

Forgotten Foes



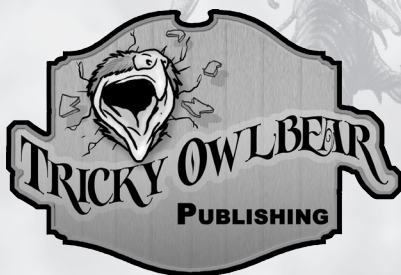
forgotten foes

Designed by Mark Gedak & Stefen Styrsky

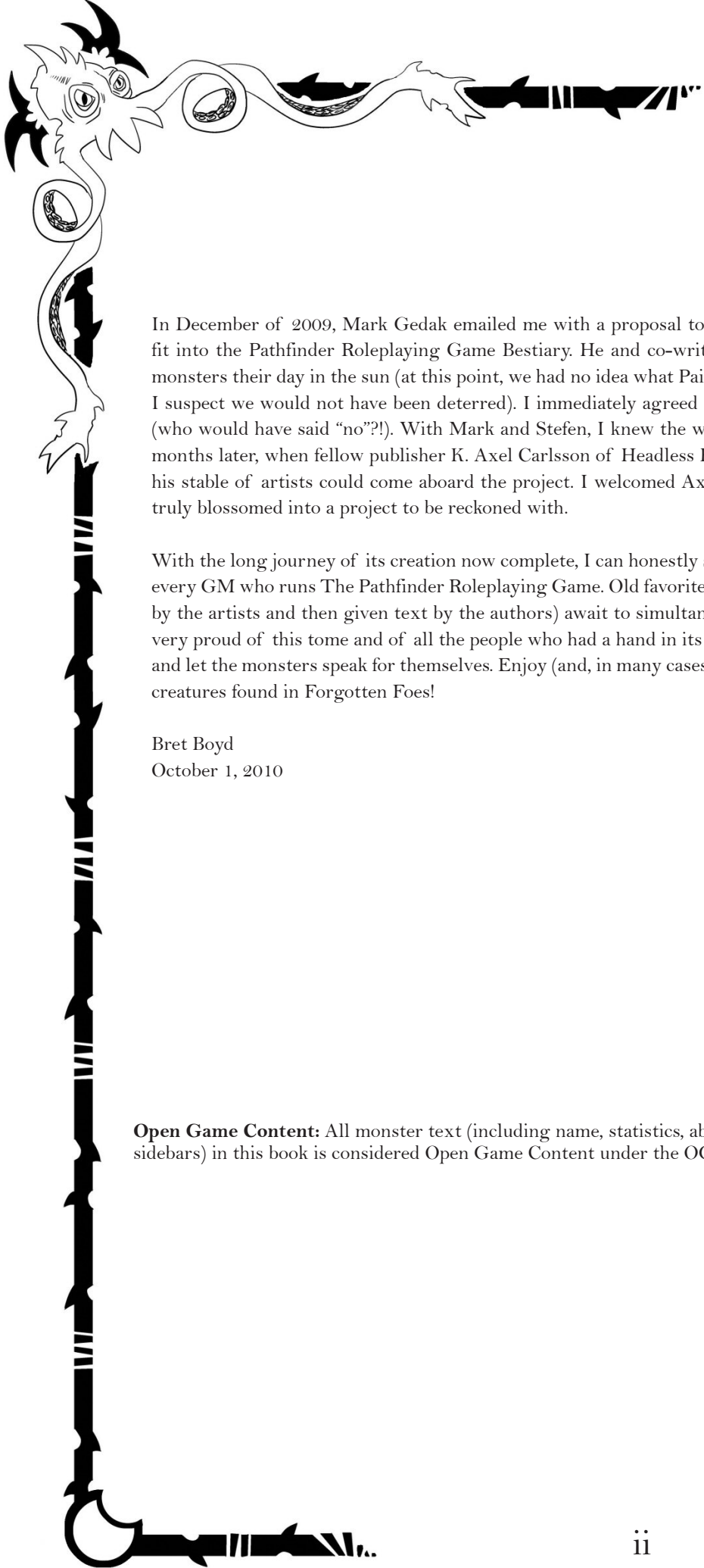
Editor..... Bret Boyd
Art Director Axel Carlsson
Layout..... Scot Boyd
Front Cover Art Adam Denton
Back Cover Art Mario Zuccarello
Additional Design..... Bret Boyd

Interior Art.....
Richard Chaplin
Gary Dupuis
David Hamilton
Justin Hernandez
Rick Hershey
Mark Hyzer
Daniel K. Lorentsen
Marc Rodskov
Maxwell Song
Peter Szmer
Rene Walk
Mario Zuccarello

Produced by Tricky Owlbear Publishing, Inc. in association with Headless Hydra Games



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.



In December of 2009, Mark Gedak emailed me with a proposal to convert about 100 monsters that Paizo could not fit into the Pathfinder Roleplaying Game Bestiary. He and co-writer Stefen Styrsky wanted to give these forgotten monsters their day in the sun (at this point, we had no idea what Paizo was planning for its next monster book, though I suspect we would not have been deterred). I immediately agreed to have Tricky Owlbear be publisher of this book (who would have said “no”?!). With Mark and Stefen, I knew the writing and conversions would be top-notch. A few months later, when fellow publisher K. Axel Carlsson of Headless Hydra Games got wind of this project, he asked if his stable of artists could come aboard the project. I welcomed Axel aboard as art director and thus *Forgotten Foes* truly blossomed into a project to be reckoned with.

With the long journey of its creation now complete, I can honestly say that *Forgotten Foes* should be in the library of every GM who runs The Pathfinder Roleplaying Game. Old favorites as well as new creations (the latter fashioned first by the artists and then given text by the authors) await to simultaneously delight the GM and terrify his players. I’m very proud of this tome and of all the people who had a hand in its creation. Now, however, it’s time for me to shut up and let the monsters speak for themselves. Enjoy (and, in many cases, rediscover) the mysterious, dangerous, and exotic creatures found in *Forgotten Foes*!

Bret Boyd
October 1, 2010

Open Game Content: All monster text (including name, statistics, ability descriptions, descriptive text, lore box text, and sidebars) in this book is considered Open Game Content under the OGL.

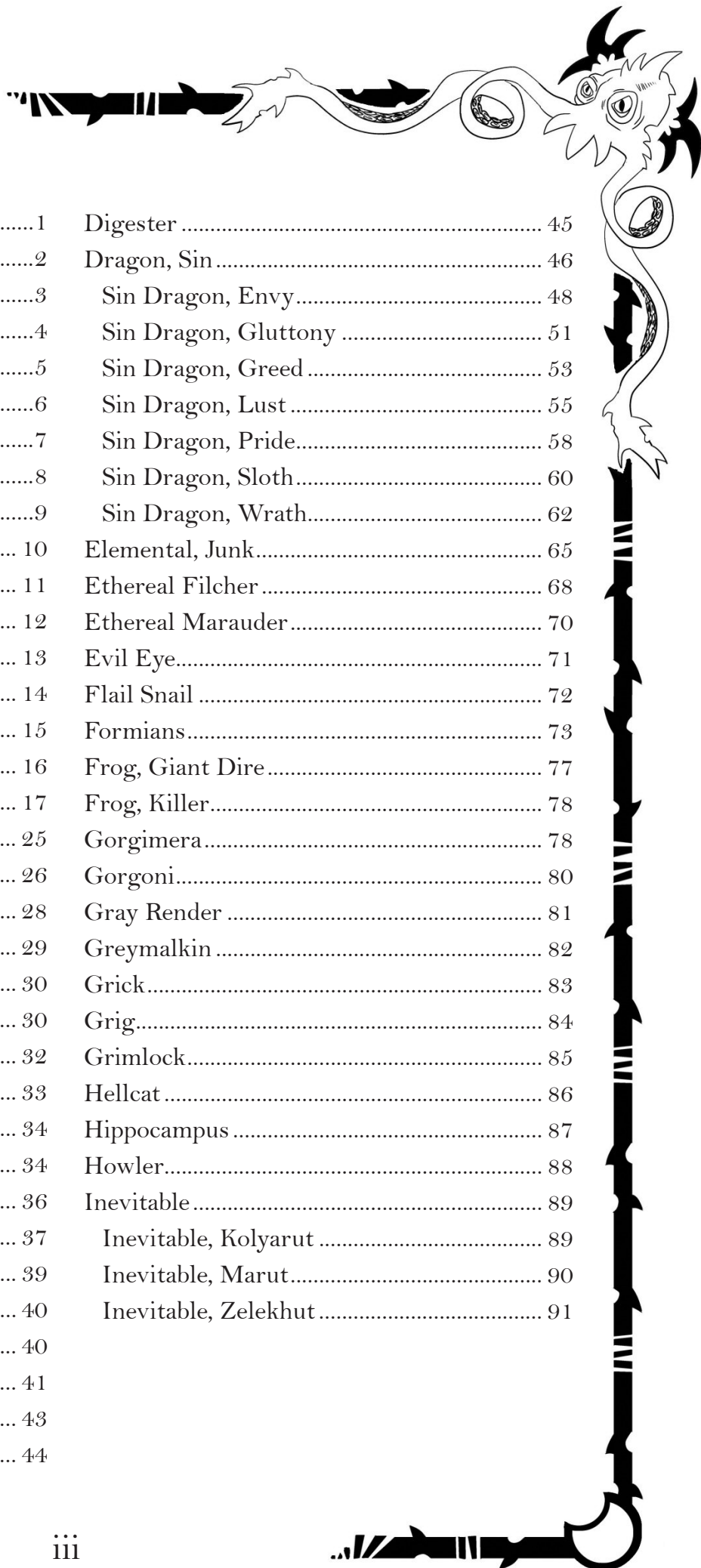
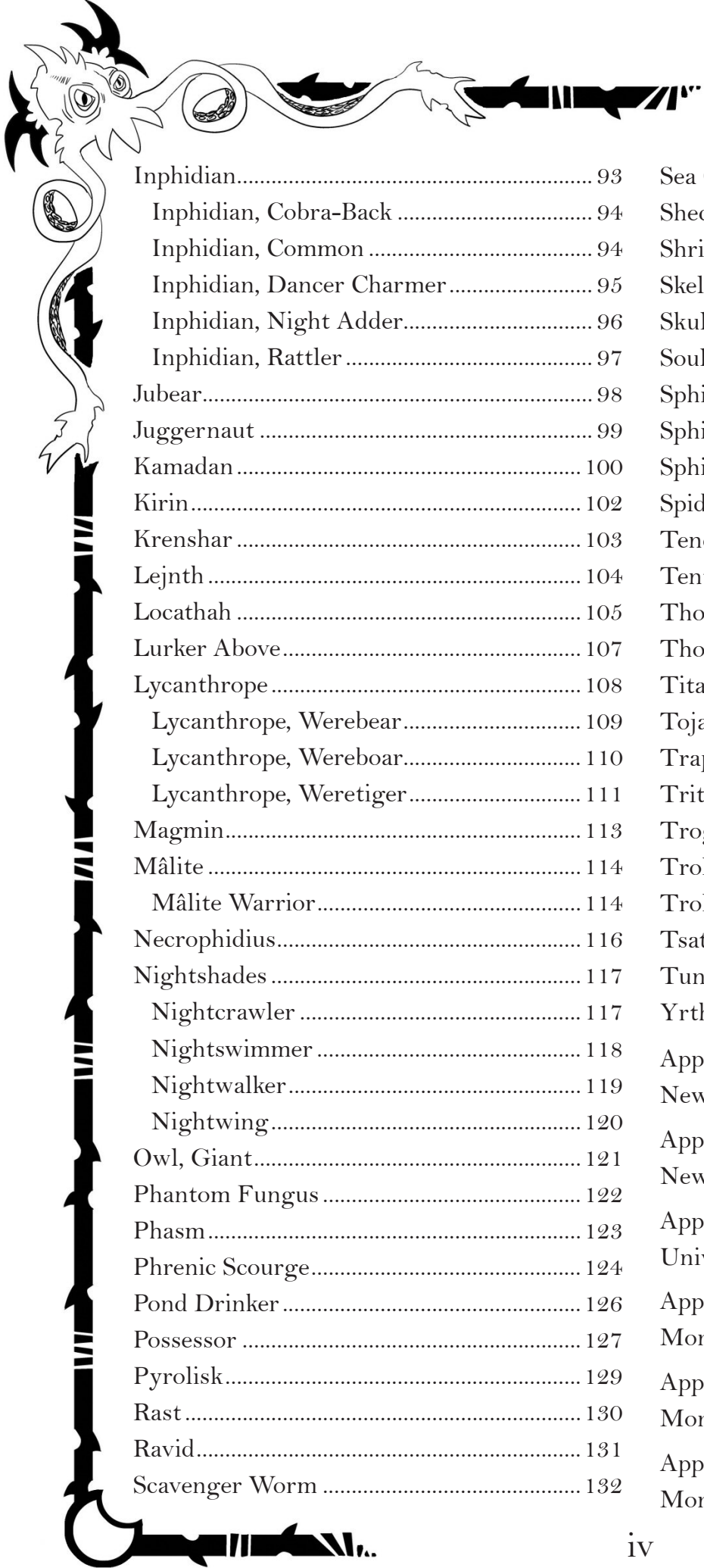


Table of Contents

Achaierai.....	1	Digester	45
Aerial Servant.....	2	Dragon, Sin	46
Aranea	3	Sin Dragon, Envy.....	48
Arrowhawk	4	Sin Dragon, Gluttony	51
Athach	5	Sin Dragon, Greed	53
Azer.....	6	Sin Dragon, Lust	55
Basilisk, Abyssal	7	Sin Dragon, Pride.....	58
Basilisk, Greater.....	8	Sin Dragon, Sloth.....	60
Battle Imp.....	9	Sin Dragon, Wrath.....	62
Belker.....	10	Elemental, Junk.....	65
Blink Dog	11	Ethereal Filcher	68
Bodak.....	12	Ethereal Marauder	70
Brownie.....	13	Evil Eye.....	71
Bunyip	14	Flail Snail	72
Catoblepas	15	Formians.....	73
Chaos Beast.....	16	Frog, Giant Dire.....	77
Chaosiiic.....	17	Frog, Killer.....	78
Chaosiiic Lord of Entropy	25	Gorgimera.....	78
Chaosiiic Lord of the Insane	26	Gorgoni.....	80
Cooshee	28	Gray Render	81
Crypt Thing.....	29	Greymalkin	82
Daemons	30	Grick.....	83
Daemon, Hydro-.....	30	Grig.....	84
Decapus.....	32	Grimlock.....	85
Delver.....	33	Hellcat	86
Demon.....	34	Hippocampus	87
Demon, Felius	34	Howler.....	88
Demon, Herensugue.....	36	Inevitable	89
Demon, Paigoel.....	37	Inevitable, Kolyarut	89
Destrachan	39	Inevitable, Marut.....	90
Devil	40	Inevitable, Zelekhut	91
Devil, Doll.....	40		
Devil, Domination	41		
Devil, Judgement.....	43		
Devil, Shadow Angel.....	44		



Inphidian.....	93	Sea Cat.....	133
Inphidian, Cobra-Back	94	Shedu	134
Inphidian, Common	94	Shrieker.....	136
Inphidian, Dancer Charmer.....	95	Skeleton, Black.....	137
Inphidian, Night Adder.....	96	Skulk.....	138
Inphidian, Rattler	97	Soul Eater.....	139
Jubear.....	98	Sphinx, Andro-.....	140
Juggernaut	99	Sphinx, Crio-.....	141
Kamadan	100	Sphinx, Hieraco-.....	142
Kirin.....	102	Spider Eater	144
Krenshar	103	Tendriculos	145
Lejnth	104	Tentamort	146
Locathah	105	Thoquua.....	147
Lurker Above.....	107	Thorny.....	148
Lycanthrope	108	Titan.....	149
Lycanthrope, Werebear.....	109	Tojanida	150
Lycanthrope, Wereboar.....	110	Trapper.....	152
Lycanthrope, Weretiger.....	111	Triton.....	153
Magmin.....	113	Troglodyte, Stone.....	154
Mâlite	114	Troll, Stone.....	155
Mâlite Warrior.....	114	Troll, Two-Headed	156
Necrophidius.....	116	Tsathar	157
Nightshades	117	Tunnel Brute	158
Nightcrawler	117	Yrthak.....	160
Nightswimmer	118	Appendix I:	
Nightwalker.....	119	New Planar Trait	162
Nightwing.....	120	Appendix II:	
Owl, Giant.....	121	New Spells.....	163
Phantom Fungus	122	Appendix III:	
Phasm.....	123	Universal Monster Rules.....	170
Phrenic Scourge.....	124	Appendix IV:	
Pond Drinker	126	Monsters by Type.....	180
Possessor	127	Appendix V:	
Pyrolisk.....	129	Monsters by Challenge Rating	181
Rast.....	130	Appendix VI:	
Ravid.....	131	Monsters by Terrain	182
Scavenger Worm	132		

Achaierai

This enormous bird stalks about on four chicken-like legs. Its colorful body is round and bloated and its head resembles that of a parrot.

ACHAIERAI CR 5

XP 1,600

LE Large outsider (evil, extraplanar, lawful)

Init +1; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 21, touch 11, flat-footed 19 (+1 Dex, +1 dodge, +10 natural, -1 size)

hp 51 (6d10+18)

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

SR 16

Offense

Speed 50 ft.

Melee bite +9 (2d6+4), 2 claws +9 (1d6+4)

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

Special Attacks black cloud

Statistics

Str 19, **Dex** 13, **Con** 16, **Int** 11, **Wis** 14, **Cha** 16

Base Atk +6; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Dodge, Mobility, Spring Attack

Skills Acrobatics +10, Climb +13, Diplomacy +12, Perception +11, Sense Motive +11, Stealth +6

Languages Infernal

Ecology

Environment any (lawful planes)

Organization solitary or flock (2-5)

Treasure double standard

Special Abilities

Black Cloud (Su) Three times per day, an achaierai can release a choking, toxic cloud as a free action in a 10-ft. radius. Creatures in the cloud are considered to be in darkness. The cloud is also toxic, functioning as a contact poison (see below) against all non-achaierai within the cloud. The cloud disperses after two rounds.

Black Cloud: Toxic Cloud—contact; *save* Fort DC 16; frequency 1/round for two rounds; effect 2d6 damage plus *insanity* (as spell, lasts 1 hour); cure 1 save

Though comical in appearance, the achaierai are a terrible predator on the lawful planes. These large, flightless birds stand over 14 feet in height and weigh in excess of 700 pounds. They are ravenous creatures that attack humans, devils, or almost anything smaller that crosses their path. They are shrewd combatants who make guerrilla strikes at individuals before dashing away, lead foes into traps, or strike without warning from hunting pits.

Achaierai are not social creatures and are rarely found in groups larger than five. In a flock of five, there will be one leader that possesses either the advanced template or 1 to



3 class levels as a ranger or rogue. Achaierai with a leader are more dangerous because they will establish a territorial hunting ground, dig hunting pits to trap opponents, or hide themselves when looking for fresh meat. Most flocks only last for a couple of years before internal conflict between achaierai destroys their cooperative efforts.

The exact origin of this species is a bit of a mystery as they seem to have no ties to the infernal hierarchy and this has led some sages to suggest that the creature was once an artificial creation of powerful epic magic. Regardless of their origin, the achaierai now breed true and are found on all lawfully-aligned planes.

It is said that some lawful evil clerics have been able to summon an achaierai to their side with the spell *summon monster V*.

Knowledge (planes) DC	Lore
15	The achaierai stands over 14 feet tall and is brightly colored like a parrot.
20	Achaierai do not stand and fight but instead prefer to dash in to deliver a quick bite and then flee to safety.
25	When threatened or outnumbered, an achaierai is able to release a cloud of toxic smoke that weakens some foes while driving others mad.
30	Achaierai never appear in large numbers and may turn against each other if a flock leader is shown too weak to hold the group together (such as if it is slain within one to two rounds after combat begins).

Aerial Servant

This creature appears as a man-sized humanoid composed of grayish-white vapor. No other features can be discerned.

AERIAL SERVANT CR 11

XP 12,800

N Medium outsider (air, extraplanar, elemental)

Init +9; **Senses** darkvision 60 ft.; Perception +23

Defense

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

hp 152 (16d10+64)

Fort +9, **Ref** +15, **Will** +10

Defensive Abilities natural invisibility; **DR** 10/magic;

Immune elemental traits

Offense

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

Melee 2 slams +22 (1d8+6 plus grab)

Special Attacks constrict (1d8+6), wind blast (DC 22)

Statistics

Str 23, **Dex** 21, **Con** 18, **Int** 4, **Wis** 10, **Cha** 11

Base Atk +16; **CMB** +22 (+24 sunder, +26 grapple); **CMD** 37 (39 vs. sunder)

Feats Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack (slam), Improved Sunder, Power Attack, Skill Focus (Fly), Stand Still

Skills Fly +19, Perception +23, Sense Motive +23, Stealth +24 (+44 invisible, +64 not moving); **Racial**

Modifiers +20 to Stealth (+40 to Stealth when not moving) from natural invisibility

Languages Auran, Common (does not speak)

SQ linked with caster

Ecology

Environment any (Plane of Air)

Organization solitary

Treasure none

Special Abilities

Link with Caster (Ex) When summoned, an aerial servant creates a mental link between itself and the caster who summoned it. Should the aerial servant fail the mission it has been assigned, it returns to the caster and attacks him. The aerial servant can find the caster as long as they both are on the same plane of existence. If the caster leaves the plane, the link is temporarily broken. Once the caster returns or the aerial servant enters the plane the caster is on, the link is immediately reestablished and the aerial servant moves at full speed toward the caster's current location. Only when the aerial servant or caster is destroyed, is the link permanently broken.

Natural Invisibility (Su) This ability is constant, allowing an aerial servant to remain *invisible* even when attacking. This ability is inherent and is not subject to the *invisibility purge* spell. This ability does not function when an aerial servant is on the Astral Plane or Ethereal Plane, but instead grants the creature concealment (20% miss chance).



Wind Blast (Su) Once every 1d4 rounds, as a standard action, an aerial servant can release a blast of wind in an 80-foot line. A creature struck takes 4d8 points of damage and those up to the aerial servant's size or smaller are knocked prone and backward 2d10 feet. An affected creature can attempt a DC 22 Reflex save to reduce the damage by half and avoid being knocked down. The save DC is Constitution-based.

Aerial servants are semi-intelligent creatures from the Plane of Air that often roam the Astral and Ethereal planes. They normally are only found on the Material Plane as a result of being summoned by a cleric (or, less frequently, a wizard) using the *greater planar ally* or *greater planar binding* spell and commanded to perform some task, often being required to use their immense strength to carry objects or aid the summoner. Though an aerial servant performs whatever task is asked of it, it resents being summoned and forced to do another's bidding; therefore, it attempts to pervert the conditions of the summoning and its mission. An aerial servant that fails or is thwarted in its mission becomes insane and immediately returns to the caster who summoned it, either killing the caster or carrying the caster back to the Plane of Air with it.

Knowledge (planes) DC

Lore

16

Composed of swirling elemental air, the aerial servant is very strong and dangerous in combat.

21

Aerial servants defend themselves when attacked and try to end combat by forcing opponents away with a powerful blast of wind.

26

Invisible and resistant to nonmagical weapons, the aerial servant is very difficult to hurt, much less locate.

31

Aerial servants resent being summoned into the service of spellcasters and will turn on their masters if they fail at their assigned task.

Aranea

Climbing down from the trees is a large arachnid the size of a man. In addition to its spider legs, the creature has two thin arms with many-jointed fingers.

ARANEA (HYBRID FORM) CR 3

XP 800

N Medium magical beast (shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +9

Defense

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

hp 25 (3d10+9)

Fort +6, **Ref** +5, **Will** +2

Offense

Speed 50 ft., climb 30 ft.

Melee bite +5 (1d6 plus poison)

Special Attacks web (+5 ranged, DC 13, hp 6)

Spells Known (CL 3rd)

1st (6/day) – *charm person* (DC 13), *color spray* (DC 13), *silent image* (DC 13)

0th (at will) – *daze* (DC 12), *detect magic*, *ghost sound*, *light*, *message*

Statistics

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

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

Feats Eschew Materials, Weapon Finesse

Skills Acrobatics +5 (+7 when jumping), Climb +14, Perception +9, Stealth +8; **Racial Modifiers** +2 to Acrobatics when jumping, +2 to Perception

Languages Common, Sylvan

SQ change shape (giant spider, humanoid, hybrid; *polymorph*)

Ecology

Environment temperate forests

Organization solitary, or colony (3–6)

Treasure standard

Special Abilities

Change Shape (Su) Similar to lycanthropes, aranea have three forms—a humanoid form, a giant spider form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and the giant spider form. An aranea can shift to any of its three alternate forms as a move-equivalent action. A slain aranea reverts to hybrid form upon its death.

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save. Aranea have a +2 racial bonus on poison save DCs.

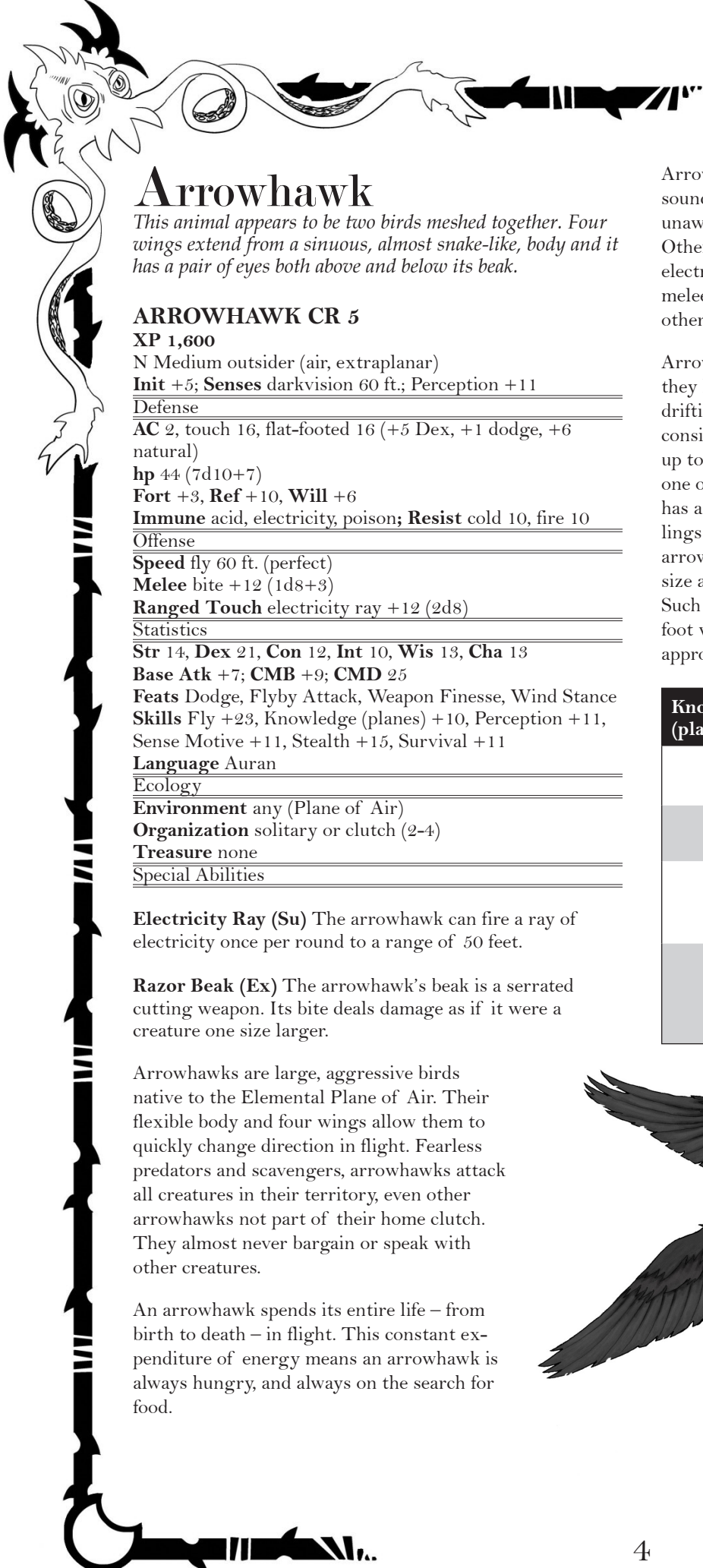
Spells An aranea casts spells as a 3rd-level sorcerer. They favor enchantment and illusion spells and avoid fire spells.

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body slightly bigger than that of a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb. An aranea weighs about 150 pounds. The hump on its back houses its brain.

Aranea live in small colonies deep within temperate forests or in tropical jungles (sometimes islands) to limit their contact with other species. Occasionally, a single aranea will take the form of an elf or human and live amongst them. Their presence is discovered when the aranea dies accidentally or through malice and their true form lies revealed. Unlike doppelgangers, the aranea do not seem to be interested in wealth or power but instead seem to be studying the interactions between different cultures, attempting to perhaps understand humanoid ways.

Knowledge (arcana) DC	Lore
8	An aranea's natural form is a mix of humanoid and spider parts.
13	When forced into combat, aranea tend to try to disable foes with enchantment magic and their web-spinning.
18	Aranea often take humanoid form to study other cultures from within cities and towns.
23	Aranea have access to enchantment and illusionary magic but can only wield those powers in humanoid or hybrid form.





Arrowhawk

This animal appears to be two birds meshed together. Four wings extend from a sinuous, almost snake-like, body and it has a pair of eyes both above and below its beak.

ARROWHAWK CR 5

XP 1,600

N Medium outsider (air, extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 2, touch 16, flat-footed 16 (+5 Dex, +1 dodge, +6 natural)

hp 44 (7d10+7)

Fort +3, **Ref** +10, **Will** +6

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

Offense

Speed fly 60 ft. (perfect)

Melee bite +12 (1d8+3)

Ranged Touch electricity ray +12 (2d8)

Statistics

Str 14, **Dex** 21, **Con** 12, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +9; **CMD** 25

Feats Dodge, Flyby Attack, Weapon Finesse, Wind Stance

Skills Fly +23, Knowledge (planes) +10, Perception +11,

Sense Motive +11, Stealth +15, Survival +11

Language Auran

Ecology

Environment any (Plane of Air)

Organization solitary or clutch (2-4)

Treasure none

Special Abilities

Electricity Ray (Su) The arrowhawk can fire a ray of electricity once per round to a range of 50 feet.

Razor Beak (Ex) The arrowhawk's beak is a serrated cutting weapon. Its bite deals damage as if it were a creature one size larger.

Arrowhawks are large, aggressive birds native to the Elemental Plane of Air. Their flexible body and four wings allow them to quickly change direction in flight. Fearless predators and scavengers, arrowhawks attack all creatures in their territory, even other arrowhawks not part of their home clutch. They almost never bargain or speak with other creatures.

An arrowhawk spends its entire life – from birth to death – in flight. This constant expenditure of energy means an arrowhawk is always hungry, and always on the search for food.

Arrowhawks stalk prey from above, trusting in their soundless flight to keep them unnoticed. Against creatures unaware of their presence, arrowhawks use flyby attacks. Otherwise, an arrowhawk prefers to slay enemies with the electricity ray fired from its tail. Arrowhawks remain in melee only against weakened opponents or if there is no other option.

Arrowhawk eggs naturally levitate, floating in mid-air until they hatch. A mated arrowhawk pair keeps the eggs from drifting away while they gestate. These floating eggs are considered novelties in many civilized areas and can fetch up to 100 gp each. The arrowhawk detailed here is a typical one of its kind. An adult arrowhawk is about 10-feet long, has a wingspan of 15 feet, and weighs 100 pounds. Hatchlings are Small creatures with only three Hit Dice. Adult arrowhawks can grow to enormous size, reaching Large size at 16 Hit Dice and Gargantuan size at 25-32 Hit Dice. Such an arrowhawk would measure 20 feet, possess a 30-foot wingspan, and weigh 800 pounds. Arrowhawks live for approximately 80 years.

Knowledge (planes) DC	Lore
15	The arrowhawk is an aggressive, fearless hunter.
20	Arrowhawks prefer to fight at a distance with their electricity ray.
25	An arrowhawk's ability to quickly change direction in flight makes it difficult to hit with missile weapons.
30	Arrowhawks forced to the ground become confused. They will not use their electricity ray and may even bargain for their freedom.



Athach

This giant, foul smelling humanoid wears entire hides of cows and horses. One eye looms large from its forehead, seeming to pop from the socket, while the other is no larger than a pinhole. A muscular third arm juts from its chest.

ATHACH CR 8

XP 4,800

CE Huge aberration

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

Defense

AC 21, touch 9, flat-footed 20 (+4 armor, +1 Dex, +8 natural, -2 size)

hp 133 (14d8+70)

Fort +9, **Ref** +5, **Will** +10

Offense

Speed 50 ft. (35 ft. in armor)

Melee morning star +12/+7 (3d6+8), 2 morning stars +12 (3d6+4), bite +12 (2d8+2 plus poison)

Ranged 2 rocks +5 (2d6+4)

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

Special Attacks poison

Statistics

Str 26, **Dex** 13, **Con** 21, **Int** 7, **Wis** 12, **Cha** 6

Base Atk +10; **CMB** +20 (+22 disarm, grapple); **CMD** 29 (31 vs. disarm, grapple)

Feats Alertness, Cleave, Improved Grapple, Multiweapon Fighting, Power Attack, Skill Focus (Appraise), Weapon Focus (bite)

Skills Appraise +10, Climb +23, Perception +13, Sense Motive +3; **Racial Modifiers** +4 to Appraise, +2 to Climb

Languages Giant

SQ extra arm

Ecology

Environment temperate hills

Organization solitary, gang (2-4), or tribe (7-12)

Treasure standard (hide armor, other treasure)

Special Abilities

Extra Arm (Ex) The athach gains a +2 racial bonus to Climb checks, and on disarm and grapple checks and a +2 racial bonus to its CMD to resist disarm and grapple checks.

Poison (Ex) bite -- injury, *save* Fort DC 22; *frequency* 1/round for 4 rounds; *effect* 1d6 Str damage; *cure* 1 save

The athach is a hideous beast with uneven, grotesquely exaggerated features. Its ears and eyes are different sizes; tusks jut from its mouth at skewed angles; its shoulders sit at different heights. Its most distinguishing characteristic is a third arm emerging directly from the chest. Even without these oddities, the athach would remain a foul sight. Its green skin sprouts tufts of bristly hair, and moles and warts dimple its face and limbs. Even worse is the fact that an athach never bathes and thus emits a rank odor



of sweat, rotten meat, and dank clothing. A fully grown athach stands 18 feet tall and weighs 4,500 pounds.

Athach prefer to charge into combat, striking at as many foes as possible with their three arms. Complex strategy and tactics are beyond their intelligence. However, in the fashion of typical bullies, they tend to focus their attacks on opponents who appear to be weakest.

When not fighting or eating, an athach spends its time admiring the treasure it has accumulated. Athach love to hold and caress gemstones of all types and adorn themselves with stolen jewelry. Some athach have been known to spend hours simply staring at beautiful objects such as necklaces and bracelets.

Knowledge (dungeoneering) DC	Lore
18	The athach is fearsomely strong and just as greedy.
23	Athach fear other giants, except hill giants which they attack on sight.
28	When fighting, athach attack opponents who are easiest to hit, but use their poisonous bite against creatures who have hurt them the most.
30	Athach value mirrors above all else. They will do almost anything if offered a high-quality mirror as a bribe, reward, or payment.

Azer

This creature is the size of a dwarf, but its hair and beard are formed of flames. Its skin shines as if it were made of brass.

AZER CR 2

XP 600

LN Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60 ft.; Perception +6

Defense

AC 22, touch 11, flat-footed 21 (+5 armor, +1 Dex, +6 natural)

hp 13 (2d10+2)

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

Immune fire; **SR** 13

Weaknesses vulnerability to cold

Offense

Speed 30 ft. (20 ft. in armor)

Melee warhammer+3 (1d8+1/x3 plus 1 fire)

Ranged shortspear+3 (1d6+1 plus 1 fire)

Special Attacks heat

Spell-Like Abilities (CL 2nd)

1/day – *flare* (DC 9)

Statistics

Str 13, **Dex** 13, **Con** 13, **Int** 12, **Wis** 12, **Cha** 9

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

Feats Power Attack

Skills Acrobatics +2, Appraise +6, Climb +2, Craft (any) +6, Perception +6, Sense Motive +6, Stealth +2

Languages Common, Ignan

Ecology

Environment any (Plane of Fire)

Organization solitary, pair, team (3-4), squad (11-20 plus two 3rd-level sergeants and one leader of 3rd-6th level), or clan (30-100 plus 50% non-combatants plus one 3rd-level sergeant per 20 adults, five 5th-level lieutenants, and three 7th-level captains)

Treasure NPC gear (scale mail, shortspear, warhammer)

Special Abilities

Heat (Ex) The azer's body is so hot its unarmed strikes and attacks with metallic weapons deal extra fire damage.

Azer (singular and plural) are dwarf relatives from the Plane of Fire. Like their cousins, they are gruff and laconic, but evidence little unwarranted hostility towards strangers unless they possess items or treasure the azer desire. Also like their kin, azer are excellent weaponsmiths and highly prize gems. Groups of azer often venture outside their native plane to collect gems and slaves for their forges. Their fire immunity also means azer colonies can be found in the realms of devils and fire giants, where they are employed as valued retainers and weapon makers (although not always in a cordial relationship).

The azer live in a highly regimented society. Those who evidence eccentric behavior or refuse to obey superiors are either slain or banished. Lone azer encountered are usually such individuals.



Azer do not advance in Hit Dice. Instead they gain class levels in cleric, fighter, or wizard. Azer leaders are almost always immensely strong fighters. Their communities are too ordered to encourage or tolerate barbarians, bards, or rogues. Druids and sorcerers are very rare, but accepted based on the benefit they bring to the community.

In combat, azer work together to overwhelm and flank opponents. If unarmed, they attempt to grapple foes, trusting in their extreme body heat to inflict damage.

Variant Azer

Sometimes, certain azer are more attuned to the Plane of Fire than others of their kind. In these cases, the amount of damage inflicted on opponents from their heat ability is equal to one-half their HD. Such azer almost always occupy leadership positions within their clan.

Knowledge (planes) DC	Lore
12	Azer are dwarf relatives from the Plane of Fire.
17	Azer love gems and well-crafted weapons and will bargain for them.
22	The azer and efreet often compete for treasure and slaves. Azer attack efreet on sight.
27	An azer's body heat damages opponents who touch it or suffer a hit from an azer's metal weapon. Select azer can inflict more damage than others.

Basilisk, Abyssal

This massive reptilian creature lumbers about on eight legs. Spines and armored ridges protrude from a scaled body, and its eyes glow like two malignant, green lamps.

ABYSSAL BASILISK CR 12

XP 19,200

CE Large outsider (augmented magical beast, extraplanar)
Init +3; **Senses** darkvision 60 ft., *detect good*, low-light vision; Perception +11

Defense

AC 22, touch 8, flat-footed 22 (-1 Dex, +12 natural, -1 size)
hp 189 (18d10+90)

Fort +18, **Ref** +12, **Will** +8

DR 10/magic; **Resist** cold 10, fire 10; **SR** 23

Offense

Speed 20 ft.

Melee bite +25 (2d8+7), 2 claws +24 (1d6+7)

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

Special Attacks petrifying gaze, smite good

Spell-Like Abilities (CL 18th)

Constant – *detect good*

Statistics

Str 24, **Dex** 8, **Con** 21, **Int** 3, **Wis** 10, **Cha** 15

Base Atk +18; **CMB** +26; **CMD** 35 (47 vs. trip)

Feats Alertness, Blind-Fight, Great Fortitude, Improved Natural Attack (bite), Iron Will, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (bite)

Skills Climb +16, Perception +11, Sense Motive +2, Stealth +4; **Racial Modifier** +4 to Stealth when not moving in natural settings

Languages none

SQ magic natural attack

Ecology

Environment any (the Abyss)

Organization solitary or colony (3-6)

Treasure standard

Special Abilities

Petrifying Gaze (Ex) Permanently turn to stone, DC 21 Fortitude, range 30 feet. The save DC is Charisma-based.

