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Summon Monster I

RAT, DIRE

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

DIRE RAT

CR 1/3



XP 135

N Small animal

Init +3; Senses low-light vision, scent; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 5 (1d8+1)

Fort +3, Ref +5, Will +1 SR 5

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease

STATISTICS

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Base Atk +0; CMB -1; CMD 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; Racial

Modifiers uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) *Filth fever*:

Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +1 damage
Lasts until target is dead.



DOLPHIN

This streamlined, fish-like mammal has sparkling eyes over a smiling mouth filled with hundreds of teeth.

DOLPHIN

CR 1/2



XP 200

N Medium animal

Init +2; **Senses** blindsight 120 ft., low-light vision;
Perception +9

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 11 (2d8+2)

Fort +4, **Ref** +5, **Will** +1 **SR** 5

OFFENSE

Speed swim 80 ft.

Melee slam +3 (1d4+1)

STATISTICS

Str 12, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Perception +9, Swim +13; **Racial Modifiers** +4

Perception

SQ hold breath

SPECIAL ABILITIES

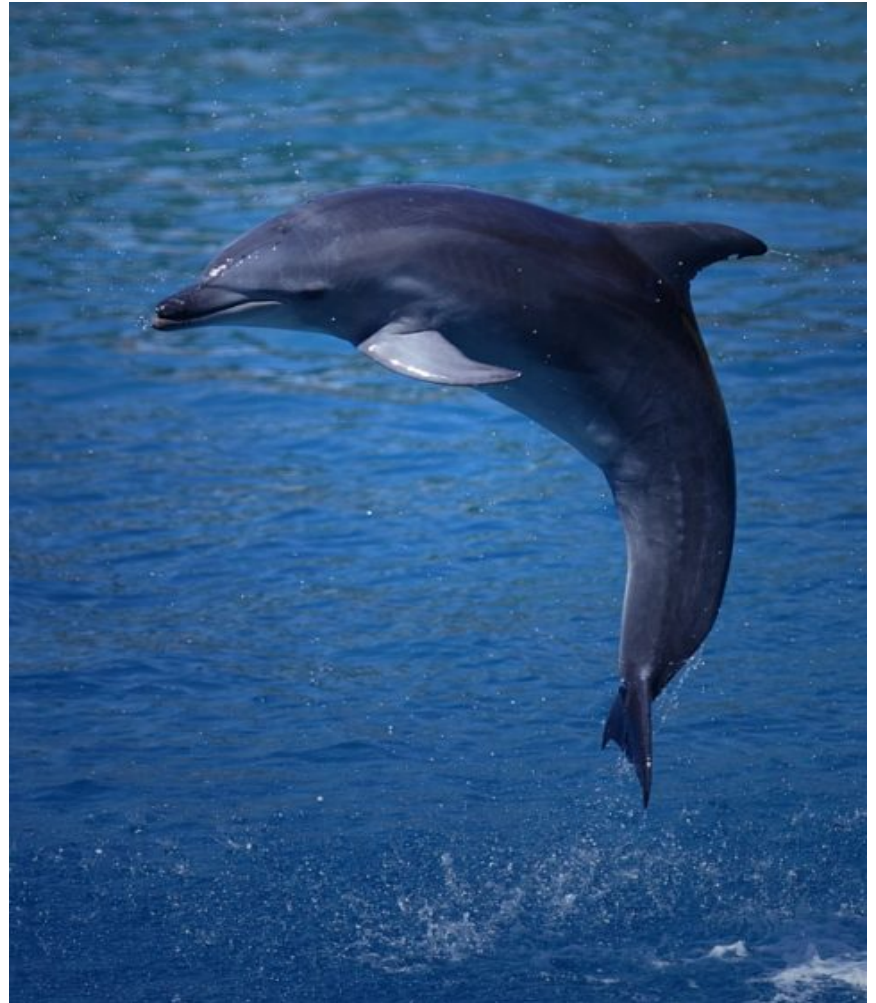
Hold Breath (Ex) A dolphin can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage

Lasts until target is dead.



EAGLE

This magnificent bird of prey has dark feathers save for those on its head, which are pure white.



XP 200

N Small animal

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

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

hp 5 (1d8+1)

Fort +3, **Ref** +4, **Will** +2 **SR** 5

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee 2 talons +3 (1d4), bite +3 (1d4)

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

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** -1; **CMD** 11

Feats Weapon Finesse

Skills Fly +8, Perception +10; **Racial Modifiers** +8 Perception

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite **Evil** / **Good** 1/day. One target +0 to hit & +1 damage
Lasts until target is dead.



BEETLE, FIRE

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



XP 135

N Small vermin

Init +0; **Senses** low-light vision; Perception +0

DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 4 (1d8)

Fort +2, **Ref** +0, **Will** +0 **SR 5**

Immune mind-affecting effects

OFFENSE

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

Melee bite +1 (1d4)

STATISTICS

Str 10, **Dex** 11, **Con** 11, **Int** —, **Wis** 10, **Cha** 7

Base Atk +0; **CMB** -1; **CMD** 9 (17 vs. trip)

Skills Fly -2

SQ luminescence

SPECIAL ABILITIES

Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +1 damage

Lasts until target is dead.



FROG, POISON

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



XP 200

N Tiny animal

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

DEFENSE

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

hp 4 (1d8)

Fort +2, **Ref** +3, **Will** -1 **SR 5**

OFFENSE

Speed 10 ft., swim 20 ft.

Melee bite +3 (1 plus poison)

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

STATISTICS

Str 2, **Dex** 12, **Con** 11, **Int** 1, **Wis** 9, **Cha** 10

Base Atk +0; **CMB** -1; **CMD** 7 (11 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +5 (+1 jumping), Perception +3, Stealth +13,

Swim +9; **Racial Modifiers** +4 Acrobatics (+8 jumping),

+4 Stealth; uses Dex to swim

SPECIAL ABILITIES

Poison (Ex) Injury; *save* Fort DC 10; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +1 damage

Lasts until target is dead.



HORSE, PONY

This squat equine plods forward with large, curious eyes. As it nears, it extends its muzzle, clearly expecting a treat.



XP 200

N Medium animal

Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 13 (2d8+4)

Fort +5, **Ref** +4, **Will** +0 **SR** 5

OFFENSE

Speed 40 ft.

Melee 2 hooves –3 (1d3)

STATISTICS

Str 13, **Dex** 13, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +1; **CMB** +2; **CMD** 13 (17 vs. trip)

Feats Endurance, Run^B

Skills Perception +5

SQ docile (see horse)

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



DOG

This small dog has a rough coat and a hungry look in its dark brown eyes.

DOG

CR 1/3



XP 135

N Small animal

Init +1; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 6 (1d8+2)

Fort +4, **Ref** +3, **Will** +1 **SR 5**

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1)

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** +0; **CMD** 11 (15 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite **Evil** / **Good** 1/day. One target +0 to hit & +1 damage
Lasts until target is dead.



SNAKE, VENOMOUS

This brightly colored snake assumes an aggressive posture, its hissing mouth open to display its fangs.

VIPER

CR 1/2



XP 200

N Tiny animal

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

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 3 (1d8–1)

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

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d2–2 plus poison)

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

STATISTICS

Str 4, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +0; **CMB** +1; **CMD** 8 (can't be tripped)

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11; **Racial**

Modifiers +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite **Evil** / **Good** 1/day. One target +0 to hit & +1 damage
Lasts until target is dead.



Summon Monster II

ANT, WORKER

A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering and its stinger dripping with venom.

GIANT ANT

CR 1



XP 600

N Medium vermin

Init +0; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

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

hp 18 (2d8+9)

Fort +6, **Ref** +0, **Will** +1 **SR** 6

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2) sting +3 (1d4+2)

STATISTICS

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)

Feats Toughness^B

Skills Climb +10, Perception +5, Survival +5; **Racial Modifiers**
+4 Perception, +4 Survival

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



ELEMENTAL, AIR

SMALL AIR ELEMENTAL

CR 1

XP 400

N Small outsider (air, elemental, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +6, **Will** +0

Defensive Abilities air mastery; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +6 (1d4+1)

Special Attacks whirlwind (DC 12)

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

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

Feats Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11



ELEMENTAL, EARTH

SMALL EARTH ELEMENTAL

CR 1

XP 400

N Small outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

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

hp 13 (2d10+2)

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

Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +6 (1d6+4)

Special Attacks earth mastery

STATISTICS

Str 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 13

Feats Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7



ELEMENTAL, FIRE

SMALL FIRE ELEMENTAL

CR 1

XP 400

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

hp 11 (2d10)

Fort +3, **Ref** +4, **Will** +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

STATISTICS

Str 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

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

Feats Dodge, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4



ELEMENTAL, WATER

SMALL WATER ELEMENTAL

CR 1

XP 400

N Small outsider (elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +0

Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +5 (1d6+3)

Special Attacks drench, vortex (DC 13), water mastery

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** 13

Feats Power Attack

Skills Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +14



CENTIPEDE, GIANT

This lengthy, segmented horror writhes and twists, pulsing its venomous mandibles in search of prey.



XP 200

N Medium vermin

Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 5 (1d8+1)

Fort +3, **Ref** +2, **Will** +0 **SR** 5

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6–1 plus poison)

Special Attacks poison

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +0; **CMB** –1; **CMD** 11 (can't be tripped)

Feats Weapon Finesse^B

Skills Climb +10, Perception +4, Stealth +10; **Racial Modifiers**
+4 Perception, +8 Stealth

SPECIAL ABILITIES

Poison (EX) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite **Evil** / **Good** 1/day. One target +0 to hit & +1 damage
Lasts until target is dead.



FROG, GIANT

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

GIANT FROG

CR 1



XP 400

N Medium Animal

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

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 15 (2d8+6)

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

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +3 (1d6+2 plus grab) or tongue +3 touch (grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 1, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 14 (18 vs. trip)

Feats Lightning Reflexes

Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim +10; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

SPECIAL ABILITIES

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

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite **Evil** / **Good** 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



SPIDER, GIANT

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

GIANT SPIDER

CR 1



XP 400

N Medium vermin

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp 16 (3d8+3)

Fort +4, Ref +4, Will +1 SR 6

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 2)

STATISTICS

Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2

Base Atk +2; CMB +2; CMD 15 (27 vs. trip)

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs);

Racial Modifiers +4

Perception, +4 Stealth (+8 in webs), +16 Climb

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC

14; frequency 1/round for 4 rounds; effect

1d2 Strength damage; cure 1 save.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.



GOBLIN DOG

This mangy canine's face has the same flat nose, beady eyes, and protruding teeth as a rat grown grotesquely large.

GOBLIN DOG

CR 1



XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 9 (1d8+5)

Fort +4, **Ref** +4, **Will** +1 **SR 6**

Immune disease

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+3 plus allergic reaction)

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats Toughness

Skills Stealth +6

SPECIAL ABILITIES

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +1 damage

Lasts until target is dead.



HORSE

This proud horse thunders across the grassy plain with fluid grace, wind tugging at its loose-fitting barding.

HORSE

CR 1



XP 400

N Large animal

Init +2; Senses low-light vision, scent; Perception +6

DEFENSE

AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 15 (2d8+6)

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

OFFENSE

Speed 50 ft.

Melee 2 hooves -2 (1d4+1)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

Base Atk +1; CMB +5; CMD 17 (21 vs. trip)

Feats Endurance, Run^B

Skills Perception +6

SQ docile

SPECIAL ABILITIES

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill on page 97 of the *Pathfinder RPG Core Rulebook*), a horse's hooves are treated as secondary attacks.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



HYENA

This hyena is covered in shaggy, tan-colored fur with black and brown stripes.

HYENA

CR 1



XP 400

N Medium animal

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

DEFENSE

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

hp 13 (2d8+4)

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

OFFENSE

Speed 50 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 15

Feats Alertness

Skills Perception +7, Stealth +6 (+10 in tall grass);

Racial Modifiers +4 Stealth in tall grass

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



DEVIL, LEMURE

A roiling wave of flesh gushes forward. Amid the fatty surge wriggle half-formed limbs and a dripping tumorous face.

LEMURE

CR 1



XP 400

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

Init +0; **Senses** darkvision 60 ft., see in darkness;

Perception +0

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +0 **SR** 6

DR 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft.

Melee 2 claws +2 (1d4)

STATISTICS

Str 11, **Dex** 10, **Con** 12, **Int** —, **Wis** 11, **Cha** 5

Base Atk +2; **CMB** +2; **CMD** 12



OCTOPUS

Eight tentacles, each adorned with rows of countless suckers, unfurl from the barrel-shaped body of this large-eyed creature.



XP 400

N Small animal (aquatic)

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

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 13 (2d8+4)

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

Defensive Abilities ink cloud

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +5 (1d3+1 plus poison), tentacles +3 (grab)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 2, **Wis** 13, **Cha** 3

Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 14 (can't be tripped)

Feats Multiattack^B, Weapon Finesse

Skills Escape Artist +13, Stealth +20, Swim +9; **Racial**

Modifiers +8 Stealth, +10 Escape Artist

SPECIAL ABILITIES

Ink Cloud (Ex) An octopus can emit a 10-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

Jet (Ex) An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1 Str; cure 1 save.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage

Lasts until target is dead.



SQUID

This slender red squid darts through the water with alacrity. Two large eyes stare from above the creature's tentacles.

SQUID

CR 1



XP 400

N Medium animal (aquatic)

Init +6; Senses low-light vision; Perception +7

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 13 (3d8)

Fort +3, Ref +7, Will +2 **SR 6**

Defensive Ability ink cloud (5-ft. radius)

OFFENSE

Speed swim 60 ft., jet 240 ft.

