh, tempest behemoth, terra-cotta soldier, thalassic behemoth, thunder behemoth, tophet, thylacine, trollhound, tupilaq, venomous snake swarm, void yai, vulture

Skill Role

aghash, aghasura, allip, alraune, bhuta, bogeyman, carbuncle, coloxus, crucidaemon, dybbuk, faun, flumph, fuath, fungus leshy, goblin snake, gourd leshy, interlocutor, jackalwere, jorogumo, kodama, nixie, pairaka, popobala, rusalka, shae, tripurasura, yuki-onna, zuishin

Special Role

ahuizotl, akhlut, gorynych, grodair, grootslang, guecubu, hollow serpent, kappa, moon-beast, sagari, sea bonze, sleipnir, tojanida, voonith, wolf-in-sheep's-clothing, yithian, zoog

Spell Role

androsphinx, asurendra, augur, baku, brain ooze, caulborn, cerebric fungus, contract devil, dandasuka, demilich, doru, faerie dragon, garuda, harbinger archon, shikigami, huecuva, kirin, lammasu, lunar naga, maharaja, marai, norn, penanggalen, pukwudgie, raktavarna, royal naga, seaweed leshy, sovereign dragon, spirit oni, vulnudaemon, tataka rakshasa, thriae queen, thriae seer, tzitzimitl, vodyanoi, water naga, water yai, zuvembie

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