Smite Good (Su) Once per day, the abyssal greater basilisk can smite a good creature with a melee attack, dealing a +2 to hit and damage and an extra 18 points of damage.

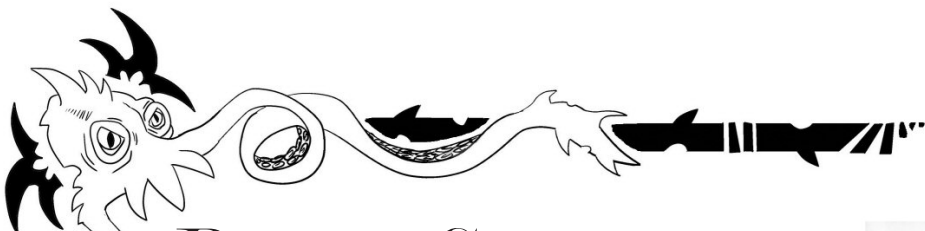
Abyssal basilisks are larger, more powerful versions of their Prime Material cousins. Like all basilisks, they spend most of their time immobile, waiting for prey to come within range of their petrifying gaze or formidable jaws. This characteristic makes them ideal guardians for creatures who can

control or contain them. Although seemingly sluggish, abyssal basilisks strike with incredible speed and react quickly to nearby prey. Also, like their kin, abyssal basilisks rely on their gaze to petrify opponents and bite only when a creature comes in range. As omnivores, abyssal basilisks can eat creatures they have turned to stone.

An abyssal basilisk is about 10 feet long and weighs over 2,000 pounds. Its coloration is mainly gray, but the scales on its belly range from green to dark red.

Knowledge (planes) DC	Lore
22	Abyssal basilisks are more powerful versions than the basilisks that are native to the Material Plane
27	Demons and evil sorcerers often use abyssal basilisks as guardians or escorts.
32	As beasts of the Abyss, the abyssal basilisk can pierce damage reduction normally overcome by magic and can inflict horrible wounds on good creatures.
37	An abyssal basilisk possesses resistance to cold and fire.





Basilisk, Greater

This creature looks like a thick-bodied reptile with eight legs. Its eyes glow with an eerie, pale green incandescence.

GREATER BASILISK CR 7

XP 3,200

N Large magical beast

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

Perception +14

Aura foul breath (5 ft., DC 19)

Defense

AC 17, touch 7, flat-footed 17 (-2 Dex, +10 natural, -1 size)

hp 105 (10d10+50)

Fort +13, **Ref** +5, **Will** +4

Immune poison

Offense

Speed 20 ft.

Melee bite +16 (2d6+7), 2 claws +16 (1d8+3 plus poison)

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

Special Attacks petrifying gaze

Statistics

Str 24, **Dex** 6, **Con** 19, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +10; **CMB** +18 (+22 sunder); **CMD** 26 (30 vs. sunder, 38 vs. trips)

Feats Great Fortitude, Greater Sunder, Improved Sunder, Power Attack, Toughness

Skills Perception +14, Stealth -2; **Racial Modifier** +4 to Stealth

Ecology

Environment any

Organization solitary or pair

Treasure standard

Special Abilities

Foul Breath (Ex) A greater basilisk's breath is extremely foul. Any creature within its reach is exposed to a poisonous gas (see below).

Petrifying Gaze (Ex) Turn to stone permanently, range 30 feet, Fortitude DC 19 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh greater basilisk blood (taken from a basilisk no more than 1 hour deceased) is instantly restored to flesh. A single greater basilisk contains enough blood to coat 1d3+3 Medium creatures in this manner. The save DC is Constitution-based.

Poison (Ex) Greater Basilisk Breath and Claws—inhaled or injury; save DC 19; *frequency* 1/round for 4 rounds; *effect* 1d3 Constitution damage; *cure* 2 saves.

A larger and meaner cousin of the normal basilisk, the greater basilisk is a 12-foot long reptilian monster with dull brown skin and a yellow underbelly. Greater basilisks have curved horns and an extra set of clawed legs. Some sages believe the greater basilisk hails from the Plane of



Earth, though planar travelers have not confirmed this postulate.

Greater basilisks rear up on their hind legs and slash opponents with their poisonous claws while also using their deadly gaze attack. The breath of a greater basilisk is so foul that all creatures within 5 feet can be affected by it just by entering or remaining in the area. If having difficulty killing an opponent, a greater basilisk will use its claws and bite to sunder the weapons, armor and shields of difficult prey.

Knowledge (arcana) DC	Lore
12	The greater basilisk has an extra set of legs that it uses to make claw attacks.
17	The breath and claws of the greater basilisk carry a debilitating poison almost as powerful as a wyvern's.
22	The gaze of a basilisk can turn a man to stone, but its claws can tear him out of his armor in an instant.
27	Though more powerful than the basic basilisk, its awkwardness and large size makes the greater basilisk an easier target for directed attacks.



Battle Imp

This tiny fey creature is surrounded by a body composed of stones and branches that form a mobile body the size of an orc. It moves with supernatural ease through the forest, hovering above the ground.

BATTLE IMP CR 11

XP 12,800

CG Medium fey

Init +7; **Senses** low-light vision; Perception +25

Defense

AC 25, touch 17, flat-footed 18 (+7 Dex, +8 natural)

hp 153 (18d6+90)

Fort +11, **Ref** +18, **Will** +15

DR 10/cold iron; **Immune** fire

Offense

Speed 30 ft., fly 60 ft. (as spell)

Melee 2 slams +19 (1d8+9/19-20)

Ranged rock +15/+10 (1d8+13)

Spell-Like Abilities (CL 18th)

constant – fly, telekinesis

at will – call lightning, summon swarm, tree shape

3/day – elemental body II, spike stones, wall of thorns

Statistics

Str 6, **Dex** 24, **Con** 20, **Int** 28, **Wis** 18, **Cha** 21

Base Atk +9; **CMB** +18 (+20 trip); **CMD** 25 (27 vs. trip)

Feats Combat Expertise, Dazzling Display, Greater Feint, Improved Critical (slam), Improved Feint, Improved Trip, Shatter Defenses, Vital Strike, Weapon Focus (slam)

Skills Acrobatics +28, Bluff +26, Climb +30, Diplomacy +26, Disguise +26, Escape Artist +28, Fly +37, Knowledge (geography) +30, Knowledge (local) +30, Knowledge (nature) +30, Perception +25, Perform (oratory) +26, Sense Motive +25, Stealth +28, Use Magic Device +26

Languages Aquan, Auran, Common, Druidic, Elven, Giant, Sylvan, Terran

SQ telekinetic mastery

Ecology

Environment any forest

Organization solitary, skirmish (1-4), beatdown party (5-16)

Treasure standard

Special Abilities

Telekinetic Mastery (Su): A battle imp has a constant telekinesis effect that allows him to use his Intelligence modifier in place of Strength. They can also hurl and catch rocks like giants.

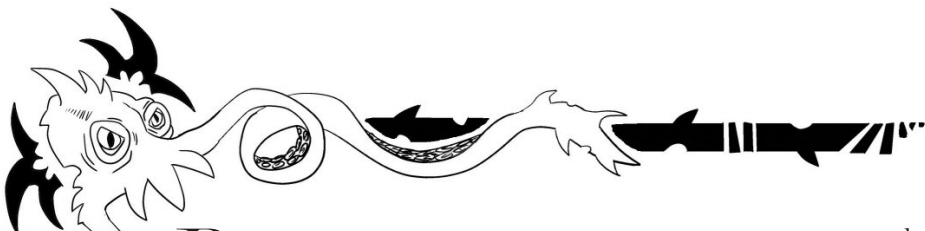
Battle imps love fighting, absolutely love it. Most other fey do not understand the glee that battle imps get from hurling rocks at orcs and hobgoblins except when their territory is invaded by these savage humanoids they appreciate the assistance. If there is anything that battle imps love more than combat is telling stories. They talk all the time, even providing helpful advice (or misinformation) to their



attackers. Did you know that elves have solid eye colors because they stared into the face of the gods for too long, or that dwarves will begin to sweat gold if shaken hard enough, or that kobolds are a degenerate race of purple and lavender dragons that breathed cones of purple flame that smelled like dirty laundry? Well, now you do. At least that is what the battle imps say to anyone willing (or not willing) to listen.

Although powerful in their own right, battle imps most enjoy playing sidekick to another intelligent woodland native. Rangers and druids are the most common targets of the imp's attachment. Battle imps like to employ unusual battle tactics but are never far from their companions, often causing a wall of thorns to erupt between an ally and a foe if the former becomes injured.

Knowledge (nature) DC	Lore
16	Battle imps wield an array of offensive magical powers. In fact, the stones and trees that form its overlarge body are essentially a projection of a constant telekinesis effect.
21	Most people know that battle imps are scared of fire because battle imps themselves spend a lot of their free time spreading that rumor so that people do not learn that they are actually immune to that energy.
26	Druids will keep in regular (meaning once a month) contact with local battle imps but will only call on them in times of most severe peril since the little bastards won't shut up and rarely act logically.
31	Doing a favor for a battle imp will make it your friend for life. Attacking a battle imp, even by accident, causes the opposite effect.



Belker

A rolling cloud of smoke coalesces before you into an enormous bat-winged creature with glowing red eyes, sharp claws and fangs.

BELKER CR 6

XP 2,400

NE Large outsider (air, elemental, extraplanar)

Init +6; **Senses** darkvision 60 ft; Perception +12

Defense

AC 23, touch 15, flat-footed 17 (+6 Dex, +8 natural, -1 size)

hp 45 (7d10+7)

Fort +3, **Ref** +11, **Will** +5

Immune elemental traits

Offense

Speed 30 ft., fly 50 ft. (perfect)

Melee bite +12 (1d8+2), 2 claws +12 (1d6+2), 2 wings +10 (1d6+1)

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

Special Attacks smoke claws (3d4)

Statistics

Str 14, **Dex** 22, **Con** 13, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +7; **CMB** +10; **CMD** 26

Feats Ability Focus (smoke claws), Alertness, Multiattack, Weapon Finesse

Skills Fly +22, Knowledge (planes) +8, Perception +12, Sense Motive +2, Stealth +12

Languages Auran

SQ smoke form

Ecology

Environment any (Plane of Air)

Organization solitary, pair, or clutch (3-4)

Treasure none

Special Abilities

Smoke Claws (Ex) A belker in smoke form can engulf one Medium or smaller opponent by moving on top of them without provoking an attack of opportunity. The target inhales a portion of the belker's noxious body if it fails a DC 16 Fortitude save. The inhaled smoke turns into a solid claw that tears at the victim's insides, dealing 3d4 points of damage per round. An affected creature can attempt a Fortitude save on each following round to cough out the smoke claw. The save DC is Constitution-based.

Smoke Form (Su) A belker can assume *gaseous form* (CL 7th) once per round as a free action for a maximum of 20 rounds per day. A belker in this form can fly at a speed of 50 feet (perfect).

Belkers are demonic-appearing elementals from the Plane of Air composed of smoke. Although belkers do not seek out victims or pursue destruction in the way of demons they enjoy using their smoke claws to smother creatures or tearing into opponents with claws and teeth. Generally

reclusive, belkers are not well understood. They rarely interact with other races, collect no treasure, and form no communities larger than a small group.

Adventurers and learned sages speak of a sprawling belker homeland hidden in a pocket plane connected to the Plane of Air. It is said millions of belkers live in this strange demiplane of roaring air currents and deadly wind drafts. Whether this is an actual city, a breeding ground, or some place that exerts a special influence on a belker's physiology has yet to be discovered.

Knowledge (planes) DC	Lore
16	Belkers are air elementals made of smoke.
21	Although a belker's claws and bat-like wings make it appear demonic, they are unrelated to creatures from the Abyss.
26	A belker can turn into a ball of smoke that is very difficult to hurt with conventional weapons.
31	Inhaled portions of a belker's smoke form solidify inside the inhaling creature and tear it apart from the inside out.



Blink Dog

A dog with grayish pelt barks once then disappears to instantly materialize several feet away from its original location.

BLINK DOG CR 2

XP 600

LG Medium magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6

Defense

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

hp 22 (4d10)

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

Offense

Speed 40 ft.

Melee bite +4 (1d6)

Statistics

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

Base Atk +4; **CMB** +4; **CMD** 17 (21 vs. trip)

Feats Iron Will, Run

Skills Perception +6, Stealth +8, Survival +1 (+5 when tracking with scent); **Racial Modifier** +4 to Survival when tracking with scent

Languages Common

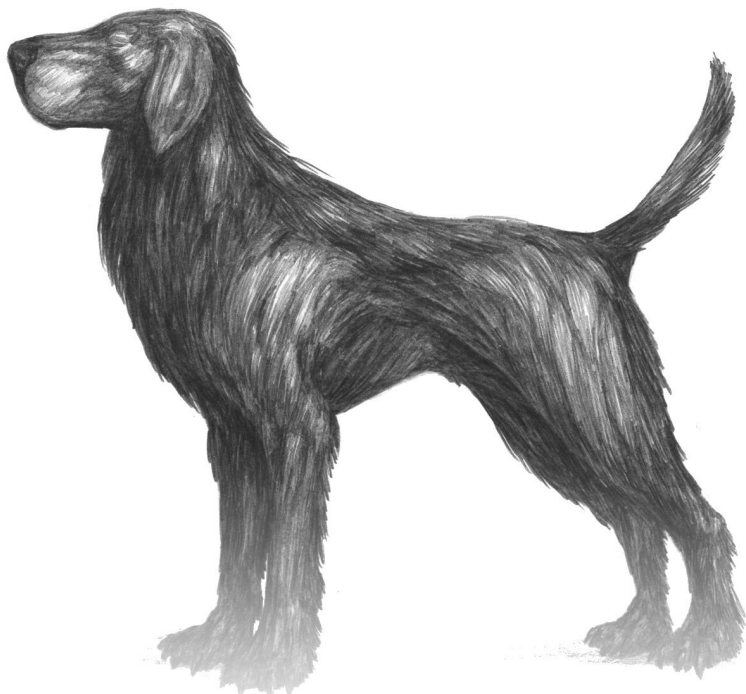
SQ *blink*, *dimension door*

Ecology

Environment temperate plains

Organization solitary, pair, or pack (7-16 plus half as many 1 HD non-combatants)

Treasure none



Special Abilities

Blink (Su) A blink dog can use *blink* as the spell (CL 8th), and can evoke or end the effect as a free action.

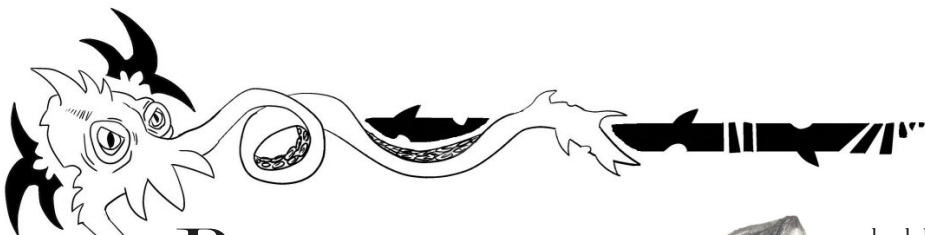
Dimension Door (Su) A blink dog can teleport, as *dimension door* (CL 8th), once per round as a free action. The blink dog can not take anything with it, never appears within a solid object, and can act immediately after teleporting.

Blink dogs are intelligent, good-aligned canines. They travel in packs and maintain a hunting territory they keep free of evil creatures to the best of their ability. Often blink dogs will cooperate with other powerful good creatures and individuals if they must face an evil being they can not defeat on their own.

In combat, blink dogs move at random, probing an enemy's defenses. They gain flanking with allies and keep themselves safe with the use of their *blink* power. Their favored method of attack is to surround and overwhelm prey.

A blink dog's intelligence makes it highly prized as a guard animal. A pack will only release a pup for such a purpose into the care of good creature. Otherwise, a blink dog pack relentlessly hunts creatures who have kidnapped their young.

Knowledge (arcana) DC	Lore
12	Blink dogs possess humanoid-level intelligence.
17	Blink dogs are mortal enemies of displacer beasts and attack them on sight.
22	Blink dogs possess their own language of growls, grunt and barks.
27	A blink dog will use blink in combat to try to flank opponents.



Bodak

This grey emaciated humanoid bears a face that is a blank strap of flesh without lips or nose. The creature's single distinguishing characteristic is a pair of glowing white eyes.

BODAK CR 8

XP 4,800

CE Medium undead (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +19

Defense

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

hp 71 (11d8+22)

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

Defensive Abilities channel resistance +4; **DR** 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

Weaknesses sunlight

Offense

Speed 20 ft.

Melee 2 slams +12 (1d6+3)

Special Attacks death gaze

Statistics

Str 16, **Dex** 15, **Con** —, **Int** 6, **Wis** 12, **Cha** 14

Base Atk +8; **CMB** +11; **CMD** 24

Feats Alertness, Dodge, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Weapon Focus (slam)

Skills Perception +19, Sense Motive +3, Stealth +16

Languages see description

Ecology

Environment any

Organization solitary or gang (2-4)

Treasure none

Special Abilities

Death Gaze (Su) The stare of a bodak is so intense that creatures within 30 feet meeting its eyes with their own die unless they succeed a DC 17 Fortitude save. A creature slain in this way rises as a bodak 24 hours later. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex) The bodak takes 1 point of damage each round it is exposed to the direct rays of the sun.

The bodak is the physical remnants of a humanoid slain in an encounter with absolute evil. The undead creature retains a few memories of its former life, but is driven by the desire to destroy all life it encounters.

Bodaks lurk in areas of darkness where sunlight will not sear their tainted flesh. When living creatures approach, a

bodak hides until the victims are in range of its death gaze. It then steps out into full view and slays as many beings as possible. Sometimes the memories of its former life compel a bodak to act as if it still lived. This might mean a bodak attempts to enter its former home or workplace, or continue on some errand it undertook before it died.

Communication with a bodak is almost impossible, and extremely dangerous to those who cannot negate its death gaze. A bodak can usually speak Common (or whatever language was its primary one in life) but rarely does so unless confronted with an object or person of significance from its past.



Knowledge (religion) DC	Lore
18	Bodaks are evil undead created when a humanoid dies in the presence of absolute evil.
23	Many bodak are compelled to carry out actions or duties they performed in life.
28	The gaze of a bodak can kill a living creature but sunlight repels it.
33	<i>Remove curse</i> cast on a bodak negates its death gaze for 1d4 rounds.

Brownie

This tiny creature resembles an elf with greenish skin and light-colored hair that it is dressed in bright clothing.

BROWNIE CR 1

XP 400

LG Tiny fey

Init +4; **Senses** low-light vision; Perception +8

Defense

AC 18, touch 17, flat-footed 13 (+4 Dex, +1 dodge, +1 natural, +2 size)

hp 4 (1d6+1)

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

DR 5/cold iron; **SR** 12

Offense

Speed 20 ft.

Melee quarterstaff +0 (1d3-2)

Ranged shortbow +6 (1d3)

Space 2½ ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 7th)

1/day – *confusion* (DC 17), *continual flame*, *dancing lights*, *dimension door*, *magic circle against evil*, *mirror image*, *ventriloquism* (DC 14)

Statistics

Str 7, **Dex** 18, **Con** 12, **Int** 14, **Wis** 14, **Cha** 16

Base Atk +0; **CMB** -4; **CMD** 11

Feats Dodge

Skills Bluff +7, Craft (armor) +6, Craft (bows) +6,

Escape Artist +8, Knowledge (local) +6, Perception +8,

Sense Motive +6, Stealth +16 (+21 in forests); **Racial**

Modifiers +2 to Perception, +5 to Stealth in forests

Languages Common, Halfling, Sylvan

Ecology

Environment forest (temperate or warm)

Organization gang (2-4) or band (5-12)

Treasure NPC Gear

A brownie is a timid, quiet fey creature that prefers to live only among its own kind. Most brownies dwell in pastoral areas untouched by civilization, such as deep forests and wild lands far from other creatures. These brownies live



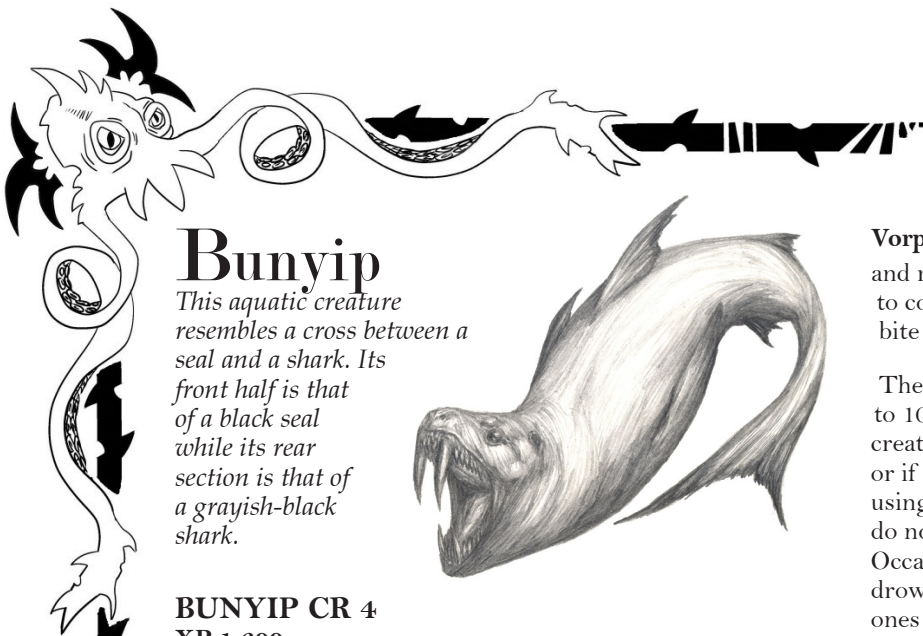
in small communal settlements high amongst the branches of the forest. They will sometime help guide travelers out of the woods if the travelers seem lost and non-threatening.

Some brownies do venture into civilized lands and can be persuaded by gifts of food, such as porridge or honey, to perform chores around the household. Thus, brownies hide amongst the humans, elves, and halflings listening to gossip and rumor. These rare “urban” brownies are never found in the homes of dwarves because dwarves consider the little fey to be thieves. Dwarves will leave false gifts in the form of poisoned food or elaborate traps to rid their clanhold of the brownies.

Brownies are rarely over 18 inches tall. Their hair is always some light earth tone such as brown, gray, or tawny. Most brownies prefer green or otherwise brightly colored clothing. They may be distant relatives of pixies and halflings, but this has never been proven. Brownies avoid combat unless forced. If unable to employ any spells, brownies attack with tiny quarterstaves or shortbows.

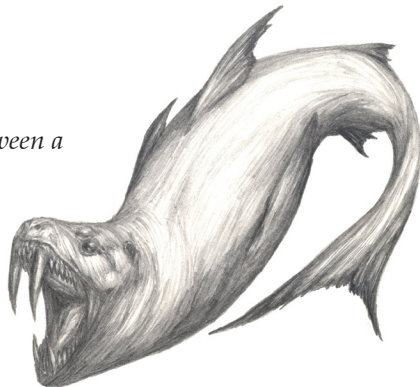


Knowledge (nature) DC	Lore
6	Never more than two feet in height, brownies have greenish skin and features that are similar to elves or halflings.
11	Brownies rarely chose to enter combat and instead rely on their wits and magic to allow them to escape.
16	A mutual enmity exists between dwarves and brownies. Should ever a brownie encounter a dwarf, the dwarf will be quickly targeted with the brownie’s <i>confusion</i> spell-like ability.
21	Like most fey, brownies possess a severe allergy to cold iron. Weapons forged of this material will quickly end a brownie’s life.



Bunyip

This aquatic creature resembles a cross between a seal and a shark. Its front half is that of a black seal while its rear section is that of a grayish-black shark.



BUNYIP CR 4
XP 1,200

N Medium magical beast (aquatic)

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

Defense

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

hp 37 (5d10+10)

Fort +5, **Ref** +7, **Will** +1

Offense

Speed swim 50 ft.

Melee bite +7 (1d6+1/19-20)

Special Attacks frenzy, roar, vorpal bite

Statistics

Str 13, **Dex** 16, **Con** 13, **Int** 2, **Wis** 11, **Cha** 7

Base Atk +5; **CMB** +6; **CMD** 19

Feats Alertness, Weapon Focus (bite), Toughness

Skills Perception +10, Sense Motive +2, Swim +11; **Racial Modifier** uses Dex modifier for Swim checks

Ecology

Environment any ocean

Organization solitary

Treasure none

Special Abilities

Frenzy (Ex) A bunyip that detects blood in the water goes into a killing frenzy. Frenzied bunyips attack until either they or their opponents are dead. A frenzied bunyip can make one extra attack when making a full attack action. The attack is made using the creature's full base attack. Additionally, it gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves (not included above). A frenzied bunyip's swim speed increases by 10 feet (to 60 feet). This frenzy lasts for 1 minute (10 rounds) and can only be used once per encounter.

Keen Scent (Ex) A bunyip can notice creatures by scent in a 90-ft. radius underwater and can detect blood in the water at ranges of one-half mile.

Roar (Su) Once every four rounds, as a standard action, a bunyip can unleash a terrifying howl. All creatures with 4 or less HD within 100 feet must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic effect. Whether or not the save is successful, an affected creature is immune to the roar of that bunyip for one day. The save DC is Constitution-based.

Vorpal Bite (Ex) A bunyip's mouth is filled with rows and rows of razor sharp teeth. A bunyip has a +4 bonus to confirm a critical hit, an enhanced threat range with its bite and a critical hit deals 1d4 points of bleed damage.

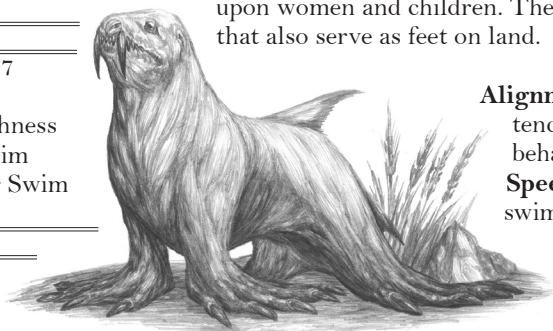
The bunyip is about 6 feet long, though specimens of up to 10 feet have been encountered. Bunyips do not attack creatures larger than themselves, except in self-defense or if they detect blood in the water. They begin combat using their powerful roar and then bite opponents who do not succumb to the fear-inducing effects of their roar. Occasionally, sailors have told tales of being rescued from drowning by a bunyip but those tales are outnumbered by ones in which schools of bunyip devoured whole crews that crashed upon reefs.

Variant Bunyip

The standard bunyip is a dangerous predator of the sea but ancient lore told of a slightly different beast, one that would emerge from swamps, lagoons, and billabongs on moonlit nights to prey on women and children. This moonlit stalker variant is described below.

The Moonlit Stalker

The moonlit stalker is an amphibious creature that preys upon women and children. The moonlight stalker has fins that also serve as feet on land.



Alignment: Moonlight stalkers tend to be neutral evil in their behavior.

Speed: Decrease the creature's swim speed to 30 ft., but add a land speed of 30 ft.

Abilities: A moonlit stalker has a 17 Str which changes the attack line to

bite +9 (1d6+4/19-20)

Skills: Moonlit stalkers have the Stealthy feat and ranks in Stealth instead of Alertness and ranks in Perception.

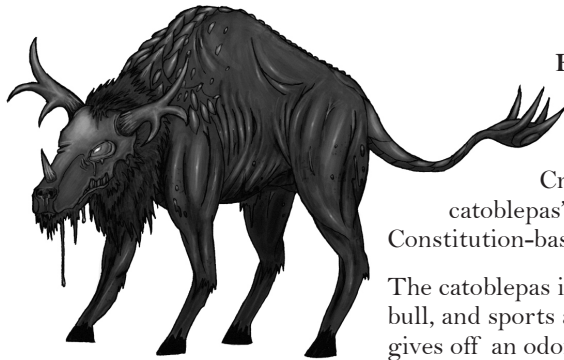
Special Qualities: A moonlit stalker has the amphibious special quality.

Special Abilities: A moonlit stalker does not have the frenzy ability.

Knowledge (arcana) DC	Lore
9	Swimming the great oceans of the world is a terrible, predatory part-shark and part-seal.
14	Bunyip do not attack creatures larger than themselves unless provoked.
19	If faced by a large group of prey, the bunyip will use a terrifying roar to panic their prey and then swim after the slowest, smallest, or weakest one.
24	Bunyip are little more than animals and can be frightened by magic or powerful exhibitions of force.

Catoblepas

The fetid odor of decay emanates from this bull-like beast. Its antlered head droops from a sinuous neck and the tail brandishes a spiked, bony mass.



CATOBLEPAS CR 6

XP 2,400

N Large magical beast

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

Perception +10

Aura foul stench (10 ft., DC 18, sickened 1d4 rounds)

Defense

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

hp 76 (8d10+32)

Fort +10, **Ref** +7, **Will** +3

Offense

Speed 20 ft.

Melee tail slap +12 (2d6+7 and push)

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

Special Attacks disintegrating gaze, push (tail, 10 feet)

Statistics

Str 21, **Dex** 12, **Con** 18, **Int** 3, **Wis** 13, **Cha** 10

Base Atk +8; **CMB** +14 (+16 bull rush); **CMD** 25 (27 vs. bull rush, 29 vs. trip)

Feats Alertness, Improved Bull Rush, Improved Natural Attack (tail), Power Attack

Skills Intimidate +8, Perception +10, Sense Motive +3;

Racial Modifier +4 to Intimidate

Languages None

Ecology

Environment fetid swamps and miasmal marshes

Organization solitary, or pair

Treasure none

Special Abilities

Disintegrating Gaze (Su) The catoblepas can focus disintegrating energy from its eyes against one creature within 30 feet. Unless the creature succeeds on a DC 14 Fortitude save, part of its body is disintegrated. Roll to determine the effect:

- 1 – arm: target takes 4d6+4 damage and a -4 penalty to Strength
- 2 – leg: target takes 4d6+4 damage, a -2 penalty to Dexterity and can only move by crawling
- 3 – body: target takes 4d6+4 damage and is fatigued for 2d4 rounds
- 4 – body: target takes 4d6+4 damage and is staggered for 2d4 rounds

The target only takes half damage with a successful save. Damage reduction does not reduce the damage. A creature can only suffer the first two results if it possesses a sufficient number of limbs. Otherwise roll between results 3 and 4. The save DC is Charisma-based.

Foul Stench (Ex) The catoblepas emits a disgusting odor. Creatures within 10 feet must succeed on a DC 18 Fortitude save or become sickened for 1d4 rounds.

Creatures that save are immune to that catoblepas's foul stench for 24 hours. The save DC is Constitution-based.

The catoblepas is a foul, ornery beast. It is the size of a bull, and sports a thick mane of tangled, matted hair that gives off an odor of rotting meat. Scales cover its neck and back.

Catoblepas brook no intrusions to their territory and attack all creatures entering what they consider home turf. Although slow to rouse, the catoblepas charges into combat on its four stumpy legs and smashes enemies with a powerful tail topped by a mace-like appendage. A blow from the tail sends a creature flying. The neck of the catoblepas is long and sinuous, and droops downward under the weight of its head. The catoblepas has a difficult time moving raising its ponderous head, but when it finally does, it unleashes its disintegrating gaze on the nearest foe. Blindness, or averting one's eyes, does not make a creature immune to this effect.

Variant Catoblepas

The traditional catoblepas kills with a death ray instead of disintegrating part of a foe's body. For this classic rendition, replace disintegrating gaze with the following:

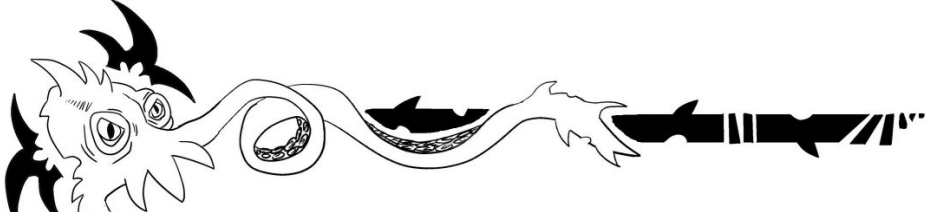
Ranged death ray +8 touch (death)

Death Ray (Su) The catoblepas can focus a death ray from its eyes against one creature within 30 feet as a ranged touch attack. The affected target immediately dies. Because the neck of the catoblepas is rather weak it takes time to bring its eyes to bear on an opponent. Once it has detected foes, it can not use its death ray until 1d4 rounds later and then every 1d4 rounds after that.

Some catoblepas also strike with such force that the tail also stuns on a successful hit. This catoblepas is CR 7 and possesses the following additional ability:

Stunning Tail (Ex) A creature struck by the catoblepas's tail must succeed on a DC 18 Fort save or become stunned for 1 round. A successful save does not grant immunity to this effect. The save DC is Constitution-based.

Knowledge (planes) DC	Lore
11	The catoblepas attacks all creatures it encounters.
16	The foul stench of a catoblepas sickens creatures.
21	The tail strike of a catoblepas can knock opponents backwards and even stun them.
26	A catoblepas can fire a ray from its eyes that instantly slays a creature or vaporizes part of the victim's body. Averting the eyes does not stop the effects of a catoblepas's deadly gaze.



Chaos Beast

This creature is a roiling and bubbling mass of flesh. Arms, legs, eyes, fur, fangs and tentacles grow, dissolve, and regrow in an instant.

CHAOS BEAST CR 7

XP 3,200

CN Medium outsider (chaotic, extraplanar)

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

Defense

AC 18, touch 12, flat-footed 16 (+1 Dex, +1 dodge, +6 natural)

hp 75 (10d10+20)

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

Immune critical hits, precision damage, transformation;

SR 18

Offense

Speed 20 ft.

Melee 2 claws +12 (1d4+2 plus corporeal instability)

Special Attacks corporeal instability

Statistics

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

Base Atk +10; **CMB** +12; **CMD** 24

Feats Dodge, Great Fortitude, Improved Initiative, Mobility, Spring Attack

Skills Climb +15, Escape Artist +14, Perception +13, Sense Motive +13, Stealth +14, Survival +13

Languages none

Ecology

Environment any

Organization solitary

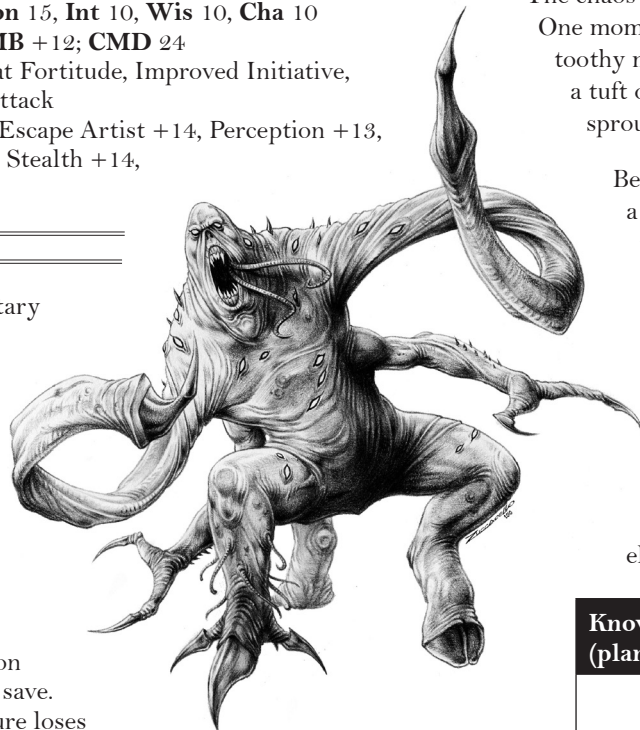
Treasure none

Special Abilities

Corporeal Instability (Su)

A creature struck by a chaos beast undergoes a horrible transformation unless it succeeds on a DC 17 Fortitude save.

The affected creature loses a physical cohesive form and becomes a shifting, roiling mass of flesh. The save DC is Constitution-based. An affected creature is unable to hold or use items. Armor and clothing hamper the victim, reducing his Dexterity by 4. Without sturdy legs or feet the victim's speed falls to 10 feet or one-quarter normal, whichever is less. The effect also causes searing pain which prevents the victim from casting spells or using magic items, and imposes a -4 on attack rolls as well as a 50% miss chance on the affected creature.



The mental shock of this state drains 1 point of Wisdom per round from the victim. A creature drained to 0 Wisdom becomes a chaos beast. The victim can take a standard action to regain its shape with a successful DC 15 Charisma check. (This check is the same no matter how many Hit Dice or the ability scores of the chaos beast.) Success allows the victim to retain its shape for 1 minute. The victim can repeat this check each round until successful.

A *restoration*, *heal*, or *greater restoration* spell removes corporeal instability. Drained wisdom is restored only through a second *restoration* spell. *Remove curse* and *remove disease* have no effect on the condition. *Shapechange* and *stoneskin* fix the victim's form for the duration of the spell.

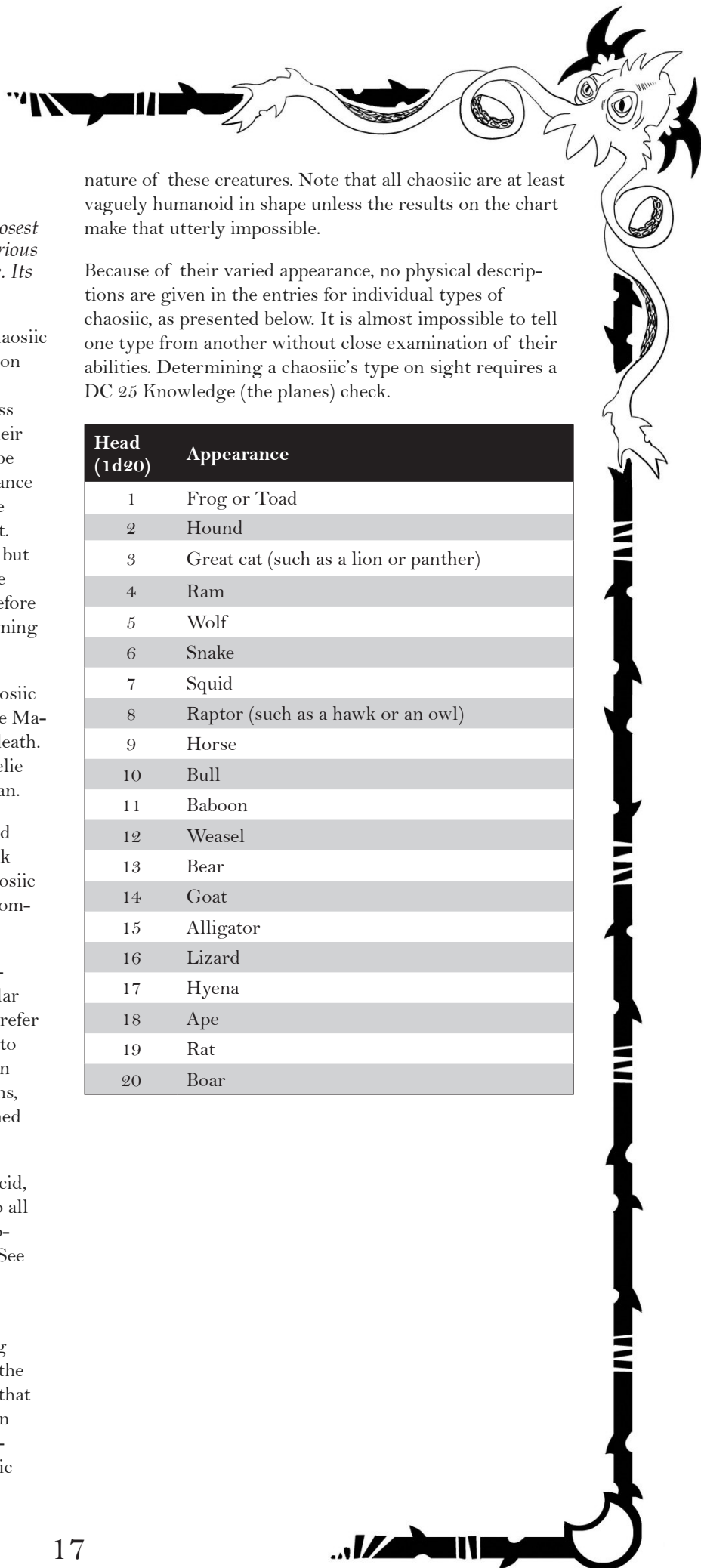
Immunity to Transformation (Ex) Polymorph or petrification effects that force a chaos beast into a fixed shape last until the start of the creature's next turn. Afterwards, it immediately returns to its original mutable form as a free action.