Melee bite +4 (1d3+2), tentacles +2 (1d4+1 plus grab)

STATISTICS

Str 15, Dex 15, Con 11, Int 2, Wis 12, Cha 2

Base Atk +2; CMB +4 (+8 grapple); CMD 16

Feats Improved Initiative, Lightning Reflexes, Multiattack^B

Skills Perception +7, Swim +10

SPECIAL ABILITIES

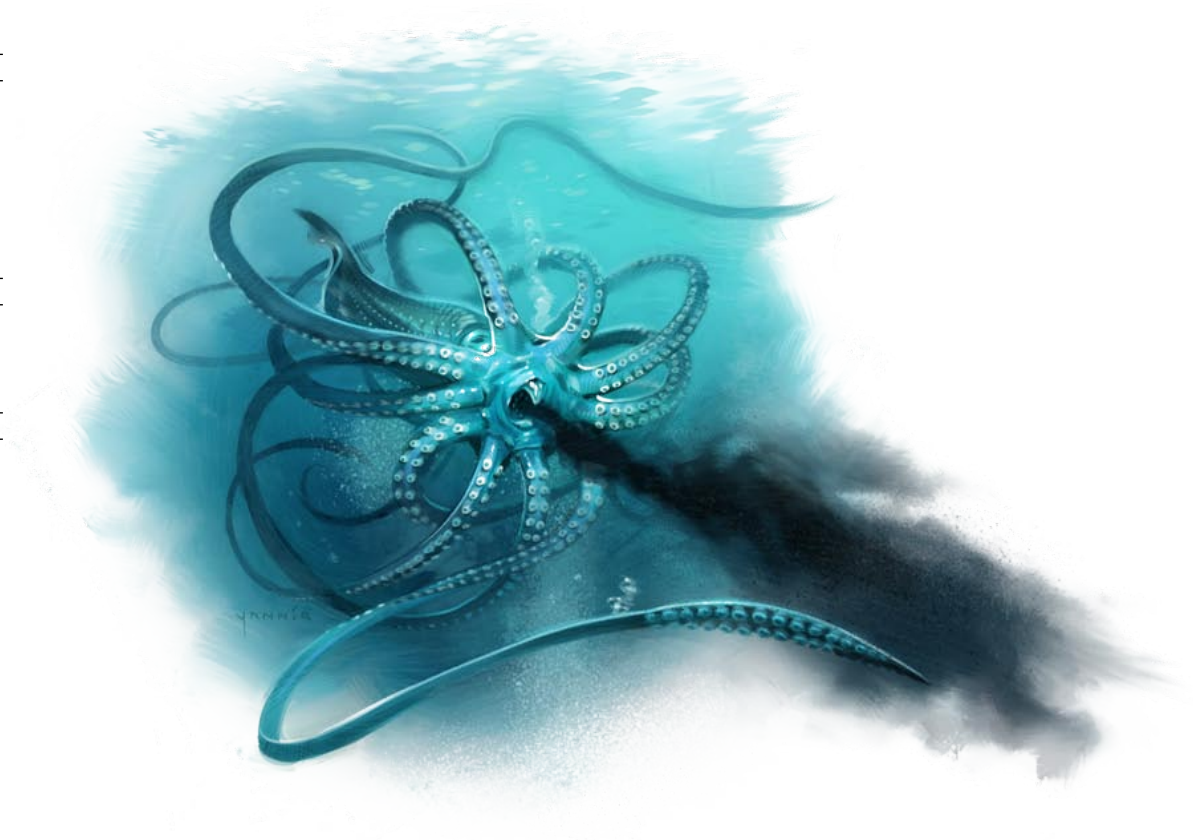
Ink Cloud (Ex) A squid can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet (Ex) A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.



WOLF

This powerful canine watches its prey with piercing yellow eyes, darting its tongue across sharp white teeth.

WOLF

CR 1



XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 13 (2d8+4)

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

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +2; CMD 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



Summon Monster III

BOAR

This ill-tempered beast's tiny, bloodshot eyes glare angrily above a mouth filled with sharp tusks.

BOAR

CR 2



XP 600

N Medium animal

Init +0; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +3, **Will** +1 **SR 7**

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +4 melee (1d8+4)

STATISTICS

Str 17, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



WOLVERINE

This stocky, muscular mammal is the size of a badger, its snarling lips revealing a mouth full of yellow teeth.

WOLVERINE

CR 2



XP 600

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

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

hp 22 (3d8+9)

Fort +5, **Ref** +5, **Will** +2 **SR** 7

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

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

Special Attacks rage

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +10, Perception +10

ECOLOGY

Environment cold forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Rage (Ex) A wolverine that takes damage in combat flies into a rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to AC. The creature cannot end its rage voluntarily.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +3 damage

Lasts until target is dead.



CROCODILE

This reptile lunges out of the placid water with shocking speed. Its jaw gapes open in a roar, its powerful tail lashing behind.

CROCODILE

CR 2



XP 600

N Large animal

Init +1; **Senses** low-light vision; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 22 (3d8+9)

Fort +6, **Ref** +4, **Will** +2 **SR** 7

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +5 (1d8+4 plus grab) and tail slap +0 (1d12+2)

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

Special Attacks death roll (1d8+6 plus trip)

STATISTICS

Str 19, **Dex** 12, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception, Stealth)

Skills Perception +8, Stealth +5 (+13 in water), Swim +12; **Racial**

Modifiers +8 on Stealth in water
hold breath

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

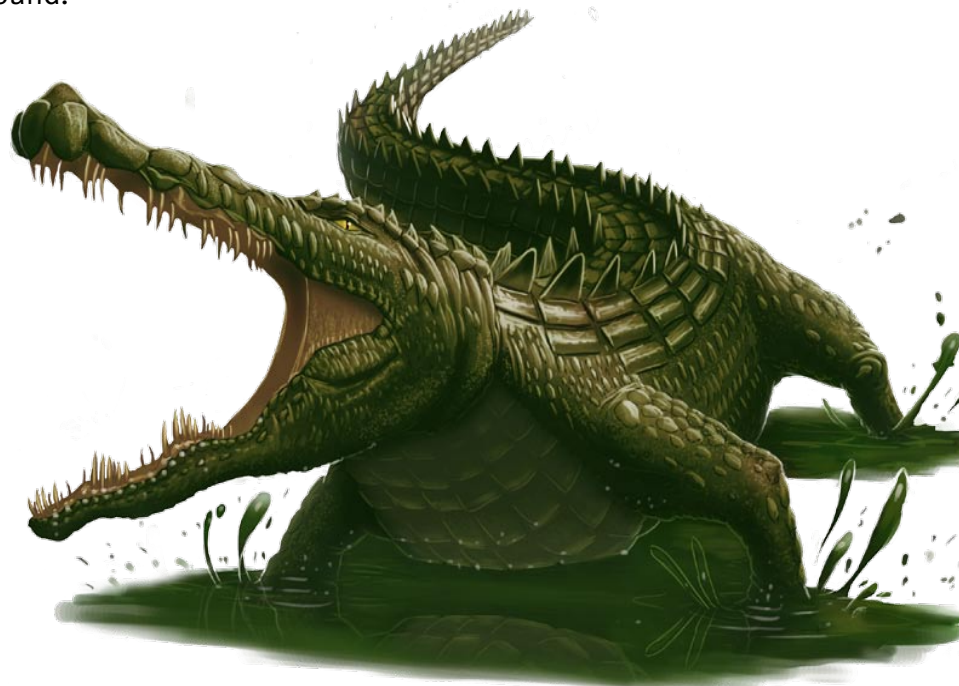
Smite Evil / **Good** 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.

SPECIAL ABILITIES

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.



BAT, DIRE

This giant, furry bat is nearly the size of an ox, with dark leathery wings that open wider than two men with arms outstretched.

DIRE BAT

CR 2



XP 600

N Large animal

Init +2; **Senses** blindsight 40 ft.; **Perception** +12

DEFENSE

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

hp 22 (4d8+4)

Fort +5, **Ref** +6, **Will** +3 **SR 7**

OFFENSE

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

Melee bite +5 (1d8+4)

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

STATISTICS

Str 17, **Dex** 15, **Con** 13, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +7; **CMD** 19

Feats Alertness, Stealthy

Skills Fly +9, Perception +12, Stealth +4; **Racial Modifiers** +4

Perception when using blindsight

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil / Good 1/day. One target +0 to hit & +4 damage
Lasts until target is dead.



CAT, CHEETAH

This large, sleek feline has a golden coat spotted with black. Its long and powerful legs are obviously capable of great speed.

CHEETAH

CR 2



XP 600

N Medium animal

Init +8; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +7, **Will** +2 **SR 7**

OFFENSE

Speed 50 ft.; sprint

Melee bite +6 (1d6+3 plus trip), 2 claws +6 (1d3+3)

STATISTICS

Str 17, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8, Perception +5, Stealth +8 (+12 in tall grass); **Racial Modifiers** +4 Stealth in tall grass

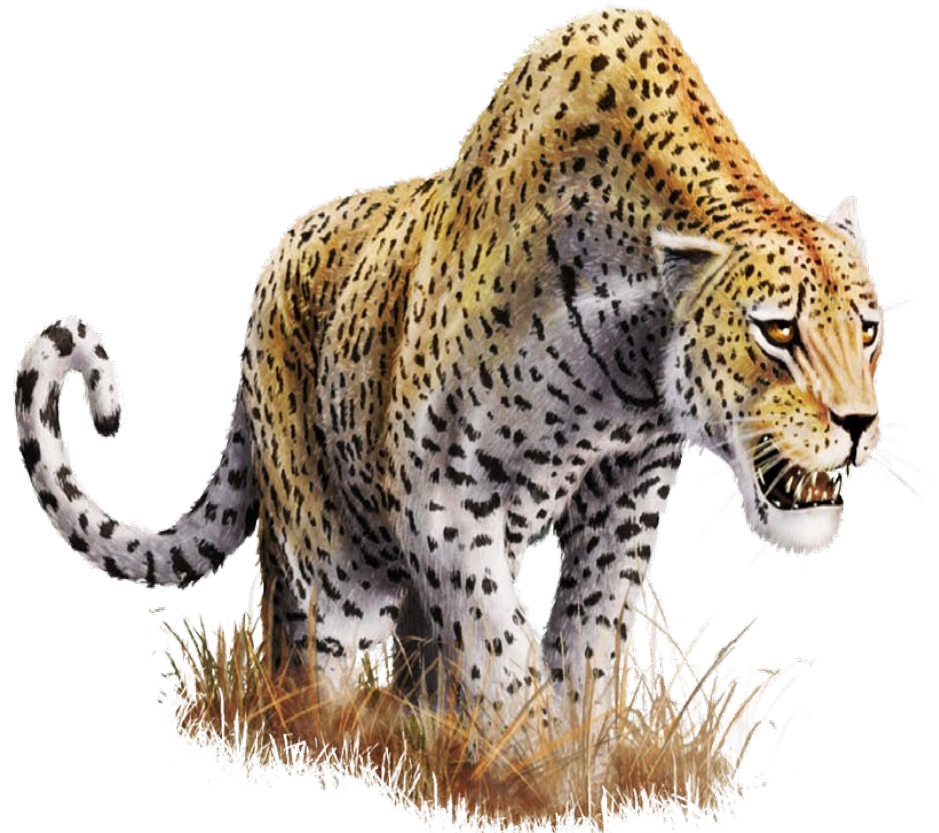
SPECIAL ABILITIES

Sprint (Ex) Once per hour, a cheetah can move at 10 times its normal speed (500 feet) when it makes a charge.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite **Evil** / **Good** 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.



ARCHON, LANTERN

Shedding a warm and calming radiance, this orb of light moves with a preternatural silence and otherworldly grace.



XP 600

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

Init +4; **Senses** darkvision 60 ft., low-light vision;

Perception +4

Aura aura of menace (DC 12)

DEFENSE

AC 15, touch 11, flat-footed 15 (+4 natural, +1 size; +2 deflect vs. evil)

hp 13 (2d10+2)

Fort +4, **Ref** +3, **Will** +0; +4 vs. poison, +2 resistance vs. evil

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

OFFENSE

Speed fly 60 ft. (perfect)

Ranged 2 light rays +3 ranged touch (1d6)

Spell-Like Abilities (CL 3rd):

At Will—*aid*, *continual flame*, *detect evil*, *greater teleport* (self plus 50 lbs. of objects only)

STATISTICS

Str 1, **Dex** 11, **Con** 12, **Int** 6, **Wis** 11,

Cha 10

Base Atk +2; **CMB** −4; **CMD** 6

Feats Improved Initiative

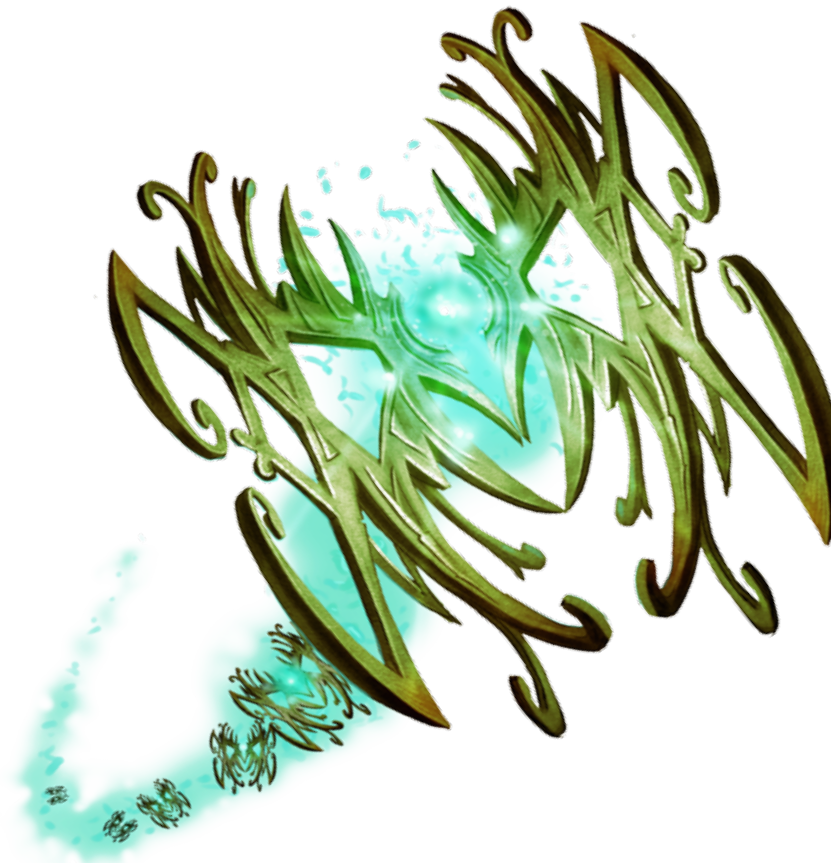
Skills Diplomacy +5, Fly +14, Knowledge

(planes) +3, Perception +4, Sense

Motive +5

Languages Celestial, Draconic, Infernal; truespeech **SQ** gestalt

Light Ray (Ex) A lantern archon can fire beams of light to damage foes. These light rays have a maximum range of 30 feet. This attack overcomes damage reduction of any type.



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 on 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 attacks, AC, and saves for 24 hours or until they successfully hit the archon that 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.

SHARK

This blue shark's fins slice through the water, its black eyes rolling and its gaping jaws showing countless teeth.

SHARK

CR 2



XP 600

N Large animal (aquatic)

Init +5; **Senses** blindsense 30 ft., keen scent; Perception +8

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 22 (4d8+4)

Fort +7, Ref +5, Will +2 **SR 7**

OFFENSE

Speed swim 60 ft.