The chaos beast is a creature of ever-changing form. One moment it might display tentacles and a gaping, toothy maw; the next, a dozen eyes surrounded in a tuft of coarse hair. Legs, arms and other limbs sprout, dissolve, and reform at the same rate.

Because of its uncontrollable shape-shifting, a chaos beast can only ever bring two claws to bear against opponents. However, a strike from a chaos beast can cause far more damage than simple injury. Also, its natural attacks and any weapons it might wield are chaotic for the purpose of overcoming damage reduction.

The origin of the chaos beast is a mystery. Many sages theorize they were once normal creatures infected with a shard of elemental energy from the planes of chaos.

Knowledge (planes) DC	Lore
17	The chaos beast has no fixed form or shape.
22	Those affected by a chaos beast's instability can remove the condition with a <i>restoration</i> or <i>heal</i> spell.
27	Because of its shifting anatomy, a chaos beast is immune to critical hits, sneak attacks, and many similar spells.
32	A chaos beast becomes vulnerable to critical hits if its form is fixed with a petrification or polymorph effect.



Chaosiiic

The abomination before you is humanoid in only the loosest sense of the word. It appears as a conglomeration of various creatures, stuck on a broad-shouldered, powerful frame. Its eyes are wild and angry as it glares balefully at you.

As the fiends are to evil and the angels to good, the chaosiiic (singular and plural) are to pure, primal chaos. Found on many of the wildest planes, they bask in the churning forces and bursts of energy that are chaos and madness incarnate. No two are precisely alike, for nothing in their biology is ordered or predictable. That said, they can be divided into five general types. While physical appearance varies widely — even within a given category — these types represent specific stages in chaosiiic development. Oddly, chaosiiic do not “age” with the passage of time, but rather based entirely on how many offspring they have spawned. The precise number of offspring required before a chaosiiic advances to the next type is unknown, assuming any true pattern even exists to be detected.

Although not evil in the most technical terms, the chaosiiic live for disorder and turmoil, and their presence on the Material Plane almost always ends in violence, pain and death. They are fearsome creatures, whose chaotic natures belie their intelligence, their cunning and their ability to plan.

Chaosiiic normally stand between 8 and 12 feet tall, and weigh anywhere from 700 to 1,200 pounds. They speak their own language. Greater, master, and ancestor chaosiiic also speak Common while ancestor chaosiiic can also communicate telepathically.

Chaosiiic are relatively straightforward combatants, attacking with whichever natural weapons their particular biology offers. They thrill in the chaos of battle and prefer melee where possible, but they are intelligent enough to use their special abilities tactically and not to engage in blatantly suicidal conflicts. A chaosiiic’s natural weapons, and any weapons it wields, are treated as chaotic-aligned for purposes of overcoming damage reduction.

All chaosiiic are immune to one specific energy type (acid, cold, electricity, fire, or sonic), and have resistance 5 to all other types. The specific energy to which a given chaosiiic is immune is determined on a case-by-case basis. (See below.)

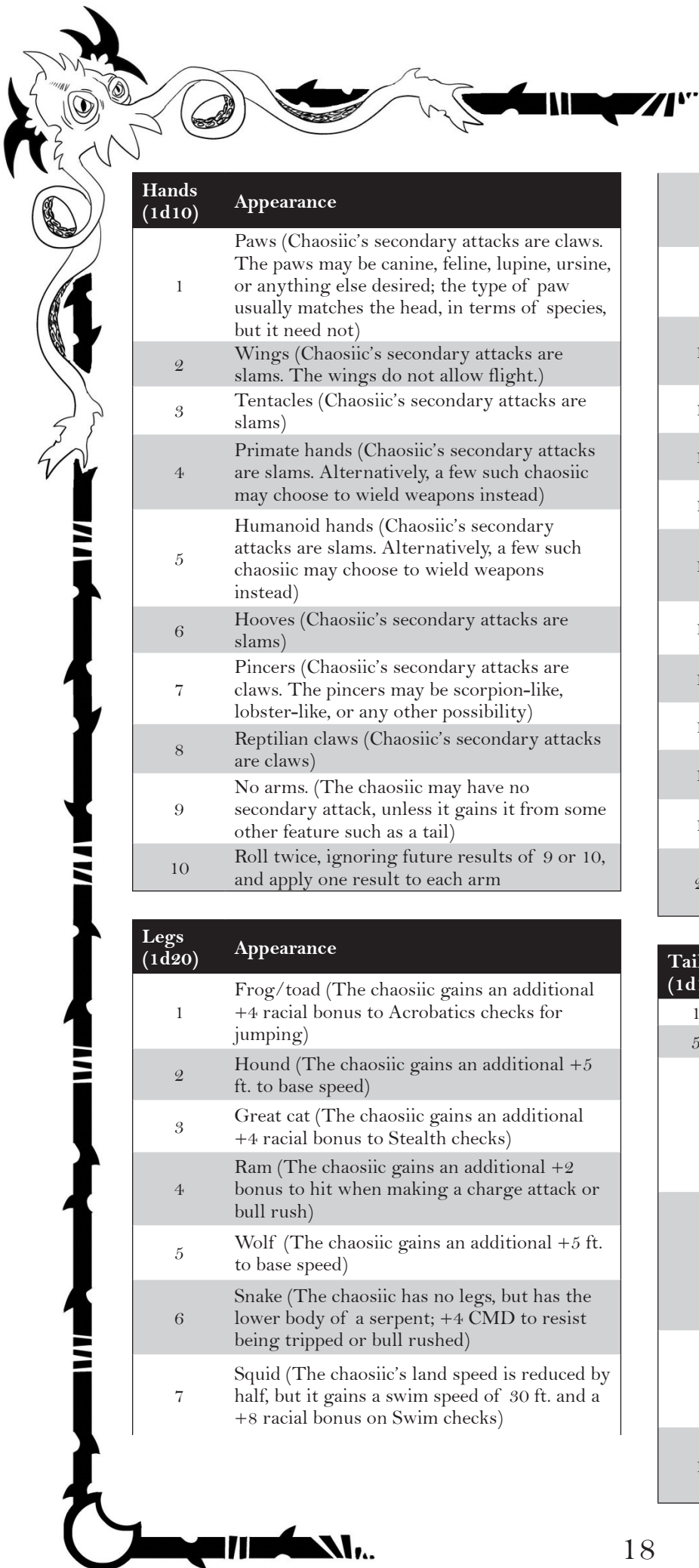
Random Features

No two chaosiiic are exactly the same. When preparing to use a chaosiiic, the GM should roll once on each of the following charts, or select the traits she prefers. Note that these physical features have little mechanical impact on game play, except where otherwise noted; they are primarily cosmetic alterations, displaying the truly chaotic

nature of these creatures. Note that all chaosiiic are at least vaguely humanoid in shape unless the results on the chart make that utterly impossible.

Because of their varied appearance, no physical descriptions are given in the entries for individual types of chaosiiic, as presented below. It is almost impossible to tell one type from another without close examination of their abilities. Determining a chaosiiic’s type on sight requires a DC 25 Knowledge (the planes) check.

Head (1d20)	Appearance
1	Frog or Toad
2	Hound
3	Great cat (such as a lion or panther)
4	Ram
5	Wolf
6	Snake
7	Squid
8	Raptor (such as a hawk or an owl)
9	Horse
10	Bull
11	Baboon
12	Weasel
13	Bear
14	Goat
15	Alligator
16	Lizard
17	Hyena
18	Ape
19	Rat
20	Boar

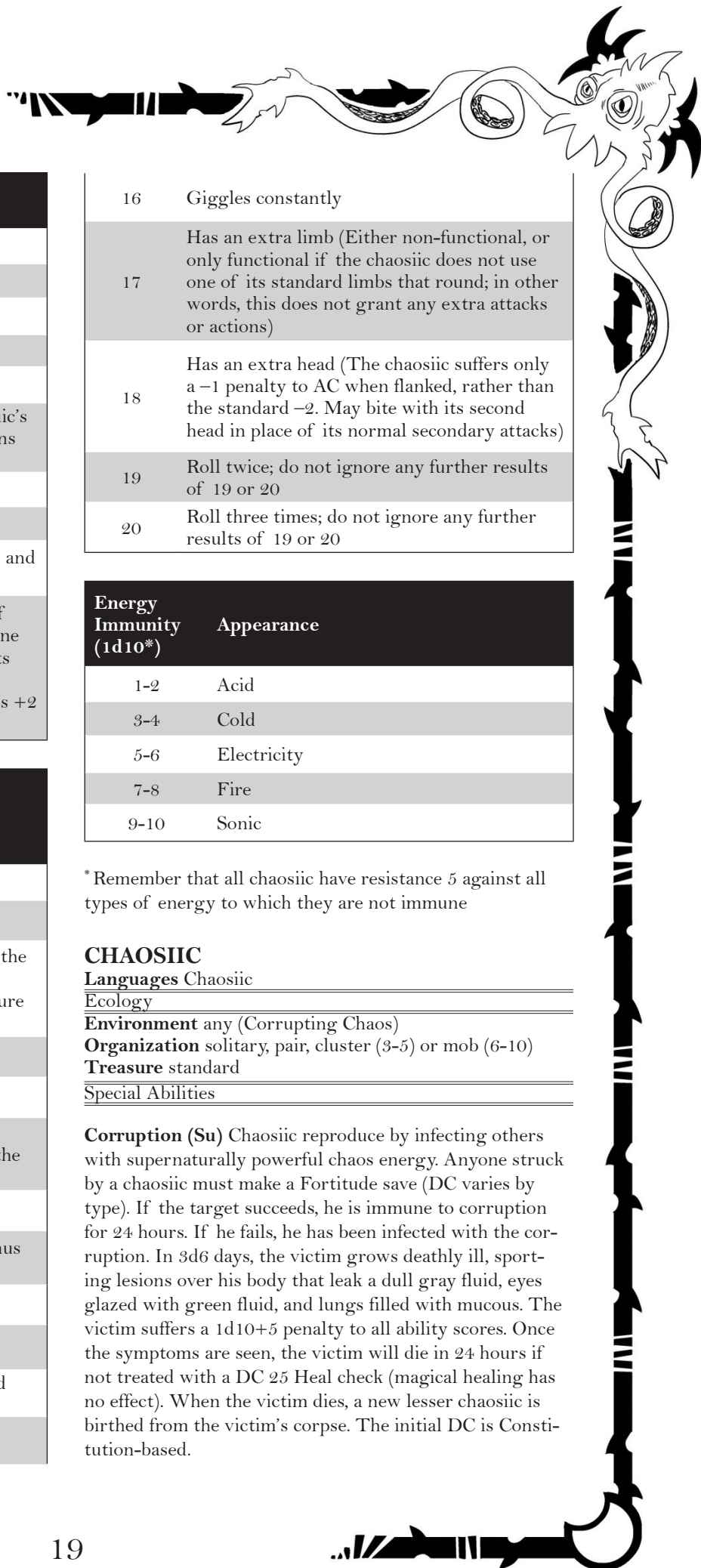


Hands (1d10)	Appearance
1	Paws (Chaosiiic's secondary attacks are claws. The paws may be canine, feline, lupine, ursine, or anything else desired; the type of paw usually matches the head, in terms of species, but it need not)
2	Wings (Chaosiiic's secondary attacks are slams. The wings do not allow flight.)
3	Tentacles (Chaosiiic's secondary attacks are slams)
4	Primate hands (Chaosiiic's secondary attacks are slams. Alternatively, a few such chaosiiic may choose to wield weapons instead)
5	Humanoid hands (Chaosiiic's secondary attacks are slams. Alternatively, a few such chaosiiic may choose to wield weapons instead)
6	Hooves (Chaosiiic's secondary attacks are slams)
7	Pincers (Chaosiiic's secondary attacks are claws. The pincers may be scorpion-like, lobster-like, or any other possibility)
8	Reptilian claws (Chaosiiic's secondary attacks are claws)
9	No arms. (The chaosiiic may have no secondary attack, unless it gains it from some other feature such as a tail)
10	Roll twice, ignoring future results of 9 or 10, and apply one result to each arm

Legs (1d20)	Appearance
1	Frog/toad (The chaosiiic gains an additional +4 racial bonus to Acrobatics checks for jumping)
2	Hound (The chaosiiic gains an additional +5 ft. to base speed)
3	Great cat (The chaosiiic gains an additional +4 racial bonus to Stealth checks)
4	Ram (The chaosiiic gains an additional +2 bonus to hit when making a charge attack or bull rush)
5	Wolf (The chaosiiic gains an additional +5 ft. to base speed)
6	Snake (The chaosiiic has no legs, but has the lower body of a serpent; +4 CMD to resist being tripped or bull rushed)
7	Squid (The chaosiiic's land speed is reduced by half, but it gains a swim speed of 30 ft. and a +8 racial bonus on Swim checks)

8	Raptor (The chaosiiic's land speed is reduced by 5 ft., but it gains a +4 racial bonus to Acrobatics checks)
9	Horse (The chaosiiic gains an additional +10 ft. to base speed, but suffers a -5 to Acrobatics checks)
10	Bull (The chaosiiic gains an additional +2 bonus to hit when making a charge attack or bull rush)
11	Baboon (The chaosiiic gains an additional +4 racial bonus to Climb checks)
12	Weasel (The chaosiiic gains an additional +4 racial bonus to Climb checks)
13	Bear (The chaosiiic gains an additional +4 racial bonus to Acrobatics checks)
14	Goat (The chaosiiic gains an additional +2 bonus to hit when making a charge attack or bull rush)
15	Alligator (The chaosiiic gains a Swim speed of 20 ft. and a +8 racial bonus to Swim checks.)
16	Lizard (The chaosiiic gains an additional +4 racial bonus to Climb checks)
17	Hyena (The chaosiiic gains an additional +5 ft. to base speed)
18	Ape (The chaosiiic gains an additional +4 racial bonus to Acrobatics checks)
19	Rat (The chaosiiic gains an additional +4 racial bonus to Stealth checks)
20	Boar (The chaosiiic gains an additional +2 bonus to hit when making a charge attack or bull rush)

Tail (1d10)	Appearance
1-4	None
5-6	Cosmetic (dog, cat, rat, etc.)
7	Heavy (The chaosiiic can make a slam attack with its tail in place of one of its secondary attacks; this slam deals damage equal to the chaosiiic's bite, but gains only one-half Strength. The tail can resemble an alligator's tail, a squid's tentacle, or the like)
8	Stinging (The chaosiiic can make a sting attack with its tail in place of its secondary attacks; this sting deals damage equal to the chaosiiic's bite, but gains only one-half Strength. The tail can resemble a scorpion's tail, a jellyfish tendril, or the like)
9	Prehensile (The chaosiiic cannot attack with its tail, but it can lift and manipulate small objects. The tail can resemble a monkey's tail, a small tentacle, or the like)
10	Roll twice, ignoring any results of 1-4 or 10. The chaosiiic has two tails, but can only make use of one in any given round



Hide (1d10)	Appearance
1	Scaly, like a snake or lizard
2	Rough and leathery, like a toad
3	Hairy, like a horse or bull
4	Furry, like a dog or cat
5	Humanoid skin
6	Heavy scales, like an alligator (The chaotic's movement is reduced by 10 feet but it gains an additional +4 to natural armor)
7	Rubbery, like a squid
8	Feathered
9	Sandy, rocky, or made of some other hard and apparently inorganic material
10	Roll twice, ignoring any further results of 10. The chaotic has both types of skin, one fading into the other over the length of its body. (If it is covered in part with heavy scales, it suffers -5 to movement and gains +2 to natural armor)

Other Random Features (1d20)	Appearance
1-4	None
5	Apparently diseased (mange, lesions, etc.)
6	Bony protrusions at various points along the body (The chaotic does an additional +2 points of damage when attempting to injure a foe during a grapple)
7	Limbs or features off-center
8	Joints bend backwards
9	Extra eyes (The chaotic suffers only a -1 penalty to AC when flanked, rather than the standard -2)
10	Horrid odor
11	Secretes slime (The chaotic gains +4 bonus to Escape Artist checks)
12	Constantly weeping sores
13	Mouth opens vertically, not horizontally
14	Lizard-like tongue constantly flicks in and out
15	Has very rough, raspy, and even wet breathing

16	Giggles constantly
17	Has an extra limb (Either non-functional, or only functional if the chaotic does not use one of its standard limbs that round; in other words, this does not grant any extra attacks or actions)
18	Has an extra head (The chaotic suffers only a -1 penalty to AC when flanked, rather than the standard -2. May bite with its second head in place of its normal secondary attacks)
19	Roll twice; do not ignore any further results of 19 or 20
20	Roll three times; do not ignore any further results of 19 or 20

Energy Immunity (1d10*)	Appearance
1-2	Acid
3-4	Cold
5-6	Electricity
7-8	Fire
9-10	Sonic

* Remember that all chaotic have resistance 5 against all types of energy to which they are not immune

CHAOSIIC

Languages Chaotic

Ecology

Environment any (Corrupting Chaos)

Organization solitary, pair, cluster (3-5) or mob (6-10)

Treasure standard

Special Abilities

Corruption (Su) Chaotic reproduce by infecting others with supernaturally powerful chaos energy. Anyone struck by a chaotic must make a Fortitude save (DC varies by type). If the target succeeds, he is immune to corruption for 24 hours. If he fails, he has been infected with the corruption. In 3d6 days, the victim grows deathly ill, sporting lesions over his body that leak a dull gray fluid, eyes glazed with green fluid, and lungs filled with mucous. The victim suffers a 1d10+5 penalty to all ability scores. Once the symptoms are seen, the victim will die in 24 hours if not treated with a DC 25 Heal check (magical healing has no effect). When the victim dies, a new lesser chaotic is birthed from the victim's corpse. The initial DC is Constitution-based.

Summon Chaosiic (Sp) Any chaosiic can attempt to summon another chaosiic, as if casting a *summon monster* spell, but with limited chance of success. Success or failure is determined by rolling d%, and varies based on the type of chaosiic. Summoned creatures automatically return whence they came after 1 hour. A chaosiic that has just been summoned cannot use its own *summon* ability for 1 hour. Chaosiic rarely use this ability, as they do not trust one another any more than they trust other creatures. Only in a life-or-death situation will a chaosiic even consider calling on another for aid.

Corrupting Chaos (Chaotic)

Once believed to be the font from which all creation emerged, sages now understand the Plane of Corrupting Chaos as the primal force removed from the universe to allow Order a chance to form recognizable planes, worlds and species. Corrupting Chaos is the stuff left over from the creation. This plane roils and churns like the wildest sea, giving birth to chunks of the four elements and recognizable landscapes such as deserts, mountains and forests that just as quickly disappear into the formless void. Moons, worlds, stars and suns exist briefly, then disappear. Whole continents or species might emerge to be dissolved into the plane's stratum the next moment. The plane is home to the chaosiic race and a few powerful demons who revel in the roiling, elemental destruction that is the plane of Corrupting Chaos.

Corrupting Chaos has the following traits:

- **Subjective Directional Gravity**
- **Erratic Time**
- **Highly Morphic**
- **Strongly Chaos-Aligned**
- **Impeded Magic** All magic spells with the lawful descriptor are impeded within the Corrupting Chaos
- **Wild Magic** All magic within the Corrupting Chaos is treated as being under the influence of wild magic (see the **Wild Magic Trait** section at the end of the book).

ANCESTOR CHAOSIIC CR 13

XP 25,600

CN Large outsider (chaotic, extraplanar)

Init +9; **Senses** darkvision 60 ft., *detect law*, *detect magic*, Perception +22

Defense

AC 28, touch 14, flat-footed 23 (+5 Dex, +14 natural, -1 size)

hp 172 (15d10+90); fast healing 5

Fort +11, **Ref** +14, **Will** +13

Defensive Abilities varies (see above); **DR** 10/lawful

Offense

Speed 30 ft.

Melee bite +22 (2d8+8/19-20 plus corruption), 2 secondary attacks +20 (1d6+4 plus corruption)

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

Special Attacks corruption (DC 25), powerful charge (bite, 4d6+16)

Spell-Like Abilities (CL 15th)

Constant—*detect law*, *detect magic*

At Will—*animate objects*, *blindness/deafness* (DC 16), *dispel law* (DC 19), *fireball* (DC 17; energy type the same as its immunity), *identify*, *magic circle against law*, *polymorph* (self only), *true seeing*

2/day—*summon* (level 6, 1-2 lesser chaosiic or one medial chaosiic, 60%; or 1-2 greater chaosiic, 40%)

3/day—*cloak of chaos* (DC 22), *quicken fireball* (DC 17; energy type the same as its immunity), *prismatic spray* (DC 21), *teleport*, *word of chaos* (DC 21)

1/day—*power word kill*, *prismatic wall*

Statistics

Str 27, **Dec** 20, **Con** 22, **Int** 18, **Wis** 18, **Cha** 18

Base Atk +15; **CMB** +24; **CMD** 39

Feats Ability Focus (Corruption), Cleave, Improve Critical (bite), Improved Natural Attack (bite), Improved Initiative, Multiattack, Quicken Spell-Like Ability (*fireball*), Power Attack

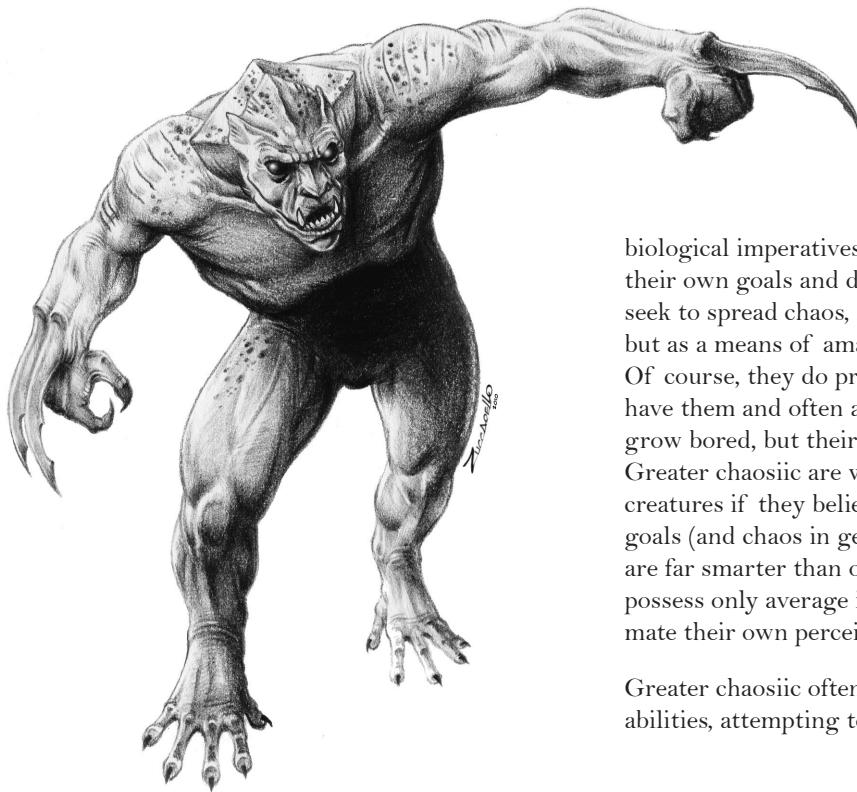
Skills Acrobatics +23, Bluff +22, Climb +26, Escape Artist +23, Knowledge (arcana) +19, Knowledge (planes) +22, Perception +22, Sense Motive +22, Spellcraft +22, Stealth +19

Ancestor chaosiic, the oldest and most powerful members of the race yet discovered, represent the worst elements of chaos. They have evolved past the personal schemes with which they experimented as master chaosiic, and are once again devoted to discord, destruction, and procreation. Their behavior resembles that of medial and greater chaosiic more than it does masters, but they retain their intelligence, cunning, and mystical acumen. An ancestor chaosiic allows nothing to stand in the way of what it wants—violence and terror.



Like most of their brethren, ancestor chaotic revel in melee and prefer to engage foes up close. They are fully willing to make use of their special abilities in the most efficient manner possible. However, they are not above softening up particularly powerful foes from a great distance before closing. They retreat and regroup as needed and are perfectly willing to flee from a superior foe (but they do hold grudges).

Knowledge (planes) DC	Lore
18	Ancestor chaotic are the most powerful of the corrupted races. They are intelligent and cunning.
23	Ancestors spread chaos as easily as most species breathe. It is said that their skin will even turn aside blades not charged with lawful energy.
28	Ancestors possess a spectacular array of magical powers but prefer to engage in direct melee unless clearly outmatched.
33	Ancestor chaotic have a keen eye for magical weapons of war—particularly those that can cause mass destruction. If presented with the possibility of acquiring one, the ancestor may let a foe flee with its life in exchange for reliable information.



GREATER CHAOSIIC CR 9

XP 6,400

CN Large outsider (chaotic, extraplanar)

Init +8; **Senses** darkvision 60 ft., *detect law*, *detect magic*, Perception +13

Defense

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

hp 115 (10d10+60); fast healing 5

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

Defensive Abilities varies (see above)

Offensive

Speed 30 ft.

Melee bite +16 (2d6+7 plus corruption), 2 secondary attacks +14 (1d6+3 plus corruption)

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

Special Attacks corruption (DC 23)

Spell-Like Abilities (CL 10th)

Constant—*detect law*, *detect magic*

At Will—*blindness/deafness* (DC 13), *fireball* (DC 14; energy type the same as its immunity), *polymorph* (self only), *protection from law*

2/day—*summon* (level 5, one greater chaotic, 40%)

3/day—*empowered fireball* (DC 14; energy type the same as its immunity), *dispel law* (DC 16), *true seeing*

Statistics

Str 25, **Dex** 18, **Con** 22, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +10; **CMB** +18; **CMD** 32

Feats Ability Focus (Corruption), Empower Spell-Like Ability (*fireball*), Improved Initiative, Improved Natural

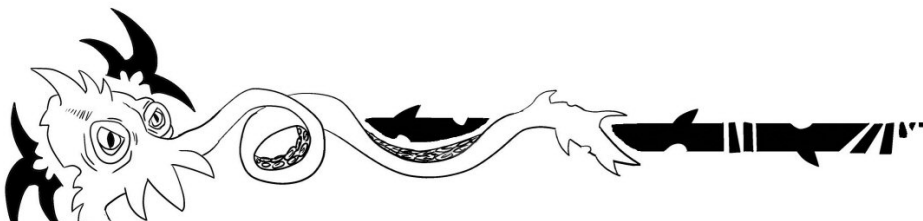
Attack (bite), Multiattack

Skills Acrobatics +17, Bluff +14, Climb +20, Knowledge (planes) +13, Perception +13, Stealth +13

By the time it achieves greater status, a chaotic has developed substantially in terms of intellect and identity. Greater chaotic are still driven by the race's

biological imperatives, but they are capable of forming their own goals and desires as well. Greater chaotic often seek to spread chaos, not merely out of a lust for violence, but as a means of amassing personal power or wealth. Of course, they do precious little with these once they have them and often abandon their gains as soon as they grow bored, but their acquisitive nature seems ingrained. Greater chaotic are willing to deal or bargain with other creatures if they believe doing so will advance their own goals (and chaos in general) in the long run. While they are far smarter than once they were, greater chaotic still possess only average intelligence, and they often overestimate their own perceived cleverness.

Greater chaotic often open combat with their spell-like abilities, attempting to weaken foes from a distance, or trick



them into closing. After several rounds of such behavior, however, the chaotic loses patience with such tactics and closes to melee.

Knowledge (planes) DC	Lore
14	When a chaotic enters combat hurling fire or blinding opponents, it is likely a greater chaotic you face.
19	Much more advanced than the lesser and medial chaotic, the greater seem to have goals and ambitions beyond destruction and reproduction.
24	Greater chaotic look down on the lesser and medial versions of their race. They see them only as tools used to further their own goals.
29	Thinking themselves intellectually superior to other species, the greater chaotic can be challenged (to the point of distraction) to logic puzzles, riddles and games of wit.

LESSER CHAOSIC CR 6

XP 2,400

CN Large outsider (chaotic, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +8

Aura nauseating cloud (20 ft., DC 17)

Defense

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

hp 67 (7d10+28); fast healing 5

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

Defensive Abilities varies (see above)

Offense

Speed 30 ft.

Melee bite +11 (2d8+5 plus corruption), 2 secondary attacks +6 (1d6+2 plus corruption)

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

Special Attacks corruption (DC 19), powerful charge (bite, 4d6+10)

Spell-Like Abilities (CL 7th)

1/day – *summon* (level 3, one lesser chaotic, 40%)

Statistics

Str 21, **Dex** 16, **Con** 19, **Int** 6, **Wis** 7, **Cha** 8

Base Atk +7; **CMB** +13; **CMD** 26

Feats Ability Focus (Corruption), Combat Reflexes, Improved Natural Attack (bite), Stand Still

Skills Climb +15, Escape Artist +13, Perception +8, Stealth +9

Special Abilities

Nauseating Cloud (Ex) Victims who fail their Fortitude save are nauseated for 1d3 rounds.

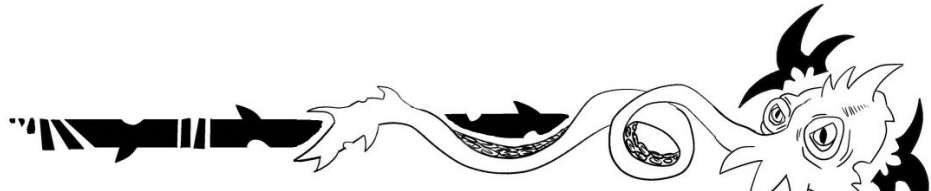
Victims who are successful are immune to the cloud's effect for 24 hours. The save DC is Constitution-based.

The lesser chaotic, though easily the weakest of the species, is in its own way the most representative of Chaos itself. They waste little time on plans, communication, or even rational thought. Lesser chaotic are engines of destruction and reproduction, capable of understanding little, willing to understand even less. They are violence given form. Even a threat to their own lives may be only dimly understood, and many lesser chaotic die when faced with superior foes because the thought of retreat simply never enters their minds. This may, in fact, be one of the main factors responsible for keeping chaotic numbers as low as they are.

Unlike their more intelligent cousins, lesser chaotic form only the most rudimentary tactics. They are smart enough to employ simple schemes, such as waiting for prey to round a blind corner before attacking, but anything more than that is beyond them. They are straightforward combatants, relying almost solely on brute force.

Knowledge (planes) DC	Lore
11	Lesser chaotic are born on the Material Plane from adventurers who foolishly explore the Corrupting Chaos.
16	Lesser chaotic charge mindlessly into battle, striking at any creature within reach.
21	All chaotic carry a supernatural disease that is contracted by injury. Magic will not heal this sickness, but a skilled and attentive healer may prevent transformation.
26	Little more than savage beasts, the lesser chaotic can be tricked or led into traps relatively easily.





MASTER CHAOSIIC CR 11

XP 12,800

CN Large outsider (chaotic, extraplanar)

Init +8; **Senses** darkvision 60 ft., *detect law*, *detect magic*, Perception +17

Defense

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

hp 138 (12d10+72); fast healing 5

Fort +10, **Ref** +12, **Will** +10

Defensive Abilities varies (see above); **DR** 10/lawful

Offense

Speed 30 ft.

Melee bite +18 (2d8+7/19-20 plus corruption), 2 secondary attacks +16 (1d6+3 plus corruption)

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

Special Attacks corruption (DC 24)

Spell-Like Abilities (CL 12th)

Constant – *detect law*, *detect magic*

At Will – *blindness/deafness* (DC 14), *fireball* (DC 15; energy type the same as its immunity), *identify*, *magic circle against law*, *polymorph* (self only), *true seeing*

3/day – *animate objects*, *dispel law* (DC 17), *teleport*

2/day – *summon* (level 5, 1-2 lesser chaosiic or one medial chaosiic, 40%)

1/day – *prismatic spray* (DC 19)

Statistics

Str 25, **Dec** 19, **Con** 22, **Int** 14, **Wis** 14, **Cha** 14

Base Atk +12; **CMB** +20; **CMD** 34

Feats Ability Focus (Corruption), Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Intimidating Prowess, Multiattack

Skills Bluff +17, Intimidate +24, Knowledge (arcana) +17, Knowledge (planes) +17, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +15

The master chaosiic have spawned untold numbers of young, and likely lived for hundreds of years. They have learned the value of subtlety and often prefer tricking others into spreading chaos as opposed to doing so themselves. They often develop a fascination with magic, as they understand how effective a tool it can be for causing destruction and influencing others.

Master chaosiic prefer to maintain their distance. Although they are no less effective at close range than other chaosiic, masters tend to focus almost exclusively on their mystical abilities, and may even retreat from a combat they could possibly win if it means engaging in melee. Only when a foe is weakened nearly unto death do they close and attempt to infect him with their corruption.



Justin Hernandez

Knowledge (planes) DC	Lore
16	Master chaosiic are rarely seen in combat. They are more at home hidden away, plotting the eventual collapse of the multiverse.
21	It is said that once every 137 years, a master chaosiic will take a human apprentice and reshape them, granting them a chaosiic sorcerer bloodline.
26	Masters have been known to animate objects and strike opponents with prismatic lights.
31	Master chaosiic have lived a long time and intend to continue on living. Even if not seriously harmed, they will teleport away long before it is necessary.



MEDIAL CHAOSIIC CR 7

XP 3,200

CN Large outsider (chaotic, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +9

Defense

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

hp 76 (8d10+32); fast healing 5

Fort +6, **Ref** +9, **Will** +4

Defensive Abilities ferocity, varies (see above)

Offense

Speed 30 ft.

Melee bite +13 (2d8+6 plus corruption), 2 secondary attacks +11 (1d6+3 plus corruption)

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

Special Attacks corruption (DC 20), fury, powerful charge (bite, 4d6+12)

Spell-like Abilities (CL 8th)

At Will – *dimension door*, *shout* (DC 13), *slow* (DC 12) 1/day – *fireball* (DC 12; energy type the same as its immunity), *summon* (level 4, one medial chaosiic, 40%)

Statistics

Str 23, **Dex** 16, **Con** 19, **Int** 7, **Wis** 7, **Cha** 9

Base Atk +8; **CMB** +15; **CMD** 28

Feats Ability Focus (Corruption), Improved Natural Attack (Bite), Multiattack, Vital Strike

Skills Acrobatics +14, Escape Artist +14, Perception +9, Stealth +10

Special Abilities

Fury (Ex) The medial chaosiic burn with an inner rage, greater than all other chaosiic. As a free action, the medial chaosiic may enter into a fury lasting up to 7 rounds per day. During this time, the medial chaosiic adds +6 to its Strength.

Although the medial chaosiic isn't much smarter than its lesser counterpart, it possesses a greater amount of native cunning. They are willing to form plans and even, when it suits their purposes, communicate with others — to the limits of their limited understanding, of course. Still, no less than lesser chaosiic, they are driven completely by their urge to violence and their need to breed.

Medial chaosiic employ slightly more sophisticated tactics than their lesser brethren, making efforts to lure prey into compromising positions, isolating individual members of a group, and the like. When it comes to combat, however, they are just as dogged and direct, attempting to smash or slice their foes into submission. They make use of their spell-like abilities only if direct confrontation proves ineffective, or if their lives depend on it.



©Justin Hernandez

Knowledge (planes) DC Lore

12	The medial chaosiic is almost indistinguishable from their lesser brethren until the fury of battle overcomes them.
17	Medial chaosiic are known to slow the reactions of opponents and hurl balls of fire, ice, acid or electricity.
22	Medial chaosiic are not bound by blind drives to destroy and reproduce at any cost; they can plan and lure prey into compromising positions before striking.
27	Once in combat, the medial fight blindly, lashing out at whatever it can hit.

Chaosiiic

Lord of Entropy

This creature stands about twice the size of a human and appears as a skeletal humanoid cloaked in impenetrable darkness. Two huge, 15-foot long, bat-like wings protrude from its shoulders. The eyes are two hollow sockets of pale white light.

CHAOSIIC LORD OF ENTROPY CR 29

XP 6,560,000

CN Large outsider (chaotic, extraplanar)

Init +12; **Senses** darkvision 60 ft., *detect law*, *detect magic*, Perception +62

Defense

AC 49, touch 27, flat-footed 40 (+8 Dex, +1 dodge, +9 insight, +22 natural, -1 size)

hp 805 (46d10+552); fast healing 15

Fort +27, **Ref** +33, **Will** +34

DR 20/lawful and epic; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 40

Offense

Speed 40 ft.

Melee +5 *anarchic*

scythe +64/+59/+54/+49 (2d6+24/19-20/x4 plus corruption plus 2d6 vs. lawful)

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

Special Attacks corruption (DC 45), death strike

Spell-Like Abilities (CL 46th)

Constant—*detect law*, *detect magic*

At Will—*animate objects*, *chaos hammer* (DC 22), *deeper darkness*, *dispel law* (DC 23), *fear* (DC 22), *fireball* (DC 22), *fly*, *invisibility* (self only), *magic circle against law*, *mass charm monster* (DC 26), *power word blind*, *see invisibility*

2/day—*circle of death* (DC 24), *word of chaos* (DC 25)

1/day—*cloak of chaos* (DC 26), *finger of death* (DC 25), *power word kill*, *storm of vengeance* (DC 27), *summon* (level 9, 3 lesser, medial, or greater chaosiiic, or 2 master or ancestor chaosiiic, 100%)

Statistics

Str 36, **Dex** 27, **Con** 35, **Int** 28, **Wis** 28, **Cha** 26

Base Atk +46; **CMB** +60 (+64 disarm, sunder, trip); **CMD** 88 (91 vs. disarm, sunder, trip)

Feats Alertness, Blind-Fight, Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Great Cleave,

Greater Disarm, Greater Sunder, Greater Trip, Improved Critical (scythe), Improved Disarm, Improved Initiative, Improved Sunder, Improved Trip, Lightning Stance, Mobility, Power Attack, Spring Attack, Weapon Focus (scythe), Wind Stance, Whirlwind Attack

Skills Acrobatics +54, Climb +59, Bluff +57, Diplomacy +54, Escape Artist +54, Intimidate +57, Knowledge (arcana) +55, Knowledge (history) +55, Knowledge (planes) +58, Perception +62, Ride +57, Sense Motive +62, Spellcraft +58, Survival +55, Use Magic Device +57

Languages Abyssal, Celestial, Chaosiiic, Common, Daemonic, Draconic, Goblin, Infernal, Terran, Undercommon; telepathy 100 ft.

SQ danger sense

Ecology

Ecology any (Corrupting Chaos)

Organization solitary or troupe (Lord of Entropy plus 1-2 ancestor chaosiiic)

Treasure triple (+5 *anarchic scythe*, other treasure)

Special Abilities

Danger Sense (Ex) The Lord of Entropy can sense attacks before they happen and gains an insight bonus equal to his Wisdom modifier to his AC as well as to his CMD.

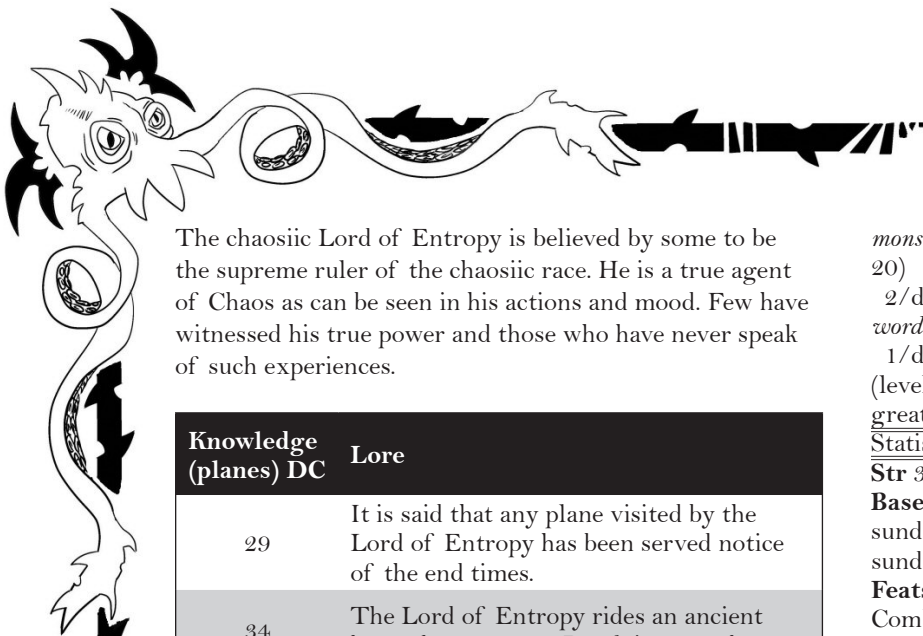
Death Strike (Su) If the Lord of Entropy scores a natural 20 on an attack roll with his scythe and confirms the critical, that opponent must succeed on a DC 35 Fortitude save or die. Creatures slain can be raised normally, but there is only a 50% chance that such magic works. Even if the Fortitude save succeeds, a creature struck takes 8d6 points of damage. This ability only functions when the scythe is in the hands of the Lord of Entropy.

Plane Shift (Sp) The Lord of Entropy can move between planes as a standard action. He may transport

himself and any six other creatures that touch him. This ability is the equivalent of a 7th-level spell.



Hershey - 10



The chaotic Lord of Entropy is believed by some to be the supreme ruler of the chaotic race. He is a true agent of Chaos as can be seen in his actions and mood. Few have witnessed his true power and those who have never speak of such experiences.

Knowledge (planes) DC	Lore
29	It is said that any plane visited by the Lord of Entropy has been served notice of the end times.
34	The Lord of Entropy rides an ancient brass dragon name Ryssk into combat.
39	The Lord of Entropy is often confused with the grim reaper, however the true reaper is lawful and follows a code of behavior and rules.
44	Though the Lord of Entropy possesses wings he cannot fly. If he takes to the air, a targeted dispel magic could bring him crashing to the ground.

Chaosiic

Lord of the Insane

This creature looks like a dark gold amoeba with an oversized humanoid brain floating in its center. Three long black tentacles extend from its body, writhing constantly.

CHAOSIIC LORD OF THE INSANE CR 27 XP 3,280,000

CN Medium outsider (chaotic, extraplanar)

Init +10; **Senses** darkvision 60 ft., *detect law*, *detect magic*, Perception +55

Defense

AC 46, touch 22, flatfooted 42 (+3 Dex, +1 dodge, +8 insight, +24 natural)

hp 740 (40d10+520); fast healing 15

Fort +35, **Ref** +28, **Will** +21

DR 20/epic and lawful; **Immune** critical hits, flanking, precision damage; **Resist** acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR** 38

Offense

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

Melee 3 slams +54 (1d8+13 plus energy drain/19-20)

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

Special Attacks corruption (DC 43), energy drain (3 levels, DC 38)

Spell-Like Abilities (CL 40th)

Constant—*detect law*, *detect magic*

At Will—*animate objects*, *chaos hammer* (DC 22), *deeper darkness*, *dispel law* (DC 23), *fear* (DC 22), *fireball* (DC 21), *invisibility* (self only), *magic circle against law*, *mass charm*

monster (DC 26), *power word blind*, *see invisibility*, *shatter* (DC 20)

2/day—*circle of death* (DC 24), *symbol of insanity* (DC 26), *word of chaos* (DC 25)

1/day—*finger of death* (DC 25), *implosion* (DC 27), *summon* (level 9, 3 lesser, medial, or greater chaotic, or 2 master or greater chaotic, 100%)

Statistics

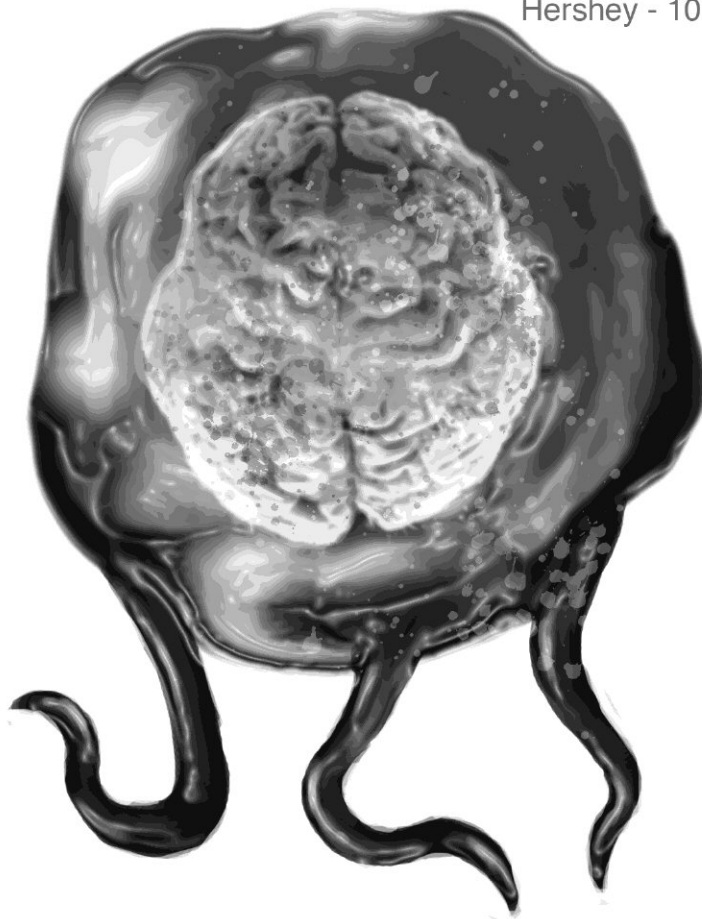
Str 36, **Dex** 22, **Con** 36, **Int** 26, **Wis** 26, **Cha** 26

Base Atk +40; **CMB** +53 (+55 bull rush, disarm, sunder); **CMD** 78 (can't be tripped, 80 vs. bull rush, disarm, sunder)

Feats Alertness, Blind-Fight, Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Critical Focus, Dazzling Display, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Disarm, Improved Initiative, Improved Sunder, Mobility, Power Attack, Shatter Defenses, Staggering Critical, Weapon Focus (slam)

Skills Acrobatics +46, Climb +53, Diplomacy +48, Escape Artist +46, Intimidate +51, Knowledge (arcana) +51, Knowledge (history) +51, Knowledge (planes) +51, Knowledge (religion) +48, Perception +55, Sense Motive +55, Stealth +49, Spellcraft +48, Survival +48

Hershey - 10



Languages Abyssal, Celestial, Chaosiic, Common, Daemonic, Draconic, Goblin, Infernal, Undercommon; telepathy 100 ft.

SQ change shape (human; *polymorph*), danger sense

Ecology

Environment any (Corrupting Chaos)

Organization solitary or troupe (Lord of the Insane plus 1-2 ancestor chaosiic)

Treasure triple standard

Special Abilities

Amorphous (Ex) The Lord of the Insane is not subject to critical hits, precision damage, and cannot be flanked. The Lord generally covers an area about 5-feet wide and 5-feet tall but, being similar in makeup to an ooze, can flatten his form to cover a greater area or squeeze through openings much smaller than would normally be allowed

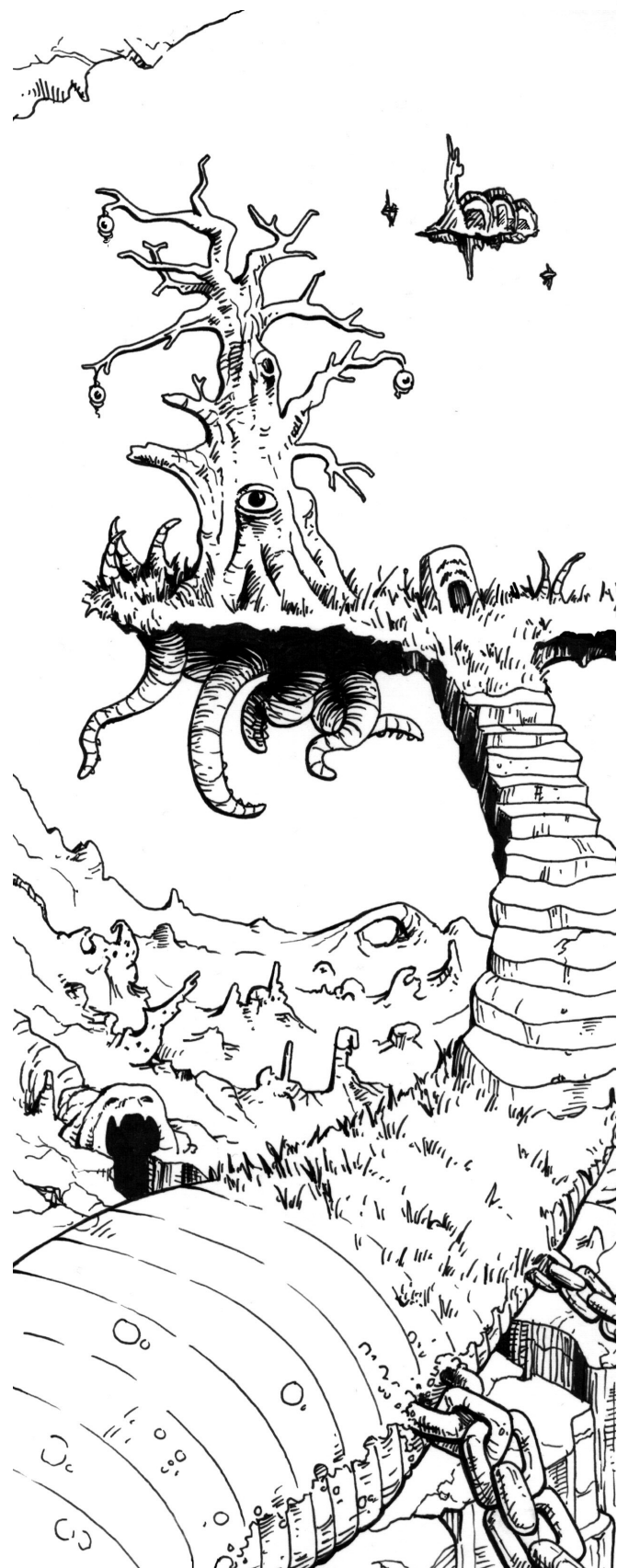
Change Shape (Su) The Lord of the Insane can assume the shape of a human fighter as a standard action. In this form, he loses his slam attack but wields a *black sword* (+3 longsword that stuns any creature struck as *power word stun* unless a DC 26 Fortitude save is made). All other abilities are left unchanged.

Danger Sense (Ex) The Lord of the Insane can sense attacks before they happen and gains an insight bonus equal to his Wisdom modifier to his AC as well as to his CMD.

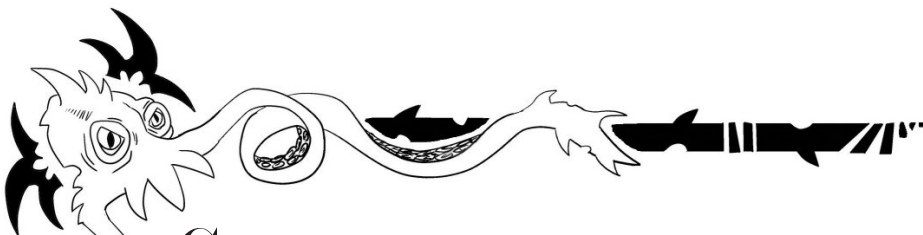
Plane Shift (Sp) The Lord of the Insane can move between planes as a standard action. He may transport himself and any six other creatures that touch him. This ability is the equivalent of a 7th-level spell.

The Chaosiic Lord of the Insane is one of the most powerful chaosiic lords in existence, and no chaosiic questions his authority or rulership, even the other chaosiic lords.

Knowledge (planes) DC	Lore
32	The Lord of the Insane can appear as a tentacled mass of protoplasm or as a human warrior dressed in black plate armor.
37	The Lord of the Insane is curious about the Material Plane races and often travels to there to sow chaos and dissent.
42	The Lord of the Insane possesses a wide variety of spell-like abilities and alternates between energy drain slams and spellcasting in combat.
47	Only lawfully-aligned, epic weapons have a chance of harming the Lord of the Insane.



Corrupting Chaos - home of the chaosiic



Cooshee

This creature appears as a large green and brown spotted dog with slightly elven features. It has a long, curling tail and ears that taper to points above its head.

COOSHEE CR 1

XP 400

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +6

Defense

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

hp 13 (2d8+4)

Fort +5, **Ref** +6, **Will** +1; +4 vs. charm

Offense

Speed 40 ft.

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

Statistics

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

Base Atk +1; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Weapon Finesse

Skills Perception +6, Stealth +3 (+7 in forests), Survival +1 (+5 tracking by scent); **Racial Modifiers** +4 to Stealth in forests, +4 to Survival when tracking by scent

SQ sprint

Ecology

Environment any forest

Organization solitary, pair, or pack (4-9)

Treasure none

Special Abilities

Sprint (Ex) Once per hour, a cooshee can move ten times its normal speed (400 feet) when it makes a charge attack.

Cooshees are large, 200-pound, 4-foot tall hounds. They are known throughout the world as elven dogs, for their features resemble those of elves and they are often found in the employ of elves (who use them as guards). Though they only bark to warn their masters or other cooshees, the bark can be heard clearly up to one mile away. In combat, they bite to trip opponents to reduce the number of opponents that threaten their masters.

It is unclear, even to elves, whether the cooshee was a product of selective dog breeding, magical intervention, or divine gift. Regardless of their origin, the cooshee is an extraordinarily long-lived breed of dog with unquestioning loyalty to the elven races. They have been essential at detecting the infestation of goblins and their goblin dogs within elven-controlled forests. It is also said that a cooshee can always sense the vile evil of the dark elves regardless of what foul magics the drow use to disguise their true identity. Despite their unknown origin, it is widely spoken among the elves that cooshees house the spirits of good elves who fell in battle to their drow cousins. These spirits are thought to have made a conscious decision to return to the world as cooshees in order to redeem the perceived "failure" of falling to dark elf treachery.



Without doubt, one of the cooshee's best assets is its preternatural speed. However, this is one of the creature's weaknesses as well. Once it knows its elven master is alerted to a danger, the cooshee sprints to the attack with no thought beyond protecting that master. Enemies who know that cooshee are present will use this to their advantage and set an ambush for the elven dog(s) using some poor minion as bait. The cooshee's howl, which alerts its companions, often serves to draw more creatures to potential slaughter in such an ambush. But while these ambushes may prove effective against the cooshee, they only serve to incite their elven masters, who revere the cooshee's dedication and friendship.

Cooshee Animal Companion (Elves and Half-Elves only)

Starting Statistics: Size Small; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus trip), 2 claws (1d3); **Ability Scores** Str 11, Dex 19, Con 13, Int 2, Wis 12, Cha; **Special Qualities** scent

4th-level Advancement: Size Medium; **Attack** bite (1d6 plus trip), 2 claws (1d4); **Ability Scores** Str +4, Dex -2, Con +4; **Special Qualities** sprint

Knowledge (nature) DC	Lore
6	Standing four feet tall at the shoulders, this green and brown spotted dog can only be an elven cooshee.
11	Cooshees are trained guard dogs and will either guard an area or respond to the commands of their elven companion.
16	Cooshees are good trackers and can sprint into battle far ahead of their companions.
21	Sometimes a cooshee will be too excitable and sprint headlong into an ambush.

Crypt Thing

Before you is a skeletal humanoid wearing a dark hooded robe, its eyes small pinpoints of reddish light. As you look it over, the creature raises a bony hand and points at you.

CRYPT THING CR 4

XP 1,200

N Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 39 (6d8+12)

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

Defensive Abilities channel resistance +4; **DR** 10/magic and bludgeoning; **Immune** undead traits

Offense

Speed 30 ft.

Melee 2 claws +5 (1d4+1)

Special Attacks teleport others

Statistics

Str 12, **Dex** 14, **Con** —, **Int** 12, **Wis** 14, **Cha** 15

Base Atk +4; **CMB** +5; **CMD** 17

Feats Alertness, Improved Initiative, Skill Focus (Bluff)

Skills Bluff +11, Linguistics +7, Perception +13, Sense Motive +13, Stealth +11

Languages Common (plus 6 others of the GM's choice)

SQ tomb bound

Ecology

Environment underground

Organization solitary

Treasure standard

Special Abilities



Teleport Other (Su) Once per day as a standard action, a crypt thing can *teleport* all creatures within 50 feet of it to a randomly determined location. An affected creature can attempt a DC 15 Will save to negate the effects. An affected creature is teleported in a random direction (roll 1d4: 1, north; 2, south; 3, east; 4, west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its saving throw. A teleported creature arrives in the closest open space at the determined destination. A teleported creature can arrive in mid-air rather than on a solid surface, if the crypt thing wishes. A creature that arrives in mid-air takes falling damage when it contacts a solid surface (unless it has some means to prevent falling, such as the ability to fly, or a *feather fall* spell). The save DC is Charisma-based.

Tomb Bound (Su) A crypt thing is created to guard a specific tomb, crypt or dungeon. They cannot be removed from this location by any physical, magical, or psionic means. If someone attempts to remove the crypt thing from the tomb, the crypt thing automatically *teleports* back into the tomb, crypt, or dungeon. The only way to remove a crypt thing is to kill it.

Crypt things are undead creatures found guarding tombs, graves, crypts, and other such structures. They are created by spellcasters to guard such areas and they neither leave their assigned area nor can be compelled to do so. Crypt things speak Common but are skilled linguists and pick up many other languages from their interactions with others.

A crypt thing never initiates combat. It is content to sit (or stand) in its assigned area so long as intruders do not disturb it or anything. Crypt things are sly creatures and will try to mislead interlopers, providing advice and assistance that lead them toward powerful opponents, destructive magic, and debilitating traps. However, if their guile is not enough to remove interlopers the crypt thing springs into action. Its first order of business is to remove the interlopers from its assigned area by using its *teleport other* attack. Once the ranks of the intruders have thinned, the crypt thing will use its claws to kill the rest of the group. It does this not out of malice or evil intent but because it was created for this role.

Knowledge (religion) DC	Lore
10	Possessing an intelligence and sense of purpose foreign to mindless undead, the crypt thing is manipulative and a skilled liar.
15	A crypt thing cannot be physically separated from the area it has been designated to protect.
20	Crypt things have the ability to scatter opponents throughout a dungeon.
25	Since crypt things are created undead tasked with a specific purpose, it may be possible to confuse them or use their purpose to your advantage.



Daemons

Daemons hail from the plane of Abaddon. They are a relatively young, fiendish species that prey upon mortality. Influenced by neither chaos nor law, these outsiders delight in the consumption of mortal souls that can be accomplished when their weak flesh is torn away. The daemons of Abaddon are ruled by four archdaemons known as the Horsemen of the Apocalypse.

Daemons vary widely in shape, behavior and allegiance. They serve their own individual selfish needs unless compelled to do otherwise by magic or a more powerful daemon.

Daemon Subtype

Daemons are a race of evil outsiders unbound by the powers of law and chaos. They are native to the plane of Abaddon. A daemon possesses the following traits (unless otherwise noted in a creature's entry).

- Immunity to acid and poison
- Resistance to cold 10, electricity 10 and fire 10
- *Summon (Sp)* Daemons share the ability to summon others of their kind, typically another of their type or a small number of less-powerful daemons
- Telepathy
- Except when otherwise noted, daemons speak Abyssal, Daemonic, Draconic and Infernal
- A daemon's natural weapons, as well as any weapons it wields, are treated as evil for the purpose of resolving damage reduction

Daemon, Hydro-

This massive frog-like creature stands nearly ten feet tall. Its flesh is warty and dark green and its eyes are sickly yellow. It has large flaps of skin under its arms that seemingly might function as wings.

HYDRODAEMON CR 7

XP 3,200

NE Large outsider (aquatic, daemon, evil, extraplanar)

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

Defense

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

hp 80 (7d10+42)

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

DR 10/cold iron or silver; **Immune** acid, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 18

Offense

Speed 20 ft., fly 40 ft. (see text), swim 60 ft.

Melee 2 claws +10 (1d6+4), bite +10 (1d8+4)

Ranged sleep spittle +8 touch (sleep, DC 17)

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

Special Attacks rake (2 claws +10, 1d6+4)

Spell-Like Abilities (CL 7th)

At Will — *cause fear* (DC 13), *create water*, *deeper darkness*, *detect magic*, *desecrate*, *water walk*

3/day — *dimension door*, *greater teleport* (self plus 50 pounds of objects only), *summon monster VI* (huge water elemental only).

1/day — *summon* (level 3, hydrodaemon, 50%)

Statistics

Str 18, **Dex** 14, **Con** 22, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +7, **CMB** +12, **CMD** 24

Feats Cleave, Flyby Attack, Lunge, Power Attack

Skills Acrobatics +12, Fly +0, Intimidate +12, Perception +10, Stealth +8, Swim +22

Languages Abyssal, Daemonic, Draconic; telepathy 100 ft.

SQ glide

Ecology

Environment any (Abaddon)

Organization solitary, gang (2-4), swarm (5-8) or mob (9-16)

Treasure standard

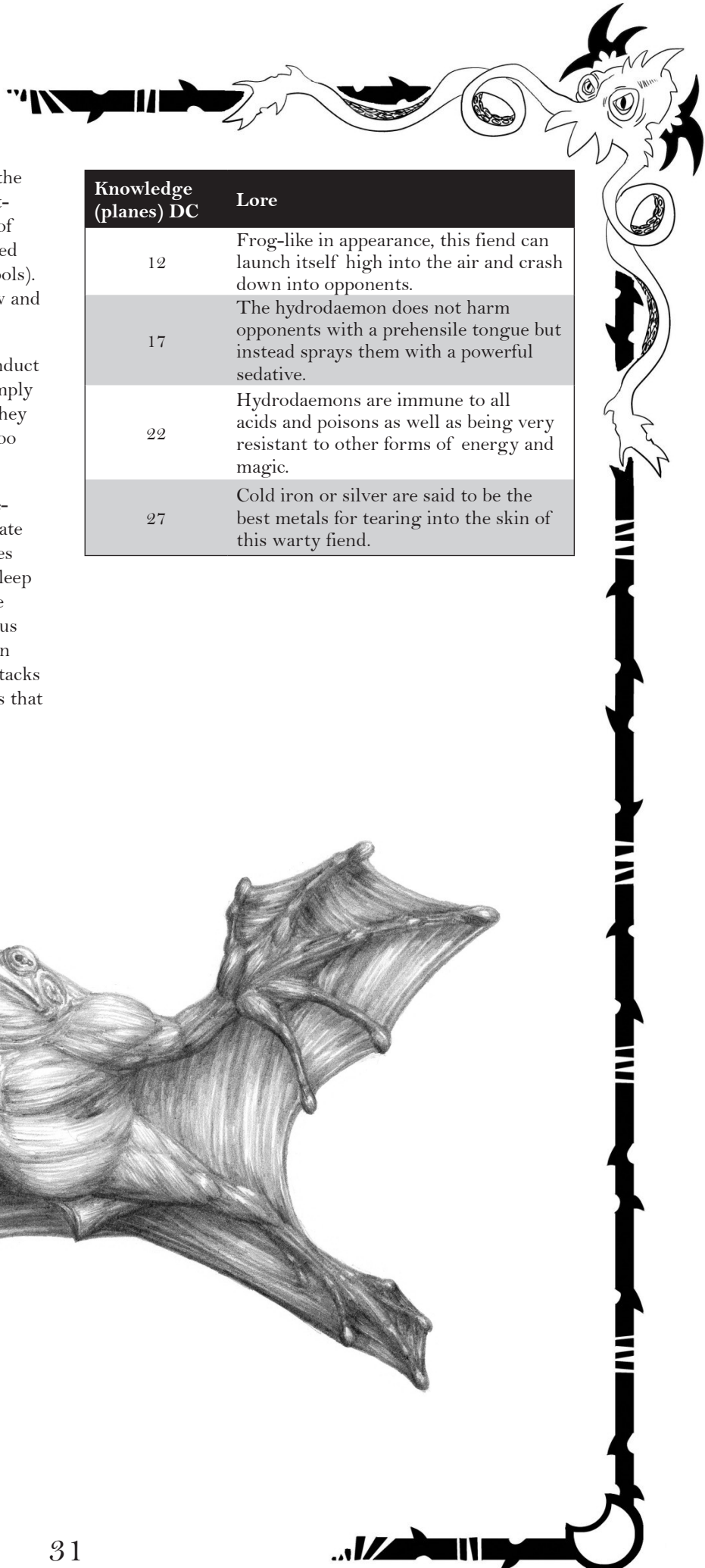
Special Abilities

Glide (Ex) A hydrodaemon can launch itself 100 ft. into the air and glide along for 1 minute, gaining a fly speed of 40 feet and average maneuverability. A gliding hydrodaemon can move at full speed (40 feet) and make a full attack, including two rakes.

Sleep Spittle (Ex) Once per round, and no more than five times per day, a hydrodaemon can fire a line of spittle to a range of 20 feet (no range increment). This requires a ranged touch attack. If successful, a target must succeed on a DC 17 Will save or fall asleep (as the *sleep* spell, CL 9th) for 6 rounds. Sleeping creatures can only be awakened through magical means such as *dispel magic*. There is no HD limit to this effect. The save DC is Constitution-based.

Hydrodaemons are frog-like daemons that swim the River Styx. They are the only known creatures in existence that can touch the waters of the Styx without suffering any ill effects. Hydrodaemons are 10-foot tall and weigh about 4,000 pounds. They move by leaping in a manner akin to a frog. Large flaps of skin under their arms allow them to glide when leaping. The flesh of a hydrodaemon is warty and green. Its eyes are a sickly yellow in color.

When combat is first engaged, a hydrodaemon uses its sleep spittle on an opponent. It then leaps at a foe and slashes and bites. A favored tactic of the hydrodaemon is to *dimension door* away from its opponents so it can take maximum advantage of its leaping ability.

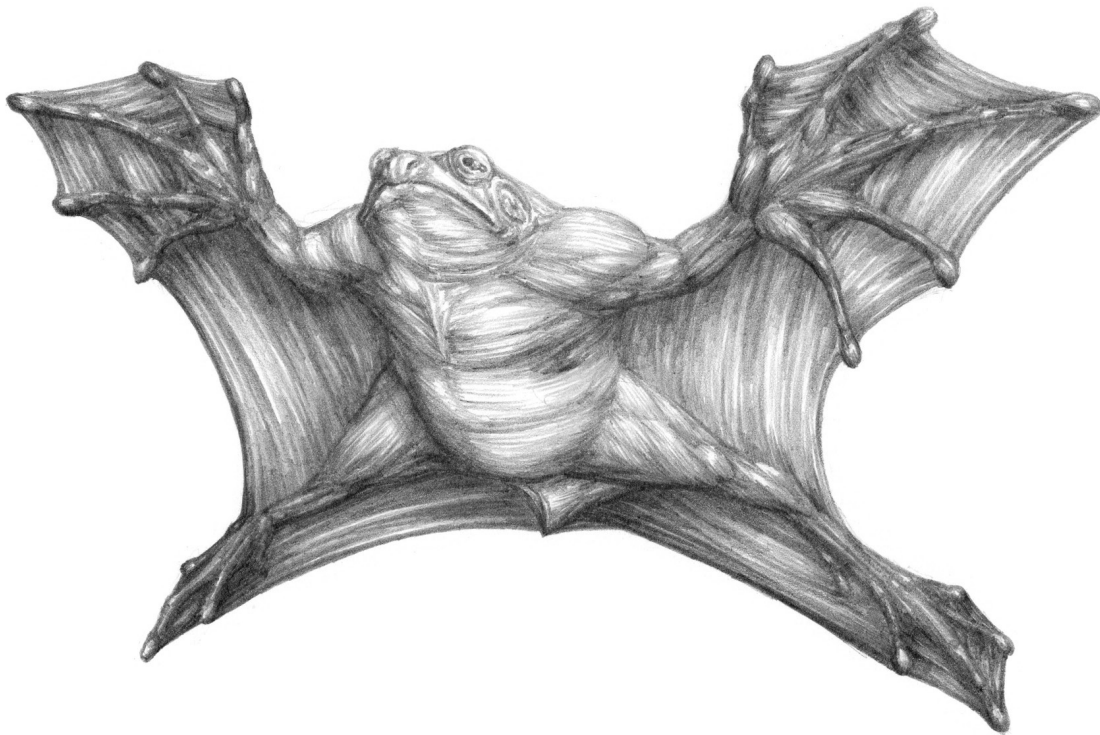


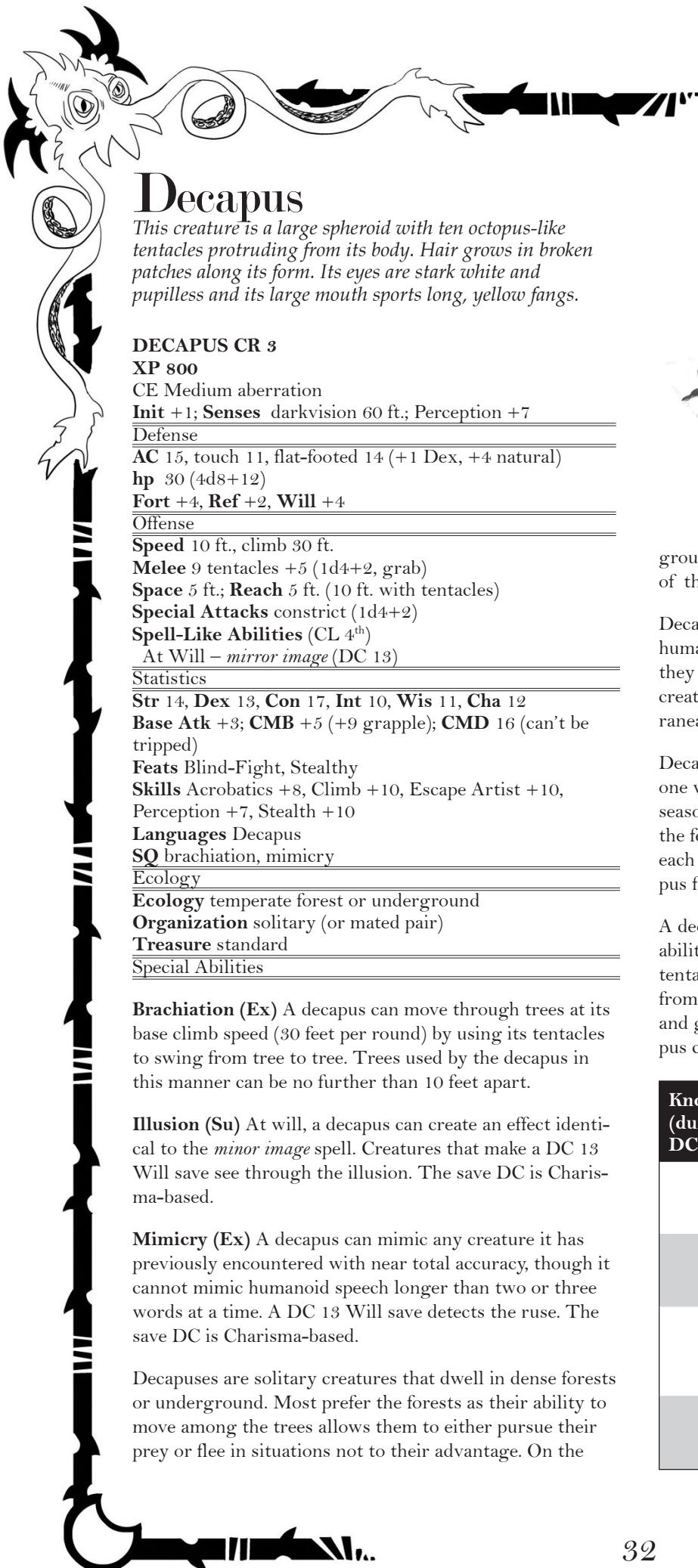
There are times when portals open on the bottom of the River Styx onto the Material Plane. Typically, this network of two-way portals empties into natural bodies of water (rivers, oceans, etc.) but a select few are connected to waterways within urban areas (sewers or private pools). The hydrodaemons who know of these portals are few and jealously guard this knowledge.

Some use the portals to interact with minions that conduct strange business for the frog-like creatures. Others simply enjoy the opportunity to keep their abilities sharp as they attack and then harvest any humanoids that venture too near to the portals.

In exchange for a certain number of souls, a hydrodaemon has been known to hire itself out to powerful pirate captains as a first strike instrument. The daemon glides low over an enemy ship and strafes the deck with its sleep spittle. The pirates can then take the ship with relative ease (and minimal damage), feeding the more dangerous adversaries to the daemon. Hydrodaemons also keep an eye on the treasure the pirates acquire during these attacks and will appropriate the more powerful/valuable items that interest it.

Knowledge (planes) DC	Lore
12	Frog-like in appearance, this fiend can launch itself high into the air and crash down into opponents.
17	The hydrodaemon does not harm opponents with a prehensile tongue but instead sprays them with a powerful sedative.
22	Hydrodaemons are immune to all acids and poisons as well as being very resistant to other forms of energy and magic.
27	Cold iron or silver are said to be the best metals for tearing into the skin of this warty fiend.





Decapus

This creature is a large spheroid with ten octopus-like tentacles protruding from its body. Hair grows in broken patches along its form. Its eyes are stark white and pupilless and its large mouth sports long, yellow fangs.

DECAPUS CR 3

XP 800

CE Medium aberration

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

Defense

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

hp 30 (4d8+12)

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

Offense

Speed 10 ft., climb 30 ft.

Melee 9 tentacles +5 (1d4+2, grab)

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

Special Attacks constrict (1d4+2)

Spell-Like Abilities (CL 4th)

At Will – *mirror image* (DC 13)

Statistics

Str 14, **Dex** 13, **Con** 17, **Int** 10, **Wis** 11, **Cha** 12

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 16 (can't be tripped)

Feats Blind-Fight, Stealthy

Skills Acrobatics +8, Climb +10, Escape Artist +10, Perception +7, Stealth +10

Languages Decapus

SQ brachiation, mimicry

Ecology

Ecology temperate forest or underground

Organization solitary (or mated pair)

Treasure standard

Special Abilities

Brachiation (Ex) A decapus can move through trees at its base climb speed (30 feet per round) by using its tentacles to swing from tree to tree. Trees used by the decapus in this manner can be no further than 10 feet apart.

Illusion (Su) At will, a decapus can create an effect identical to the *minor image* spell. Creatures that make a DC 13 Will save see through the illusion. The save DC is Charisma-based.

Mimicry (Ex) A decapus can mimic any creature it has previously encountered with near total accuracy, though it cannot mimic humanoid speech longer than two or three words at a time. A DC 13 Will save detects the ruse. The save DC is Charisma-based.

Decapuses are solitary creatures that dwell in dense forests or underground. Most prefer the forests as their ability to move among the trees allows them to either pursue their prey or flee in situations not to their advantage. On the



ground, decapuses are slow-moving, thus they spend most of their time among the tree tops.

Decapuses are nocturnal hunters and are quite fond of human, elf, and halfling flesh. In times when food is scarce, they exist on a diet of rats, snakes, and other small forest creatures (or dungeon denizens in the case of the subterranean decapus).

Decapuses prefer a solitary life; the only time more than one will ever be encountered together is during mating season (usually the fall). Young decapuses are born live and the female only ever gives birth to a single young during each mating season. If food is extremely scarce, some decapus females have been known to eat their young.

A decapus prefers to use its illusionary and sound mimicry abilities to lure prey in close where it can strike with its tentacles. When its prey is within range, the creature drops from the trees, hanging from a limb with a single tentacle, and grabs and slashes with its remaining tentacles. A decapus can use only three tentacles against a single foe.

Knowledge (dungeoneering) Lore DC

8	This creature is a bizarre mutation of the common octopus, adapted to life among the treetops.
13	Decapuses are crafty predators who often use mimicry and illusion to lure adventurers into their lair.
18	The decapus has the ability to strike up to three opponents at a time with its grasping tentacles, so they can be a bit of a handful for adventurers.
23	The strength of the decapus lies in its abilities to move through the trees. On the ground they lack mobility.

Delver

Like a great stone slug, this creature drags itself across the ground. The underside of the beast is a gigantic mouth.

DELVER CR 10

XP 9,600

N Huge aberration

Init +5; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +24

Defense

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

hp 143 (15d8+75)

Fort +12, **Ref** +6, **Will** +11

Immune acid

Offense

Speed 30 ft., burrow 10 ft.

Melee 2 slams +17 (1d8+8 plus 2d6 acid)

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

Special Attacks corrosive slime

Statistics

Str 27, **Dex** 13, **Con** 21, **Int** 14, **Wis** 14, **Cha** 12

Base Atk +11; **CMB** +21 (+25 bull rush); **CMD** 32 (36 vs. bull rush; can't be tripped)

Feats Alertness, Blind-Fight, Great Fortitude, Greater Bull Rush, Improved Bull Rush, Improved Great Fortitude, Improved Initiative, Power Attack

Skills Climb +26, Intimidate +19, Knowledge (dungeoneering) +20, Knowledge (nature) +17, Perception +24, Sense Motive +4, Survival +20

Languages Undercommon

SQ stone shape

Ecology

Environment underground

Organization solitary

Treasure none

Special Abilities

Corrosive Slime (Ex) The delver produces all over its body a highly corrosive slime. The touch of a delver deals 2d6 points of acid damage to creatures and objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of acid damage, and against creatures and objects made of stone (including earth elementals) it deals 8d10 points of damage.

The delver's slam attack deals 2d6 points of acid damage on a hit and also leaves behind a caustic residue.



idue that deals another 2d6 points of acid damage for the next two rounds. The slime can be washed off with at least a quart of water or weak acid such as vinegar. A victim's clothes and armor dissolve immediately unless the wearer succeeds on a DC 22 Reflex save. Weapons striking a delver also immediately dissolve unless the wielder succeeds on a DC 22 Reflex save. Creatures that strike the delver with natural attacks take 2d6 points of acid damage with each successful hit unless the creature succeeds on a DC 22 Reflex save. The save DC is Constitution-based.

Stone Shape (Ex) A delver can use its slime to soften stone instead of dissolving it. It can soften and shape up to 25 cubic feet of stone once every 10 minutes as if it had cast the *stone shape* spell. (CL 15th)

Delvers are solitary underground creatures. They spend their time burrowing through rock and excavating vast ovariums in which to lay their eggs. Delvers are extremely long-lived, and reproduce infrequently, laying 10-20 eggs every few decades. The eggs are extremely fragile and a delver guards them until they hatch. Unfortunately, the egg shells also contain rare minerals many underground species value, and delvers spend much of their lives fending off raids of subterranean humanoids.

Some delvers take this to an extreme and go on extermination campaigns in a wide area to remove possible threats, real or imagined.

In combat, a delver prefers to fight from a tunnel mouth where its flanks are protected and it can use its bull rush ability. Delvers are also experts at constructing concealed pit traps and rock falls to discourage intruders.

Delvers consume rock for food, considering mineral ore such as gold and silver to be particularly tasty. Because a delver can eat stone, creatures such as xorn and earth elementals are fair game as well.

Since delvers easily move through rock, they travel to areas seldom or never visited by other creatures. Many know the locations of lost underground cities, veins of rare metals, and short cuts through the labyrinth of tunnels of the deepearth.

Knowledge

(dungeoneering) Lore

DC

16	Delvers are giant underground aberrations that can burrow through rock.
21	Delvers often trade knowledge of the underground for meals of coins and rare minerals.
26	The delver's body is coated with acid that burns at the merest touch.
31	Some delvers form alliances with creatures that promise to help them defend their nests.



Demon

Demons exist for one reason—to destroy. Where their more lawful counterparts, the devils of Hell, seek to twist mortal minds and values to remake and reshape them into reflections of their own evil, demons seek only to maim, ruin, and feed. They recruit mortal life only if such cohorts speed along the eventual destruction of hope and goodness. Death is, in some ways, their enemy—for a mortal who dies can often escape a demon's depredations and flee to his just reward in the afterlife. It is the prolonging of mortal pain and suffering that fuels a demon's lusts and desires, for it is partially from mortal sin and cruelty that these monstrous fiends were born.