Melee bite +5 (1d8+4)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 17, Dex 12, Con 13, Int 1,

Wis 12, Cha 2

Base Atk +3; CMB +7; CMD 18

Feats Great Fortitude,
Improved Initiative

Skills Perception +8,

Swim +11

Celestial: Resist 5 Acid, Cold & Electricity

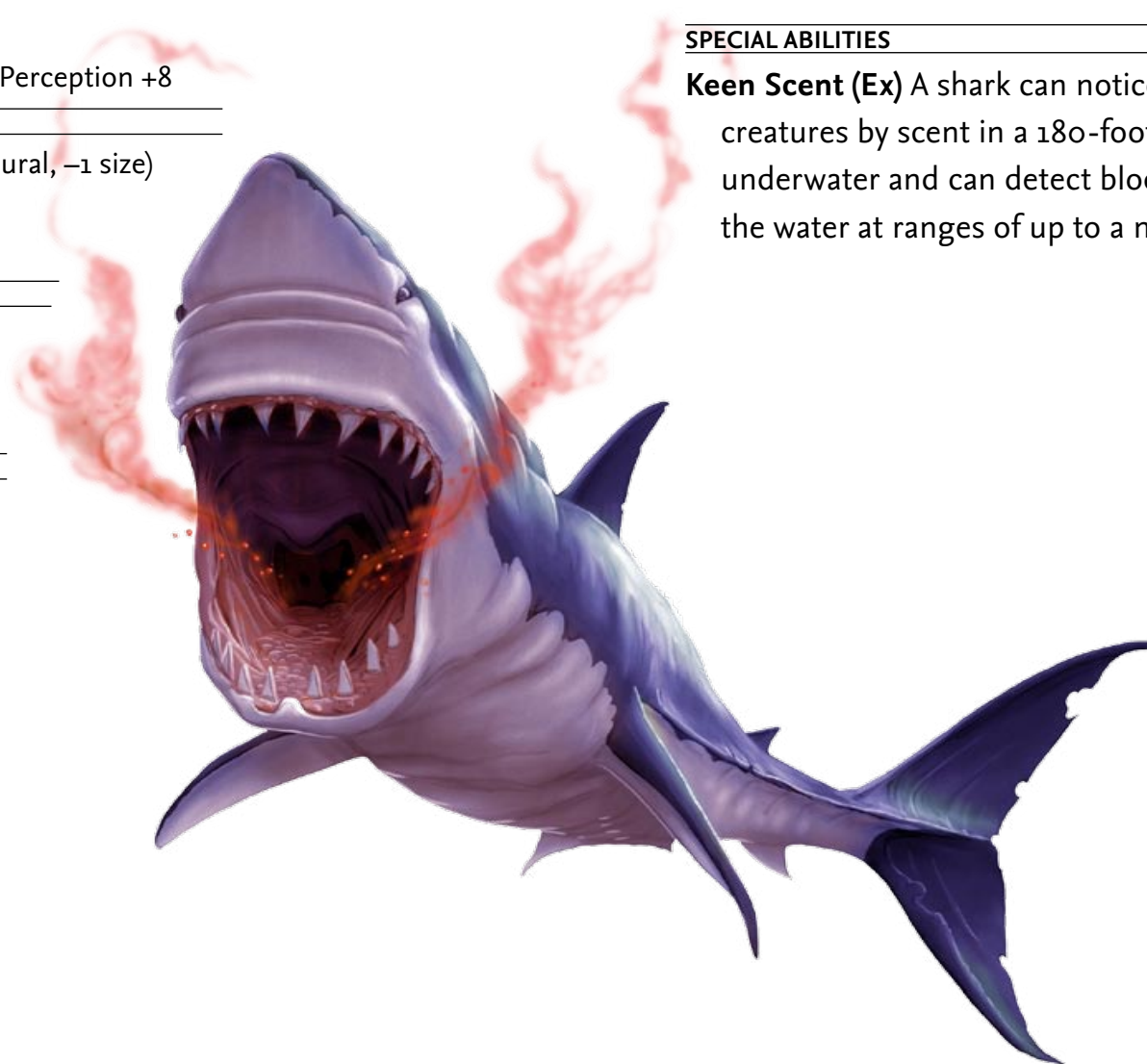
Fiendish: Resist 5 Cold & Fire

Smite Evil / Good 1/day. One target +0 to hit & +4 damage

Lasts until target is dead.

SPECIAL ABILITIES

Keen Scent (Ex) A shark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.



CAT, LEOPARD

With each graceful step, this leopard's steely muscles ripple beneath its spotted fur.

LEOPARD

CR 2



XP 600

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 19 (3d8+6)

Fort +5, **Ref** +7, **Will** +2 **SR 7**

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3)

Special Attacks pounce, rake (2 claws +6, 1d3+3)

STATISTICS

Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 19 (23 vs. trip)

Feats Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +8, Climb +11, Perception +5, Stealth +11 (+15 in undergrowth); **Racial Modifiers** +4 on Stealth in undergrowth

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Cold & Fire

Smite Evil / Good 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.



APE, GORILLA

Large, deep-set eyes peer from beneath this great ape's thick brow as it lumbers forward on its legs and knuckles.

GORILLA CR 2   

XP 600

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 19 (3d8+6)

Fort +7, **Ref** +5, **Will** +2 **SR** 7

OFFENSE

Speed 30 ft., climb 30 ft.

Melee 2 slams +3 (1d6+2)

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

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +6; **CMD** 18

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +6, Climb +14,

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Cold & Fire

Smite Evil / Good 1/day. One target +0 to hit & +3 damage

Lasts until target is dead.



SNAKE, CONSTRICTOR

This large snake has a thick, muscular body and dull green scales decorated with dirty brown stripes.

CONSTRICTOR SNAKE

CR 2



XP 600

N Medium animal

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

DEFENSE

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

hp 19 (3d8+6)

Fort +4, **Ref** +6, **Will** +2 **SR** 7

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d4+4 plus grab)

Special Attacks constrict (1d4+4)

STATISTICS

Str 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)

Feats Skill Focus (Perception), Toughness

Skills Acrobatics +15, Climb +11, Perception +12, Stealth +11,
Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth,

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Cold & Fire

Smite **Evil** / **Good** 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.



DEMON, DRETCH

This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

DRETCH

CR 2



XP 600

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 18 (2d10+7)

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

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

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd)

1/day—*cause fear* (DC 11), *stinking cloud* (DC 13), *summon* (level 1, 1 dretch 35%)

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 12

Feats Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to Abyssal-speaking targets)



EEL, ELECTRIC

This six-foot-long, snake-like fish moves slowly. A strange popping and snapping sound occasionally emits from the creature's body.



XP 600

N Small animal

Init +6; Senses low-light vision; Perception +4

DEFENSE

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

hp 17 (2d8+8)

Fort +7, Ref +5, Will +0 **SR 7**

Resist electricity 10

OFFENSE

Speed 5 ft., swim 30 ft.

Melee bite +3 (1d6+1) and tail –2 touch (1d6 electricity)

STATISTICS

Str 13, Dex 14, Con 19, Int 1, Wis 10, Cha 6

Base Atk +1; CMB +1; CMD 13 (can't be tripped)

Feats Improved Initiative

Skills Escape Artist +10, Perception +4, Stealth +10, Swim +9; Racial

Modifiers +8 Escape Artist

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Cold & Fire

Smite Evil / Good 1/day. One target +0 to hit & +2 damage
Lasts until target is dead.



SPECIAL ABILITIES

Electricity (Ex) An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a DC 15 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.

LIZARD, MONITOR

This immense lizard moves with a slow but relentless gait. Its feet end in large talons, and ropes of drool hang from its toothy maw.



XP 600

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 22 (3d8+9)

Fort +8, **Ref** +5, **Will** +2 **SR** 7

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +5 (1d8+4 plus grab and poison)

STATISTICS

Str 17, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 17 (21 vs. trip)

Feats Great Fortitude, Skill Focus (Perception)

Skills Climb +7, Perception +8, Stealth +10 (+14 in undergrowth),
Swim +11; **Racial Modifiers** +4 Stealth (+8 in undergrowth)

SPECIAL ABILITIES

Poison (Su) Bite—injury; *save* Fort DC 14; *onset* 1 minute;
frequency 1/hour for 6 hours; *effect* 1d2 Dexterity damage;
cure 1 save. The save DC is Constitution-based.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Cold & Fire

Smite **Evil** / **Good** 1/day. One target +0 to hit & +3 damage
Lasts until target is dead.



Summon Monster IV

DINOSAUR, DEINONYCHUS

This brightly colored dinosaur exudes a dangerous ferocity. Each foot is armed with a large, sickle-shaped claw.

DEINONYCHUS

CR 3



XP 800

N Medium animal

Init +6; Senses low-light vision, scent; Perception +14

DEFENSE

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

hp 34 (4d8+16)

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

OFFENSE

Speed 60 ft.

Melee 2 talons +5 (1d8+2), bite +5 (1d6+2), foreclaws +0 (1d4+1)

Special Attacks pounce

STATISTICS

Str 15, Dex 15, Con 19, Int 2, Wis 12, Cha 14

Base Atk +3; CMB +5; CMD 17

Feats Improved Initiative, Run

Skills Acrobatics +10 (+22 jump), Perception +14, Stealth +15;

Racial Modifiers +8 Acrobatics, +8 Perception, +8 Stealth

ECOLOGY

Environment warm forests

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

Treasure none

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +4 damage



APE, DIRE

Sharp teeth fill this large, feral ape's mouth, and its long, muscular arms stretch to the ground, ending in wickedly curved claws.

DIRE APE (GIGANTOPITHECUS) CR 3



XP 800

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 30 (4d8+12)

Fort +7, **Ref** +6, **Will** +4 **SR 8**

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d6+4), 2 claws +6 (1d4+4)

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

Special Attacks rend (2 claws, 1d4+6)

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +8; **CMD** 20

Feats Iron Will, Skill Focus (Perception)

Skills Acrobatics +6, Climb +16, Perception +8, Stealth +2

ECOLOGY

Ecology warm forests

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

Treasure incidental

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +4 damage



BOAR, DIRE

The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.

DIRE BOAR (DAEODON)

CR 5



XP 1,200

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 42 (5d8+20) **DR** 5/ **Evil** **Good**

Fort +7, **Ref** +4, **Will** +2 **SR** 10

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +8 melee (2d6+9)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +10; **CMD** 20

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Perception +12

ECOLOGY

Environment temperate or tropical forests

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

Treasure none

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil **Good** 1/day +0 to hit & +5 damage



WOLF, DIRE

This immense black wolf is the size of a horse, its fangs as large and sharp as knives.

DIRE WOLF CR 3

XP 800

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

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

hp 37 (5d8+15) **DR** 5/ **Evil** **Good**

Fort +7, **Ref** +6, **Will** +2 **SR** 9

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus trip)

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

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

ECOLOGY

Environment cold or temperate forests

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

Treasure none

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite **Evil** **Good** 1/day +0 to hit & +5 damage



BEAR, GRIZZLY

Broad, powerful muscles move beneath this massive bear's brown fur, promising both speed and lethal force.

GRIZZLY BEAR

CR 5



XP 1,200

N Large animal

Init +1; **Senses** low-light vision, scent ; Perception +6

DEFENSE

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 42 (5d8+20) **DR** 5/ **Evil** **Good**

Fort +8, **Ref** +5, **Will** +2 **SR** 10

OFFENSE

Speed 40 ft.

Melee 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)

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

STATISTICS

Str 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 20 (24 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6, Survival +5, Swim +14; **Racial Modifiers**
+4 Swim

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite **Evil** **Good** 1/day +0 to hit & +5 damage



ARCHON, HOUND

This canine-headed humanoid's well-groomed appearance and polished greatsword show it to be more than a common beast.

HOUND ARCHON

CR 4



XP 1,200

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

Init +4; **Senses** darkvision 60 ft., *detect evil*, low-light vision, *scent*; Perception +10

Aura aura of menace (DC 16), *magic circle against evil*

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 natural; +2 deflection vs. evil)

hp 39 (6d10+6)

Fort +6, **Ref** +5, **Will** +5; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 15

OFFENSE

Speed 40 ft.

Melee bite +8 (1d8+3), slam +8 (1d4+1) or mwk greatsword +9/+4 (1d8+2), bite +3 (1d8+2)

Spell-Like Abilities (CL 6th)

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

At Will—*aid*, *continual flame*,

greater teleport (self plus 50

lbs. of objects only), *message*

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 18

Feats Improved Initiative, Iron Will, Power Attack

Skills Acrobatics +9, Intimidate +10, Perception +10, Sense Motive +10, Stealth +13, Survival +14;

Racial Modifiers +4 Stealth, +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

SQ *change shape* (beast shape II)

SPECIAL ABILITIES

Change Shape (Su) A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the *animal* type.



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 on 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 attacks, AC, and saves for 24 hours or until they successfully hit the archon that 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.

ELEMENTAL, AIR

MEDIUM AIR ELEMENTAL

CR 3

XP 800

N Medium outsider (air, elemental, extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 16, flat-footed 13 (+5 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +9, **Will** +1

Defensive Abilities air mastery; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +9 (1d6+3)

Special Attacks whirlwind (DC 14)

STATISTICS

Str 14, **Dex** 21, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 22

Feats Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B

Skills Acrobatics +11, Escape Artist +9, Fly +17, Knowledge (planes) +1, Perception +7, Stealth +10



ELEMENTAL, EARTH

MEDIUM EARTH ELEMENTAL

CR 3

XP 800

N Medium outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

DEFENSE

AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +0, **Will** +4

Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +9 (1d8+7)

Special Attacks earth mastery

STATISTICS

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +9; **CMD** 18

Feats Cleave, Improved Bull Rush^B, Power Attack

Skills Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3



ELEMENTAL, FIRE

MEDIUM FIRE ELEMENTAL

CR 3

XP 800

N Medium outsider (elemental, extraplanar, fire)

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

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +1

Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

STATISTICS

Str 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 18

Feats Dodge, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7



ELEMENTAL, WATER

MEDIUM WATER ELEMENTAL

CR 3

XP 800

N Medium outsider (elemental, extraplanar, water)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 17, touch 11, flat-footed 17 (+1 Dex, +6 natural)

hp 30 (4d10+8)

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

Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee slam +7 (1d8+4)

Special Attacks drench, vortex (DC 15), water mastery

STATISTICS

Str 16, **Dex** 12, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 18

Feats Cleave, Power Attack

Skills Acrobatics +6, Escape Artist +6, Knowledge (planes) +2, Perception +5, Stealth +6, Swim +16



RHINOCEROS

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

RHINOCEROS **CR 5**   

XP 1,200

N Large animal

Init +0; **Senses** scent; Perception +12

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)

hp 42 (5d8+20) **DR** 5/ **Evil** **Good**

Fort +10, **Ref** +4, **Will** +2 **SR** 10

OFFENSE

Speed 40 ft.

Melee gore +8 (2d6+9)

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

Special Attacks powerful charge (gore, 4d6+12)

STATISTICS

Str 22, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 5

Base Atk +3; **CMB** +10; **CMD** 20

(24 vs. trip)

Feats Endurance, Great Fortitude,
Skill Focus (Perception)

Skills Perception +12

ECOLOGY

Environment warm plains

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

Treasure none

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite **Evil** **Good** 1/day +0 to hit & +5 damage



LION

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

LION

CR 4



XP 800

N Large Animal

Init +7; Senses low-light vision, scent; Perception +9

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 32 (5d8+10) DR 5/ Evil Good

Fort +6, Ref +7, Will +2 SR 9

OFFENSE

Speed 40 ft.

Melee bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce, rake (2 claws +7, 1d4+5)

STATISTICS

Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Base Atk +3; CMB +9 (+13 grapple); CMD 22 (26 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Acrobatics +11, Perception +9, Stealth +8 (+16 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm plains

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

Treasure none

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +5 damage



MEPHIT

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.



XP 800

N Small outsider (varies)

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

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

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

Fort +2, **Ref** +5, **Will** +3

DR 5/magic

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day—summon (level 2, 1 mephit of the same type 25%), additional abilities based on mephit type

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

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

Feats Dodge, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

ECOLOGY

Environment any (elemental planes)

Organization solitary, pair, gang (3–6), mob (7–12)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Air Mephit (Air)

Air mephits are commonly found on the Plane of Air. These mephits are whimsical and prone to distraction.

- **Fast Healing:** Works only in gusty and windy areas.
- **Speed:** Fly 60 ft. (perfect)
- **Breath Weapon:** A cone of sand and grit that deals 1d8 slashing damage.
- **Spell-Like Abilities:** *blur* 1/hour, *gust of wind* 1/day.

Dust Mephit (Air)

Dust mephits are commonly found on the Plane of Air. These mephits are irritating and persistent.

- **Fast Healing:** Works only in dusty environments.
- **Speed:** Fly 50 ft. (perfect)
- **Breath Weapon:** A cone of dust that deals 1d4 slashing damage. The dust also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities:** *blur* 1/hour, *wind wall* 1/day

Earth Mephit (Earth)

Earth mephits are commonly found on the Plane of Earth. These mephits are plodding and humorless.

- **Fast Healing:** Works only while underground.
- **Breath Weapon:** A cone of rocks that deals 1d8 bludgeoning damage.
- **Change Size:** Once per day, an earth mephit can enlarge one size category, as *enlarge person*, except that it only works on the earth mephit. This power acts as a 2nd-level spell.
- **Spell-Like Abilities:** *soften earth and stone* 1/day

Ice Mephit (Cold)

Ice mephits are commonly found on the Plane of Air. These mephits are cruel and aloof.

- **Fast Healing:** Works only in areas below freezing.
- **Immune:** Cold
- **Weaknesses:** Vulnerability to fire
- **Breath Weapon:** A cone of ice that deals 1d4 cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Spell-Like Abilities:** *magic missile* 1/hour, *chill metal* 1/day (DC 14)

Water Mephit (Water)

Water mephits are commonly found on the Plane of Water. These mephits are constant jokesters.

- **Fast Healing:** Works only while the mephit is underwater.
- **Speed:** Swim 30 ft.
- **Breath Weapon:** A cone of acid that deals 1d8 acid damage.
- **Spell-Like Abilities:** *acid arrow* 1/hour, *stinking cloud* 1/day (DC 15)

Magma Mephit (Fire)

Magma mephits are commonly found on the Plane of Fire. These mephits are dim-witted brutes.

- **Fast Healing:** Works only in contact with magma or lava.
- **Immune:** Fire
- **Weaknesses:** Vulnerability to cold
- **Breath Weapon:** A cone of fire that deals 1d8 fire damage.
- **Magma Form (Su):** Once per hour, a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, its DR increases to 20/magic and it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes 1d6 fire damage. A magma mephit may remain in this form for up to 10 minutes.
- **Spell-Like Abilities:** *pyrotechnics* 1/day

Salt Mephit (Earth)

Salt mephits are commonly found on the Plane of Earth. These mephits are cruel and aloof.

- **Fast Healing:** Works only in arid environments.
- **Breath Weapon:** A cone of salt crystals that deals 1d4 slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Dehydrate (Su):** Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.
- **Spell-Like Abilities:** *glitterdust* 1/hour.

Steam Mephit (Fire)

Steam mephits are commonly found on the Plane of Fire. These mephits are overconfident and brash.

- **Fast Healing:** Works only in boiling water or steam.
- **Immune:** Fire
- **Weaknesses:** Vulnerability to cold
- **Breath weapon:** A cone of steam that deals 1d4 fire damage. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.
- **Boiling Rain (Su):** Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d6 points of fire damage (Fortitude DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell.
- **Spell-Like Abilities:** *blur* 1/hour

DINOSAUR, PTERANODON

This flying reptile has two huge wings and a distinctive backward-sweeping crest decorating its head.

PTERANODON CR 4



XP 800

N Large animal

Init +8; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 16, touch 14, flat-footed 11 (+4 Dex, +1 dodge, +2 natural, -1 size)

hp 32 (5d8+10) **DR** 5/ **Evil** **Good**

Fort +6, **Ref** +8, **Will** +3 **SR** 9

OFFENSE

Speed 10 ft., fly 50 ft. (clumsy)

Melee bite +5 (2d6+4)

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

STATISTICS

Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +7; **CMD** 21

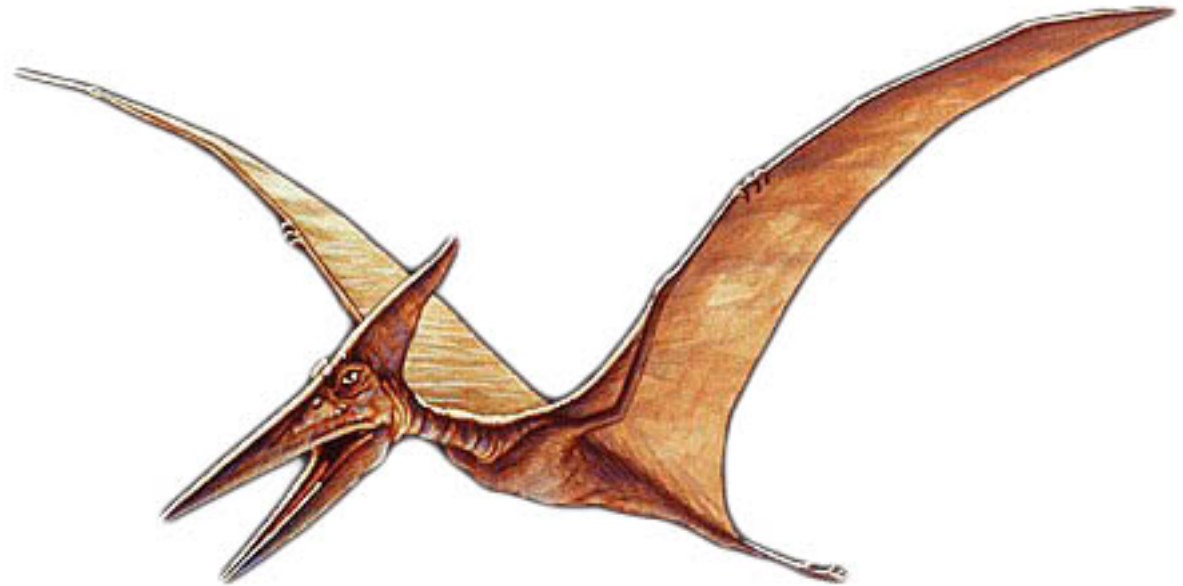
Feats Dodge, Improved Initiative, Skill Focus (Perception)

Skills Fly -1, Perception +11

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite **Evil** **Good** 1/day +0 to hit & +5 damage



HELL HOUND

This creature resembles a thin, lanky wolf with reddish-brown fur, white claws, and burning, fiery red eyes.

HELL HOUND

CR 3



XP 800

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

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

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +5, **Will** +1 **SR** 8

Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft.

Melee bite +5 (1d8+1 plus 1d6 fire)

Special Attacks breath weapon (10-ft. cone, once every 2d4 rounds, 2d6 fire damage, Reflex DC 14 for half)

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 16 (20 vs. trip)

Feats Improved Initiative, Run

Skills Acrobatics +8, Perception +7, Stealth +13, Survival +7;

Racial Modifiers +5 Stealth

Languages Infernal (cannot speak)

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil Good 1/day +0 to hit & +4 damage



SCORPION, GIANT

The sixteen-foot-long scorpion scrabbles forward, ferocious claws raised in challenge, stingered tail arched over its back.

GIANT SCORPION

CR 4



XP 800

N Large vermin

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

Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, −1 size)

hp 37 (5d8+15) **DR** 5/ **Evil** **Good**

Fort +7, **Ref** +1, **Will** +1 **SR** 9

Immune mind-affecting effects

OFFENSE

Speed 50 ft.

Melee 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)

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

Special Attacks constrict (1d6+4)

STATISTICS

Str 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)

Skills Climb +8, Perception +4, Stealth +0; **Racial Modifiers** +4

Climb, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 *save*. The *save* DC is Constitution-based and includes a +2 racial bonus.

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite **Evil** **Good** 1/day +0 to hit & +5 damage



WASP, GIANT

This horse-sized wasp is covered in yellow and black vertical stripes—its stinger is the size of a sword and drips with venom.

GIANT WASP

CR 3



XP 800

N Large vermin

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

DEFENSE

AC 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, -1 size)

hp 34 (4d8+16)

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

Immune mind-affecting effects

OFFENSE

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

Melee sting +6 (1d8+6
plus poison)

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

STATISTICS

Str 18, **Dex** 12, **Con** 18, **Int** —,
Wis 13, **Cha** 11

Base Atk +3; **CMB** +8; **CMD** 19

Skills Fly +3, Perception +9; **Racial**
Modifiers +8 Perception

ECOLOGY

Environment temperate forests

Organization solitary, pair, group (3–6), or
nest (7–19)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 18;
frequency 1/round for 6 rounds; effect 1d2 Dexterity
damage; cure 1 save. The save DC is Constitution-based,
and includes a +2 racial bonus.

Celestial: Resist 5 Acid, Cold & Electricity

Fiendish: Resist 5 Fire & Cold

Smite Evil Good 1/day +0 to hit & +4 damage



Summon Monster V

LION, DIRE

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

DIRE LION (SPOTTED LION) CR 5



XP 1,600

N Large Animal

Init +6; **Senses** low-light vision, scent; Perception +11

DEFENSE

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

hp 60 (8d8+24) **DR** 5/ **Evil** **Good**

Fort +9, **Ref** +8, **Will** +3 **SR** 11

OFFENSE

Speed 40 ft.

Melee bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)

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

Special Attacks pounce, rake (2 claws +13, 1d6+7)

STATISTICS

Str 25, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 26 (30 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception),
Weapon Focus (claw)

Skills Acrobatics +11, Perception +11, Stealth +7 (+15 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm plains or hills

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

Treasure incidental

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite **Evil** **Good** 1/day +0 to hit & +8 damage



DEMON, BABAU

This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.



XP 2,400

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

Init +5; **Senses** darkvision 60 ft., *see invisibility*; Perception +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, **Ref** +6, **Will** +5

Defensive Abilities protective slime; **DR** 10/cold iron or good;

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7), bite +7 (1d6+2)

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

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 7th)

Constant—*see invisibility*

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

1/day—*summon* (level 3, 1 babau at 40%)

STATISTICS

Str 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +11, Climb +12, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

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

SPECIAL ABILITIES

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.



AZATA, BRALANI

Silver-white hair the color of a lightning strike whips about this poised elf-like archer, his eyes swirling with vibrant colors.

BRALANI

CR 6



XP 2,400

CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)

Init +8; Senses darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 66 (7d10+28)

Fort +9, Ref +9, Will +6

DR 10/cold iron or evil; Immune electricity, petrification;
Resist cold 10, fire 10; SR 17

OFFENSE

Speed 40 ft., fly 100 ft. (perfect)

Melee +1 scimitar +13/+8 (1d6+8/18–20) or slam +12 (1d6+7)

Ranged +1 composite longbow +12/+7 (1d8+6/×3)

Special Attacks whirlwind blast

Spell-Like Abilities (CL 6th)

At Will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14),
mirror image, *wind wall*

2/day—*lightning bolt* (DC 15), *cure serious wounds*

STATISTICS

Str 20, Dex 18, Con 19, Int 13, Wis 14, Cha 15

Base Atk +7; CMB +12; CMD 26

Feats Blind-Fight, Improved Initiative,
Iron Will, Skill Focus (Perception)

Skills Bluff +12, Fly +20, Handle Animal +12,

Perception +15, Ride +14, Sense Motive +12, Stealth +14

Languages Celestial, Draconic, Infernal; truespeech
wind form

SPECIAL ABILITIES

Whirlwind Blast (Su) When in wind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 17 half). The save DC is Constitution-based.

Wind Form (Su) A bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In humanoid form, it cannot fly or use its whirlwind blast. In wind form, it functions as if under the effects of a *wind walk* spell. It can make slam attacks and use spell-like abilities in either form. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.



KYTON

Wickedly barbed chains adorn this lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.

KYTON

CR 6



XP 2,400

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

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 60 (8d10+16); regeneration 2 (good weapons and spells, silver weapons)

Fort +8, **Ref** +9, **Will** +3

DR 5/silver or good; **Immune** cold; **SR** 17

OFFENSE

Speed 30 ft.

Melee 4 chains +11 (2d4+2)

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

Special Attacks dancing chains, unnerving gaze

STATISTICS

Str 15, **Dex** 17, **Con** 14, **Int** 11, **Wis** 12,

Cha 12

Base Atk +8; **CMB** +10; **CMD** 23

Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (chain)

Skills Acrobatics +14, Climb +13, Craft (blacksmithing) +11, Escape Artist +14, Intimidate +12, Perception +14

Languages Common, Infernal

SQ chain armor

SPECIAL ABILITIES

Chain Armor (Ex) The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su) A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.



SALAMANDER

This snake-bodied humanoid hisses with anger. Spines of crackling flame dance along the creature's blackened, fiery-red scales.

SALAMANDER

CR 6



XP 2,400

CE Medium outsider (extraplanar, fire)

Init +1; Senses darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

hp 76 (8d10+32)

Fort +10, Ref +7, Will +6

DR 10/magic; Immune fire

Weaknesses vulnerability to cold

OFFENSE

Speed 20 ft.

Melee spear +11/+6 (1d8+4/x3 plus 1d6 fire), tail slap +6 (2d6+1 plus 1d6 fire and grab)

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

Special Attacks constrict (2d6+4 plus 1d6 fire), heat

STATISTICS

Str 16, Dex 13, Con 18, Int 14, Wis 15, Cha 13

Base Atk +8; CMB +11 (+15 grapple); CMD 22 (can't be tripped)

Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)

Skills Acrobatics +12, Bluff +12, Craft (weaponsmithing) +17, Intimidate +12, Knowledge (planes) +13, Perception +16, Sense Motive +13, Stealth +12; Racial Modifiers +4 Craft (armorsmithing, blacksmithing, and weaponsmithing)

Languages Common, Ignan

SPECIAL ABILITIES

Heat (Ex) A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.



RHINOCEROS, WOOLLY

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

WOOLLY RHINOCEROS CR 6

XP 2,400

N Large animal

Init +0; Senses scent; Perception +15

DEFENSE

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

hp 76 (8d8+40) DR 5/ Evil Good

Fort +13, Ref +6, Will +3 SR 12

OFFENSE

Speed 30 ft.

Melee gore +14 (2d8+13)

Space 10 ft.; Reach 5 ft.

Special Attacks powerful charge (gore, 4d8+18), trample (2d6+13, DC 23)

STATISTICS

Str 28, Dex 10, Con 21, Int 2, Wis 13, Cha 3

Base Atk +6; CMB +16; CMD 26 (30 vs. trip)

Feats Diehard, Endurance, Great Fortitude, Skill Focus (Perception)

Skills Perception +15

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +8 damage



XILL

This flame-red humanoid appears to be a strange mix of insect and reptile, with four arms and twitching, fanged mandibles.



XP 2,400

LE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 Dex, +5 natural, +2 shield)
hp 67 (9d10+18)

Fort +8, **Ref** +10, **Will** +6

SR 17

OFFENSE

Speed 40 ft.