Demons are the most prolific and among the most destructive of the fiendish races, yet despite what some lore might preach, they were not the first forms of life to rise in the stinking pits of ruin and cruelty known across the multiverse as the Abyss. Before the first fledgling deity gazed upon reality, before mortal life drew its breath, before even the Material Plane itself had fully formed, the Abyss was infested with life.

Known to many scholars as "proto-demons," these wretched and deadly beings were the qliploth. Today, because of the influence of sinful mortal souls upon the Abyss, mixed with unholy tamperings at the hands of the daemonic keepers of Abaddon and the cruel whims of fate and evolution, the rule of the qliploth has receded. The proto-demons dwell now in the noxious and forgotten corners of the Abyss, and the far more fecund and prolific demons rule now in their stead. With each evil mortal soul that finds its way into the Abyss, the ranks of the demonic hordes swell—a single soul can fuel the manifestation of dozens or even hundreds of demons, with the exact nature of the sins carried by the soul guiding the shapes and roles of the newly formed fiends.

The Abyss is a vast (some say infinite) realm, far larger than any other plane save possibly the primal chaos of the Maelstrom itself. As befits such a vast and varied realm, the demonic host is likewise diverse. Some carry in their frames humanoid shapes, while others are twisted beasts. Some flop on land while others flap in air or sea. Some are schemers and manipulators of emotion and politics, others are destructive engines of ruin. Yet all demons work to the same goal—pain and suffering for mortal life in all its forms.

Yet despite this, mortals have sought demonic aid since the start. Be it an instinctual draw to self-destruction or a misguided lust for power, conjurers to this day continue to draw forth demons with forbidden magic. Some conjure

demons for lore, while others call upon them to serve as assassins or guards. Demons view such summoners with a mix of hatred and thanks, for most demons lack the ability to come to the Material Plane to wreak havoc on their own. They depend on the mad to call them up from the Abyss and, while they gnash their fangs and rail against the commands and strictures enforced, most demons find ways to twist their summoners' demands so that even the most tightly controlled demonic slave leaves a trace of ruin and despair in its wake. More often than not, a foolish spellcaster makes a fatal mistake in the conjuring and pays for it with blood, unwittingly releasing a terrible blight upon the world as his conjuration breaks free of his control.

The truly mad call upon demons to offer themselves, both body and soul, in the misguided belief that alliance with the demonic can buy salvation and protection when the demonic apocalypse finally comes to call. Tales of desperate kings who sought to engage demons to serve as generals for their armies or of lunatics who seek demonic sires to gift them with horrific children are common enough, yet worst are those mortals who worship the most powerful demons as gods, and who pledge their lives in support of that which would bring destruction to all.

Demon, Felius

The horned face of some prehistoric jaguar tops a powerful humanoid frame. Massive arms extend from its fur-covered body and hold a wicked two-bladed sword. Its mouth sports large mandibles and its tail is tipped with a powerful stinger.

DEMON, FELIUS CR 15

XP 51,200

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

Init +6; Senses darkvision 60 ft., scent, true seeing;

Perception +30

Offense

AC 30, touch 10, flat-footed 28 (+2 Dex, 20 natural, -2 size)

hp 232 (16d10+144)

Fort +14; Ref +12; Will +13; +4 vs. transmutation, -4 vs. gas-based attacks

DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 26

Weakness vulnerability to sonic

Defense

Speed 40 ft.

Melee +1 /+1 two-bladed sword +28/+28/+23/+18/+13 (3d6+12 /18-20), bite +21 (1d8+6 plus poison), sting +21 (1d8+6 plus curse)

Space 15 ft.; Reach 15 ft. (20 ft. with sting)

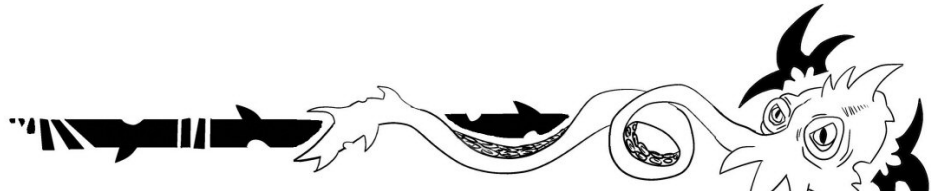
Spell-Like Abilities (CL 16th)

constant—true seeing

at will—blur, chaos hammer (DC 20), rage

3/day—swift summon nature's ally VI (dire tiger)

1/month—summon (level 5, 1d3 glabrezu 40%)



Statistics

Str 35, **Dex** 14, **Con** 28, **Int** 18, **Wis** 16, **Cha** 22

Base Atk +16; **CMB** 30; **CMD** 42

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Improved Critical (two-bladed sword), Improved Initiative, Stand Still, Vital Strike, Weapon Focus (two-bladed sword)

Skills Acrobatics +21, Climb +31, Bluff +25, Handle Animal +25, Knowledge (nature) +23, Knowledge (planes) +23, Perception +30, Sense Motive +22, Stealth +13, Use Magic Device +22; **Racial Modifier** +8 to Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

Ecology

Environment any (Abyss)

Organization solitary, troop (1 felius, 2-5 glabrezu)

Treasure standard (+1/+1 *two-bladed sword*, other treasure)

Special Abilities

Poison (Ex) Bite—injury; *save* DC 27; *frequency* 1/round for 4 rounds; *effect* 2 Constitution damage; *cure* 1 save; The save DC is Constitution based.

Curse Sting (Su): With its sting, the felius can deliver one of many powerful curses as detailed in the Pathfinder Roleplaying Game. It can choose to inflict *baleful polymorph* (DC 17), *curse of ages* (DC 17), *unluck* (DC 20) or the *curse of lycanthropy* (DC 15, weretiger) on its target.

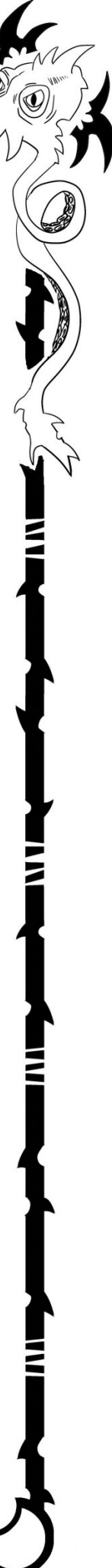
Superior Two-Weapon Fighting (Ex): A felius suffers no penalties for using a double weapon.

Felius demons delight in the tempting of mortals to greater and greater savagery. It is said that it was the felius that first infected an ancient tribe of humans with lycanthropy to give them a savage advantage over the other humanoids struggling for dominance. In all demonic conflicts, it seeks to be involved in the forward strikes and reconnaissance with the aid of a handful glabrezu.

Some unlucky planar travelers have run into a race of creatures known simply as jaguar-folk. These jaguar-headed humanoids had built up a multi-realm empire headed by twin castes—warrior and religious—through the use of permanent magical portals (of unknown origin). The aggressive warriors constructed great pyramids on numerous Prime Material worlds as bastions from which to launch the successful invasions of the lands. About fifty years ago, the many slave races from these worlds rose up to defeat their jag-folk overlords, despite the many felius demons in the warrior caste's ranks, and now guard the portals with unflinching fortitude. Some of the jag-folk's pyramids remain unlooted to this day but that is because in most cases a felius demon and its most fervent minions have refused to give up the immediate lands surrounding them. These scattered remnants of a once great empire serve as enticing prizes to adventurers who know about them.

A felius stands 20-ft. tall and weighs roughly 6,500 lbs. It is said that the souls of certain lycanthropes and cannibals are reborn as felius in the afterlife.

Knowledge (planes) DC	Lore
21	Felius are skilled combatants who wield double weapons with the ease of a seasoned warrior.
26	The bite of a felius carries a powerful toxin that weakens the immunity of others.
31	Worse than the bite, the sting of the felius can deliver a number of curses such as advanced aging, unluck and lycanthropy.
36	Felius are resistant to transformative magic but suffer greatly from sonic and gas-based attacks.



Demon, Herensugue

The roiling mass of darkness emits a maddening squeal. Long tentacles, each one ending in bony jaws and sharp teeth, writhe outward from the monster's body.

DEMON, HERENSUGUE CR 11

XP 12,800

CE Huge outsider (air, chaotic, demon, evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., scent; **Perception** +20

Defense

AC 24, touch 12, flat-footed 20 (+4 Dex, +12 natural, -2 size)

hp 162 (13d10+91); fast healing 5 (good or cold iron)

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

Defensive Abilities amorphous; **DR** 10/magic or cold iron; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

Offense

Speed 10 ft., fly 60 feet (perfect)

Melee 7 bites +19 (1d8+8)

Space 15 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks lure, many throats

Spell-Like Abilities (CL 13th)

At Will – *gust of wind* (DC 16)

3/day – *whirlwind* (DC 22)

1/day – *summon* (1 herensugue, level 3, 35%)

Statistics

Str 27, **Dex** 18, **Con** 24, **Int** 15, **Wis** 10, **Cha** 18

Base Atk +13; **CMB** +23; **CMD** 37 (can't be tripped)

Feats Alertness, Blind-Fight, Fly-by Attack, Combat Reflexes, Improved Initiative, Iron Will, Stealthy

Skills Bluff +20, Escape Artist +24, Fly +24, Knowledge (arcana) +18, Knowledge (planes) +18, Perception +20, Sense Motive +20, Stealth +16; **Racial Modifier** +8 to Stealth in dim light

Languages Abyssal, Celestial, Common, Draconic (can't speak); telepathy 100 ft.

Ecology

Environment any (Abyss)

Organization solitary, pair or cloud (3-6)

Treasure none

Special Abilities

Amorphous (Ex) A herensugue's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

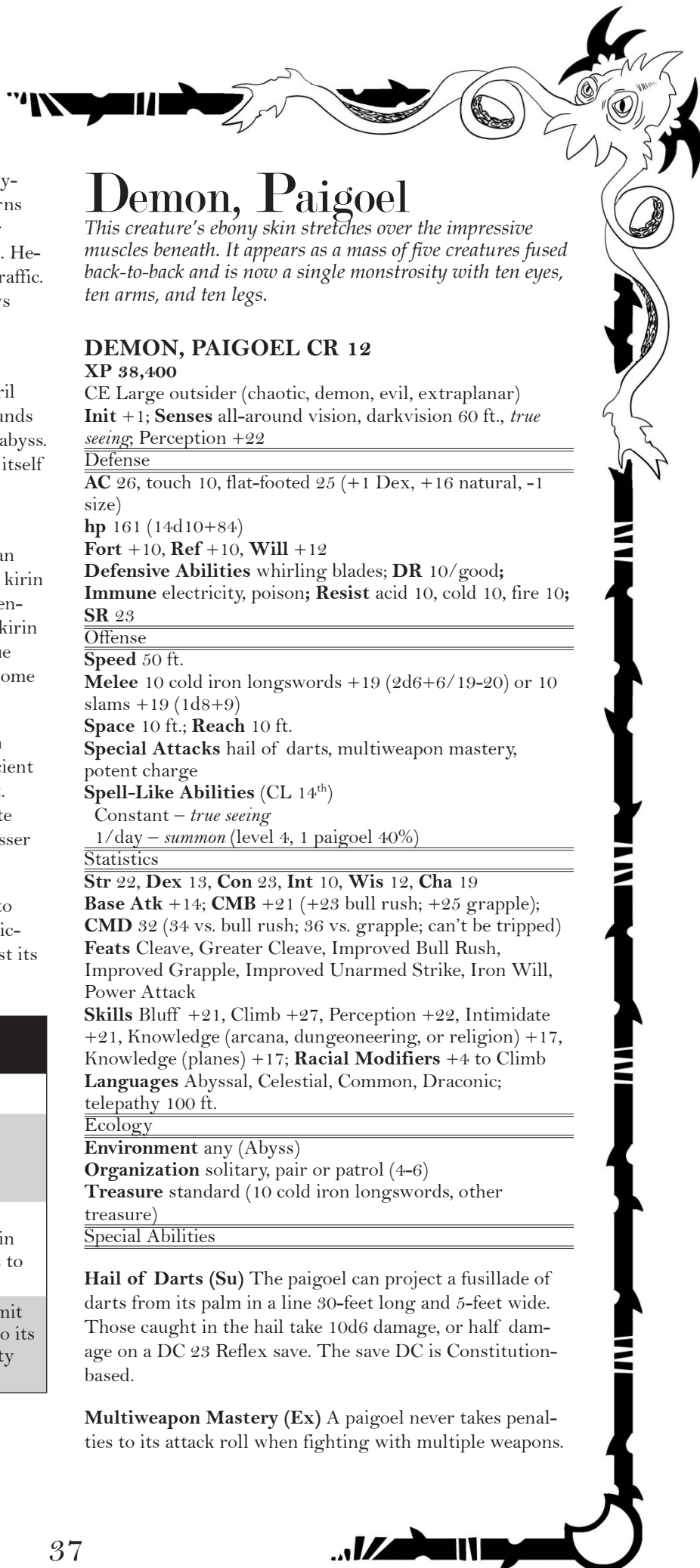
Horrifying Trill (Su) The herensugue can emit a noise that reminds the listener of its darkest fears and greatest phobias. Any creature within 60 feet that fails on DC 20 Will save when the herensugue emits a horrifying trill is paralyzed for 1d4 rounds. This is a sonic, mind-affecting, fear effect. The save DC is Charisma-based. A creature that



successfully saves is immune to the same herensugue's horrifying trill for 24 hours.

Lure (Su) Although the herensugue cannot speak, their skeletal jaws can emit noises that mimic music, laughter and voices. Any creature within 60 feet of a herensugue while it makes such noises must succeed on a DC 20 Will save or walk towards the source of the sounds. A victim under the effects of the lure moves toward the herensugue using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the herensugue simply stands there. This effect continues for as long as the herensugue emits sounds and for 1 round thereafter. The effect ends immediately if the herensugue attacks an affected creature. This is a sonic, mind-affecting, charm effect. The save DC is Charisma-based. A creature that successfully saves is not subject to the same herensugue's lure for 24 hours.

Many Throats (Ex) As a full-round action, the herensugue can use either its horrifying trill or lure ability and make two melee attacks in the same round.



Demons of the air, herensugue stalk rain clouds and cyclones, or lurk in the foul vapors trapped in deep caverns and desolate tombs. They prefer darkness, where their undulating, amorphous bodies become nearly invisible. Herensugue lay in wait at crossroads and areas of high traffic. When suitable victims approach, the herensugue draws them within reach and consumes them.

A herensugue resembles a dark cloud at the center of smoky tendrils. A skeletal jaw at the end of each tendril can tear into foes with a nasty bite or emit strange sounds that imitate speech or scream with the horrors of the abyss. If ever grounded for some reason, a herensugue pulls itself along the ground with these same appendages.

The herensugue arrived on the Material Plane fleeing the onslaught of the kirin. The two races had waged an eons-long war for control of the Plane of Air, but the kirin eventually prevailed. In a final act of revenge, the herensugue laid a trap for their mortal enemies. When the kirin armies followed them through the gate, the herensugue enacted a ritual curse. No kirin could return to their home until the final herensugue was slain.

That was thousands of years ago and the kirin remain trapped. In order to prolong the suffering of their ancient foes, herensugue attempt to keep their locations secret. They hide in deep caverns below the earth or in remote mountain caves. Only their need to torture and slay lesser creatures brings them out into the open.

In combat, a herensugue attempts to lure creatures into range of its bite. It uses many throats to keep some victims docile while it deals with opponents that can resist its abilities.

Knowledge (planes) DC	Lore
16	Herensugue are demons of the air.
21	Kirin and herensugue are mortal enemies, though a herensugue only attacks a kirin if it possesses the advantage.
26	Since a herensugue must keep its existence a secret, it never retreats in combat and never allows opponents to escape.
31	The mouths of a herensugue can emit pleasant noises, luring creatures into its presence, or scream with the insanity of the abyss, paralyzing victims.

Demon, Paigoel

This creature's ebony skin stretches over the impressive muscles beneath. It appears as a mass of five creatures fused back-to-back and is now a single monstrosity with ten eyes, ten arms, and ten legs.

DEMON, PAIGOEL CR 12

XP 38,400

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

Init +1; **Senses** all-around vision, darkvision 60 ft., *true seeing*; **Perception** +22

Defense

AC 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, -1 size)

hp 161 (14d10+84)

Fort +10, **Ref** +10, **Will** +12

Defensive Abilities whirling blades; **DR** 10/good;

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

SR 23

Offense

Speed 50 ft.

Melee 10 cold iron longswords +19 (2d6+6/19-20) or 10 slams +19 (1d8+9)

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

Special Attacks hail of darts, multiweapon mastery, potent charge

Spell-Like Abilities (CL 14th)

Constant – *true seeing*

1/day – *summon* (level 4, 1 paigoel 40%)

Statistics

Str 22, **Dex** 13, **Con** 23, **Int** 10, **Wis** 12, **Cha** 19

Base Atk +14; **CMB** +21 (+23 bull rush; +25 grapple);

CMD 32 (34 vs. bull rush; 36 vs. grapple; can't be tripped)

Feats Cleave, Greater Cleave, Improved Bull Rush, Improved Grapple, Improved Unarmed Strike, Iron Will, Power Attack

Skills Bluff +21, Climb +27, Perception +22, Intimidate +21, Knowledge (arcana, dungeoneering, or religion) +17,

Knowledge (planes) +17; **Racial Modifiers** +4 to Climb

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

Ecology

Environment any (Abyss)

Organization solitary, pair or patrol (4-6)

Treasure standard (10 cold iron longswords, other treasure)

Special Abilities

Hail of Darts (Su) The paigoel can project a fusillade of darts from its palm in a line 30-foot long and 5-foot wide. Those caught in the hail take 10d6 damage, or half damage on a DC 23 Reflex save. The save DC is Constitution-based.

Multiweapon Mastery (Ex) A paigoel never takes penalties to its attack roll when fighting with multiple weapons.

Potent Charge (Ex) The paigoel can use its multiple arms to make extra attacks when charging. At the end of a successful charge, it can make up to three attacks that round instead of the normal one.

Whirling Blades (Ex) The paigoel can use its multiple arms to defend and attack. As a full-round action it can choose to grant itself a +5 deflection bonus to AC but then can only make 5 melee attacks in that round. This bonus to AC lasts until the paigoel's next turn.

The fearsome paigoel serve as abyssal shock troops and guardians for demon lords. The demons stand over 10-feet tall and possess five evenly spaced pairs of arms, legs and eyes as if they are the fusion of five separate humanoids. In fact, paigoel *are* such a conglomeration. Fashioned from the bodies and souls of demon worshippers slain during orgies of self-immolation and sacrifice, the paigoel displays utter devotion to its lord and role. However, not all paigoel come from such beings. Any creature taken by a demon can be made into a paigoel. Adventurers killed in the Abyss or who run afoul of some demon lord on the Material Plane often wind up incorporated into a paigoel's body. It amuses some demons to create paigoels from single adventuring

bands who intruded upon its realm or challenged its evil schemes. The resulting creature retains the memories of its previous existence. Paigoel created from unwilling subjects takes out the agony and despair of its condition on the enemies of its lord. A paigoel's other Knowledge skill is based upon the creatures from which it originated.

A paigoel opens a fight with a hail of darts against the greatest cluster of opponents. In combat, since it has no fear of being flanked, the paigoel wades amongst foes to gain as many melee attacks as possible. The ten attacks of a paigoel can wreak massive damage. Most paigoel employ longswords in combat but can use any weapon with which they are proficient, including two-handed weapons.

Knowledge (planes) DC	Lore
16	Paigoel are multi-armed demons from the layer of the abyss called the Endless Caves.
21	Most paigoel function as guards and soldiers for demon lords.
26	Powerful demons use captured souls to fashion paigoel. These souls possess the memories and knowledge of their past lives.
31	Paigoel can see invisible creatures and their all-around vision prevents them from being flanked.



Destrachan

A large eyeless reptilian creature with large ears lopes forward on two powerful legs.

DESTRACHAN CR 8

XP 4,800

NE Large aberration

Init +6; **Senses** blindsense 100ft.; Perception +27

Defense

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

hp 95 (10d8+50)

Fort +7, **Ref** +7, **Will** +11; +4 vs. sonic effects

Immune gaze, illusions, visual effects

Weaknesses blind

Offense

Speed 30 ft.

Melee 2 claws +10 (1d6+4)

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

Special Attacks destructive harmonics

Statistics

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

Base Atk +7; **CMB** +12; **CMD** 25

Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Toughness

Skills Climb +17, Knowledge (dungeoneering)

+14, Perception +27, Stealth +17, Survival +17; **Racial**

Modifier +10 to Perception

Languages Common (can't speak)

SQ protection from sonics

Ecology

Environment underground

Organization solitary or pack (3-6)

Treasure none

Special Abilities

Destructive Harmonics (Su) The destrachan can emit three types of damaging sound depending on the type of material it wants to affect. This sound can take the shape of an 80-ft. cone or a radius of 30 feet. The save DCs for all three are Charisma-based.

Flesh: Rupturing tissue and cracking bone, this attack deals 4d6 points of damage (or half on a DC 17 Reflex save) to all creatures within the area.

Nerves: This type of harmonics knocks out opponents rather than slaying them. This attack deals 6d6 points of non-lethal damage (half on a DC 17 Reflex save) to all creatures in the area.

Material: To use this type of sound, the destrachan chooses wood, stone, metal or glass. All objects composed of the material within the area must succeed on a DC 17 Fortitude save or shatter. Objects or portions of objects with up to 30 hit points are potentially affected by this attack.



Protection from Sonics (Ex) Destrachans gain a +4 circumstance bonus to saves against sonic attacks. A destrachan that is deaf is considered blind and treats all targets as if they had total concealment.

The destrachan is a blind, underground dwelling reptile-like creature. It possesses a complex ear structure that allows it to perceive its surroundings

as well as any sighted creature. Its appearance is one of a mindless brute, but in reality it is an intelligent and malignant sadist that revels in death and torture. In the absence of suitable prey, a destrachan will go on rampages of pure destruction. Only the most evil of creatures, such as demons and the undead, associate with destrachans.

It hunts underground areas for sentient creatures to subdue and drag back to its lair for its enjoyment. Its preferred method is to approach foes undetected and unleash a blast of stunning energy from long range, trusting it will get to make at least two attacks before opponents can pinpoint it or close the distance. It rarely fights with its claws.

The destrachan can emit sonic energy from its tubular throat. Its control over the type of sound it emits is so great it can damage creatures and objects in different ways.

Destrachans understand Common but do not speak. They communicate with each other using subsonic noises only other destrachans can hear.

Knowledge (Dungeoneering) Lore	
DC	
18	Destrachans are evil subterranean creatures that use sound as a weapon.
23	The sound a destrachan emits can damage flesh, knock creatures unconscious and destroy objects.
28	Although seemingly unintelligent, destrachans are clever monsters that cooperate with each other to take opponents by surprise with carefully planned diversions.
33	A deafened destrachan is practically helpless.



Devil

Masters of corruption and despoilers of purity, devils seek to destroy all things good and drag mortal souls back with them to the depths of Hell. As the most numerous fiendish occupants of Hell, the various forms of devils are well catalogued by diabolists. Most are known by two names: an evocative title given to the fiends by commoners and folklore; and an obscure, ancient designation spoken by the servants of Hell and those who would seek to deal with the damned.

Born from the foulest of mortal souls—their personalities and memories long since scoured by millennia of torment—would-be devils rise from the masses of suffering souls as lemures, revolting beings of mindless evil potentiality. Only through continued centuries of torture or by the edicts of more powerful devils do these least of devilkind rise to become deadlier fiends, graduating through a pain-wracked metamorphosis dictated by their masters or the infernal whims of Hell's semi-sentient layers. While fiendish lords wield transformation into greater or lesser forms as both prize and punishment, some devils spontaneously rise from particularly evil souls long trapped upon an infernal layer. Thus, although the various diabolical breeds possess recognizable abilities and hold generalized rankings in the great infernal hierarchy, a devil's type alone does not always correspond to a specific tenure of torment or place in the infernal chain of command.

Devils fill the nine layers of Hell, though certain fiends are more common on specific layers than others, their specialized duties or fealty to individual archdevils drawing them to one torturous domain more than others. Although the various types of devils tend to specialize in unique forms of depravity or temptation, the hierarchies of Hell are not without flexibility for uncommon individual talents. Thus, particularly watchful hamatulas might join the ranks of Phlegethon's bone devil inquisitors, while veteran barbazus might serve among the pit fiends of Nessus.

Beyond the pits of Hell, devils often travel to the Material Plane at the summons of evil spellcasters. Quick to bargain and willing to serve mortals to assure their damnation, devils ever obey the letter of their agreements, but serve the whims of Hell foremost. Thus, even the least of devilkind might come to the Material Plane intent on further corrupting souls, cleverly escaping the bonds of their contracts to indulge their own plots, or to further the unspeakable goals of the archdevils of Hell.

The Ranks of Devilkind

Diabolists speak often of the rankings of Hell, the distinctions made between devils that distinguish the foot

soldiers from the commanders of Hell's armies. While such divisions mean little to most mortals—a devil being a deadly foe in any incarnation—the hierarchies and nuances of Hell's society carry distinctions vital to the survival of any who would commune with devils. What distinguishes a breed of devils above or below others is more than a matter of brawn, with several cunning types of fiend holding priority over their fundamentally stronger brethren. While a devil's station does not mean it can instantly command every other devil of inferior standing, it does imply which fiends might serve their brethren or hold influence over others. Below these are the devil races themselves, from the lordly and malevolent pit fiends all the way down to the lowly, malformed lemure.

The Infernal Hierarchy

Listed here are the newly discovered devils, from the absolute weakest devils to the lords of Hell.

- **Least Devils:** doll devil (arusities)
- **Lesser Devils:** domination devil (gladiatrix), judgement devils (ashmede)
- **Greater Devils:** shadow angel

Devil, Doll

A flawless female face that looks like porcelain stares blankly at you. Her small form is decorated with two black buttons for eyes, dark red lips, and braided raven hair topped by a red ribbon. She wears a simple schoolgirl's outfit.

DEVIL, DOLL (ARUSITIES) CR 1

400 XP

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

Init +2; **Senses** darkvision 60 ft., see in darkness;

Perception +2

Defense

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

hp 13 (2d10+2)

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

Immune fire, poison; **Resist** acid 10, cold 10

Offense

Spd 30 ft.

Melee 2 slams +2 (1d3)

Special Attacks draw essence

Spell-like Abilities (CL 2nd)

At Will - *giggle** (DC 13)

1/day - *friendly face** (DC 14), *hot foot**

Statistics

Str 10, **Dex** 15, **Con** 12, **Int** 13, **Wis** 14, **Cha** 17

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

Feats Stealthy

Skills Acrobatics +7, Appraise +6, Bluff +8, Disguise +8, Escape Artist +9, Perform (dance) +5, Stealth +13

Languages Celestial, Common, Draconic, Infernal;

telepathy 100 ft.

SQ inert

Ecology

Environment any (Hell, Urban)

Organization solitary

Treasure standard

Special Abilities

Draw Essence (Su) Once per day, an arusities can draw the essence from one evil living creature. This deals 1d3 Charisma damage.

Inert (Ex) An arusities can become inert and appear as a simple doll. When inert, she does not radiate an aura of evil and an observer must succeed on a DC 20 Perception check to notice that the doll-like demon is actually alive.

Arusities, or “doll devils” as some have named them, are native to the fiery pits of Hell. They look like porcelain dolls and although most are female some male arusities have been reported. They never speak directly but prefer to communicate through telepathy. They are immune to the fires of Hell and can see clearly in the darkest of night.

Arusities are corruptors of children. They play with children and counsel them to commit acts of selfishness and deceit. Over time, the doll devil encourages children to act in a more and more selfish way until they are firmly on the path of evil. Once it corrupts one child, it draws his essence until such time that the child slips into a coma or dies outright. As the child passes, the arusities snatches the escaping soul and shifts automatically back to Hell with its prize.



HERSHEY - 10

Summoning Arusities

It is neither magic ritual nor spell that summons the arusities from the pits of Hell, but desire. Specifically, an arusities is drawn to the Material Plane by the desires of a child who wants for nothing, yet still wants more. This young, primal greed pulls the arusities into the lives of selfish children.

Knowledge (planes) DC	Lore
6	The doll devil can take deceptive forms in attracting their victims. A magical sword to lure the warrior or a simple doll to steal the soul of a child.
11	Doll devils feed on the personality of their victims, causing them to become antisocial or withdrawn.
16	Doll devils can slip into an inactive form that makes their evil undetectable to divination.
21	Doll devils are often found among the children of the wealthy. If the parents are sufficiently detached from their offspring, the eventual soul theft is easier to achieve.

Devil, Domination

Clad in spiked black armor, this female humanoid's face is covered by a scowling mask. Only her eyes are visible beneath the black metal. Her muscles are taut as she whirls around a dire flail with dangerously exquisite grace.

DEVIL, DOMINATION (GLADIATRIX) CR 7 XP 3,200

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

Init +10; **Senses** darkvision 60 ft., see in darkness;

Perception +12

Defense

AC 21, touch 12, flat-footed 18 (+7 armor, +3 Dex, +2 natural, -1 size)

hp 84 (8d10+40)

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

Defensive Abilities uncanny dodge; **DR** 10/good;

Immune fire, poison; **Resist** acid 10, cold 10; **SR** 18

Offense

Speed 40 ft. (30 ft. in armor)

Melee +1 *dire flail* +13/+13/+8 (2d6+9)

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

Special Attack flail master, maniac charge, team fighting

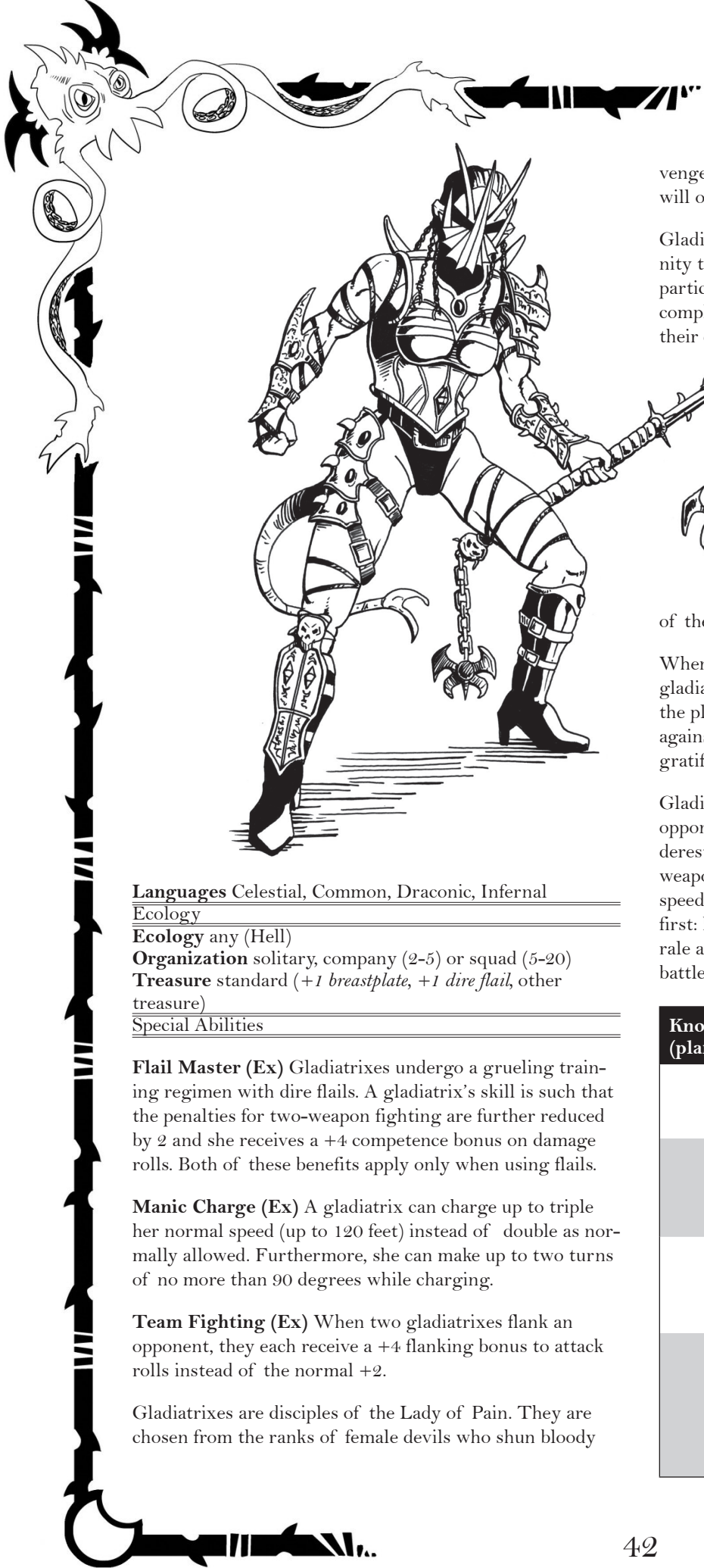
Statistics

Str 18, **Dex** 22, **Con** 20, **Int** 9, **Wis** 12, **Cha** 14

Base Atk +8; **CMB** +13; **CMD** 29

Feats Combat Reflexes, Improved Initiative, Two-Weapon Fighting, Weapon Focus (dire flail)

Skills Acrobatics +14, Climb +12, Intimidate +13, Knowledge (planes) +10, Perception +12



vengeance enacted by the erinyes, preferring to crush the will of men beneath their booted leather heel.

Gladiatrixes despise weakness and take every opportunity to demonstrate their physical superiority over others, particularly mortal men. Gladiatrixes are dedicated to the complete physical, emotional, and spiritual dominance of their enemies and lackeys. They never remove their helmets except when before the Lady of Pain and are never without their weapons.

Occasionally, a gladiatrix company will be sent to the Material Plane to exact punishment on the faithful of the Lady of Pain who do not dominate enough of their flock or show weakness in the face of adversity. At other times, they are sent to challenge adventurers who have become too brazen in their attitude and who need to be reminded

of their proper place in the multiverse.

When not acting in the direct service of the Lady of Pain, gladiatrixes train in the Lady of Pain's arenas or travel the plane of Hell, demonstrating their physical prowess against lesser devils for their own amusement and self-gratification.

Gladiatrixes are all about combat. They may not be subtle opponents but they are deadly ones. Enemies often underestimate them because the gladiatrixes lack ranged weapons, but gladiatrixes can close to melee with incredible speed. They attack the most powerful-looking opponent first: killing the strongest is great for breaking enemy morale and every gladiatrix wants to prove herself superior in battle.

Languages Celestial, Common, Draconic, Infernal
Ecology
Ecology any (Hell)
Organization solitary, company (2-5) or squad (5-20)
Treasure standard (+1 *breastplate*, +1 *dire flail*, other treasure)
Special Abilities

Flail Master (Ex) Gladiatrixes undergo a grueling training regimen with dire flails. A gladiatrix's skill is such that the penalties for two-weapon fighting are further reduced by 2 and she receives a +4 competence bonus on damage rolls. Both of these benefits apply only when using flails.

Manic Charge (Ex) A gladiatrix can charge up to triple her normal speed (up to 120 feet) instead of double as normally allowed. Furthermore, she can make up to two turns of no more than 90 degrees while charging.

Team Fighting (Ex) When two gladiatrixes flank an opponent, they each receive a +4 flanking bonus to attack rolls instead of the normal +2.

Gladiatrixes are disciples of the Lady of Pain. They are chosen from the ranks of female devils who shun bloody

Knowledge (planes) DC	Lore
12	Gladiatrixes are experts in coordinated combat. They use their flails to bind weapons and trip opponents.
17	Gladiatrixes possess none of the magical powers possessed by most devils but only good-aligned weapons can pierce their skin.
22	Gladiatrixes are honor bound to only show their face to the Lady of Pain; it is said that by unmasking a gladiatrix she loses access to her special attacks.
27	The gladiatrixes believe that the Lady of Pain was once one of their own kind. They say that it was through combat with mortals and in the arena that she grew powerful and disposed of the previous whore queen.

Devil, Judgement

Huge black bat wings extend from the back of this powerful serpentine humanoid. In its claws hands it swings a vicious-looking scythe.

DEVIL, JUDGEMENT (ASHMEDE) CR 13 XP 25, 600

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

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +24

Aura fear (20 ft, DC 19)

Defense

AC 28, touch 12, flat-footed 25 (+3 Dex, +16 natural, -1 size)

hp 162 (12d10+96); regeneration 5 (good weapons, good spells)

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

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

SR 24

Offense

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

Melee +1 *vorpal scythe* +20/+15/+10 (2d6+11/19-20/x4) and 2 wings +13 (1d6+3)

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

Spell-Like Abilities (CL 13th)

Constant—*detect good*, *detect magic*

At Will—*blasphemy* (DC 20), *charm person* (DC 14), *greater invisibility*, *greater teleport* (self plus 50 pounds of objects only), *polymorph* (self only), *plane shift*, *prying eyes*
3/day—*chain lightning* (DC 19), *discern location*, *forcecage* (DC 20), *horrid wilting* (DC 21)

1/day—*summon* (9th, kyton, 100%)

Statistics

Str 24, **Dex** 16, **Con** 26, **Int** 14, **Wis** 16, **Cha** 17

Base Atk +12; **CMB** +20; **CMD** 33

Feats Critical Focus, Flyby Attack, Improved Critical (scythe), Lunge, Skill Focus (Perception), Weapon Focus (scythe)

Skills Bluff +18, Fly +20, Intimidate +18, Knowledge (planes) +17, Linguistics +17, Perception +24, Sense Motive +18, Stealth +14

Languages Celestial, Common, Draconic, Infernal (plus 12 others of GM's choice); telepathy 100 ft.

Ecology

Environment any (Hell)

Organization solitary or team (2-5)

Treasure double

When the laws of hell are violated it is the ashmede that deliver Asmodeus's justice. As Asmodeus's enforcers, the judgement devils track and bring annihilation to any devil who moves against Asmodeus. There is no trial, no plea, and absolutely no warning. Ashmede track violators across the multiverse if necessary.

When a mortal breaks an infernal pact, it is the ashmede that first travel to the Material Plane to collect his soul. The ashmede are not careless combatants. They study their

foes, learn their weaknesses and strengths, and strike when their targets are at their weakest. They weaken opponents or scatter other combatants with magical attacks. They then focus on their target, concerned with completing their mission and obeying Asmodeus's law.

Before the kytons achieved their freedom from Asmodeus's domain, the ashmede and the so-called chain devils often collaborated on similar missions. Now that kytons are independent entities, they still sometimes provide assistance to the ashmede particularly in cases where Asmodeus wants an oath-breaker to suffer before annihilation. Only lesser kytons will still respond to the summons of an ashmede and over the centuries they may even resist the summons.

Knowledge (planes) DC	Lore
18	Swift as lightning, the ashmede are Hell's judgement given corporeal form.
23	Many targets have tried to flee from Hell's judgement only to find the ashmede can track them to any place, any land, or any plane.
28	An ashmede's concern is primarily with the oath-breaker. Typically they will try to isolate or kidnap that target if he is likely to have the support of others.
33	The greatest weakness that the ashmede possess is that with the kyton's winning their independence, the ashmede most often have to hunt alone or in small teams. (Though that may bring little comfort to their target!)



Devil, Shadow Angel

Hidden within a cloak of darkness, two large, radiant, angelic wings sprout from this creature's back while skeletal hands wield a translucent, skull-decorated scythe.