Melee short swords +13/+13/+8 (1d6+3/19–20), claw +13 (1d4+3 plus grab), bite +7 (1d3+1 plus paralysis), or 4 claws +13 (1d4+3 plus grab), bite +12 (1d3+3 plus paralysis)

Ranged 2 longbows +13 (1d8/×3)

Special Attacks implant, paralysis (1d4 hours, DC 16)

STATISTICS

Str 17, **Dex** 18, **Con** 14, **Int** 15, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +12 (+16 grapple); **CMD** 26

Feats Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (claw, short sword)

Skills Acrobatics +16, Bluff +12, Intimidate +12, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +13, Sense Motive +13, Stealth +16

Languages Common, Infernal



SPECIAL ABILITIES

Implant (Ex) As a standard action, a xill can lay 2d6 eggs in a helpless creature. A xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Multiweapon Mastery (Ex) A xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Planewalk (Su) A xill can shift from the Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the xill is immobile. As a xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A xill can take a single willing or helpless creature with it when it switches planes.

DINOSAUR, ANKYLOSAURUS

Thick bony plates armor the domelike back of this quadrupedal dinosaur, its powerfully muscled tail ending in a bony club.

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +10 damage

ANKYLOSAURUS

CR 6



XP 2,400

N Huge animal

Init +0; Senses low-light vision, scent; Perception +14

DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, -2 size)

hp 75 (10d8+30) DR 5/ Evil Good

Fort +12, Ref +7, Will +4 SR 12

OFFENSE

Speed 30 ft.

Melee tail +14 (3d6+12 plus stun)

Space 15 ft.; Reach 15 ft.

STATISTICS

Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8

Base Atk +7; CMB +17; CMD 27 (31 vs. trip)

Feats Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (tail)

Skills Perception +14

ECOLOGY

Environment warm forests and plains

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

Treasure none

SPECIAL ABILITIES

Stun (Ex) The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.



DEVIL, BEARDED

This seething devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.

BEARDED DEVIL (BARBAZU) CR 5 

XP 1,600

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

Init +6; **Senses** darkvision 60 ft., see in darkness;

Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

OFFENSE

Speed 40 ft.

Melee glaive +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d6+4)

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

Special Attacks beard

Spell-Like Abilities (CL 12th)

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

1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

STATISTICS

Str 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 22

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

Languages Celestial, Common, Draconic, Infernal; *telepathy* 100 ft.



SPECIAL ABILITIES

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.

Devil Chills: Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

ELEMENTAL, AIR

LARGE AIR ELEMENTAL CR 5

XP 1,600

N Large outsider (air, elemental, extraplanar)

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

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 68 (8d10+24)

Fort +9, Ref +13, Will +2

Defensive Abilities air mastery; DR 5/—; Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +14 (1d8+4)

Space 10 ft.; Reach 10 ft.

Special Attacks whirlwind (DC 18)

STATISTICS

Str 18, Dex 25, Con 16, Int 6, Wis 11, Cha 11

Base Atk +8, CMB +13; CMD 31

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Mobility, Weapon Finesse^B

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge



ELEMENTAL, EARTH

LARGE EARTH ELEMENTAL CR 5

XP 1,600

N Large outsider (earth, elemental, extraplanar)

Init -1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +11

DEFENSE

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, Ref +1, Will +6

DR 5/—; Immune elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +14 (2d6+7)

Space 10 ft.; Reach 10 ft.

Special Attacks earth mastery

STATISTICS

Str 24, Dex 8, Con 17, Int 6, Wis 11, Cha 11

Base Atk +8; CMB +16; CMD 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5



ELEMENTAL, FIRE

LARGE FIRE ELEMENTAL CR 5

XP 1,600

N Large outsider (elemental, extraplanar, fire)

Init +9; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

hp 60 (8d10+16)

Fort +8, Ref +11, Will +4

DR 5/—; Immune elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 50 ft.

Melee 2 slams +12 (1d8+2 plus burn)

Space 10 ft.; Reach 10 ft.

Special Attacks burn (1d8, DC 16)

STATISTICS

Str 14, Dex 21, Con 14, Int 6, Wis 11, Cha 11

Base Atk +8; CMB +11; CMD 27

Feats Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11



ELEMENTAL, WATER

LARGE WATER ELEMENTAL CR 5

XP 1,600

N Large outsider (elemental, extraplanar, water)

Init +2; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 12, flat-footed 15 (+2 Dex, +1 dodge, +6 natural, -1 size)

hp 68 (8d10+24)

Fort +9, Ref +8, Will +2

DR 5/—; Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +12 (1d8+5)

Space 10 ft.; Reach 10 ft.

Special Attacks drench, vortex (DC 19), water mastery

STATISTICS

Str 20, Dex 14, Con 17, Int 6, Wis 11, Cha 11

Base Atk +8; CMB +14; CMD 27

Feats Cleave, Dodge, Great Cleave, Power Attack

Skills Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Perception +9, Stealth +5, Swim +24



EEL, GIANT MORAY

This sixteen-foot-long eel slithers through the water with uncanny grace, mouth open to display large teeth and a second set of jaws.

GIANT MORAY EEL

CR 5



XP 1,600

N Large animal (aquatic)

Init +6; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 52 (7d8+21) **DR** 5/ **Evil** **Good**

Fort +8, **Ref** +9, **Will** +3 **SR** 11

OFFENSE

Speed swim 30 ft.

Melee bite +11 (2d6+9 plus grab)

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

Special Attacks gnaw

STATISTICS

Str 22, **Dex** 14, **Con** 16, **Int** 1, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +12 (+16 grapple); **CMD** 24

Feats Improved Initiative, Lightning

Reflexes, Skill Focus (Stealth), Weapon Focus (bite)

Skills Escape Artist +10, Perception +7,

Stealth +8, Swim +14; **Racial Modifiers** +8Escape Artist

SPECIAL ABILITIES

Gnaw (Ex) If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+9 points of damage). A giant moray eel possesses a second set of jaws in its throat that aid in swallowing—it can make a second bite attack (+11 attack, 1d6+4) against a foe it has already grabbed.

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day +0 to hit & +7 damage



DOLPHIN, ORCA

This sleek black whale has a distinctive white patch near each eye and a mouth filled with sharp teeth.

ORCA

CR 5



XP 1,600

N Huge animal

Init +6; **Senses** blindsight 120 ft., low-light vision;
Perception +19

DEFENSE

AC 16, touch 10, flat-footed 14 (+2 Dex, +6 natural, -2 size)

hp 67 (9d8+27) **DR** 5/ **Evil** **Good**

Fort +9, **Ref** +8, **Will** +5 **SR** 11

OFFENSE

Speed swim 80 ft.

Melee bite +13 (2d6+12)

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

STATISTICS

Str 27, **Dex** 15, **Con** 16, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +6; **CMB** +16; **CMD** 28

Feats Endurance, Improved Initiative, Skill Focus (Perception, Swim), Weapon Focus (bite)

Skills Perception +19, Swim +28; **Racial Modifiers** +8 Perception

SQ hold breath (as dolphin)

ECOLOGY

Environment cold oceans

Organization solitary, pair, or pod (3–20)

Treasure none

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite **Evil** **Good** 1/day +0 to hit & +9 damage



Summon Monster VI

BEAR, DIRE

Spittle drips from this feral bear's roaring maw, and its matted fur is broken in places by wicked, bony growths.

DIRE BEAR (CAVE BEAR)

CR 7



XP 3,200

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 95 (10d8+50) **DR** 5/**Evil** **Good**

Fort +12, **Ref** +8, **Will** +4 **SR** 13

OFFENSE

Speed 40 ft.

Melee 2 claws +13 (1d6+7 plus grab), bite +13 (1d8+7)

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

STATISTICS

Str 25, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +12, Swim +19; **Racial Modifiers** +4 Swim

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite **Evil** **Good** 1/day, +0 to hit & +10 damage



TIGER, DIRE

This large tiger grumbles a warning as it crouches. Two saber-like fangs jut downward from its powerful jaws.

DIRE TIGER (SMILODON) CR 8



XP 4,800

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 105 (14d8+42) **DR** 10/**Evil** **Good**

Fort +12, **Ref** +11, **Will** +5 **SR** 14

OFFENSE

Speed 40 ft.

Melee 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19–20 plus grab)

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

Special Attacks pounce, rake (2 claws +18, 2d4+8)

STATISTICS

Str 27, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 31 (35 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Improved Iron Will, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +6, Perception +12, Stealth +8 (+14 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

ECOLOGY

Environment any forests, plains, and swamps

Organization solitary or pair

Treasure none

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite **Evil** **Good** 1/day, +0 to hit & +14 damage



ELEPHANT

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

ELEPHANT

CR 7



XP 3,200

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +21

DEFENSE

AC 17, touch 8, flat-footed 17 (+9 natural, -2 size)

hp 93 (11d8+44) **DR** 10/ **Evil** **Good**

Fort +13, **Ref** +7, **Will** +6 **SR** 13

OFFENSE

Speed 40 ft.

Melee gore +16 (2d8+10), slam +16 (2d6+10)

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

Special Attacks trample (2d8+15; DC 25)

STATISTICS

Str 30, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +8; **CMB** +20; **CMD** 30 (34 vs. trip)

Feats Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +21

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite Evil **Good** 1/day, +0 to hit & +11 damage



DINOSAUR, ELASMOSAURUS

Long-necked and long-tailed, this large, predatory reptile glides through the water on four powerful flippers.

ELASMOSAURUS CR 7 

XP 3,200

N Huge animal

Init +2; **Senses** low-light vision, scent; Perception +14

DEFENSE

AC 20, touch 11, flat-footed 17 (+2 Dex, +1 dodge, +9 natural, -2 size)

hp 105 (10d8+60)

Fort +14, **Ref** +9, **Will** +6

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +13 (2d8+12)

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

STATISTICS

Str 26, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 9

Base Atk +7; **CMB** +17; **CMD** 30 (34 vs. trip)

Feats Dodge, Great Fortitude, Iron Will,
Mobility, Toughness

Skills Perception +14, Swim +16

ECOLOGY

Environment warm aquatic

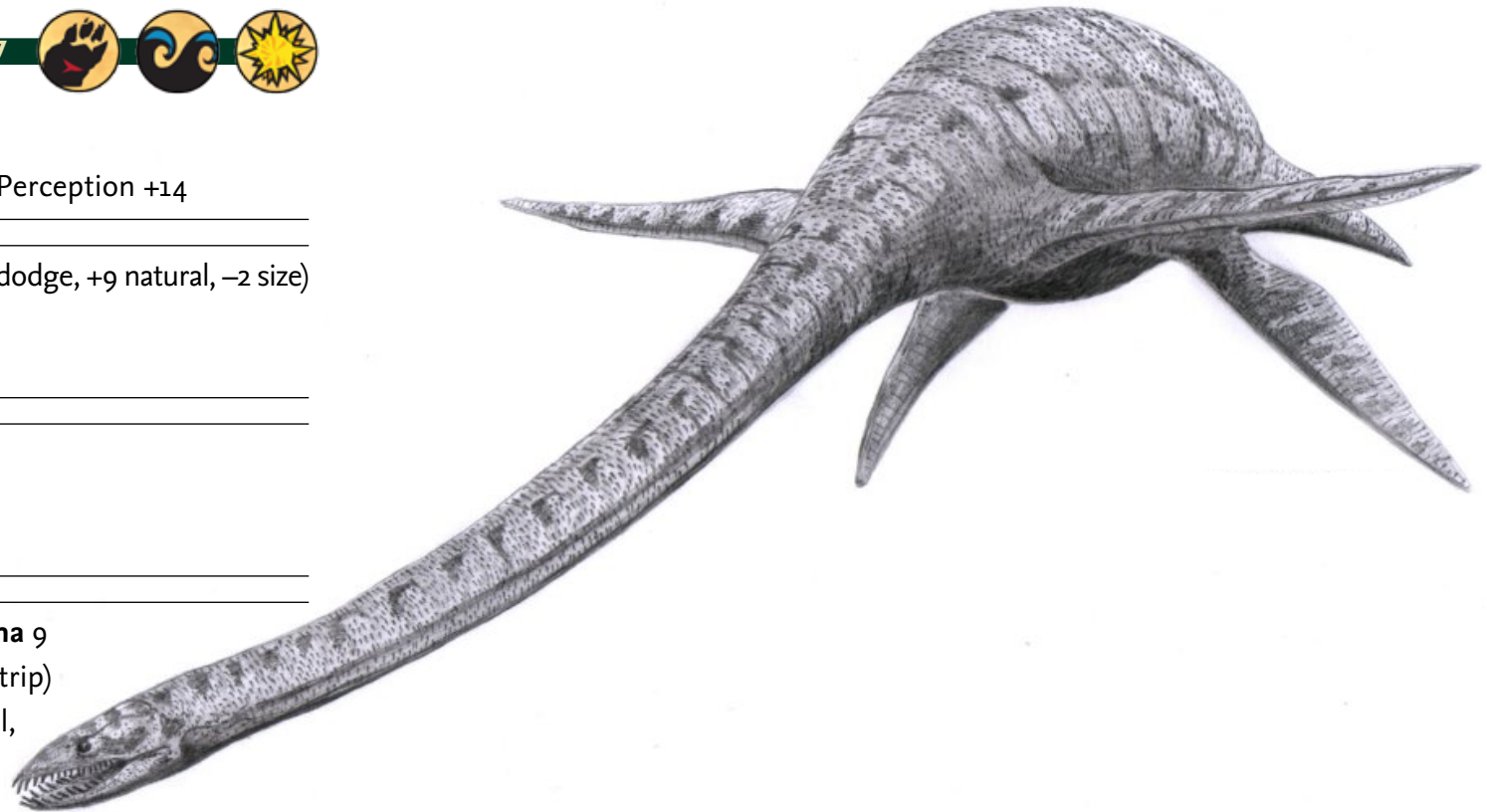
Organization solitary, pair, or school (3-6)

Treasure none

Celestial: Resist 10 Acid, Cold & Electricity

Fiendish: Resist 10 Fire & Cold

Smite Evil Good 1/day, +0 to hit & +10 damage



DINOSAUR, TRICERATOPS

This beast's armored head has three sharp horns decorating its face and a large round crest angling back over its neck from its skull.

TRICERATOPS

CR 8



XP 4,800

N Huge animal

Init -1; Senses low-light vision, scent; Perception +21

DEFENSE

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 119 (14d8+56) DR 10/Evil Good

Fort +15, Ref +8, Will +5 SR 14

OFFENSE

Speed 30 ft.

Melee gore +17 (2d10+12)

Space 15 ft.; Reach 15 ft.

Special Attacks powerful charge (gore, 4d10+16), trample (1d8+12, DC 25)

STATISTICS

Str 26, Dex 9, Con 19, Int 2, Wis 12, Cha 7

Base Atk +10; CMB +20; CMD 29 (33 vs. trip)

Feats Great Fortitude, Improved Bull Rush, Improved Critical, Power Attack, Run, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +21

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

SmiteEvil Good 1/day, +0 to hit & +14 damage



OCTOPUS, GIANT

A storm of tentacles, each twenty feet in length, flails with deadly precision from the leathery body of this gigantic octopus.

GIANT OCTOPUS

CR 8



XP 4,800

N Large animal (aquatic)

Init +6; Senses low-light vision; Perception +8

DEFENSE

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

hp 90 (12d8+36) DR 10/Evil Good

Fort +11, Ref +12, Will +7 SR 14

Defensive Abilities ink cloud (30-foot-radius sphere)

OFFENSE

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +13 (1d8+5 plus poison), 8 tentacles +11 (1d4+2 plus grab)

Space 10 ft.; Reach 10 ft. (20 ft. with tentacle)

Special Attack constrict (tentacle, 1d4+2)

STATISTICS

Str 20, Dex 15, Con 17, Int 2, Wis 12, Cha 3

Base Atk +9; CMB +15 (+19 grapple); CMD 27 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack^B, Skill Focus (Stealth), Stealthy

Skills Escape Artist +18, Perception +8, Stealth +18, Swim +13;

Racial Modifiers

SPECIAL ABILITIES

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

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite Evil Good 1/day, +0 to hit & +12 damage



INVISIBLE STALKER

No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.

INVISIBLE STALKER

CR 7



XP 3,200

N Medium outsider (air, elemental, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 80 (7d10+42)

Fort +13, Ref +11, Will +4

Defensive Abilities natural invisibility; Immune elemental traits

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 (2d6+4)

STATISTICS

Str 18, Dex 19, Con 22, Int 14, Wis 15, Cha 11

Base Atk +7; CMB +11; CMD 25

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

Languages Auran, Common

SQ improved tracking

SPECIAL ABILITIES

Improved Tracking (Ex) An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

Natural Invisibility (Ex) This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.



ELEMENTAL, AIR

HUGE AIR ELEMENTAL

CR 7

XP 3,200

N Huge outsider (air, elemental, extraplanar)

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

DEFENSE

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

hp 95 (10d10+40)

Fort +11, **Ref** +16, **Will** +5

Defensive Abilities air mastery; **DR** 5/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +17 (2d6+6)

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

Special Attacks whirlwind (DC 21)

STATISTICS

Str 22, **Dex** 29, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +18; **CMD** 38

Feats Combat Reflexes, Dodge, Flyby Attack, Improved

Initiative^B, Iron Will, Mobility, Weapon Finesse^B

Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge

(planes) +7, Perception +13, Stealth +9



ELEMENTAL, FIRE

HUGE FIRE ELEMENTAL

CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, fire)

Init +11; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, –2 size)

hp 85 (10d10+30)

Fort +9, **Ref** +14, **Will** +5

DR 5/—, **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +15 (2d6+4 plus burn)

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

Special Attacks burn (2d6, DC 17)

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +16; **CMD** 34

Feats Combat Reflexes, Dodge, Improved Initiative^B, Iron Will,

Mobility, Spring Attack, Weapon Finesse^B

Skills Acrobatics +16, Climb +13, Escape Artist +16, Intimidate

+9, Knowledge (planes) +7, Perception +13



ELEMENTAL, EARTH

HUGE EARTH ELEMENTAL

CR 7

XP 3,200

N Huge outsider (earth, elemental, extraplanar)

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

DEFENSE

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +2, **Will** +7

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +17 (2d8+9)

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

Special Attacks earth mastery

STATISTICS

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +21; **CMD** 30

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved

Bull Rush^B, Improved Overrun, Power Attack

Skills Appraise +6, Climb +18, Knowledge (dungeoneering) +4,

Knowledge (planes) +7, Perception +13, Stealth +4



ELEMENTAL, WATER

HUGE WATER ELEMENTAL

CR 7

XP 3,200

N Huge outsider (elemental, extraplanar, water)

Init +4; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 13, flat-footed 16 (+4 Dex, +1 dodge, +8 natural,

–2 size)

hp 95 (10d10+40)

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

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +15 (2d6+7)

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

Special Attacks drench, vortex (DC 22), water mastery

STATISTICS

Str 24, **Dex** 18, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +19; **CMD** 34

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack

Skills Acrobatics +11, Escape Artist +15, Knowledge (planes) +7,

Perception +13, Stealth +3, Swim +26



DEVIL, ERINYES

Some calamity has befallen this angelic warrior. Wings stained black shear the air as her merciless eyes search for a target.

ERINYES

CR 8



XP 4,800

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

Init +6; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +16

DEFENSE

AC 23, touch 17, flat-footed 16 (+6 Dex, +1 dodge, +6 natural)

hp 94 (9d10+45)

Fort +11, **Ref** +12, **Will** +7

DR 5/good; **Immune** fire, poison; Resist acid 10, cold 10; **SR** 19

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee +1 *longsword* +15/+10 (1d8+8/19–20)

Ranged +1 *flaming composite longbow* +14/+14/+9 (1d8+6/×3 plus 1d6 fire) or rope +15 touch (entangle)

Spell-Like Abilities (CL 12th)

Constant—*true seeing*

At will—*fear* (single target, DC 19), *greater teleport* (self plus 50 lbs. of objects only), *minor image* (DC 17), *unholy blight* (DC 19)

1/day—*summon* (level 3, 2 bearded devils, 50%)



STATISTICS

Str 20, **Dex** 23, **Con** 21, **Int** 14, **Wis** 18, **Cha** 21

Base Atk +9; **CMB** +14; **CMD** 31

Feats Combat Reflexes, Dodge^B, Mobility^B, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Skills Acrobatics +18, Bluff +17, Diplomacy +14, Escape Artist +12, Fly +19, Intimidate +17, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +15

Languages Celestial, Common, Draconic, Infernal; *telepathy* 100 ft.

Entangle (Su) Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 20). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

AZATA, LILLEND

This creature has the body of a seductive, winged elven woman from the waist up and that of a snake from the waist down.

LILLEND

CR 7



XP 3,200

CG Large outsider (azata, chaotic, extraplanar, good)

Init +3; **Senses** low-light vision, darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 73 (7d10+35)

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

Immune electricity, petrification, poison; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., fly 70 ft. (average)

Melee +1 longsword +12/+7 (2d6+8/19-20), tail slap +6 (2d6+2 plus grab)

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

Special Attacks bardic performance (20 rounds/day), constrict (2d6+5)

Spell-Like Abilities (CL 7th)

3/day—darkness, hallucinatory terrain (DC 18), knock, light

1/day—charm person (DC 15), speak with animals, speak with plants

Spells Known (CL 7th)

3rd (2/day)—charm monster (DC 17)

2nd (4/day)—hold person (DC 16), invisibility, sound burst (DC 16), suggestion (DC 16)

1st (5/day)—charm person (DC 15), cure light wounds, identify, sleep (DC 15)

0 (at will)—dancing lights, daze (DC 14), detect magic, lullaby (DC 14), mage hand, read magic



STATISTICS

Str 20, **Dex** 17, **Con** 21, **Int** 14, **Wis** 16, **Cha** 19

Base Atk +7; **CMB** +13; **CMD** 26 (can't be tripped)

Feats Combat Casting, Hover, Iron Will, Lightning Reflexes

Skills Bluff +14, Diplomacy +14, Fly +11, Knowledge

(nature) +9, Perception +13, Perform (stringed instruments) +16, Sense Motive +13, Survival +14; **Racial**

Modifiers +4 Survival

Languages Celestial, Draconic, Infernal; truespeech

SPECIAL ABILITIES

Bardic Performance A lillend has the bardic performance ability of a 7th-level bard, granting her access to that ability's countersong, fascinate, inspire courage, inspire competence, and suggestion aspects.

Spells A lillend casts spells as a 7th-level bard. They favor enchantment and healing spells.

DEMON, SHADOW

Only this shadowy bat-winged demon's teeth and claws have any sense of physicality to them—the rest is lost in darkness.



SHADOW DEMON

CR 7

XP 3,200

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

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

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +4 Dex)

hp 59 (7d10+21)

Fort +5, **Ref** +11, **Will** +7

Defensive Abilities incorporeal; **DR** 10/cold iron or good;

Immune cold, electricity, poison; **Resist** acid 10, fire 10; **SR** 17

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

Special Attacks pounce, sprint, shadow blend

Spell-Like Abilities (CL 10th)

At will—*deeper darkness*, *fear* (DC 18), *greater teleport* (self only), *telekinesis* (DC 19)

3/day—*shadow conjuration* (DC 18), *shadow evocation* (DC 19)

1/day—*magic jar* (DC 19), summon (level 3, 1 shadow demon 50%)

TATISTICS

—, **Dex** 18, **Con** 17, **Int** 14, **Wis** 14, **Cha** 19

Base Atk +7; **CMB** +11; **CMD** 25

eats Blind-Fight, Combat Reflexes, Improved

Initiative, Lightning Reflexes,

Skills Acrobatics +14, Bluff +14, Fly +22,

Knowledge (local) +12, Knowledge (planes) +12,

Perception +20, Sense Motive +12, Stealth +14;

Racial Modifiers +8 Perception

Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES

Sprint (Ex) Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight



DEMON, SUCCUBUS

Tiny horns, bat-like wings, and a sinuous tail betray the demonic nature of this alluring woman.

SUCCUBUS

CR 7



XP 3,200

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

Init +3; **Senses** darkvision 60 ft., detect good; Perception +21,

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 84 (8d10+40)

Fort +7, **Ref** +9, **Will** +10

DR 10/cold iron or good; **Immune** electricity, fire, poison;

Resist acid 10, cold 10; **SR** 18

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +11 (1d6+1)

Special Attacks energy drain, profane gift

Spell-Like Abilities (CL 12th)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 22), *detect thoughts* (DC 20),
ethereal jaunt (self plus 50 lbs. of objects only), *suggestion*
(DC 21), *greater teleport* (self plus 50 lbs. of objects only),
vampiric touch

1/day—*dominate person* (DC 23), *summon* (level 3, 1 babau 50%)

STATISTICS

Str 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

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

Feats Agile Maneuvers, Combat Reflexes, Iron Will,
Weapon Finesse

Skills Bluff +27, Diplomacy +19, Disguise +19, Escape Artist
+11, Fly +14, Intimidate +16, Knowledge (local) +15,
Perception +21, Sense Motive +13, Stealth +14; **Racial**

Modifiers +8 Bluff, +8 Perception

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

SQ *change shape* (*alter self*, Small or Medium humanoid)

SPECIAL ABILITIES

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level.

The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus.

The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su) Once per day as a full-round action, a

succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a

+2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, and succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).



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

SQ *change shape* (*alter self*, Small or Medium humanoid)

Summon Monster VII

DINOSAUR, BRACHIOSAURUS

A long tail counterbalances this reptile's equally long neck, at the end of which a relatively small head pulls food from the treetop.

BRACHIOSAURUS

CR 10



XP 9,600

N Gargantuan animal

Init +0; Senses low-light vision, scent; Perception +27

DEFENSE

AC 18, touch 6, flat-footed 18 (+12 natural, -4 size)

hp 171 (18d8+90) DR 10/Evil Good

Fort +18, Ref +11, Will +9 SR 16

OFFENSE

Speed 30 ft.

Melee tail +22 (4d6+19)

Space 20 ft.; Reach 20 ft.

Special Attack trample (2d6+19, DC 32)

STATISTICS

Str 37, Dex 10, Con 21, Int 2, Wis 13, Cha 10

Base Atk +13; CMB +30; CMD 40 (44 vs. trip)

Feats Cleave, Great Cleave, Great Fortitude, Greater Overrun, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (tail)

Skills Perception +27

ECOLOGY

Environment warm forests or plains

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

Treasure none

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite Evil Good 1/day, +0 to hit & +18 damage



CROCODILE, DIRE

This reptilian behemoth, a crocodile of monstrous proportions, is large enough to swallow a horse in one tremendous bite.

DIRE CROCODILE

CR 9



XP 6,400

N Gargantuan animal

Init +4; **Senses** low-light vision; Perception +14

DEFENSE

AC 21, touch 6, flat-footed 21 (+15 natural, -4 size)

hp 138 (12d8+84) **DR** 10/**Evil** **Good**

Fort +15, **Ref** +8, **Will** +8 **SR** 15

OFFENSE

Speed 20 ft., swim 30 ft.; sprint

Melee bite +18 (3d6+13/19-20 plus grab) and tail slap +13 (4d8+6)

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

Special Attacks death roll (3d6+19 plus trip), swallow whole (3d6+13, AC 16, 13 hp)

STATISTICS

Str 37, **Dex** 10, **Con** 25, **Int** 1, **Wis** 14, **Cha** 2

Base Atk +9; **CMB** +26 (+30 grapple); **CMD** 36 (40 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception, Stealth)

Skills Perception +14, Stealth -6 (+2 in water), Swim +21;

Racial Modifiers +8 Stealth in water

SQ hold breath

ECOLOGY

Environment warm rivers and marshes

Organization solitary, pair, or colony (3-6)

Treasure none

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite Evil **Good** 1/day, +0 to hit & +12 damage

Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple.

Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.



SHARK, DIRE

Large as a dragon, this shark's jaws open to reveal a cavernous, tooth-lined gullet capable of swallowing a horse whole.

DIRE SHARK (MEGALODON) CR 9



XP 6,400

N Gargantuan animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +25

DEFENSE

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

hp 112 (15d8+45) **DR** 10/**Evil** **Good**

Fort +14, **Ref** +13, **Will** +8 **SR** 15

OFFENSE

Speed swim 60 ft.

Melee bite +17 (4d10+15/19-20 plus grab)

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

Special Attacks swallow whole (2d6+15 damage, AC 17, 11 hp)

STATISTICS

Str 30, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +25 (+29 grapple); **CMD** 37

Feats Bleeding Critical, Critical Focus,
Great Fortitude, Improved Critical (bite),
Improved Initiative, Iron Will, Lightning
Reflexes, Skill Focus (Perception)

Skills Perception +25, Swim +18

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite **Evil** **Good** 1/day, +0 to hit & +15 damage



ELEMENTAL, AIR

GREATER AIR ELEMENTAL CR 9

XP 6,400

N Huge outsider (air, elemental, extraplanar)

Init +14; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

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

hp 123 (13d10+52)

Fort +12, Ref +18, Will +6

Defensive Abilities air mastery; DR 10/—; **Immune** elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +21 (2d8+7)

Space 15 ft.; Reach 15 ft.

Special Attacks whirlwind (DC 23)

STATISTICS

Str 24, Dex 31, Con 18, Int 8, Wis 11, Cha 11

Base Atk +13; CMB +22; CMD 43

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

Skills Acrobatics +25, Escape Artist +23, Fly +27, Knowledge (planes) +12, Perception +16, Stealth +15



ELEMENTAL, FIRE

GREATER FIRE ELEMENTAL CR 9

XP 6,400

N Huge outsider (elemental, extraplanar, fire)

Init +12; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, –2 size)

hp 123 (13d10+52)

Fort +12, Ref +16, Will +6

DR 5/—, **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +19 (2d8+7 plus burn)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d8, DC 20)

STATISTICS

Str 24, Dex 27, Con 18, Int 8, Wis 11, Cha 11

Base Atk +13; CMB +22; CMD 41

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance

Skills Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16



ELEMENTAL, EARTH

GREATER EARTH ELEMENTAL CR 9

XP 6,400

N Huge outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +16

DEFENSE

AC 21, touch 7, flat-footed 21, (–1 Dex, +14 natural, –2 size)

hp 136 (13d10+65)

Fort +13, Ref +3, Will +8

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +21 (2d10+10)

Space 15 ft.; Reach 15 ft.