DEVIL, SHADOW ANGEL CR 16

XP 76,800

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

Init +5; **Senses** darkvision 60 ft., *detect good*, see in darkness; Perception +24

Aura horrific appearance (60 ft., DC 26)

Defense

AC 24, touch 24, flat-footed 19 (+9 deflection, +5 Dex, +1 dodge, -1 size)

hp 203 (14d10+126)

Fort +13, **Ref** +14, **Will** +16

Defensive Abilities incorporeal, unbound; **DR** 10/good;

Immune fire, poison; **Resist** acid 10, cold 10; **SR** 27

Offense

Speed fly 80 ft. (perfect)

Melee +1 *unholy ghost touch scythe* +20/+15/+10 (2d6+1/19-20/x4 plus 2d6 vs. good)

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

Special Attacks howl

Spell-Like Abilities (CL 14th)

Constant—*detect good*

At Will—*deeper darkness*, *desecrate*, *dispel good* (DC 24), *magic circle against good* (DC 22), *unholy blight* (DC 23)

1/day—*summon* (level 7, 2d4 erinyes or 1 shadow angel, 70%), *unholy aura* (DC 27)

Statistics

Str —, **Dex** 20, **Con** 28, **Int** 22, **Wis** 24, **Cha** 28

Base Atk +14; **CMB** +20; **CMD** 40

Feats Combat Expertise, Dodge, Flyby Attack, Greater Feint, Improved Critical (scythe), Improved Feint, Weapon Focus (scythe)

Skills Acrobatics +22, Bluff +26, Diplomacy +23, Fly +28, Intimidate +26, Knowledge (arcana) +23, Knowledge (planes) +23, Knowledge (religion) +23, Perception +24, Sense Motive +24, Spellcraft +20, Stealth +18

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

Ecology

Environment any (Hell)

Organization solitary or wing (2-4)

Treasure +1 *ghost touch unholy scythe*

Special Attacks

Horrific Appearance (Su) Any living creature within 60 feet that views the shadow angel must attempt a DC 26 Fortitude save or immediately take 1d4 points of Strength, 1d4 points of Dexterity, and 1d4 Constitution damage. A creature that successfully saves against this effect is immune to this ability for 24 hours. The save DC is Charisma-based.

Howl (Su) Once per day, the shadow angel can produce a shriek of heartrending sorrow and soul chilling fear. All creatures within 100 feet of the shadow angel must succeed a DC 26 Fortitude save or be paralyzed with dread and sadness for 1d4 rounds. The save DC is Charisma-based.

Unbound (Ex) Provided they can find the means, shadow angels can leave Hell and enter any non-Good plane without restriction. Normally, devils must be summoned or granted passage by a higher power in order for them to leave the Lower Planes.

Shadow angels are the essence of the angels that fought on the side of evil in the great rebellion. Trapped between life and death, they can never find rest and eternally suffer in the belief that the mortal race who inspired the rebellion remains unpunished.

At the start of combat, the shadow angel descends from above, throwing back its cowl as a free action to reveal its awfulness, and swipe at an opponent with its scythe. It



keeps its cowl down until every opponent has saved, using flyby attacks to whittle away at its enemies. Despite these creature's vast intellects, they blame mortals for their condition, ignoring their own culpability. Thus, they fight to the death in any conflict involving mortals.

Knowledge (planes) DC	Lore
21	Shadow angels are the tormented undying souls of those angels that died in the rebellion against heaven.
26	The shadow angel, like the banshee can unleash a terrible howl that allows others to suffer the sorrow that envelopes their soul.
31	As a vengeful spirit, a shadow angel can only be harmed by magical and good-aligned weapons.
36	It is said that the face of the hooded shadow angel shows the suffering of all mortals that have died since the rebellion in heaven and this horrific visage can physically destroy those who look beneath the hood.

Digester

This creature resembles a featherless and flightless bird, except its head is nothing more than a long narrow tube topped by two pinpoint eyes.

DIGESTER CR 6

XP 2,400

N Medium magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

Defense

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 68 (8d10+24)

Fort +9, **Ref** +10, **Will** +3

Immune acid

Offense

Speed 60 ft.

Melee claw+11 (1d8+4)

Special Attacks acid spray

Statistics

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

Base Atk +8; **CMB** +11; **CMD** 24

Feats Alertness, Dodge, Improved Initiative, Lightning Reflexes

Skills Acrobatics +6 (+10 jumping), Perception +10, Sense Motive +3, Stealth +13; **Racial Modifiers** +4 to Acrobatics when jumping, +4 to Stealth

Languages None

Ecology

Environment warm forests or temperate plains

Organization solitary, pack (3-6), or herd (7-20)

Treasure none

Special Abilities

Acid Spray (Ex) A digester can spray acid in a 20-foot cone, dealing 4d8 points of damage to everything in that area. The digester can also choose to deliver a concentrated stream of acid that deals 8d8 points of damage against a single target within 5 feet. A DC 17 Reflex save halves the damage for both the cone and the stream. A digester may only use this ability once every 1d4 rounds. The save DC is Constitution-based.

Digesters are sometimes called stomachs on legs. The creatures spend their lives trolling for prey on two powerful legs or in hiding, waiting for a meal to come to them. The creatures inhabit any region where food is plentiful, from forests to savannahs. They are most plentiful in open spaces where their long, powerful legs allow them to run down prey.

The digester is a simple combatant. It dissolves prey with its acid spray and then sucks up the resulting organic material as if it were a thick soup. If the first application does

not do the job, the digester attacks with its claws until it is able to use its acid spray again.

Variant Digester

In the world's northern climes a variant digester exists. These digesters are pale white and use a concentrated spray of liquid gas to freeze meals, which it then breaks up with its feet and then vacuums up the shattered remnants. This digester deals cold damage instead of acid damage with its spray. Its speed reduces to 40 feet, but it gains the Nimble Moves feat as a bonus feat and a +4 racial bonus to Acrobatics skill checks when moving across slippery surfaces such as ice.

Knowledge (arcana) DC	Lore
16	Digesters are fast-moving beasts that eat anything organic.
21	A digester is not intelligent enough to know fear. It usually attacks until slain.
26	Although not intelligent, digesters work together to surround prey and attack from several angles.
31	The digester is immune to acid.





Dragon, Sin

True dragons are divided into two broad categories: chromatic and metallic. To most common folk, dragons in general are a traditional symbol of evil and sin. Sin Dragons are not normal creatures with habitats and lairs, they are evil intentions personified within a scaly, winged form. There are seven sin dragons: Envy, Gluttony, Greed, Lust, Pride, Sloth, and Wrath.

Age Categories

Many of a true dragon's abilities, attacks, and other statistics improve as a dragon grows older. These increases are divided into 12 age categories—as a dragon ages, its base statistics change as noted on the **Dragon Age Categories** table.

Age Category: This is the age category's name.

Age in Years: This is the dragon's actual age.

CR: This column modifies the dragon's base CR.

Size: This shows how many size categories by which to increase the dragon's base size, depending on its age (from Tiny to Small, Small to Medium, and so on). A true dragon does not gain the standard increases to ability scores when it achieves a larger size—instead, true dragons gain ability score increases according to their age category, as indicated on the **Dragon Ability Scores** table.

Hit Dice: This shows how many additional Hit Dice a dragon gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increase the dragon's base attack bonus and base save bonuses. Dragons have skill ranks equal to 6 + their Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in the total ability score increases (see the **Dragon Ability Scores** table).

Natural Armor: This shows by what amount the dragon's base natural armor bonus increases with each age category.

Breath Weapon: Each dragon has a breath weapon (see **Combat**) that deals a base amount of damage. This multiplier increases the number of dice of damage dealt by the dragon's breath weapon. For example, a mature adult dragon with a base breath weapon that deals 2d6 acid damage would deal 14d6 acid damage (due to the $\times 7$ multiplier).

Combat

The **Dragon Attacks and Speeds** table lists the attacks a dragon can employ and the damage it deals (a dash indicates that a dragon of that size does not possess that natural attack). Other abilities described here are gained by dragons when they reach a specific age category.

Fly Speed: A dragon's fly speed increases as indicated, according to its size.

Bite: This is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (even though it has more than one attack). A dragon's bite attack has reach as if the creature were one size category larger (+10 feet for Colossal dragons).

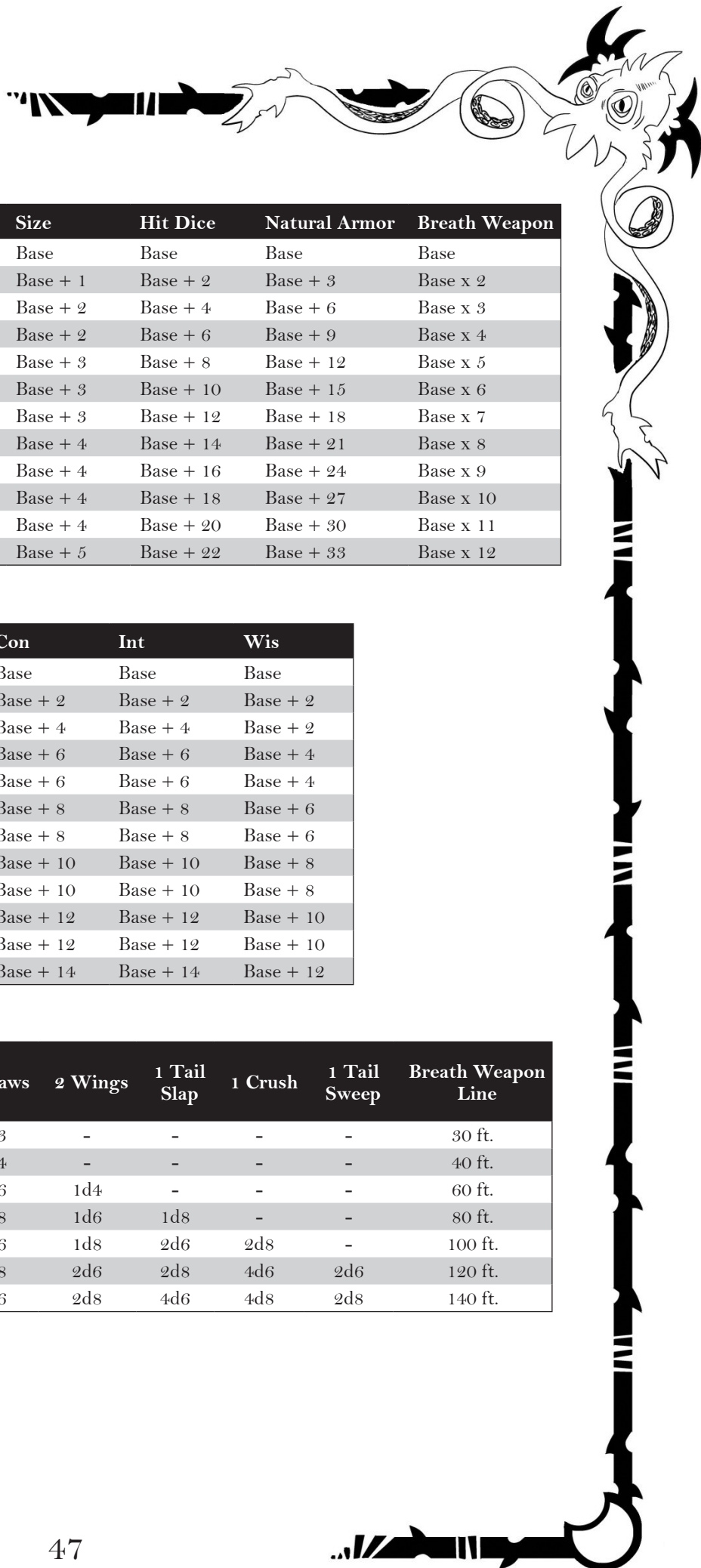
Claws: These primary attacks deal the indicated damage plus the dragon's Strength bonus.

Wings: The dragon can slam foes with its wings, even when flying. Wing attacks are secondary attacks that deal the indicated damage plus 1/2 the dragon's Strength bonus.

Tail Slap: The dragon can slap one foe each round with its tail. A tail slap is a secondary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (this is an exception to the normal secondary attack rules).

Crush (Ex): A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex): This allows a Gargantuan or larger dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).



Dragon Age Categories

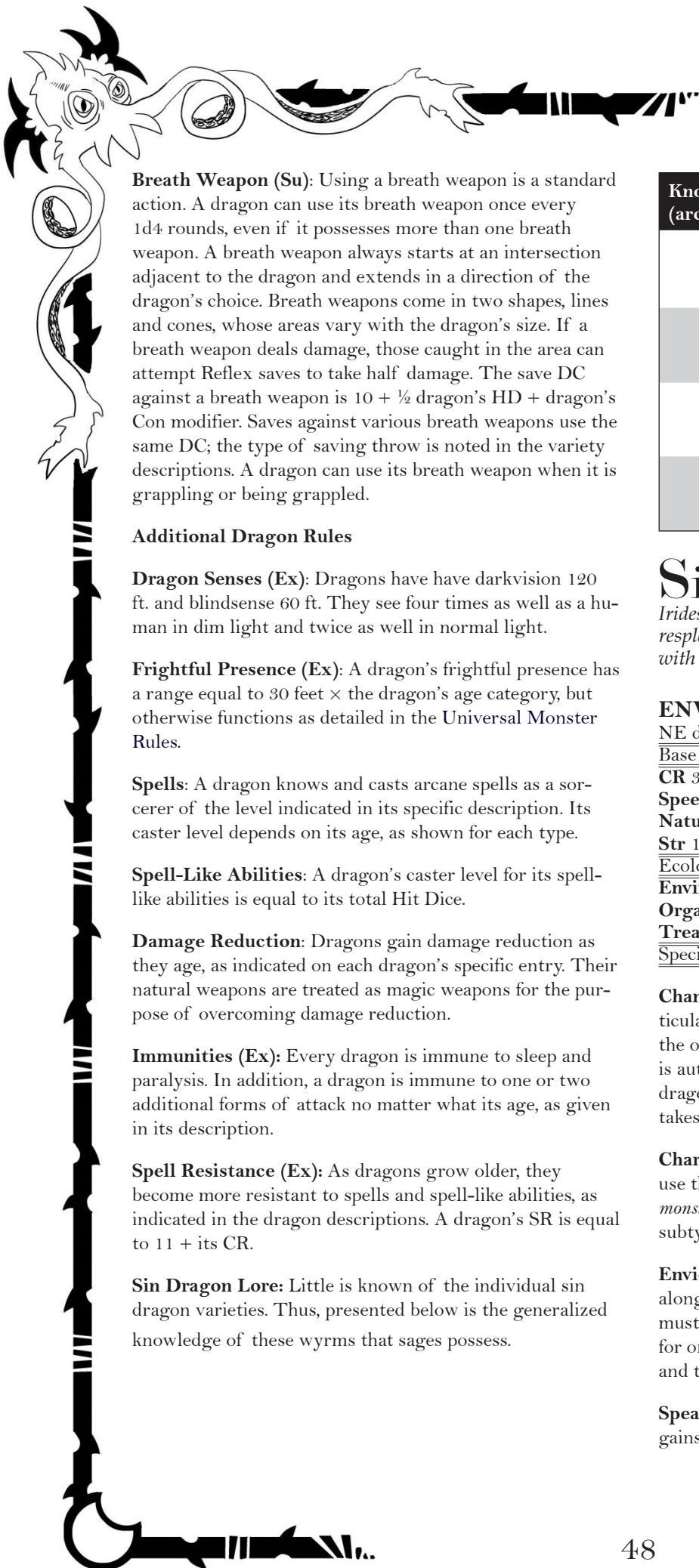
Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor	Breath Weapon
1 Wyrmling	0-5	Base	Base	Base	Base	Base
2 Very Young	6-15	Base + 2	Base + 1	Base + 2	Base + 3	Base x 2
3 Young	16-25	Base + 4	Base + 2	Base + 4	Base + 6	Base x 3
4 Juvenile	26-50	Base + 5	Base + 2	Base + 6	Base + 9	Base x 4
5 Young Adult	51-100	Base + 7	Base + 3	Base + 8	Base + 12	Base x 5
6 Adult	101-200	Base + 8	Base + 3	Base + 10	Base + 15	Base x 6
7 Mature Adult	201-400	Base + 9	Base + 3	Base + 12	Base + 18	Base x 7
8 Old	401-600	Base + 11	Base + 4	Base + 14	Base + 21	Base x 8
9 Very Old	601-800	Base + 12	Base + 4	Base + 16	Base + 24	Base x 9
10 Ancient	801-1,000	Base + 13	Base + 4	Base + 18	Base + 27	Base x 10
11 Wyrm	1,001-1,200	Base + 14	Base + 4	Base + 20	Base + 30	Base x 11
12 Great Wyrm	1,201+	Base + 16	Base + 5	Base + 22	Base + 33	Base x 12

Dragon Ability Scores

Age Category	Str	Dex	Con	Int	Wis
1 Wyrmling	Base	Base	Base	Base	Base
2 Very Young	Base + 4	Base - 2	Base + 2	Base + 2	Base + 2
3 Young	Base + 8	Base - 2	Base + 4	Base + 4	Base + 2
4 Juvenile	Base + 10	Base - 2	Base + 6	Base + 6	Base + 4
5 Young Adult	Base + 12	Base - 4	Base + 6	Base + 6	Base + 4
6 Adult	Base + 14	Base - 4	Base + 8	Base + 8	Base + 6
7 Mature Adult	Base + 16	Base - 4	Base + 8	Base + 8	Base + 6
8 Old	Base + 18	Base - 6	Base + 10	Base + 10	Base + 8
9 Very Old	Base + 20	Base - 6	Base + 10	Base + 10	Base + 8
10 Ancient	Base + 22	Base - 6	Base + 12	Base + 12	Base + 10
11 Wyrm	Base + 24	Base - 8	Base + 12	Base + 12	Base + 10
12 Great Wyrm	Base + 26	Base - 8	Base + 14	Base + 14	Base + 12

Dragon Attacks and Speeds

Size	Fly Speed (maneuverability)	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep	Breath Weapon Line
Tiny	100 ft. (average)	1d4	1d3	-	-	-	-	30 ft.
Small	150 ft. (average)	1d6	1d4	-	-	-	-	40 ft.
Medium	150 ft. (average)	1d8	1d6	1d4	-	-	-	60 ft.
Large	200 ft. (poor)	2d6	1d8	1d6	1d8	-	-	80 ft.
Huge	200 ft. (poor)	2d8	2d6	1d8	2d6	2d8	-	100 ft.
Gargantuan	250 ft. (clumsy)	4d6	2d8	2d6	2d8	4d6	2d6	120 ft.
Colossal	250 ft. (clumsy)	4d8	4d6	2d8	4d6	4d8	2d8	140 ft.



Breath Weapon (Su): Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is 10 + ½ dragon's HD + dragon's Con modifier. Saves against various breath weapons use the same DC; the type of saving throw is noted in the variety descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

Additional Dragon Rules

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Frightful Presence (Ex): A dragon's frightful presence has a range equal to 30 feet × the dragon's age category, but otherwise functions as detailed in the Universal Monster Rules.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its specific description. Its caster level depends on its age, as shown for each type.

Spell-Like Abilities: A dragon's caster level for its spell-like abilities is equal to its total Hit Dice.

Damage Reduction: Dragons gain damage reduction as they age, as indicated on each dragon's specific entry. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Every dragon is immune to sleep and paralysis. In addition, a dragon is immune to one or two additional forms of attack no matter what its age, as given in its description.

Spell Resistance (Ex): As dragons grow older, they become more resistant to spells and spell-like abilities, as indicated in the dragon descriptions. A dragon's SR is equal to 11 + its CR.

Sin Dragon Lore: Little is known of the individual sin dragon varieties. Thus, presented below is the generalized knowledge of these wyrms that sages possess.

Knowledge (arcana) DC	Lore
15	Sin dragons are not born from eggs but from the acts of men. Each sin dragon is an embodiment of a society's vices.
20	Sin dragons are always found near people as they seem to draw their strength from the citizens they destroy.
25	Sin dragons carry none of the elemental weaknesses seen in chromatic and metallic dragons.
30	Sin dragons can be distracted from their goals by events that let them embrace their own sinful desires.

Sin Dragon, Envy

Iridescent, scaled wings stretch gracefully back from this resplendent, almost avian-looking, dragon. It gazes at you with piercing green eyes.

ENVY DRAGON

NE dragon

Base Statistics

CR 3; **Size** Tiny; **Hit Dice** 4d12

Speed 40 ft.

Natural Armor +5; **Breath Weapon** cone, 2d6 acid

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

Ecology

Environment any

Organization solitary

Treasure triple

Special Abilities

Change Shape (Su) Once an envy dragon desires a particular object, it can *shapechange* at will into the holder of the object. If anyone calls the dragon by its true name, it is automatically forced back into its natural form. An envy dragon's eyes are always green regardless of what form it takes.

Charm Shapeshifters (Sp) A great wyrm envy dragon can use this ability three times per day. It works as a *mass charm monster* that only affects creatures with the shapchanger subtype.

Envious Bite (Su) At old age, the envy dragon's bite passes along some of its envious nature. Any opponent bitten must succeed a Will save or be driven into an envious rage for one round that forces them to try to kill the nearest ally and take their stuff. The save DC is Charisma-based.

Speak with Shapeshifters (Sp) A young envy dragon gains the constant spell-like ability to speak with shape-



shifters. This ability acts as *telepathic bond* to all shapeshifters within 100 ft.

Spell-Like Abilities (Sp) An envy dragon gains the following spell-like abilities, usable at-will, upon reaching the listed age category. Very Young—*detect thoughts*; Juvenile—*friendly face**; Old—*charm monster*; Ancient—*arcane sight*, *discern location*.

Sour Relationships (Sp) Once per day, an adult or older envy dragon can target a creature within 30 ft. with an aura of unfriendliness. That creature can make a Will save to resist this effect but if it fails all NPC interactions are shifted one step toward the negative for 24 hours. When an envy dragon reaches the ancient age category, NPC interactions are shifted two steps to the negative for 24 hours. This is equivalent to a 2nd level spell. The save DC is Charisma-based.

Age Categories	Special Abilities	Caster Level
Wyrmling	Change shape, immunity to acid	—
Very Young	<i>Detect thoughts</i>	—
Young	Speak with shapeshifters	—
Juvenile	<i>Message</i>	1 st
Young Adult	DR 5/magic, spell resistance	3 rd
Adult	Frightful presence, sour relationships	5 th
Mature Adult	DR 10/magic	7 th
Old	Envious bite, <i>charm monster</i>	9 th
Very Old	DR 15/magic	11 th
Ancient	<i>Arcane sight</i> , <i>discern location</i>	13 th
Wurm	DR 20/magic	15 th
Great Wurm	Charm shapeshifters	17 th

YOUNG ENVY DRAGON CR 7

XP 3,200

NE Medium dragon

Init +1; **Senses** dragon senses; Perception +15

Defense

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

hp 68 (8d12+16)

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

Immune acid, paralysis, sleep

Offense

Speed 40 ft., fly 150 ft. (average)

Melee bite +13 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)

Special Attacks breath weapon (30-ft. cone, DC 16, 6d6 acid)

Spell-Like Abilities (CL 8th)

At Will—*detect thoughts* (DC 14)

Statistics

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

Base Atk +8; **CMB** +12; **CMD** 23 (27 vs. trip)

Feats Alertness, Deceitful, Glide, Weapon Focus (bite)

Skills Appraise +13, Bluff +15, Disguise +12, Fly +12, Knowledge (history) +13, Linguistics +13, Perception +15, Sense Motive +4, Sleight of Hand +9

Languages Common, Draconic (plus 8 others as befits the dragon's territory)

SQ change shape (any, *shapechange*), speak with shapeshifters



New Feat: Glide

By spreading your wings wide, you can drift suspended on air currents.

Prerequisites: Must possess winged flight

Benefit: You do not have to make a Fly check to move at less than one-half your fly speed.

ADULT ENVY DRAGON CR 11

XP 12,800

NE Large dragon

Init +4; **Senses** dragon senses; Perception +25

Aura frightful presence (180 ft., DC 21)

Defense

AC 29, touch 9, flat-footed 29 (+20 natural, -1 size)

hp 147 (14d12+56)

Fort +13, **Ref** +11, **Will** +13

DR 5/magic; **Immune** acid, paralysis, sleep; **SR** 22

Offense

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

Melee bite +21 (2d6+10), 2 claws +20 (1d8+7), 2 wings +15 (1d6+3), tail +15 (1d8+10)

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

Special Attacks breath weapon (40-ft. cone, DC 21, 12d6 acid), sour relationships (DC 21)

Spell-Like Abilities (CL 14th)

At Will—*detect thoughts* (DC 16), *message*

Spells Known (CL 5th)

2nd (5/day)—*blur*, *web* (DC 16)

1st (7/day)—*burning hands* (DC 15), *magic aura*, *protection from good*, *summon monster I*

0th (at will)—*bleed* (DC 14), *detect magic*, *detect poison*, *double take**, *false blink** (DC 14), *prestidigitation*

Statistics

Str 25, **Dex** 10, **Con** 19, **Int** 19, **Wis** 19, **Cha** 19

Base Atk +14; **CMB** +22; **CMD** 32 (36 vs.trip)

Feats Alertness, Deceitful, Flyby Attack, Glide, Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

Skills Appraise +21, Bluff +25, Disguise +22, Fly +11, Knowledge (history) +21, Linguistics +21, Perception +25, Sense Motive +25, Sleight of Hand +14, Spellcraft +21

Languages Common, Draconic (plus 14 others as befits the dragon's territory)

SQ change shape (any, *shapechange*), speak with shapeshifters

ANCIENT ENVY DRAGON CR 16

XP 76,800

NE Huge dragon

Init +3; **Senses** dragon senses; Perception +35

Aura frightful presence (300 ft., DC 27)

Defense

AC 39, touch 7, flat-footed 39 (-1 Dex, +32 natural, -2 size)

hp 275 (22d12+132)

Fort +19, **Ref** +14, **Will** +19

DR 15/magic; **Immune** acid, paralysis, sleep; **SR** 27

Offense

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

Melee bite +32 (2d8+16 plus envious plus grab), 2 claws +31 (2d6+11), 2 wings +29 (1d8+5), tail +29 (2d6+16)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 27, 20d6 acid), crush, envious bite (DC 27), sour relationships (DC 27), snatch

Spell-Like Abilities (22nd)

At Will—*arcane sight*, *charm monster* (DC 20), *detect thoughts* (DC 18), *discern location*, *message*

Spells Known (CL 13th)

6th (5/day)—*geas/quest*, *symbol of persuasion* (DC 22)

5th (7/day)—*dominate person* (DC 21), *feeblemind* (DC 21), *symbol of sleep* (DC 21)

4th (7/day)—*confusion* (DC 20), *crushing despair* (DC 20), *locate creature*, *stoneskin*

3rd (7/day)—*deep slumber* (DC 19), *dispel magic*, *haste*, *magic circle against good*

2nd (8/day)—*blindness/deafness* (DC 18), *blur*, *shatter* (DC 18), *spider climb*, *web* (DC 18)

1st (8/day)—*burning hands* (DC 17), *magic aura*, *protection from good*, *ray of enfeeblement* (DC 17), *summon monster I*

0th (at will)—*bleed* (DC 16), *dancing lights*, *detect magic*, *detect poison*, *double take**, *false blink** (DC 16), *prestidigitation*, *resistance*, *touch of fatigue* (DC 16)

Statistics

Str 33, **Dex** 8, **Con** 23, **Int** 23, **Wis** 23, **Cha** 23

Base Atk +22; **CMB** +35 (+39 grapple); **CMD** 44 (48 vs. trip)

Feats Alertness, Deceitful, Flyby Attack, Glide, Improved Lightning Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Snatch, Vital Strike, Weapon Focus (bite)

Skills Appraise +31, Bluff +35, Disguise +32, Fly +16, Knowledge (history) +31, Linguistics +31, Perception +35, Sense Motive +35, Sleight of Hand +21, Spellcraft +31, Survival +31, Use Magic Device +31

Languages Common, Draconic (plus 22 others as befits the dragon's territory)

SQ change shape (any, *shapechange*), speak with shapeshifters

Dragons of envy are accomplished shapeshifters. Many dragons learn to take another form at some point during their long lives but envy dragons can change shape even before they hatch. The one trait that always gives an envy dragon away is its eyes, which are brilliant green in any form.

If an envy dragon sees that another creature has something – an item, a talent, an aspect of appearance, anything – that it does not, the dragon becomes consumed with jealousy. It schemes until it is in a position to take the coveted thing and destroy the owner. Envy dragons quickly grow bored and move on to their next fancy, leaving broken lives and bodies in their wake.

If an envy dragon is identified and bound by its name, it can be compelled to stand and fight. If not stopped, the dragon will continue to move from one obsession to the next, destroying all that impedes it.

Sin Dragon, Gluttony

This dragon is grotesquely obese with rolls of fat pushing out from behind every greasy scale. Its central mouth overflows with teeth and drool and it has secondary mouths in its cheeks that soundlessly slurp in anticipation of their next meal.

GLUTTONY DRAGON

NE dragon

Base Statistics

CR 4; **Size** Small; **Hit Dice** 5d12

Speed 40 ft.

Natural Armor +4; **Breath Weapon** cone, 2d6 acid

Str 15, **Dex** 14, **Con** 15, **Int** 11, **Wis** 10, **Cha** 10

Ecology

Environment any

Organization solitary

Treasure triple

Special Abilities

Consume Magic (Su) An ancient gluttony dragon is able to gobble up magic items to gain additional strength. By making a disarm combat maneuver, the gluttony dragon may gobble up a handheld magic item. Doing so grants the dragon a competence bonus to attack and damage rolls equal to ½ the item's caster level and 5 temporary hit points per item caster level. These bonuses last for a number of rounds equal to one-half the item's caster level at which point they are completely consumed and rendered mundane.

Devour Soul (Su) A great wurm gluttony dragon consumes not only food but souls as well. Any creature killed when swallowed by the great wurm has their soul utterly obliterated. They cannot be raised or resurrected by any means.

Feast or Famine (Su) The area around the gluttony dragon is blessed with fertile fields and record harvests (if rural) or laden shelves and well-stocked stores (if urban). However, the nutrient value of this food is decreased to one-third normal which forces people to either overeat or starve. The range of this ability is twice the dragon's age category in miles.

Fool's Feast (Su) This ability functions like the spell *heroes' feast* and appears to grant the same benefits. However, once the diners enter combat all the benefits become penalties instead. A gluttony dragon can use this ability once per day.

Shake the Ground (Ex) Even when very young, gluttony dragons are extremely obese. As a standard action, it can stomp on the ground sending out a shockwave in a 5-ft. radius per age category. Those caught in the shockwave may make a Reflex saving throw. Those that fail are knocked

prone and take 1d4 points of nonlethal damage per age category.

Spell-Like Abilities (Sp) A gluttony dragon gains the following spell-like abilities, usable at-will, upon reaching the listed age category. Young—*grease*; Juvenile—*unseen servant*; Old—*slow*; Ancient—*insect plague*; Great Wurm—*creeping doom*

Sweat that Burns (Su) An adult gluttony dragon sweats profusely. This sweat manifests as a mist of acidic vapors that spill out of the creature's corpulent body. Creatures within 5 ft. take 1d6 points of acid damage on the dragon's turn. At old age, the mist aura extends to 10 feet and at ancient age it deals 2d6 points of damage.

Swallow Whole (Ex) Adult gluttony dragons can swallow opponents of lesser size whole. Damage is equal to one-half their breath weapon damage with no save permitted.

Age Categories	Special Abilities	Caster Level
Wyrmling	Feast or famine, immunity to acid	—
Very Young	Shake the ground	—
Young	<i>Grease</i>	—
Juvenile	Frightful presence, <i>unseen servant</i>	1 st
Young Adult	DR 5/magic, spell resistance	3 rd
Adult	Swallow whole, sweat that burns	5 th
Mature Adult	DR 10/magic	7 th
Old	Fool's feast, <i>slow</i>	9 th
Very Old	DR 15/magic	11 th
Ancient	Consume magic, <i>insect plague</i>	13 th
Wurm	DR 20/magic	15 th
Great Wurm	Devour soul, <i>creeping doom</i>	17 th

YOUNG GLUTTONY DRAGON CR 8

XP 4,800

NE Large dragon

Init +1; **Senses** dragon senses; Perception +13

Defense

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

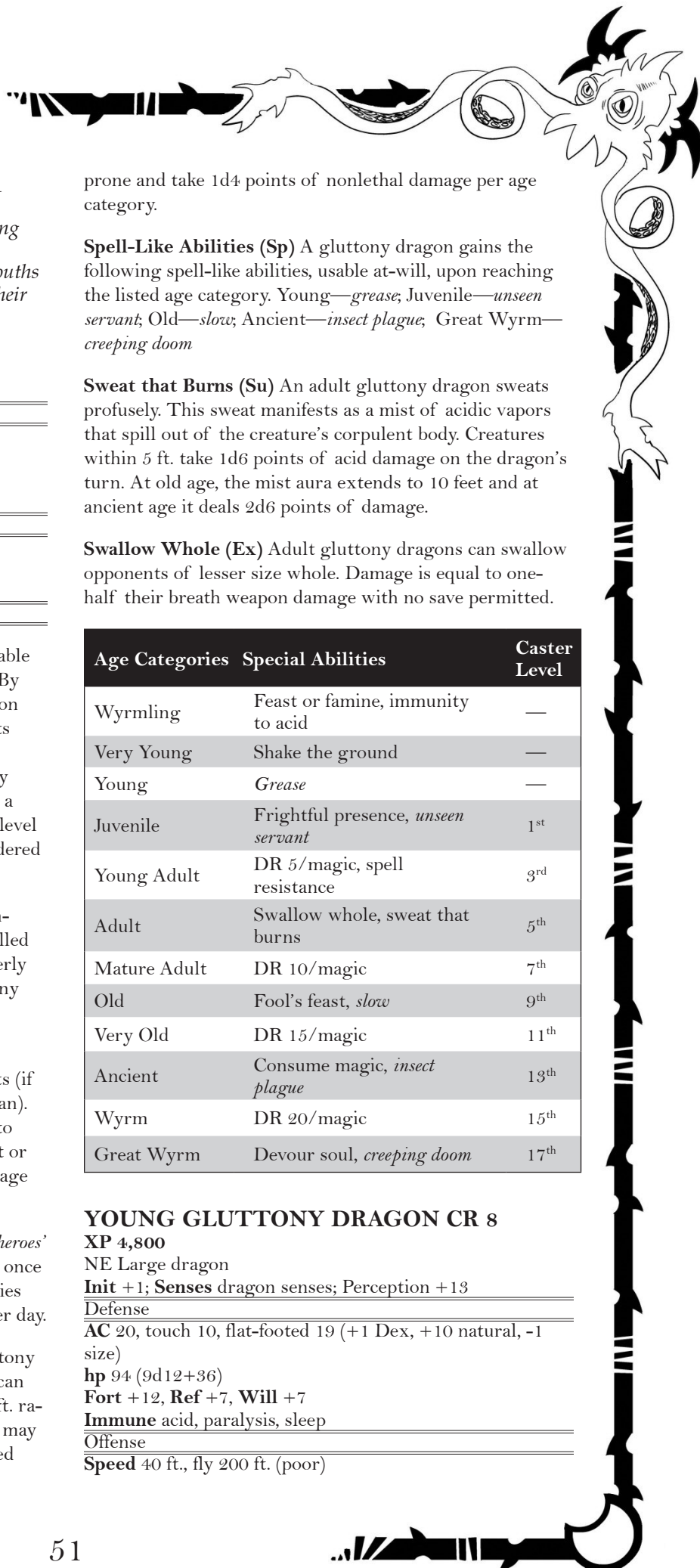
hp 94 (9d12+36)

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

Immune acid, paralysis, sleep

Offense

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



Melee bite +15 (2d6+9), 2 claws +14 (1d8+6), 2 wings +9 (1d6+3), tail slap +9 (1d8+9)

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

Special Attacks breath weapon (40-ft. cone, DC 18, 6d6 acid), shake the ground (15-ft. radius, DC 18, 3d4 nonlethal)

Spell-Like Abilities (CL 9th)

At Will—*grease*

Statistics

Str 23, **Dex** 12, **Con** 19, **Int** 13, **Wis** 12, **Cha** 12

Base Atk +9; **CMB** +16; **CMD** 27 (31 vs. trip)

Feats Diehard, Endurance, Great Fortitude, Power Attack, Weapon Focus (bite)

Skills Climb +18, Diplomacy +13, Fly +7, Heal +13, Perception +13, Survival +13, Use Magic Device +13

Languages Common, Draconic

SQ feast or famine

ADULT GLUTTONY DRAGON CR 12

XP 19,200

LE Huge dragon

Init +0; **Sense** dragon senses; Perception +21

Aura frightful presence (180 ft., DC 20), sweat that burns (5 ft., 1d6 acid)

Defense

AC 27, touch 8, flat-footed 27 (+19 natural, -2 size)

hp 187 (15d12+90)

Fort +17, **Ref** +9, **Will** +12

DR 5/magic, **Immune** acid, paralysis, sleep; **SR** 23

Offense

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

Melee bite +23 (2d8+13/19-20 plus grab), 2 claws +22 (2d6+9), 2 wings +17 (1d8+4), tail slap +17 (2d6+13)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 23, 12d6 acid), crush, shake the ground (30-ft. radius, DC 23, 6d4 nonlethal), swallow whole (6d6 acid, AC 19, hp 18)

Spell-Like Abilities (CL 15th)

At Will—*grease*, *unseen servant*

Spells Known (CL 5th)

2nd (5/day)—*touch me not** (DC 15), *war paint**

1st (7/day)—*charm person* (DC 14), *enlarge person*, *identify*, *shield*

0th (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *ghost sound* (DC 13), *message*, *prestidigitation*

Statistics

Str 29, **Dex** 10, **Con** 23, **Int** 17, **Wis** 16, **Cha** 16

Base Attack +15; **CMB** +26 (+28 disarm, +30 grapple);

CMD 36 (38 vs. disarm, 40 vs. trip)

Feats Combat Expertise, Diehard, Endurance, Great Fortitude, Improved Critical (bite), Improved Disarm, Power Attack, Weapon Focus (bite)

Skills Climb +27, Diplomacy +21, Fly +10, Heal +21, Perception +21, Spellcraft +21, Survival +21, Swim +27, Use Magic Device +21

Languages Common, Draconic, Dwarven, Elven

SQ feast or famine

ANCIENT GLUTTONY DRAGON CR

17

XP 102,400

NE Gargantuan dragon

Init +3; **Senses** dragon senses; Perception +31

Aura frightful presence (300 ft., DC 26), sweat that burns (10 ft., 2d6 acid)

Defense

AC 36, touch 5, flat-footed 36 (-1 Dex, +31 natural, -4 size)

hp 333 (23d12+184)

Fort +23, **Ref** +12, **Will** +18

DR 15/magic; **Immune** acid, paralysis, sleep; **SR** 28

Offense

Speed 40 ft., fly 250 ft. (clumsy)

Melee bite +33 (4d6+19/19-20 plus grab), 2 claws +32 (2d8+13), 2 wings +27 (2d6+6), tail slap +27 (2d8+19)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks (60-ft. cone, DC 29, 20d6 acid), consume magic, crush, shake the ground (50-ft. radius, DC 29, 20d4 nonlethal), swallow whole (10d6 acid, AC 25, hp 33)

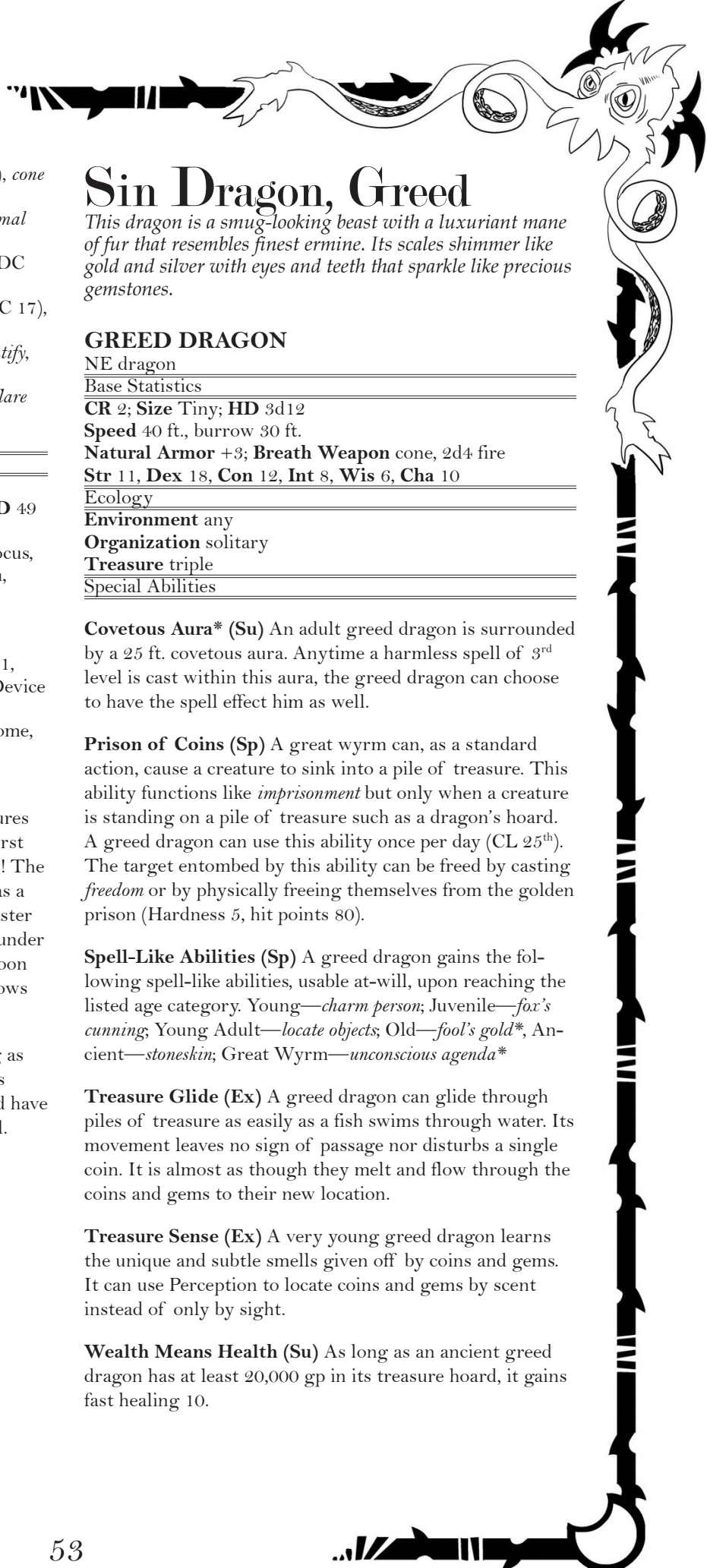
Spell-Like Abilities (CL 23rd)

At Will—*grease*, *insect plague*, *slow* (DC 18), *unseen servant*

Spells Known (13th)

6th (4/day)—*flesh to stone* (DC 21), *repulsion* (DC 21)





5th (6/day)—*baleful polymorph* (DC 20), *blight* (DC 20), *cone of cold* (DC 20)

4th (7/day)—*black tentacles*, *confusion* (DC 19), *phantasmal killer* (DC 19), *mass reduce person* (DC 19)

3rd (7/day)—*dispel magic*, *displacement*, *stinking cloud* (DC 18), *vampiric touch*

2nd (7/day)—*blur*, *glitterdust* (DC 17), *gust of wind* (DC 17), *touch me not** (DC 17), *war paint**

1st (8/day)—*charm person* (DC 16), *enlarge person*, *identify*, *protection from good*, *shield*

0th (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *flare* (DC 15), *ghost sound* (DC 15), *message*, *prestidigitation*, *resistance*, *touch of fatigue* (DC 15)

Statistics

Str 37, **Dex** 8, **Con** 27, **Int** 21, **Wis** 20, **Cha** 20

Base Atk +23; **CMB** +40 (+44 disarm, grapple); **CMD** 49 (53 vs. disarm, trip)

Feats Bleeding Critical, Combat Expertise, Critical Focus, Diehard, Endurance, Great Fortitude, Greater Disarm, Improved Critical (bite), Improved Disarm, Improved Initiative, Power Attack, Weapon Focus (bite)

Skills Appraise +31, Climb +39, Diplomacy +31, Fly +11, Heal +31, Knowledge (local) +31, Perception +31, Spellcraft +31, Survival +31, Swim +39, Use Magic Device +31

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling

SQ feast or famine, fool's feast

Dragons of gluttony begin life as painfully thin creatures that resemble desiccated lizards. Once they get their first taste of food, however, they grow and grow and grow! The presence of a gluttony dragon is originally regarded as a blessing, for their magical nature makes crops grow faster and animals grow fatter. However, the food produced under the gluttony dragon's magic is not as nutritious and soon the people of the land grow thin as the sin dragon grows fatter.