Special Attacks earth mastery

STATISTICS

Str 30, Dex 8, Con 21, Int 8, Wis 11, Cha 11

Base Atk +13; CMB +25; CMD 34

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7



ELEMENTAL, WATER

GREATER WATER ELEMENTAL CR 9

XP 6,400

N Huge outsider (elemental, extraplanar, water)

Init +5; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 14, flat-footed 17 (+5 Dex, +1 dodge, +9 natural, –2 size)

hp 123 (13d10+52)

Fort +12, Ref +15, Will +4

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +20 (2d8+9)

Space 15 ft.; Reach 15 ft.

Special Attacks drench, vortex (DC 25), water mastery

STATISTICS

Str 28, Dex 20, Con 19, Int 8, Wis 11, Cha 11

Base Atk +13; CMB +24; CMD 40

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Sunder, Lightning Reflexes, Power Attack

Skills Acrobatics +18, Escape Artist +20, Knowledge (planes) +12, Perception +16, Stealth +10, Swim +30



GIANT, FIRE

This lumbering giant has short stumpy legs and powerful, muscular arms. Its hair and beard seem to be made of fire.



XP 9,600

LE Large humanoid (fire, giant)

Init -1; **Senses** low-light vision; Perception +14

DEFENSE

AC 23, touch 8, flat-footed 23 (+7 armor, -1 Dex, +8 natural, -1 size)

hp 142 (15d8+75)

Fort +14, **Ref** +4, **Will** +9

Defensive Abilities rock catching; **Immune** fire

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee greatsword +21/+16/+11 (3d6+15) or 2 slams +20 (1d8+10)

Ranged rock +10 (1d8+15 plus 1d6 fire)

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

Special Attacks heated rock, rock throwing (120 ft.)

STATISTICS

Str 31, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +11; **CMB** +22; **CMD** 31

Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)

Skills Climb +14, Craft (any one) +8, Intimidate +11, Perception +14

Languages Common, Giant

SPECIAL ABILITIES

Heated Rock (Su) Fire giants transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.



GIANT, FROST

This giant looks like a thick, muscular human. It has frost-white skin and long, light blue hair that it wears braided.

FROST GIANT

CR 9



XP 6,400

CE Large humanoid (cold, giant)

Init -1; **Senses** low-light vision; Perception +10

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 133 (14d8+70)

Fort +14, **Ref** +3, **Will** +6

Defensive Abilities rock catching; **Immune** cold

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee greataxe +18/+13 (3d6+13) or 2 slams
+18 (1d8+9)

Ranged rock +9 (1d8+13)

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

Special Attacks rock throwing (120 ft.)

STATISTICS

Str 29, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +20; **CMD** 29

Feats Cleave, Great Cleave, Improved

Overrun, Improved Sunder, Martial

Weapon Proficiency (greataxe),

Power Attack, Skill Focus (Stealth)

Skills Climb +13, Craft (any one) +7, Intimidate +7, Perception
+10, Stealth +5 (+9 in snow);

Racial Modifiers +4 Stealth in snow

Languages Common, Giant



SQUID, GIANT

Immense in size, this great squid's tentacles writhe and flash with almost nauseating speed. The beast's eyes are as big as shields.

GIANT SQUID

CR 9



XP 6,400

N Huge animal (aquatic)

Init +7; **Senses** low-light vision; Perception +22

DEFENSE

AC 20, touch 11, flat-footed 17 (+3 Dex, +9 natural, -2 size)

hp 102 (12d8+48) **DR** 10/**Evil** **Good**

Fort +14, **Ref** +13, **Will** +5 **SR** 15

Defensive Ability ink cloud (20-ft. radius)

OFFENSE

Speed swim 60 ft., jet 260 ft.

Melee bite +14 (2d6+7), 2 arms +14 (1d6+7), tentacles +12 (4d6+3 plus **grab**)

Space 15 ft.; **Reach** 15 ft. (30 ft. with arms and tentacles)

Special Attacks **constrict** (4d6+10)

STATISTICS

Str 25, **Dex** 17, **Con** 19, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 31

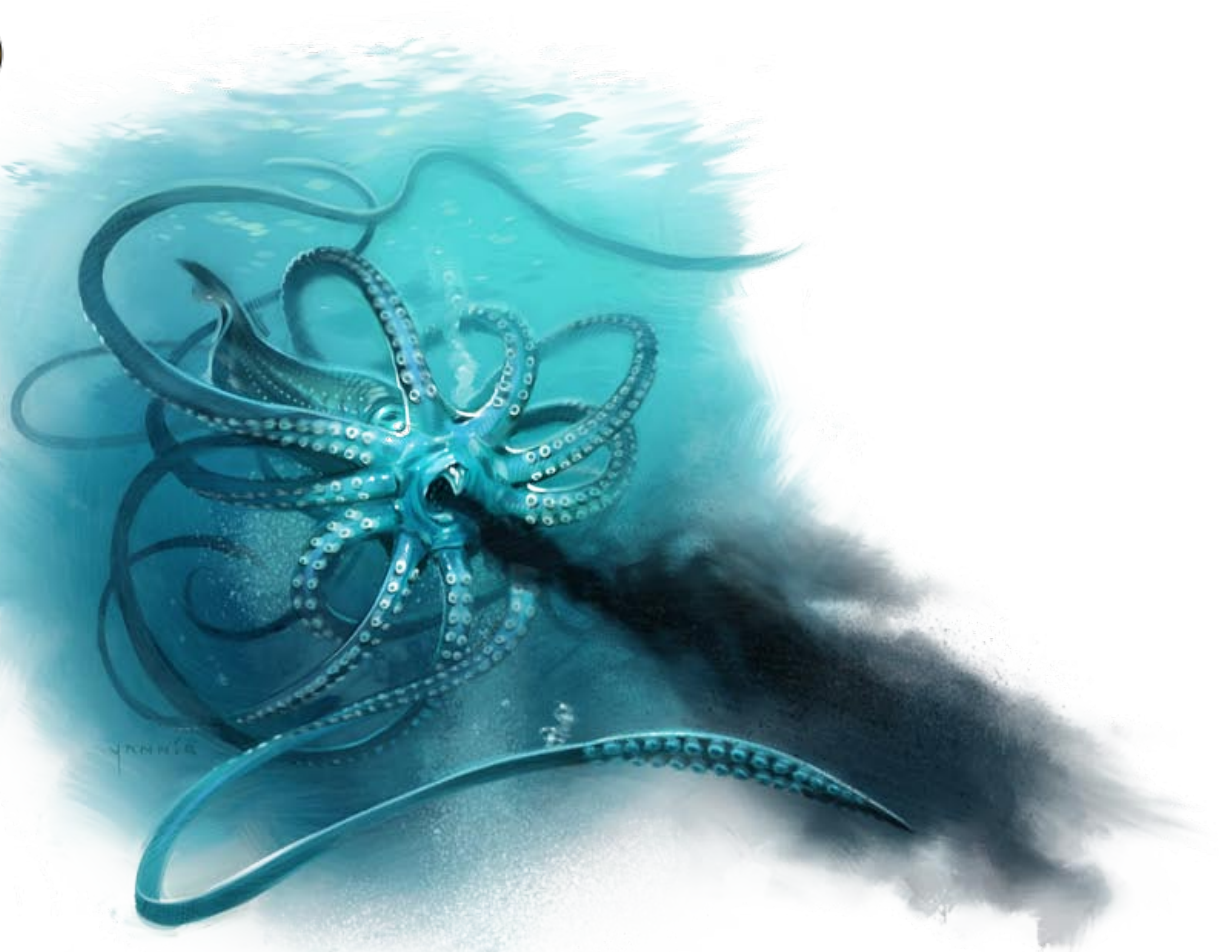
Feats Combat Reflexes, Great Fortitude, Improved Critical, Improved Initiative, Lightning Reflexes, Multiattack^B, Skill Focus (Perception)

Skills Perception +22, Swim +15

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite**Evil****Good** 1/day, +0 to hit & +12 damage



ELEPHANT, MASTODON

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



MASTODON

CR 9

XP 6,400

N Huge animal

Init +1; **Senses** low-light vision, scent; Perception +24

DEFENSE

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

hp 133 (14d8+70) **DR** 10/**Evil** **Good**

Fort +14, **Ref** +10, **Will** +7 **SR** 15

OFFENSE

Speed 40 ft.

Melee gore +21 (2d8+12), slam +20 (2d6+12)

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

Special Attacks trample (2d8+18, DC 29)

STATISTICS

Str 34, **Dex** 12, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +10; **CMB** +24, **CMD** 35 (39 vs. trip)

Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +24

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite**Evil****Good** 1/day, +0 to hit & +14 damage



ROC

This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.

ROC

CR 9



XP 6,400

N Gargantuan animal

Init +6; Senses low-light vision; Perception +15

DEFENSE

AC 22, touch 8, flat-footed 20 (+2 Dex, +14 natural, -4 size)

hp 120 (16d8+48) DR 10/ Evil Good

Fort +13, Ref +14, Will +8 SR 15

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee 2 talons +18 (2d6+9/19-20
plus grab), bite +17 (2d8+9)

Space 20 ft.; Reach 15 ft.

STATISTICS

Str 28, Dex 15, Con 17, Int 2, Wis 12,
Cha 11

Base Atk +12; CMB +25 (+29 grapple); CMD 37

Feats Flyby Attack, Improved Critical (talons), Improved
Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill
Focus (Perception), Weapon Focus (talons)

Skills Fly +7, Perception +15

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

Smite Evil Good 1/day, +0 to hit & +16 damage



DINOSAUR, TYRANNOSAURUS

This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.



TYRANNOSAURUS

CR 9

XP 6,400

N Gargantuan animal

Init +5; **Senses** low-light vision, scent; Perception +37

DEFENSE

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

hp 153 (18d8+72) **DR** 10/**Evil** **Good**

Fort +15, **Ref** +12, **Will** +10 **SR** 15

OFFENSE

Speed 40 ft.

Melee bite +20 (4d6+22/19-20 plus grab)

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

Special Attacks swallow whole (2d8+11, AC 17, hp 15)

STATISTICS

Str 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +13; **CMB** +28 (+32 grapple); **CMD** 39

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +37; **Racial Modifiers** +8 Perception

SQ powerful bite

SPECIAL ABILITIES

Powerful Bite (Ex) A tyrannosaurus applies twice its Strength modifier to bite damage.

Celestial: Resist 15 Acid, Cold & Electricity

Fiendish: Resist 15 Fire & Cold

SmiteEvil Good 1/day, +0 to hit & +18 damage



Summon Monster VIII

DEVIL, BARBED

From the tip of its lashing tail to the serrated features of its fang-filled visage, this fiery-eyed sentinel bristles with barbs.

BARBED DEVIL (HAMATULA) CR 11



XP 12,800

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

Init +6; Senses darkvision 60 ft., see in darkness;
Perception +21

DEFENSE

AC 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)

hp 138 (12d10+72)

Fort +14, Ref +14, Will +8

Defensive Abilities barbed defense; DR 10/good; Immune
fire, poison; Resist acid 10, cold 10; SR 22

OFFENSE

Speed 30 ft.

Melee 2 claws +18 (2d8+6/19–20 plus fear and grab)

Special Attacks fear, impale 3d8+9

Spell-Like Abilities (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only),
hold person (DC 17), *major image* (DC 17), *produce flame*,
pyrotechnics (DC 16), *scorching ray* (2 rays only)

1/day—*order's wrath* (DC 18), *summon* (level 4, 1 barbed
devil 35%), *unholy blight* (DC 18)

STATISTICS

Str 23, Dex 23, Con 22, Int 12, Wis 15, Cha 18

Base Atk +12; CMB +18 (+22 grapple); CMD 34

Feats Alertness, Cleave, Combat Reflexes,
Improved Critical (claws), Iron Will, Power Attack

Skills Acrobatics +15, Diplomacy +13,
Intimidate +19, Knowledge (planes) +16,
Perception +21, Sense Motive +21,
Spellcraft +12, Stealth +13, Survival +14

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

SPECIAL ABILITIES

Barbed Defense (Su) A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+8 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

ear (Su) A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Impale (Ex) A barbed devil deals 3d8+12 points of piercing damage to a grabbed opponent with a successful grapple check.



ELEMENTAL, AIR

ELDER AIR ELEMENTAL

CR 11

XP 12,800

N Huge outsider (air, elemental, extraplanar)

Init +15; **Senses** darkvision 60 ft.;

Perception +19

DEFENSE

AC 28, touch 20, flat-footed 16 (+11 Dex, +1 dodge, +8 natural, -2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +21, **Will** +7

Defensive Abilities air mastery; **DR** 10/—;

Immune elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +25 (2d8+9)

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

Special Attacks whirlwind (DC 27)

STATISTICS

Str 28, **Dex** 33, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +27; **CMD** 49

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

Skills Acrobatics +30, Escape Artist +30, Fly +34, Knowledge (planes) +19, Perception +19, Stealth +22



ELEMENTAL, EARTH

ELDER EARTH ELEMENTAL

CR 11

XP 12,800

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19

DEFENSE

AC 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)

hp 168 (16d10+80)

Fort +15, **Ref** +4, **Will** +10

DR 10/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +26 (2d10+12/19-20)

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

Special Attacks earth mastery

STATISTICS

Str 34, **Dex** 8, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +30; **CMD** 39

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush^B, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +19, Climb +31, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10



ELEMENTAL, FIRE

ELDER FIRE ELEMENTAL

CR 11

XP 12,800

N Huge outsider (elemental, extraplanar, fire)

Init +13; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +19, **Will** +7

DR 10/—, **Immune** elemental traits, fire

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft.

Melee 2 slams +23 (2d8+8 plus burn)

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

Special Attacks burn (2d10, DC 22)

STATISTICS

Str 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 46

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative^B, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse^B, Wind Stance

Skills Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19



ELEMENTAL, WATER

ELDER WATER ELEMENTAL

CR 11

XP 12,800

N Huge outsider (elemental, extraplanar, water)

Init +6; Senses darkvision 60 ft.; Perception +19

DEFENSE

AC 24, touch 15, flat-footed 17 (+6 Dex, +1 dodge, +9 natural, -2 size)

hp 152 (16d10+64)

Fort +14, Ref +18, Will +5

DR 10/—; Immune elemental traits

OFFENSE

Speed 20 ft., swim 90 ft.

Melee 2 slams +24 (2d10+10/19–20)

Space 15 ft.; Reach 15 ft.

Special Attacks drench, vortex (DC 28), water mastery

STATISTICS

Str 30, Dex 22, Con 19, Int 10, Wis 11, Cha 11

Base Atk +16; CMB +28; CMD 45

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Lightning Reflexes, Power Attack

Skills Acrobatics +25, Escape Artist +25,



DEMON, HEZROU

This fiend's armored flesh is scaly and moist. Its large, toothy mouth gapes below a pair of hungry, reptilian eyes.



XP 12,800

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

Init +4; **Senses** darkvision 60 ft.; Perception +23

Aura stench (DC 24, 10 rounds)

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)

hp 145 (10d10+90)

Fort +16, **Ref** +3, **Will** +9

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +17 (4d4+8 plus grab), 2 claws +17 (1d8+8 plus grab)

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

Special Attacks nausea

Spell-Like Abilities (CL 13th)

At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18)

3/day—*gaseous form*

1/day—*blasphemy* (DC 21), *summon* (level 4, 1 hezrou 35%)

STATISTICS

Str 27, **Dex** 11, **Con** 29, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 29

Feats Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Attack

Skills Climb +23, Escape Artist +10, Intimidate +14, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +31; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ amphibious

SPECIAL ABILITIES

Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not being grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.



Summon Monster IX

ANGEL, ASTRAL DEVA

This tall, human-like creature has long, feathery wings and a gentle inner radiance that makes it difficult to look directly at.

ASTRAL DEVA

CR 14



XP 38,400

NG Medium outsider (angel, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +26

Aura protective aura

DEFENSE

AC 29, touch 14, flat-footed 25 (+4 Dex, +15 natural; +4 deflection vs. evil)

hp 172 (15d10+90)

Fort +16, **Ref** +13, **Will** +11; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities uncanny dodge; **DR** 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 25

OFFENSE

Speed 50 ft., fly 100 ft. (good)

Melee +2 *disrupting warhammer* +26/+21/+16 (1d8+14/×3 plus stun) or slam +23 (1d8+12)

Spell-Like Abilities (CL 13th)

At Will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 20), *dispel evil* (DC 21), *dispel magic*, *holy aura* (DC 24), *holy smite* (DC 20), *holy word* (DC 23), *invisibility* (self only), *plane shift* (DC 23), *remove curse*, *remove disease*, *remove fear*

7/day—*cure light wounds*, *see invisibility*

1/day—*blade barrier* (DC 22), *heal*

STATISTICS

Str 26, **Dex** 19, **Con** 21, **Int** 18, **Wis** 18, **Cha** 23

Base Atk +15; **CMB** +23; **CMD** 37

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (warhammer)

Skills Acrobatics +22, Craft (any one) +22, Diplomacy +24, Escape Artist +9, Fly +26, Intimidate +24, Knowledge (planes) +22, Knowledge (religion) +22, Perception +26, Sense Motive +26, Stealth +22

Languages Celestial, Draconic, Infernal; truespeech

SQ *change shape* (*alter self*)

Languages Celestial, Draconic, Infernal; truespeech

SQ *change shape* (*alter self*)

SPECIAL ABILITIES

Stun (Su) If an astral deva strikes an opponent twice in one round with its warhammer, that creature must succeed on a DC 25 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex) This ability functions identically to the rogue ability. If a deva gains uncanny dodge from a class level, he instead gains improved uncanny dodge.



AZATA, GHAELE

This elegantly armored sentinel stands alert, her eyes radiating divine light and her noble blade crackling with power.

GHAELE

CR 13



XP 25,600

CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)

Init +5; **Senses** darkvision 60 ft., *detect evil*, low-light vision, *see invisibility*; Perception +20

Aura holy aura

DEFENSE

AC 27, touch 15, flat-footed 26 (+4 deflection, +1 Dex, +12 natural)
hp 136 (13d10+65)

Fort +17, **Ref** +11, **Will** +16

DR 10/cold iron and evil; **Immune** electricity, petrification;
Resist cold 10, fire 10; **SR** 25

OFFENSE

Speed 50 ft., fly 150 ft. (perfect)

Melee +2 *holy greatsword* +22/+17/+12 (2d6+12)

Ranged 2 light rays +14 (2d12)

Special Attacks gaze

Spell-Like Abilities (CL 13th)

Constant—*detect evil*, *holy aura* (DC 21), *see invisibility*

At will—*aid*, *charm monster* (DC 17), *continual flame*, *cure light wounds*, *dancing lights*, *detect thoughts* (DC 15), *disguise self*, *dispel magic*, *hold monster* (DC 18), *greater invisibility* (self only), *major image* (DC 16), *greater teleport* (self plus 50 lbs. of objects only)

3/day—*globe of invulnerability*

1/day—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*

Spells Prepared (CL 13th)

7th—*holy word* (DC 21)

6th—*banishment* (DC 20), *heal* (DC 20)

5th—*flame strike* (DC 19), *raise dead*, *true seeing*

4th—*death ward*, *dismissal* (2) (DC 18), *divine power*, *restoration*

3rd—*cure serious wounds* (3), *searing light* (2)

2nd—*aid* (2), *align weapon*, *bear's endurance*, *lesser restoration* (2)

1st—*bless*, *command* (DC 15), *divine favor*, *obscuring mist*, *sanctuary* (DC 15), *shield of faith*

STATISTICS

Str 25, **Dex** 12, **Con** 20, **Int** 16, **Wis** 19, **Cha** 17

Base Atk +13; **CMB** +20; **CMD** 31

Feats Combat Casting, Combat Expertise, Dodge, Improved

Disarm, Improved Initiative, Improved Trip, Lightning Reflexes

Skills Diplomacy +19, Escape Artist +17, Fly +25, Handle Animal +19, Knowledge (nature) +16, Knowledge (planes) +19, Perception +20, Sense Motive +20, Stealth +17

Languages Celestial, Draconic, Infernal; truespeech

SQ light form

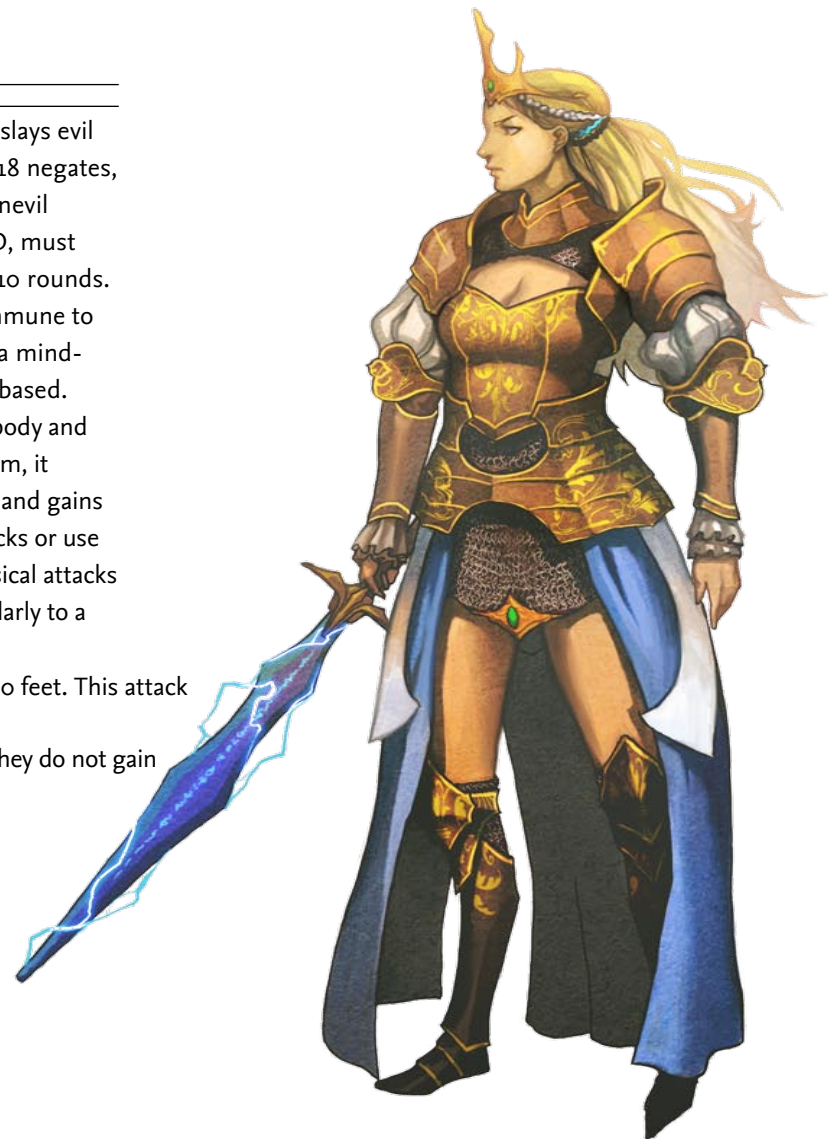
SPECIAL ABILITIES

Gaze (Su) In humanoid form, a ghaele's gaze attack slays evil creatures of 5 HD or less (range 60 feet, Will DC 18 negates, shaken for 2d10 rounds on a successful save). Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or be shaken for 2d10 rounds. A creature that saves against a ghaele's gaze is immune to that particular ghaele's gaze for 24 hours. This is a mind-affecting fear effect. The save DCs are Charisma-based.

Light Form (Su) A ghaele can shift between its solid body and one made of light as a standard action. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality—it can make light ray attacks or use spell-like abilities in this form, but can't make physical attacks or cast spells. This ability otherwise functions similarly to a bralani's wind form ability.

Light Ray (Ex) A ghaele's light rays have a range of 300 feet. This attack bypasses all damage reduction.

Spells Ghaeles cast divine spells as 13th-level clerics. They do not gain access to domains or other cleric abilities.



DEMON, GLABREZU

Four arms grace the torso of this towering monstrosity. The monster's eyes shine with a mix of intelligence and cruelty.

GLABREZU

CR 13



XP 25,600

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., *true seeing*; Perception +26

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, −2 size)

hp 186 (12d10+120)

Fort +18, **Ref** +4, **Will** +11

DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 40 ft.

Melee 2 pincers +20 (2d8+10/19–20), 2 claws +20 (1d6+10), bite +20 (1d8+10)

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

Special Attacks rend (2 pincers, 2d8+15)

Spell-Like Abilities (CL 14th)

Constant—*true seeing*

At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

1/day—*power word stun*, *summon* (level 4, 1 glabrezu 20% or 1d2 vrocks 50%)

1/month—*wish* (granted to a mortal humanoid only)

STATISTICS

Str 31, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 20

Base Atk +12; **CMB** +24; **CMD** 34

Feats Cleave, Great Cleave, Improved Critical (pincer),

Persuasive, Power Attack, Vital Strike

Skills Bluff +28, Diplomacy +22, Intimidate +22,

Knowledge (history) +18, Knowledge (local) +18,

Perception +26, Sense Motive +18, Stealth +7, Use

Magic Device +17; **Racial Modifiers**

+8 Bluff, +8 Perception

Languages Abyssal, Celestial,

Draconic; *telepathy* 100 ft.



DEVIL, ICE

A pair of frozen, multifaceted eyes coldly judge all before this towering, insectile monstrosity.

ICE DEVIL (GELUGON)

CR 13



XP 25,600

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

Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +27

Aura fear (10 ft., DC 22)

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, -1 size)

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

Fort +15, **Ref** +14, **Will** +12

DR 10/good; **Immune** fire, cold, poison; **Resist** acid 10; **SR** 24

OFFENSE

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

Melee +1 frost spear +21/+16/+11 (2d6+10/x3 plus 1d6 cold plus slow), bite +14 (2d6+6), tail +14 (3d6+3 plus slow)

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

Spell-Like Abilities (CL 13th)

Constant—*fly*

At will—*cone of cold* (DC 20), *ice storm*, *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 20), *wall of ice* (DC 19)

1/day—*summon* (level 4, 2 bone devils, 50%)

STATISTICS

Str 23, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 20

Base Atk +14; **CMB** +21; **CMD** 36

Feats Alertness, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (spear)

Skills Acrobatics +22, Bluff +22, Diplomacy +22, Fly +13, Intimidate +19, Knowledge (planes) +24, Knowledge (any three others) +21, Perception +27, Sense Motive +27, Spellcraft +21, Stealth +18, Survival +23

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

SPECIAL ABILITIES

Slow (Su) A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though *slow* spell for 1d6 rounds. This effect comes from the devil instead of its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.



DEMON, NALFESHNEE

A towering, corpulent beast, this fiend has the hideous head of a boar and arms ending in fatty, four-fingered hands.

NALFESHNEE CR 14

XP 38,400

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *true seeing*; Perception +31

Aura *unholy aura* (DC 23)

DEFENSE

AC 29, touch 13, flat-footed 28 (+4 deflection, +1 Dex, +16 natural, –2 size)

hp 203 (14d10+126)

Fort +22, **Ref** +9, **Will** +21

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

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee bite +23 (3d8+11/19–20), 2 claws +23 (2d6+11)

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

Special Attacks *unholy nimbus*

Spell-Like Abilities (CL 12th)

Constant—*true seeing*, *unholy aura* (DC 23)

At will—*call lightning* (DC 18), *feeblemind* (DC 20),

greater dispel magic, *slow* (DC 18), *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)

STATISTICS

Str 32, **Dex** 13, **Con** 29, **Int** 23, **Wis** 22, **Cha** 20

Base Atk +14; **CMB** +27; **CMD** 42

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack

Skills Bluff +22, Diplomacy +22, Fly +10, Intimidate +19, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (any one other) +20, Perception +31, Sense Motive +23, Spellcraft +23, Stealth +10, Use Magic Device +22; **Racial Modifier** +8 on Perception

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

SPECIAL ABILITIES

Unholy Nimbus (Su) Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.



ARCHON, TRUMPET

Lithe and beautiful, with skin the color of marble, this being hovers upon powerful, white wings and radiates a sense of serenity.

TRUMPET ARCHON

CR 14



XP 38,400

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

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +22

Aura aura of menace (DC 22), *magic circle against evil*

DEFENSE

AC 27, touch 13, flat-footed 24 (+3 Dex, +14 natural; +2 deflection vs. evil)

hp 175 (14d10+98)

Fort +16, **Ref** +9, **Will** +14; +4 vs. poison, +2 resistance vs. evil

DR 10/evil; **Immune** electricity, petrification; **SR** 25

OFFENSE

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

Melee +4 *greatsword* +23/+18/+13 (2d6+11)

Special Attacks trumpet

Spell-Like Abilities (CL 14th)

Constant—*magic circle against evil*

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

Spells Prepared (CL 14th)

7th—*mass cure serious wounds* (2)

6th—*banishment* (DC 21), *heal* (2)

5th—*dispel evil* (DC 20), *mass cure light wounds*, *plane shift* (DC 20), *raise dead*

4th—*dismissal* (DC 19), *divine power*, *neutralize poison* (DC 19), *spell immunity*

3rd—*cure serious wounds*, *daylight*, *invisibility purge*, *magic vestment*, *protection from energy*

2nd—*bull's strength*, *consecrate*, *cure moderate wounds* (2), *lesser restoration* (2), *owl's wisdom*

1st—*bless*, *cure light wounds* (3), *divine favor*, *sanctuary* (DC 16), *shield of faith*

STATISTICS

Str 20, **Dex** 17, **Con** 25, **Int** 16, **Wis** 20, **Cha** 17

Base Atk +14; **CMB** +19; **CMD** 32

Feats Blind-Fight, Cleave, Combat Reflexes, Improved

Initiative, Lightning Reflexes, Persuasive, Power Attack

Skills Diplomacy +24, Escape Artist +17, Fly +24, Handle Animal +20, Knowledge (religion) +20, Perception +22, Perform (wind instruments) +20, Sense Motive +24, Stealth +20

Languages Celestial, Draconic, Infernal; truespeech

SPECIAL ABILITIES

Spells Trumpet archons can cast divine spells as 14th-level clerics. They do not gain access to domains or other cleric abilities.

Trumpet (Su) All creatures except archons within 100 feet of the trumpet's blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a +4 *greatsword* as a free action. Out of the archon's hands, it is a chunk of useless metal.