Gluttony dragons try to end combat quickly by eating as many opponents as possible. They consume dangerous magic items to remove that power from opponents and have been known to consume the very soul of an individual. When in doubt (about any situation), they eat.

Sin Dragon, Greed

This dragon is a smug-looking beast with a luxuriant mane of fur that resembles finest ermine. Its scales shimmer like gold and silver with eyes and teeth that sparkle like precious gemstones.

GREED DRAGON

NE dragon

Base Statistics

CR 2; **Size** Tiny; **HD** 3d12

Speed 40 ft., burrow 30 ft.

Natural Armor +3; **Breath Weapon** cone, 2d4 fire

Str 11, **Dex** 18, **Con** 12, **Int** 8, **Wis** 6, **Cha** 10

Ecology

Environment any

Organization solitary

Treasure triple

Special Abilities

Covetous Aura* (Su) An adult greed dragon is surrounded by a 25 ft. covetous aura. Anytime a harmless spell of 3rd level is cast within this aura, the greed dragon can choose to have the spell effect him as well.

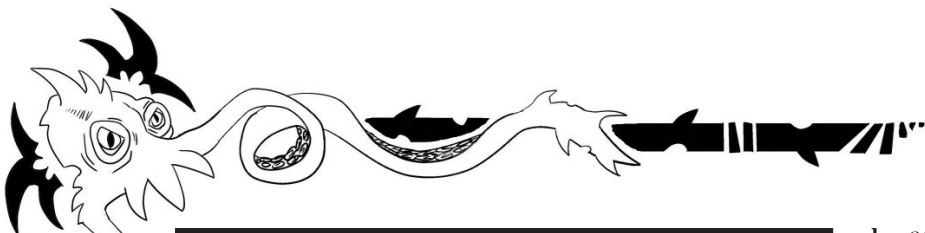
Prison of Coins (Sp) A great wyrm can, as a standard action, cause a creature to sink into a pile of treasure. This ability functions like *imprisonment* but only when a creature is standing on a pile of treasure such as a dragon's hoard. A greed dragon can use this ability once per day (CL 25th). The target entombed by this ability can be freed by casting *freedom* or by physically freeing themselves from the golden prison (Hardness 5, hit points 80).

Spell-Like Abilities (Sp) A greed dragon gains the following spell-like abilities, usable at-will, upon reaching the listed age category. Young—*charm person*; Juvenile—*fox's cunning*; Young Adult—*locate objects*; Old—*fool's gold**; Ancient—*stoneskin*; Great Wyrm—*unconscious agenda**

Treasure Glide (Ex) A greed dragon can glide through piles of treasure as easily as a fish swims through water. Its movement leaves no sign of passage nor disturbs a single coin. It is almost as though they melt and flow through the coins and gems to their new location.

Treasure Sense (Ex) A very young greed dragon learns the unique and subtle smells given off by coins and gems. It can use Perception to locate coins and gems by scent instead of only by sight.

Wealth Means Health (Su) As long as an ancient greed dragon has at least 20,000 gp in its treasure hoard, it gains fast healing 10.



Age Categories	Special Abilities	Caster Level
Wyrmling	Immunity to fire, treasure sense	—
Very Young	Treasure glide	—
Young	<i>Charm person</i>	—
Juvenile	<i>Fox's Cunning</i>	—
Young Adult	DR 5/magic, spell resistance, <i>locate objects</i>	—
Adult	Covetous aura, frightful presence	1 st
Mature Adult	DR 10/magic	3 rd
Old	Fool's gold*	5 th
Very Old	DR 15/magic	7 th
Ancient	Wealth means health, <i>stone skin</i>	9 th
Wyrm	DR 20/magic	11 th
Great Wyrm	Prison of coins, <i>unconscious agenda</i> *	13 th

YOUNG GREED DRAGON CR 6

XP 2,400

NE Medium dragon

Init +3; **Sense** dragon senses, treasure sense; Perception +9

Defense

AC 23, touch 14, flat-footed 19 (+3 Dex, +1 dodge, +9 natural)



hp 66 (7d12+21)

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

Immune fire, paralysis, sleep

Offense

Speed 40 ft., burrow 30 ft., fly 150 ft. (average)

Melee bite +11 (1d8+6), 2 claws +11 (1d6+4), 2 wings +6 (1d4+2)

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

Special Attacks breath weapon (30-ft. cone, DC 16, 6d4 fire)

Spell-Like Abilities (CL 7th)

At Will—*charm person* (DC 12)

Statistics

Str 19, **Dex** 16, **Con** 16, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +7; **CMB** +11; **CMD** 25 (29 vs. trip)

Feats Cleave, Dodge, Lunge, Power Attack

Skills Appraise +10, Diplomacy +11, Knowledge (nobility) +10, Knowledge (local) +10, Perception +9, Sense Motive +9

Languages Draconic

SQ treasure glide

ADULT GREED DRAGON CR 10

XP 9,600

NE Large dragon

Init +6; **Senses** dragon senses, treasure sense; Perception +21

Aura covetous (25 ft.), frightful presence (180 ft., DC 19)

Defense

AC 30, touch 12, flat-footed 27 (+2 Dex, +1 dodge, +18 natural, -1 size)

hp 149 (13d12+65)

Fort +13, **Ref** +10, **Will** +9

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 21

Offense

Speed 40 ft., burrow 30 ft., fly 200 ft. (poor)

Melee bite +19 (2d6+10), 2 claws +19 (1d8+7), 2 wings +14 (1d6+3), tail slap +14 (1d8+10)

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

Special Attacks breath weapon (40-ft. cone, 12d4 fire, DC 21)

Spell-Like Abilities (CL 13th)

At Will—*charm person* (DC 14), *fox's cunning*, *locate object*

Spells Known (CL 1st)

1st (4/day)—*awe**, *shield*

0th (at will)—*arcane mark*, *detect magic*, *ray of frost*, *resistance*

Statistics

Str 25, **Dex** 14, **Con** 20, **Int** 14, **Wis** 12, **Cha** 16

Base Atk +13; **CMB** +21; **CMD** 34 (38 vs. trip)

Feats Alertness, Cleave, Dodge, Flyby Attack, Improved Initiative, Lunge, Power Attack

Skills Appraise +18, Diplomacy +19, Fly +12, Intimidate +19, Knowledge (nobility) +18, Knowledge (local) +18, Perception +21, Sense Motive +21

Languages Common, Draconic, Dwarven

SQ treasure glide

ANCIENT GREED DRAGON CR 15

XP 51,200

NE Huge dragon

Init +5; **Senses** dragon senses, treasure sense; Perception +31

Aura covetous (25 ft.), frightful presence (300 ft., DC 25)

Defense

AC 40, touch 10, flat-footed 36 (+1 Dex, +1 dodge, +30 natural, -2 size)

hp 283 (21d12+147); **fast healing** 10

Fort +19, **Ref** +13, **Will** +15

DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 26

Offense

Speed 40 ft., burrow 30 ft., fly 200 ft. (poor)

Melee bite +30 (2d8+16 plus grab), 2 claws +30 (2d6+11 plus grab), 2 wings +28 (1d8+5), tail slap +28 (2d6+16)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, 20d4 fire, DC 27), crush

Spell-Like Abilities (CL 21st)

At Will—*charm person* (DC 16), *fool's gold**, *fox's cunning*, *locate objects*, *stoneskin*

Spells Known (CL 9th)

4th(5/day)—*black tentacles*, *crushing despair* (DC 19)

3rd(6/day)—*displacement*, *haste*, *sleet storm*

2nd(7/day)—*resist energy*, *slip of the tongue** (DC 17), *summon swarm*, *web* (DC 17)

1st(8/day)—*awe**, *protection from good*, *shield*, *shocking grasp*, *true strike*

0th(at will)—*arcane mark*, *dancing lights*, *detect magic*, *flare* (DC 15), *flash blink* (DC 15), *ghost sound*, *ray of frost*, *resistance*

Statistics

Str 33, **Dex** 12, **Con** 24, **Int** 18, **Wis** 16, **Cha** 20

Base Atk +21; **CMB** +34 (+38 with grab); **CMD** 46 (50 vs. trip)

Feats Alertness, Dodge, Flyby Attack, Hover, Improved Initiative, Lunge, Multiattack, Power Attack, Snatch, Vital Strike, Wingover

Skills Appraise +28, Diplomacy +29, Fly +13, Intimidate +29, Knowledge (arcana) +28, Knowledge (nobility) +28, Knowledge (local) +28, Perception +31, Sense Motive +31, Spellcraft +28

Languages Common, Dragon, Dwarven, Gnome, Halfling
SQ treasure glide, wealth means health

It is said that dragons of greed are born from the guiltless consumption of others. Greed dragons typically work with the humanoid races, providing council and advice on how to grow their wealth. Through their influence, they are able to amass large fortunes for themselves with little or no risk of their own.

Greed dragons avoid physical combat whenever possible, seeking instead to bribe opponents or corrupt others into their defense. It is said that several of the largest and

wealthiest kingdoms are actually ruled from the shadows by a greed dragon. A greed dragon's health is linked to the wealth it accumulates and, as such, its lair is extremely well defended by magic, traps and minions.

Sin Dragon, Lust

Waves of heat radiate from this serpentine dragon. Its horns twist backward from its head and its wings fan out from its side like a ridge.

LUST DRAGON

CE dragon

Base Statistics

CR 3; **Size** Tiny; **HD** 3d12

Speed 40 ft.

Natural Armor +5; **Breath Weapon** cone, 2d6 fire

Str 13, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 15

Ecology

Environment any

Organization solitary

Treasure triple

Special Abilities

Change Shape (Su) Once a lust dragon desires a particular creature, it can *shapechange* at will into a creature of the same species. If anyone calls the dragon by its true name, it is automatically forced back into its natural form. A lust dragon's eyes are always red with desire regardless of what form it takes.

Cloud of Lust (Su) An ancient or older lust dragon can use its stripping breath weapon to create a cloud of uncontrolled sexual energy. This creates conditions that distract the mind, forcing spellcasters to make a concentration check (DC 15 + spell level) to complete spells and a -4 penalty on all Will saves.

Inner Fire (Su) At old age, a lust dragon's bite deals an additional 2d6 points of fire damage. An ancient dragon's damage increases to 4d6 and a great wurm's damage increases to 6d6.

Language of Love (Su) A lust dragon's magical nature speaks to creatures in ways that words cannot convey. A lust dragon gains a +1 racial bonus to the DC of all enchantment spells and none of its enchantment spells are considered language-dependent as communication is handled on a more primal, physical level.

Sire Offspring (Su) Lust dragons are extremely fertile; the coupling of a lust dragon with another living creature always results in viable half-dragon offspring. The half-dragon offspring is always a random type and never a sin half-dragon.

Spell-Like Abilities (Sp) A lust dragon gains the following spell-like abilities, usable at-will, upon reaching the listed age category. Juvenile—*mantle of love**; Old—*reverse gender**; Ancient—*impotency**

Stripping Breath (Su) Instead of a cone of fire, a lust dragon can breathe a cone of hot, heavily scented air. It strips non-magical clothing and armor with an armor bonus less than or equal to its age category from individuals without harming their flesh or dealing damage to equipment.

Die Happy (Sp) A great wyrm lust dragon can use this ability three times per day. It works as a *weird* spell except it is not a fear effect. The creatures are filled with an overwhelming feeling of lust. The subject of this attack takes 1d4 points of Wisdom damage instead of Strength if their save is made. This ability is equivalent to a 9th level spell.

Age Categories	Special Abilities	Caster Level
Wyrmling	Immunity to fire, stripping breath	—
Very Young	Sire offspring	—
Young	Change shape	—
Juvenile	Mantle of love*	—
Young Adult	DR 5/magic, spell resistance	1 st
Adult	Language of love, frightful presence	3 rd
Mature Adult	DR 10/magic	5 th
Old	Inner fire, <i>reverse gender</i> *	7 th
Very Old	DR 15/magic	9 th
Ancient	Cloud of lust, <i>impotency</i> *	11 th
Wyrmling	DR 20/magic	13 th
Great Wyrmling	Die happy	15 th

YOUNG LUST DRAGON CR 7

XP 3,200

CE Medium dragon

Init +2; **Senses** dragon senses, Perception +14

Defense

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 natural)

hp 73 (7d12+28)

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

Immune fire, sleep, paralysis

Offense

Speed 40 ft., fly 150 ft. (average)

Melee bite +12 (1d8+7), 2 claws +12 (1d6+5), 2 wings +7 (1d4+2)

Special Attacks breath weapon (30-ft. cone, 6d6 fire, DC 17), stripping breath (30-ft cone, destroys clothing or up to +3 armor)

Statistics

Str 21, **Dex** 14, **Con** 18, **Int** 14, **Wis** 15, **Cha** 17

Base Atk +7; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Alertness, Iron Will, Skill Focus (Disguise), Skill Focus (Bluff)

Skills Bluff +16, Diplomacy +13, Disguise +13, Fly +12, Heal +12, Knowledge (local) +12, Perception +14, Sense Motive +14

Languages Common, Draconic, Elven

SQ change shape (desired species), sire offspring

ADULT LUST DRAGON CR 11

XP 12,800

CE Large dragon

Init +5; **Senses** dragon senses; Perception +24

Aura frightful presence (180 ft., DC 21)

Defense

AC 30, touch 10, flat-footed 29 (+1 Dex, +20 natural, -1 size)

hp 162 (13d12+78)

Fort +14, **Ref** +9, **Will** +15

DR 5/magic; **Immune** fire, sleep, paralysis; **SR** 22

Offense

Speed 45 ft., fly 200 ft. (poor)

Melee bite +20 (2d6+12), 2 claws +20 (1d8+8), 2 wings +15 (1d6+4), tail slap +15 (1d8+12)

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

Special Attacks breath weapon (40-ft. cone, 12d6 fire, DC 22), stripping breath (40-ft cone, destroys clothing or up to +6 armor)

Spell-Like Abilities (CL 13th)

At Will—*mantle of love**

Spells Known (3rd; +1 DC on enchantment)

1st (6/day) — *charm person* (DC 17), *heartache** (DC 17), *pacifist** (DC 17)

0th (at will) — *daze* (DC 16), *detect magic*, *light*, *message*, *resistance*

Statistics

Str 27, **Dex** 12, **Con** 22, **Int** 18, **Wis** 19, **Cha** 21

Base Atk +13; **CMB** +22; **CMD** 33 (37 vs. trip)

Feats Alertness, Combat Casting, Fleet, Improved Initiative, Iron Will, Skill Focus (Disguise), Skill Focus (Bluff)

Skills Bluff +27, Diplomacy +21, Disguise +24, Fly +11, Heal +20, Knowledge (arcana) +20, Knowledge (history) +20, Knowledge (local) +20, Perception +24, Sense Motive +24

Languages Common, Draconic, Elven (plus 2 others as appropriate)

SQ change shape (desired species, *shapechange*), language of love, sire offspring



ANCIENT LUST DRAGON CR 16

XP 76,800

CE Huge Dragon

Init +4; **Senses** dragon senses; Perception +34

Aura frightful presence (300 ft., DC 27)

Defense

AC 40, touch 8, flat-footed 40 (+32 natural, -2 size)

hp 304 (21d12+168)

Fort +20, **Ref** +12, **Will** +20

DR 15/magic; **Immune** fire, sleep, paralysis; **SR** 27

Offense

Speed 45 ft., fly 200 ft. (poor)

Melee bite +31 (2d8+18 plus 4d6 fire), 2 claws +31 (2d6+12), 2 wings +26 (1d8+6), tail slap +26 (2d6+18)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, 20d6 fire, DC 28), cloud of lust, crush, stripping breath (50-ft. cone, destroys clothing or up to +10 armor)

Spell-Like Abilities (CL 21st)

At Will—*impotency** (DC 22), *mantle of love**, *reverse gender** (DC 20)

Spells Known (CL 11th; +1 DC on enchantment)

5th (5/day)—*dominate person* (DC 23), *mind fog* (DC 23)

4th (7/day)—*confusion* (DC 22), *crushing despair* (DC 22), *phobia** (DC 22)

3rd (8/day)—*hold person* (DC 21), *memory of love** (DC 21), *rage* (DC 21), *suggestion* (DC 21)

2nd (8/day)—*friendly face**, *hideous laughter* (DC 20), *one track mind** (DC 20), *slip of the tongue** (DC 20), *touch of idiocy*

1st (8/day) — *charm person* (DC 19), *heartache** (DC 19), *mage armor*, *pacifist** (DC 19), *sleep* (DC 19)

0th (at will) — *counting charm*, *dancing lights*, *daze* (DC 18), *detect magic*, *ghost sound* (DC 17), *light*, *message*, *ray of frost*, *resistance*

Statistics

Str 35, **Dex** 10, **Con** 26, **Int** 22, **Wis** 23, **Cha** 25

Base Atk +21; **CMB** +35; **CMD** 45 (49 vs. trip)

Feats Alertness, Combat Casting, Fleet, Improved Fling, Glide (see Envy Dragon sidebar), Improved Initiative, Iron Will, Quick Breath, Skill Focus (Disguise), Skill Focus (Bluff), Snatch

Skills Bluff +37, Diplomacy +31, Disguise +34, Fly +16, Heal +27, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (local) +30, Perception +34, Sense Motive +34, Spellcraft +30, Use Magic Device +31

Languages Common, Draconic, Elven (plus 4 others as appropriate)

SQ change shape (desired species, *shapechange*), language of love, sire offspring

Lust dragons are, in a word, trouble. They cause passions to flair and men and women to lose their senses. They encourage lewd and lascivious behavior in all creatures they encounter and regularly join in these carnal forays themselves. Before too long after these revels, whole communities suffer a half-dragon population boom. A lust dragon's intense emotions are so severe that they can cloud decision-making or even overwhelm the senses to such a degree that their victims die with a smile on their lips.

Half-dragons born as a result of the lust dragon's activities are slavishly loyal to the lust dragon, regardless of their draconic temperament, and will work faithfully with the other children of the lust dragon without question. A lust dragon could amass a sizable army of loyal half-dragons in a short period of time if it cared anything for conquest of a military nature.

Though most races avoid the lust dragon in order to avoid becoming a victim of its affections, fey known for tempting others, such as the satyr, often cooperate with lust dragons to lure mortal races into carnal endeavors and frenetic outbursts.

Sin Dragon, Pride

Slender and regal, the dragon flies high into the air. Its scales shimmer like the new day and, from your vantage point, you must look up to savor its magnificence.

PRIDE DRAGON

CE Dragon

Base Statistics

CR 4; **Size** Small; **HD** 5d12

Speed 40 ft..

Natural Armor +5 natural; **Breath Weapon** cone, 2d10 line

Str 17, **Dex** 16, **Con** 13, **Int** 11, **Wis** 9, **Cha** 11

Ecology

Environment any

Organization solitary

Treasure triple

Special Abilities

Bloodsport Showman (Ex) Pride dragons do not just fight, they fight to prove a point and entertain anyone watching. During combat, they may add their Strength bonus to any Charisma-based skill check. Additionally they gain a bonus to their CMB to trip, disarm, and sunder at one-half their age category.

Braggart (Ex) Pride dragons are extremely proud of their accomplishments and are not ashamed to remind others how awesome they are. A pride dragon of very young age begins to add a competence bonus to its Bluff skill and Perform (oratory) equal to one-half its hit dice; Perform is considered a class skill for pride dragons.

Call to Challenge (Su) Instead of possessing a frightening presence, any creature subject to this ability becomes obsessed with slaying the dragon and is filled with the proud conviction that he is destined to be the one who defeats the monster. This functions as a *geas* effect that expires after 4d6 days.

Conviction is My Protection (Su) An ancient pride dragon's dedication to self is so powerful that it actually manifests as a bonus to armor class. At this age, the dragon adds a deflection bonus to its armor class equal to its Charisma modifier.

Free Walker (Su) At adult age, a pride dragon becomes immune to any ability that would cause it to become entangled, grappled, helpless, paralyzed, petrified, pinned or any other condition that would restrict its ability to move. A pride dragon is too perfect to be delayed or stopped by others.

Prideful Smite (Su) As a great wyrm, a pride dragon is so confident in its abilities that its arrogance manifests as

a bonus in combat. A pride dragon may add its Charisma bonus to both a single attack and damage roll 12 times per day.

Rend (Ex) Any time an old pride dragon strikes an opponent with either of two claws or a bite and a claw, it deals additional damage equal to its claw damage plus 1½ times its Strength bonus.

Spell-Like Abilities (Sp) A pride dragon gains the following spell-like abilities, usable at-will, upon reaching the listed age category. Young—*true strike*; Juvenile—*eagle's splendor*; Adult—*transmute rock to mud*; Old—*sympathetic vibration*; Ancient—*demand*; Great Wyrm—*sympathy*

Age Categories	Special Abilities	Caster Level
Wyrmling	Bloodsport showman, immunity to cold	—
Very Young	Braggart	—
Young	True strike	—
Juvenile	Call to challenge, <i>eagle's splendor</i>	1 st
Young Adult	DR 5/magic, spell resistance	3 rd
Adult	Free walker, <i>transmute rock to mud</i>	5 th
Mature Adult	DR 10/magic	7 th
Old	Rend, <i>sympathetic vibration</i>	9 th
Very Old	DR 15/magic	11 th
Ancient	Conviction is my protection, <i>demand</i>	13 th
Wyrm	DR 20/magic	15 th
Great Wyrm	Prideful smite, <i>sympathy</i>	17 th

YOUNG PRIDE DRAGON CR 8

XP 4,800

CE Large dragon

Init +6; **Senses** dragon senses; Perception +15

Defense

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 85 (9d12+27)

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

Immune cold, paralysis, sleep

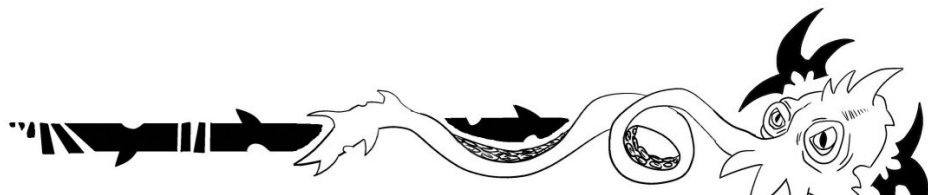
Offense

Speed 40 ft.; fly 200 ft. poor

Melee bite +15 (2d6+10, 2 claws +15 (1d8+7), 2 wings +10 (1d6+3), 1 tail slap +10 (1d8+10))

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

Special Attacks breath weapon (80 ft. line, DC 17, 6d10 cold)



Spell-Like Abilities (CL 9th)

At Will—*true strike*

Statistics

Str 25, **Dex** 14, **Con** 17, **Int** 13, **Wis** 11, **Cha** 13
Base Atk +9; **CMB** +17 (+18 disarm, sunder, trip); **CMD** 29 (33 vs. trip)
Feats Combat Expertise, Improved Feint, Improved Initiative, Power Attack, Skill Focus (Perception)
Skills Appraise +13, Bluff +17, Fly +8, Intimidate +13, Knowledge (nobility) +13, Perception +15, Perform (oratory) +17
Languages Draconic, Elven
SQ bloodsport showman, braggart

ADULT PRIDE DRAGON CR 12

XP 19,200

CE Huge dragon

Init +5; **Senses** dragon senses; Perception +26

Aura call to challenge (180 ft., DC 20)

Defense

AC 29, touch 9 flat-footed 28 (+1 Dex, +20 natural, -2 size)
hp 172 (15d12+75)
Fort +14, **Ref** +10, **Will** +11
Defensive Abilities free walker; **DR** 5/magic; **Immune** cold, paralysis, sleep; **SR** 23

Offense

Speed 40 ft., fly 200 ft. (poor)
Melee bite +24 (2d8+15), 2 claws +23 (2d6+10), 2 wings +18 (1d8+5), tail slap +18 (2d6+15)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (100 ft. line, DC 22, 12d10 cold), crush
Spell-like Abilities (CL 15th)
 At Will—*eagle's splendor*, *transmute rock to mud* (DC 18), *true strike*

Spells Known (CL 5th)

2nd (5/day) — *blur*, *web* (DC 15)
 1st (7/day) — *charm person* (DC 14), *expeditious retreat*, *protection from good*, *unseen servant*
 0th (at will) — *acid splash*, *bleed* (DC 13), *detect magic*, *mage hand*, *message*, *touch of fatigue* (DC 13)

Statistics

Str 31, **Dex** 12, **Con** 21, **Int** 17, **Wis** 15, **Cha** 17
Base Atk +15; **CMB** +27 (+30 disarm, sunder, trip); **CMD** 38 (42 vs. trip)
Feats Arcing Breath, Combat Expertise, Greater Feint, Improved Feint, Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (bite)
Skills Appraise +21, Bluff +27, Fly +11, Intimidate +21, Knowledge (nobility) +21, Perception +26, Perform (oratory) +27, Sense Motive +20, Spellcraft +21
Languages Draconic, Elven, Dwarf, Gnoll
SQ bloodsport showman, braggart

ANCIENT PRIDE DRAGON CR 17

XP 102,400

CE Gargantuan dragon

Init +4; **Senses** dragon senses; Perception +36

Aura call to challenge (300 ft.; DC 28)

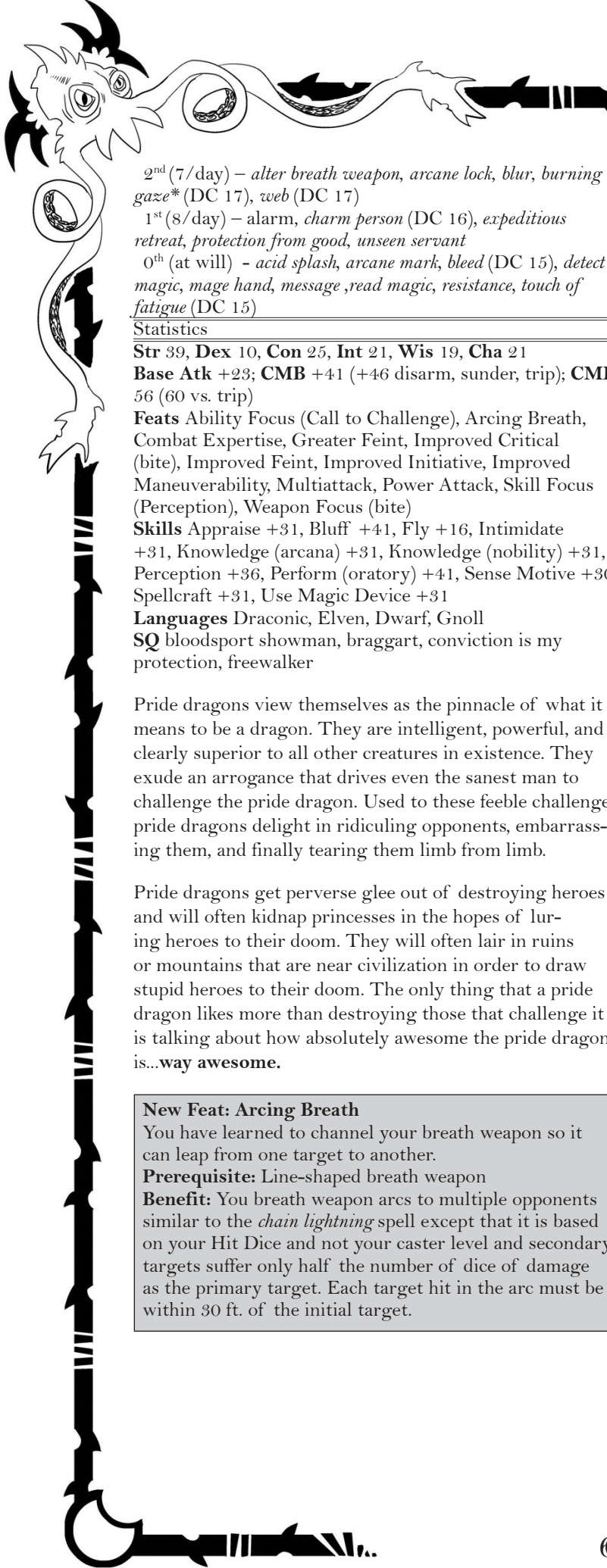
Defense

AC 43, touch 11, flat-footed 43 (+5 deflection, +32 natural, -4 size)
hp 310 (23d12+161)
Fort +20, **Ref** +13, **Will** +17
Defensive Abilities free walker; **DR** 15/magic; **Immune** cold, paralysis, sleep; **SR** 28

Offense

Speed 40 ft., fly 250 ft. (poor)
Melee bite +34 (4d6+21, 19-20), 2 claws +33 (2d8+14), 2 wings +31 (2d6+7), 1 tail slap +31 (2d8+21)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (120 ft., DC 28, 20d10 cold), crush, rend (bite/claw or 2 claws, 2d8+21), tail sweep
Spell-Like Abilities (CL 23rd)
 At Will—*demand* (DC 23), *eagle's splendor*, *sympathetic vibration*, *transmute rock to mud* (DC 20), *true strike*
Spells Known (CL 13th)
 6th (4/day) — *disintegrate* (DC 21), *repulsion* (DC 21)
 5th (7/day) — *cloudkill* (DC 20), *teleport*, *waves of fatigue* (DC 20)
 4th (7/day) — *bestow curse* (DC 19), *mass reduce person* (DC 19), *screaming* (DC 19), *stoneskin*
 3rd (7/day) — *blink*, *dispel magic*, *sleet storm* (DC 18), *stinking cloud* (DC 18)





2nd (7/day) – *alter breath weapon, arcane lock, blur, burning gaze** (DC 17), *web* (DC 17)

1st (8/day) – *alarm, charm person* (DC 16), *expeditious retreat, protection from good, unseen servant*

0th (at will) – *acid splash, arcane mark, bleed* (DC 15), *detect magic, mage hand, message, read magic, resistance, touch of fatigue* (DC 15)

Statistics

Str 39, Dex 10, Con 25, Int 21, Wis 19, Cha 21

Base Atk +23; CMB +41 (+46 disarm, sunder, trip); CMD 56 (60 vs. trip)

Feats Ability Focus (Call to Challenge), Arcing Breath, Combat Expertise, Greater Feint, Improved Critical (bite), Improved Feint, Improved Initiative, Improved Maneuverability, Multiattack, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Skills Appraise +31, Bluff +41, Fly +16, Intimidate +31, Knowledge (arcana) +31, Knowledge (nobility) +31, Perception +36, Perform (oratory) +41, Sense Motive +30, Spellcraft +31, Use Magic Device +31

Languages Draconic, Elven, Dwarf, Gnomish

SQ bloodsport showman, braggart, conviction is my protection, freewalker

Pride dragons view themselves as the pinnacle of what it means to be a dragon. They are intelligent, powerful, and clearly superior to all other creatures in existence. They exude an arrogance that drives even the sanest man to challenge the pride dragon. Used to these feeble challenges, pride dragons delight in ridiculing opponents, embarrassing them, and finally tearing them limb from limb.

Pride dragons get perverse glee out of destroying heroes and will often kidnap princesses in the hopes of luring heroes to their doom. They will often lair in ruins or mountains that are near civilization in order to draw stupid heroes to their doom. The only thing that a pride dragon likes more than destroying those that challenge it is talking about how absolutely awesome the pride dragon is...way awesome.

New Feat: Arcing Breath

You have learned to channel your breath weapon so it can leap from one target to another.

Prerequisite: Line-shaped breath weapon

Benefit: Your breath weapon arcs to multiple opponents similar to the *chain lightning* spell except that it is based on your Hit Dice and not your caster level and secondary targets suffer only half the number of dice of damage as the primary target. Each target hit in the arc must be within 30 ft. of the initial target.

Sin Dragon, Sloth

This grayish dragon can barely hold its head up; sleep clings to its body like a shawl and its tail and wings lie still upon the ground.

SLOTH DRAGON

NE Dragon

Base Statistics

CR 2; Size Tiny; HD 3d12

Speed 40 ft., burrow 30 ft.

Natural Armor +4; Breath Weapon line, 2d6 electricity

Str 11, Dex 14, Con 14, Int 8, Wis 8, Cha 11

Ecology

Environment any

Organization solitary

Treasure triple

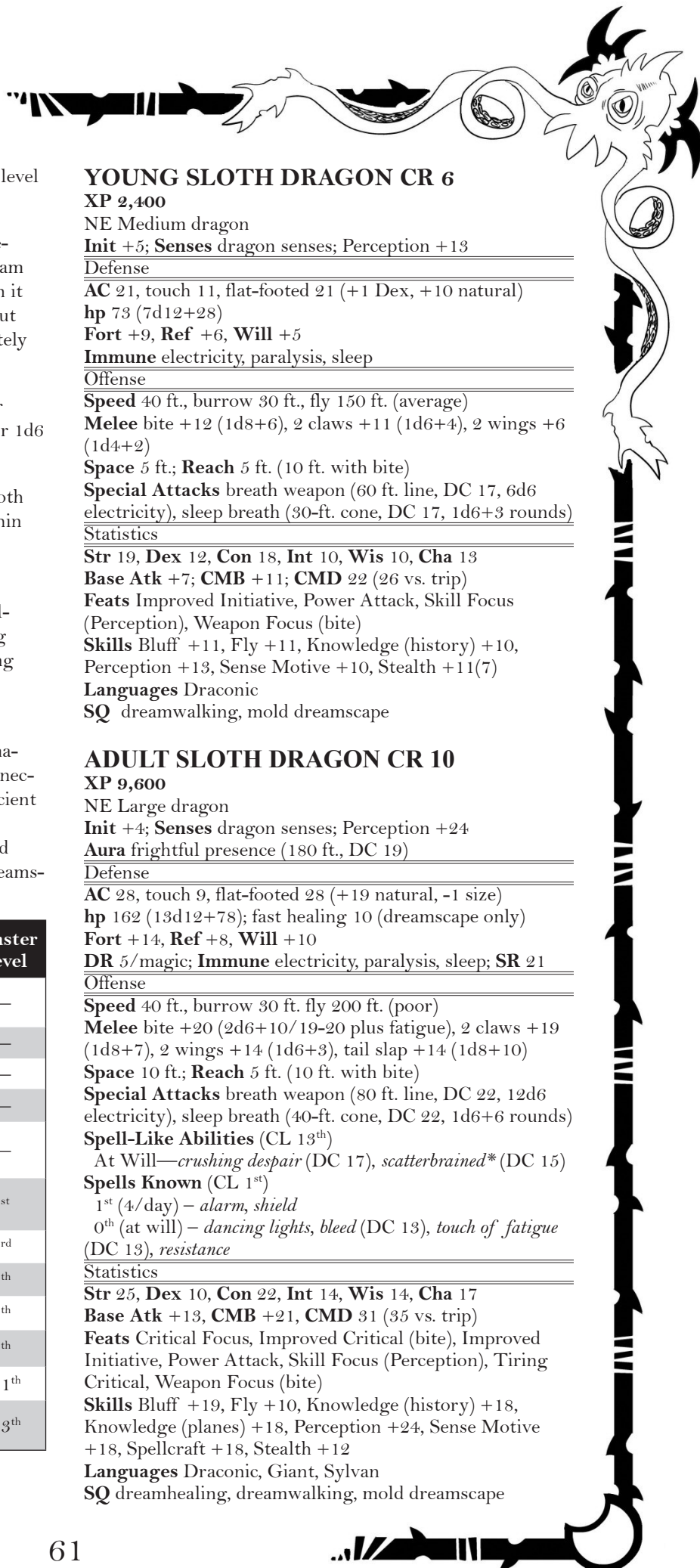
Special Abilities

Dreamhealing (Su) While sleeping or on the Plane of Dreams, an adult sloth dragon gains fast healing 10. At very old age the dragon's fast healing increases to 15 and as a great wyrm it increases to 20.

Dreamwalking (Su) As a standard action, a very young sloth dragon has the ability to *plane shift* into the Plane of Dreams or back.

Mold Dreamscape (Su) A young sloth dragon can shape the material of dreams at will. This ability functions as *stone shape* or similar 4th-level elemental effects but only on





material within a dreamscape. A sloth dragon's caster level for this effect is equal to its Hit Dice.

No Rest For The Dead (Su) When a sloth dragon becomes a great wyrm, its essence is so infused with dream energy that when a creature is killed by a sloth dragon it rises on the next round as a dreamwight (as a wight but is only animate within the dreamscape) that is completely loyal to the sloth dragon.

Sleep Bite (Su) Any creature bitten by an old or older sloth dragon must succeed a Will save or fall asleep for 1d6 rounds. The save DC is Constitution-based.

Sleep Breath (Su) Instead of a line of electricity, a sloth dragon can breathe a cone of sleep gas. Creatures within the cone must make a Will save or fall asleep for 1d6 rounds plus 1 round per age category.

Spell-Like Abilities (Sp) A sloth dragon gains the following spell-like abilities, usable at-will, upon reaching the listed age category. Juvenile—*scatterbrained**; Young Adult—*crushing despair*; Ancient—*nightmare*; Great Wyrms—*sleepwalker**

Waking Dream (Su) An ancient sloth dragon is permanently coexistent with the Plane of Dreams. This connection is so powerful that the area within 30 ft. of an ancient dragon is always considered dreamscape. This region allows the sloth dragon to shape the land with its mold dreamscape ability, use spells that only work in the dreamscape, as well as benefit from dream healing.

Age Categories	Special Abilities	Caster Level
Wyrmling	Immune to electricity, sleep breath	—
Very Young	Dreamwalking	—
Young	Mold Dreamscape	—
Juvenile	Scatterbrained*	—
Young Adult	DR 5/magic, spell resistance, <i>crushing despair</i>	—
Adult	Dreamhealing, frightful presence	1 st
Mature Adult	DR 10/magic	3 rd
Old	Sleep bite	5 th
Very Old	DR 15/magic	7 th
Ancient	<i>Nightmare</i> , waking dream	9 th
Wyrms	DR 20/magic	11 th
Great Wyrms	No rest for the dead, <i>sleepwalker*</i>	13 th

YOUNG SLOTH DRAGON CR 6

XP 2,400

NE Medium dragon

Init +5; **Senses** dragon senses; Perception +13

Defense

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

hp 73 (7d12+28)

Fort +9, **Ref** +6, **Will** +5

Immune electricity, paralysis, sleep

Offense

Speed 40 ft., burrow 30 ft., fly 150 ft. (average)

Melee bite +12 (1d8+6), 2 claws +11 (1d6+4), 2 wings +6 (1d4+2)

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

Special Attacks breath weapon (60 ft. line, DC 17, 6d6 electricity), sleep breath (30-ft. cone, DC 17, 1d6+3 rounds)

Statistics

Str 19, **Dex** 12, **Con** 18, **Int** 10, **Wis** 10, **Cha** 13

Base Atk +7; **CMB** +11; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

Skills Bluff +11, Fly +11, Knowledge (history) +10, Perception +13, Sense Motive +10, Stealth +11(7)

Languages Draconic

SQ dreamwalking, mold dreamscape

ADULT SLOTH DRAGON CR 10

XP 9,600

NE Large dragon

Init +4; **Senses** dragon senses; Perception +24

Aura frightful presence (180 ft., DC 19)

Defense

AC 28, touch 9, flat-footed 28 (+19 natural, -1 size)

hp 162 (13d12+78); fast healing 10 (dreamscape only)

Fort +14, **Ref** +8, **Will** +10

DR 5/magic; **Immune** electricity, paralysis, sleep; **SR** 21

Offense

Speed 40 ft., burrow 30 ft., fly 200 ft. (poor)

Melee bite +20 (2d6+10/19-20 plus fatigue), 2 claws +19 (1d8+7), 2 wings +14 (1d6+3), tail slap +14 (1d8+10)

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

Special Attacks breath weapon (80 ft. line, DC 22, 12d6 electricity), sleep breath (40-ft. cone, DC 22, 1d6+6 rounds)

Spell-Like Abilities (CL 13th)

At Will—*crushing despair* (DC 17), *scatterbrained** (DC 15)

Spells Known (CL 1st)

1st (4/day) – *alarm*, *shield*

0th (at will) – *dancing lights*, *bleed* (DC 13), *touch of fatigue* (DC 13), *resistance*

Statistics

Str 25, **Dex** 10, **Con** 22, **Int** 14, **Wis** 14, **Cha** 17

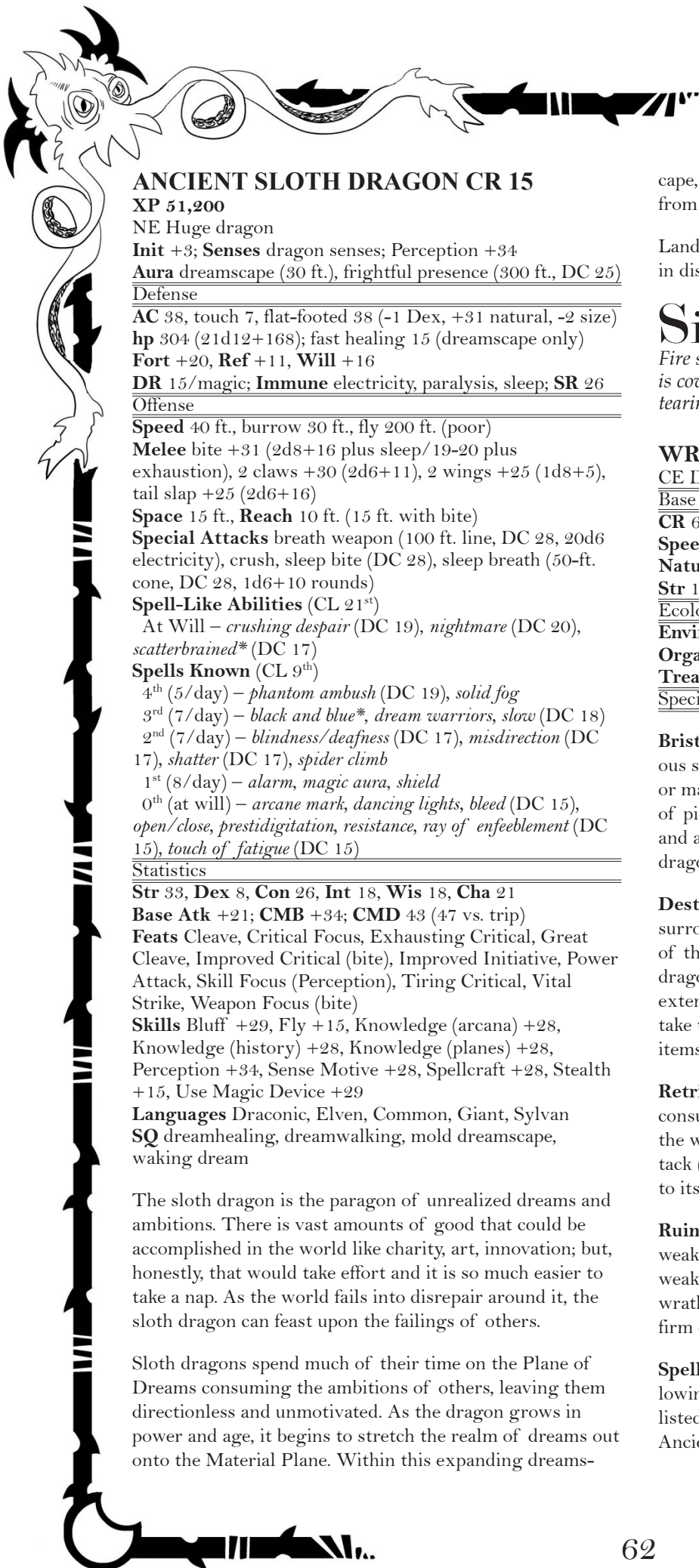
Base Atk +13, **CMB** +21, **CMD** 31 (35 vs. trip)

Feats Critical Focus, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Perception), Tiring Critical, Weapon Focus (bite)

Skills Bluff +19, Fly +10, Knowledge (history) +18, Knowledge (planes) +18, Perception +24, Sense Motive +18, Spellcraft +18, Stealth +12

Languages Draconic, Giant, Sylvan

SQ dreamhealing, dreamwalking, mold dreamscape



ANCIENT SLOTH DRAGON CR 15

XP 51,200

NE Huge dragon

Init +3; **Senses** dragon senses; Perception +34

Aura dreamscape (30 ft.), frightful presence (300 ft., DC 25)

Defense

AC 38, touch 7, flat-footed 38 (-1 Dex, +31 natural, -2 size)

hp 304 (21d12+168); fast healing 15 (dreamscape only)

Fort +20, **Ref** +11, **Will** +16

DR 15/magic; **Immune** electricity, paralysis, sleep; **SR** 26

Offense

Speed 40 ft., burrow 30 ft., fly 200 ft. (poor)

Melee bite +31 (2d8+16 plus sleep/19-20 plus exhaustion), 2 claws +30 (2d6+11), 2 wings +25 (1d8+5), tail slap +25 (2d6+16)

Space 15 ft., **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (100 ft. line, DC 28, 20d6 electricity), crush, sleep bite (DC 28), sleep breath (50-ft. cone, DC 28, 1d6+10 rounds)

Spell-Like Abilities (CL 21st)

At Will – *crushing despair* (DC 19), *nightmare* (DC 20), *scatterbrained** (DC 17)

Spells Known (CL 9th)

4th (5/day) – *phantom ambush* (DC 19), *solid fog*
3rd (7/day) – *black and blue**, *dream warriors*, *slow* (DC 18)
2nd (7/day) – *blindness/deafness* (DC 17), *misdirection* (DC 17), *shatter* (DC 17), *spider climb*

1st (8/day) – *alarm*, *magic aura*, *shield*

0th (at will) – *arcane mark*, *dancing lights*, *bleed* (DC 15), *open/close*, *prestidigitation*, *resistance*, *ray of enfeeblement* (DC 15), *touch of fatigue* (DC 15)

Statistics

Str 33, **Dex** 8, **Con** 26, **Int** 18, **Wis** 18, **Cha** 21

Base Atk +21; **CMB** +34; **CMD** 43 (47 vs. trip)

Feats Cleave, Critical Focus, Exhausting Critical, Great Cleave, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (Perception), Tiring Critical, Vital Strike, Weapon Focus (bite)

Skills Bluff +29, Fly +15, Knowledge (arcana) +28, Knowledge (history) +28, Knowledge (planes) +28, Perception +34, Sense Motive +28, Spellcraft +28, Stealth +15, Use Magic Device +29

Languages Draconic, Elven, Common, Giant, Sylvan

SQ dreamhealing, dreamwalking, mold dreamscape, waking dream

The sloth dragon is the paragon of unrealized dreams and ambitions. There is vast amounts of good that could be accomplished in the world like charity, art, innovation; but, honestly, that would take effort and it is so much easier to take a nap. As the world fails into disrepair around it, the sloth dragon can feast upon the failings of others.

Sloth dragons spend much of their time on the Plane of Dreams consuming the ambitions of others, leaving them directionless and unmotivated. As the dragon grows in power and age, it begins to stretch the realm of dreams out onto the Material Plane. Within this expanding dreams-

cape, it can reshape the land, heal itself, and raise the dead from their eternal sleep.

Lands that are ruled by sloth dragons are filled with cities in disrepair, wandering undead, and sleeping civilians.

Sin Dragon, Wrath

Fire spills out of this gigantic dragon's mouth. Its body is covered with sharp horns and spikes obviously used for tearing into foes and destroying anything in its path.

WRATH DRAGON

CE Dragon

Base Statistics

CR 6; **Size** Small; **HD** 7d12

Speed 40 ft., climb 30 ft.

Natural Armor +6; **Breath Weapon** cone, 2d8 acid

Str 16, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 12

Ecology

Environment any

Organization solitary

Treasure triple

Special Abilities

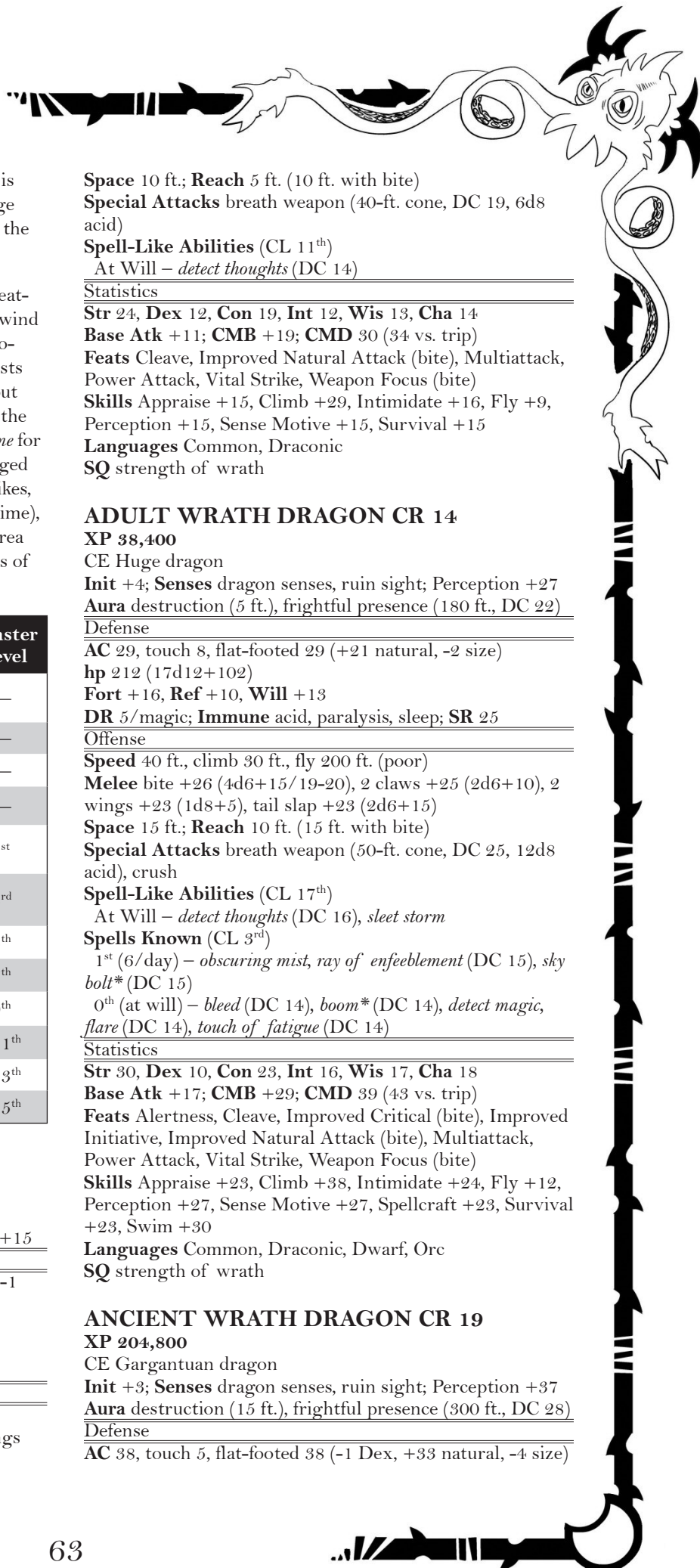
Bristled (Ex) An old wrath dragon is covered with dangerous spikes. Anyone who attacks the dragon with natural or manufactured handheld weapons suffers 2d6 points of piercing damage. An ancient dragon's spikes deal 4d6 and a great wurm's deal 6d6. This damage is added to the dragon's wing and tail attacks as well but not bite or claws.

Destruction Aura (Su) An intense aura of destruction surrounds an adult wrath dragon. All objects within 5 feet of the dragon take double damage from attacks. An old dragon's aura extends to 10 feet. An ancient dragon's aura extends to 15 feet and objects damaged within that aura take triple damage from attacks. This aura does not affect items the dragon holds or wields.

Retribution (Su) An ancient wrath dragon's rage is all-consuming. Any round that it is hurt by another creature, the wrath dragon must target that creature with its first attack (the bite) but it gains a bonus to hit and damage equal to its Charisma modifier.

Ruin Sight (Ex) A very young wrath dragon can find weakness in any opponent or structure that it can see. Any weakness a target possesses is immediately known to the wrath dragon and additionally it gains a +4 bonus to confirm critical hits against any target it sees.

Spell-Like Abilities (Sp) A wrath dragon gains the following spell-like abilities, usable at-will upon reaching the listed age category. Juvenile—*sleet storm*, Old—*ice storm*; Ancient—*chain lightning*



Strength of Wrath (Su) Whenever an enemy or ally is within 60 ft. of the wrath dragon and activates the rage ability or a rage power, the dragon can choose to have the power affect it as well.

Storm of Wrath (Su) Once per day, by roaring and beating its wings, the dragon can call up mighty gusts of wind in a 300-yard diameter circle centered upon itself—provided it is above ground at the time. The wind blast lasts for a single round and causes no harm to the dragon but all other creatures of less than gargantuan size suffer the wind effects detailed in *The Pathfinder Roleplaying Game* for a windstorm unless they succeed Fortitude saves. Ranged attacks are impossible on the round the wind blast strikes, torches are extinguished (as are lanterns 75% of the time), and Perception checks are made at a –8 penalty. The area of effect is filled with a firestorm causing 14d10 points of damage, (Fortitude half).

Age Categories	Special Abilities	Caster Level
Wyrmling	Immunity to acid, strength of wrath	—
Very Young	Ruin sight	—
Young	<i>Detect thoughts</i>	—
Juvenile	<i>Sleet storm</i>	—
Young Adult	DR 5/magic, spell resistance	1 st
Adult	Destruction aura, frightful presence	3 rd
Mature Adult	DR 10/magic	5 th
Old	Bristled, <i>ice storm</i>	7 th
Very Old	DR 15/magic	9 th
Ancient	Retribution, <i>chain lightning</i>	11 th
Wyrm	DR 20/magic	13 th
Great Wyrm	Storm of Wrath	15 th

YOUNG WRATH DRAGON CR 10

XP 9,600

CE Large dragon

Init +1; **Senses** dragon senses, ruin sight; Perception +15

Defense

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 115 (11d12+44)

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

Immune acid, paralysis, sleep

Offense

Speed 40 ft., climb 30 ft., fly 200 ft. (poor)

Melee bite +18 (2d8+10), 2 claws +17 (1d8+7), 2 wings +15 (1d6+3), tail slap +15 (1d8+10)

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

Special Attacks breath weapon (40-ft. cone, DC 19, 6d8 acid)

Spell-Like Abilities (CL 11th)

At Will – *detect thoughts* (DC 14)

Statistics

Str 24, **Dex** 12, **Con** 19, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +11; **CMB** +19; **CMD** 30 (34 vs. trip)

Feats Cleave, Improved Natural Attack (bite), Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Appraise +15, Climb +29, Intimidate +16, Fly +9,

Perception +15, Sense Motive +15, Survival +15

Languages Common, Draconic

SQ strength of wrath

ADULT WRATH DRAGON CR 14

XP 38,400

CE Huge dragon

Init +4; **Senses** dragon senses, ruin sight; Perception +27

Aura destruction (5 ft.), frightful presence (180 ft., DC 22)

Defense

AC 29, touch 8, flat-footed 29 (+21 natural, -2 size)

hp 212 (17d12+102)

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

DR 5/magic; **Immune** acid, paralysis, sleep; **SR** 25

Offense

Speed 40 ft., climb 30 ft., fly 200 ft. (poor)

Melee bite +26 (4d6+15/19-20), 2 claws +25 (2d6+10), 2 wings +23 (1d8+5), tail slap +23 (2d6+15)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (50-ft. cone, DC 25, 12d8 acid), crush

Spell-Like Abilities (CL 17th)

At Will – *detect thoughts* (DC 16), *sleet storm*

Spells Known (CL 3rd)

1st (6/day) – *obscuring mist*, *ray of enfeeblement* (DC 15), *sky bolt** (DC 15)

0th (at will) – *bleed* (DC 14), *boom** (DC 14), *detect magic*, *flare* (DC 14), *touch of fatigue* (DC 14)

Statistics

Str 30, **Dex** 10, **Con** 23, **Int** 16, **Wis** 17, **Cha** 18

Base Atk +17; **CMB** +29; **CMD** 39 (43 vs. trip)

Feats Alertness, Cleave, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Appraise +23, Climb +38, Intimidate +24, Fly +12, Perception +27, Sense Motive +27, Spellcraft +23, Survival +23, Swim +30

Languages Common, Draconic, Dwarf, Orc

SQ strength of wrath

ANCIENT WRATH DRAGON CR 19

XP 204,800

CE Gargantuan dragon

Init +3; **Senses** dragon senses, ruin sight; Perception +37

Aura destruction (15 ft.), frightful presence (300 ft., DC 28)

Defense

AC 38, touch 5, flat-footed 38 (-1 Dex, +33 natural, -4 size)

hp 362 (25d12+200)

Fort +22, Ref +13, Will +19

DR 15/magic; Immune acid, paralysis, sleep; SR 30

Offense

Speed 40 ft., climb 30 ft., fly 250 ft. (clumsy)

Melee bite +36 (4d8+21/19-20), 2 claws +35 (2d8+14), 2 wings +33 (2d6+7), tail slap +33 (2d8+21)

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, DC 30, 20d8 acid), bristles (+4d6 piercing), crush, tail sweep

Spell-Like Abilities (CL 25th)

At Will – chain lightning (DC 22), detect thoughts (DC 18), ice storm, sleet storm

Spells Known (CL 11th)

5th (4/day) – cloudkill (DC 21), cone of cold (DC 21)

4th (6/day) – black tentacles, crushing despair (DC 20), wall of fire

3rd (7/day) – fireball (DC 19), lightning bolt (DC 19),

protection from energy, rage

2nd (8/day) – bull's strength, invisibility, pyrotechnics (DC 18),

scorching ray, summon swarm

1st (8/day) – grease, obscuring mist, ray of enfeeblement (DC 17), sky bolt* (DC 17), truespike

0th (at will) – bleed (DC 16), boom*, detect magic, flare (DC 16), false blink*, message, moment of darkness*, ray of frost, touch of fatigue (DC 16)

Statistics

Str 38, Dex 8, Con 27, Int 20, Wis 21, Cha 22

Base Atk +25; CMB +43 (+47 sunder); CMD 52 (56 vs. sunder, trip)

Feats Alertness, Cleave, Great Cleave, Greater Sunder, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Sunder, Improved Vital Strike, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Appraise +33, Climb +50, Intimidate +34, Fly +11, Knowledge (arcana) +33, Perception +37, Sense Motive +37, Spellcraft +33, Survival +33, Swim +42, Use Magic Device +34

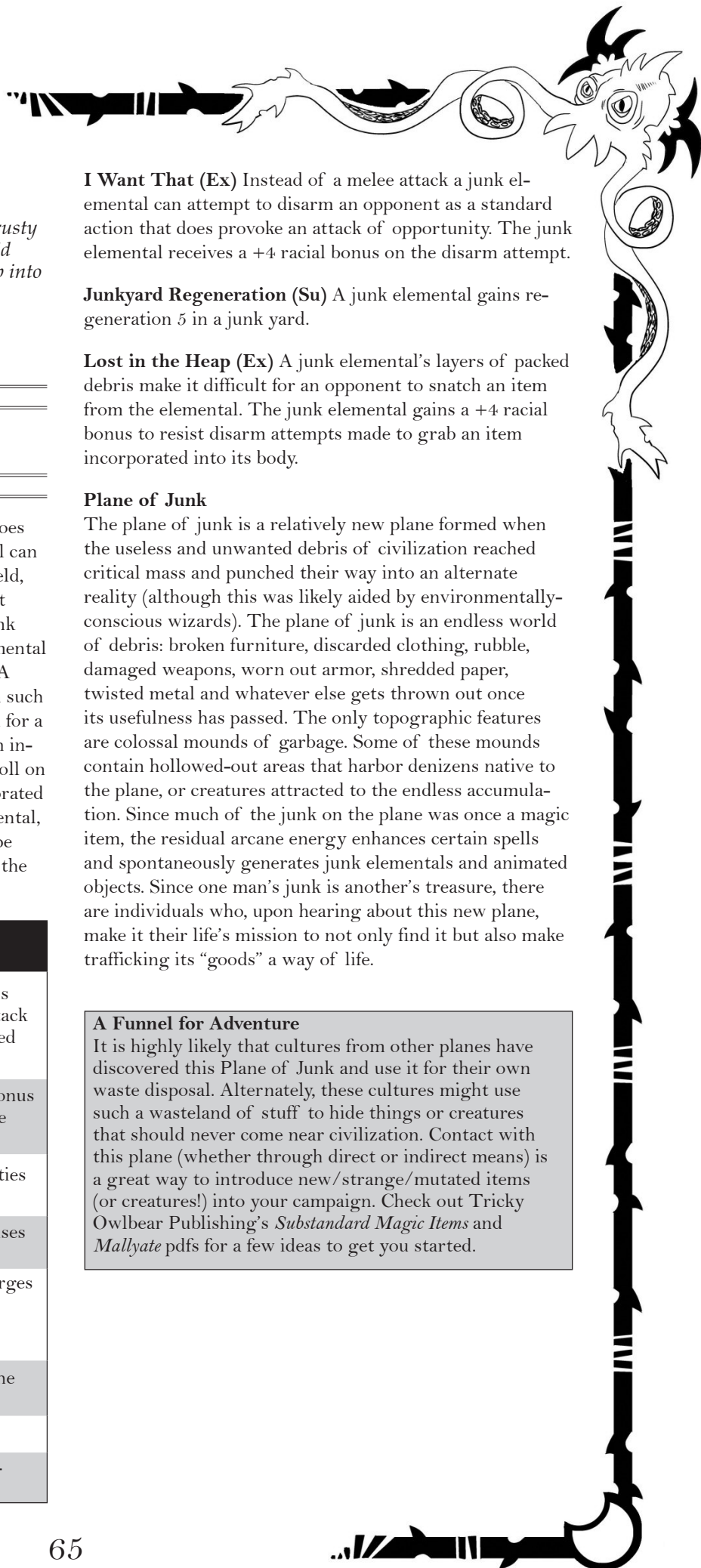
Languages Abyssal, Common, Draconic, Dwarf, Giant, Orc

SQ retribution, strength of wrath

Wrath dragons are the embodiment of rage and destruction. While other sin dragons may have slight benefits to society initially, a wrath dragon only causes suffering and destruction. Wrath dragons frequent the sites of conflict and war. They regularly intercede in wars, attacking and destroying troops on both sides; weakening defenses and carrying off leaders.

Wrath dragons destroy anything that they think might be of value to someone else. Their goal beyond simple destruction is to encourage anger, hatred, and aggression in others. The discord and destruction of civilization seems to feed their very soul.





Elemental, Junk

Bits of furniture, animal bones, torn book covers, and rusty pipes combine to form this creature's vaguely humanoid shape. Two silver coins glitter from eye sockets set deep into a head made of twisted wire and cloth.

ELEMENTAL, JUNK

Languages junk

Ecology

Environment any (Plane of Junk)

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

Treasure 10% coins, 10% goods

Special Abilities

Cast-off Incorporation (Su) As a move action that does not provoke an attack of opportunity, a junk elemental can incorporate an inanimate object such as a weapon, shield, or piece of furniture into its body. The elemental must either hold the item or the item must be within the junk elemental's reach. If the item is magical, the junk elemental gains certain benefits depending on the type of item. A junk elemental can only have one item incorporated in such a way for every four Hit Dice it possesses (or one item for a Small junk elemental). A junk elemental can release an incorporated item as a free action. When encountered, roll on the chart below to determine the type of item incorporated into a junk elemental. Roll once for a Small junk elemental, otherwise roll once for every 4 Hit Dice. Once the type of item is determined, roll on the appropriate table in the magic item section of the main rulebook.

d%	Item
1-20	Weapon (the elemental gains the weapon's bonuses and enhancements to its slam attack as long as such enhancements can be added to a bludgeoning weapon.)
21-40	Armor (the elemental adds the armor's bonus and enhancements to its AC and defensive abilities)
41-49	Rod (the elemental can use the rod's abilities 3/day as a spell-like ability)
50-65	Ring (the elemental gains the ring's bonuses or enhancements)
66-75	Wand (as long as the wand possesses charges the elemental can cast the wand's spell as a spell-like ability 3/day, with each use consuming one charge)
76-85	Wonderous item (the elemental can use the wonderous item)
86-99	None
100	Roll twice, ignoring this result on any re-rolls

I Want That (Ex) Instead of a melee attack a junk elemental can attempt to disarm an opponent as a standard action that does provoke an attack of opportunity. The junk elemental receives a +4 racial bonus on the disarm attempt.

Junkyard Regeneration (Su) A junk elemental gains regeneration 5 in a junk yard.

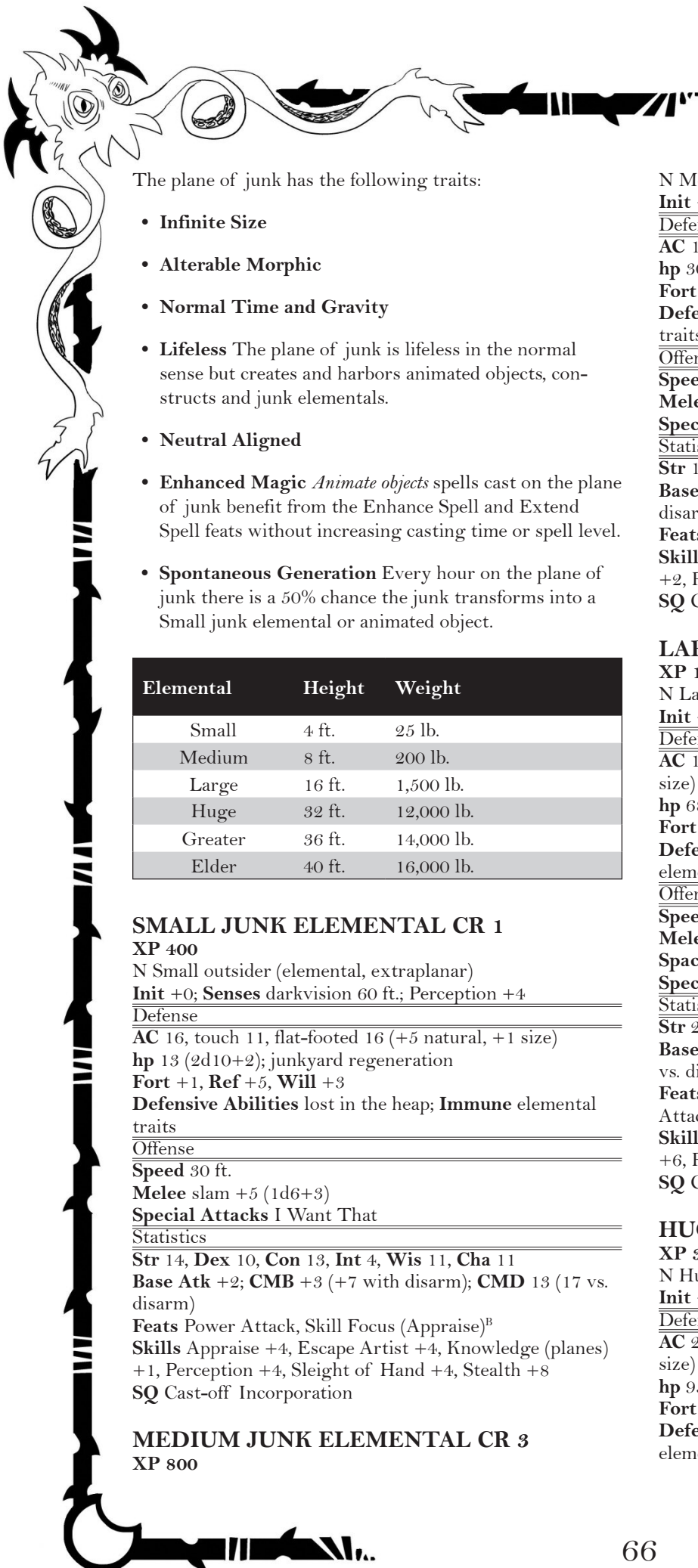
Lost in the Heap (Ex) A junk elemental's layers of packed debris make it difficult for an opponent to snatch an item from the elemental. The junk elemental gains a +4 racial bonus to resist disarm attempts made to grab an item incorporated into its body.

Plane of Junk

The plane of junk is a relatively new plane formed when the useless and unwanted debris of civilization reached critical mass and punched their way into an alternate reality (although this was likely aided by environmentally-conscious wizards). The plane of junk is an endless world of debris: broken furniture, discarded clothing, rubble, damaged weapons, worn out armor, shredded paper, twisted metal and whatever else gets thrown out once its usefulness has passed. The only topographic features are colossal mounds of garbage. Some of these mounds contain hollowed-out areas that harbor denizens native to the plane, or creatures attracted to the endless accumulation. Since much of the junk on the plane was once a magic item, the residual arcane energy enhances certain spells and spontaneously generates junk elementals and animated objects. Since one man's junk is another's treasure, there are individuals who, upon hearing about this new plane, make it their life's mission to not only find it but also make trafficking its "goods" a way of life.

A Funnel for Adventure

It is highly likely that cultures from other planes have discovered this Plane of Junk and use it for their own waste disposal. Alternately, these cultures might use such a wasteland of stuff to hide things or creatures that should never come near civilization. Contact with this plane (whether through direct or indirect means) is a great way to introduce new/strange/mutated items (or creatures!) into your campaign. Check out Tricky Owlbear Publishing's *Substandard Magic Items* and *Mallyate* pdfs for a few ideas to get you started.



The plane of junk has the following traits:

- **Infinite Size**
- **Alterable Morphic**
- **Normal Time and Gravity**
- **Lifeless** The plane of junk is lifeless in the normal sense but creates and harbors animated objects, constructs and junk elementals.
- **Neutral Aligned**
- **Enhanced Magic** *Animate objects* spells cast on the plane of junk benefit from the Enhance Spell and Extend Spell feats without increasing casting time or spell level.
- **Spontaneous Generation** Every hour on the plane of junk there is a 50% chance the junk transforms into a Small junk elemental or animated object.

Elemental	Height	Weight
Small	4 ft.	25 lb.
Medium	8 ft.	200 lb.
Large	16 ft.	1,500 lb.
Huge	32 ft.	12,000 lb.
Greater	36 ft.	14,000 lb.
Elder	40 ft.	16,000 lb.

SMALL JUNK ELEMENTAL CR 1

XP 400

N Small outsider (elemental, extraplanar)

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

Defense

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

hp 13 (2d10+2); junkyard regeneration

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

Defensive Abilities lost in the heap; **Immune** elemental traits

Offense

Speed 30 ft.

Melee slam +5 (1d6+3)

Special Attacks I Want That

Statistics

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

Base Atk +2; **CMB** +3 (+7 with disarm); **CMD** 13 (17 vs. disarm)

Feats Power Attack, Skill Focus (Appraise)^B

Skills Appraise +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Sleight of Hand +4, Stealth +8

SQ Cast-off Incorporation

MEDIUM JUNK ELEMENTAL CR 3

XP 800

N Medium outsider (elemental, extraplanar)

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

Defense

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

hp 30 (4d10+8); junkyard regeneration

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

Defensive Abilities lost in the heap; **Immune** elemental traits

Offense

Speed 30 ft.

Melee slam +7 (1d8+4)

Special Attacks I Want That

Statistics

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

Base Atk +4; **CMB** +7 (+11 with disarm); **CMD** 18 (22 vs. disarm)

Feats Cleave, Power Attack, Skill Focus (Appraise)^B

Skills Appraise +5, Escape Artist +6, Knowledge (planes) +2, Perception +5, Sleight of Hand +6, Stealth +6

SQ Cast-off Incorporation

LARGE JUNK ELEMENTAL CR 5

XP 1,600

N Large outsider (elemental, extraplanar)

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

Defense

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

hp 68 (8d10+24); junkyard regeneration

Fort +5, **Ref** +12, **Will** +6

Defensive Abilities lost in the heap; **DR** 5/—; **Immune** elemental traits

Offense

Speed 30 ft.

Melee 2 slams +12 (1d8+5)

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

Special Attacks I Want That

Statistics

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

Base Atk +8; **CMB** +14 (+18 with disarm); **CMD** 26 (30 vs. disarm)

Feats Cleave, Great Cleave, Lightning Reflexes, Power Attack, Skill Focus (Appraise)^B

Skills Appraise +9, Escape Artist +10, Knowledge (planes) +6, Perception +9, Sleight of Hand +10, Stealth +7

SQ Cast-off Incorporation

HUGE JUNK ELEMENTAL CR 7

XP 3,200

N Huge outsider (elemental, extraplanar)

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

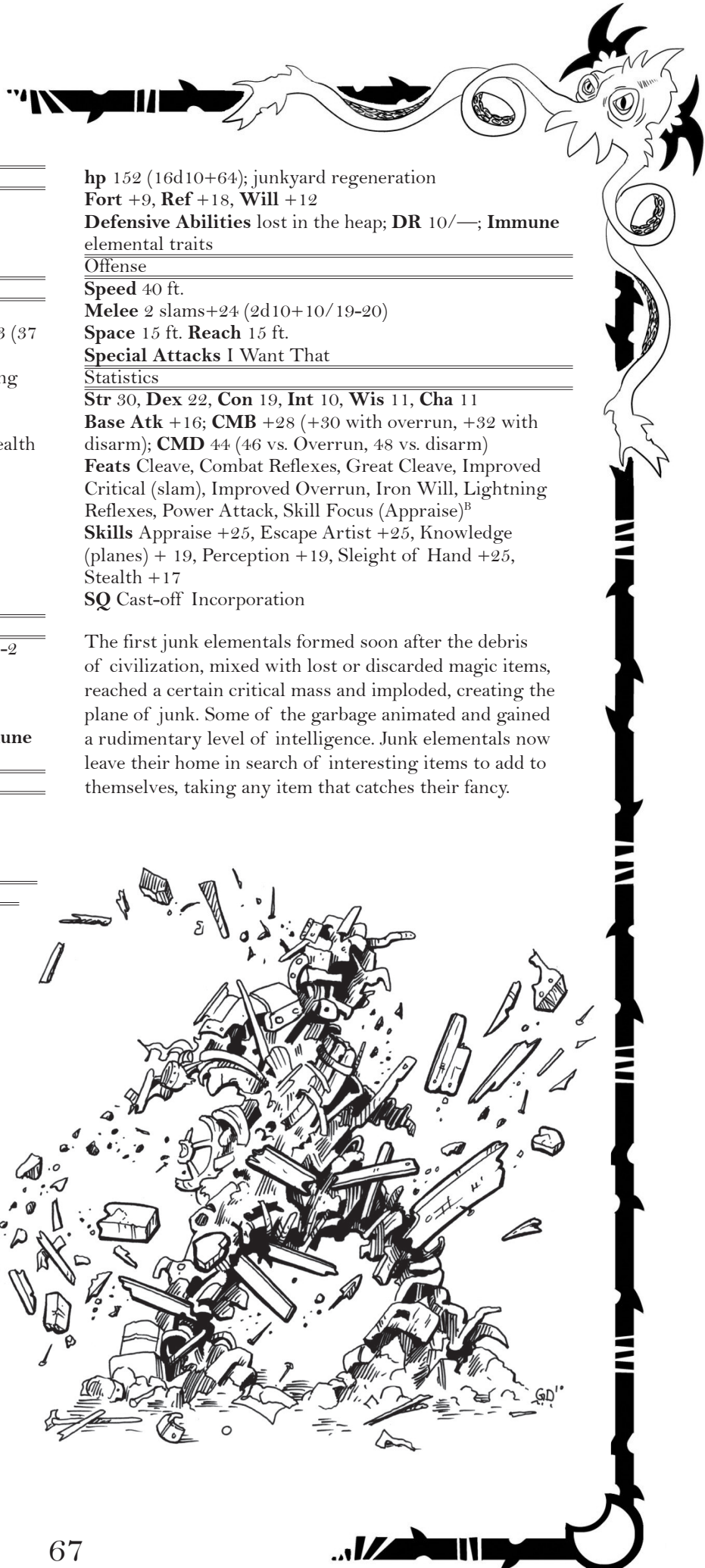
Defense

AC 20, touch 12, flat-footed 16 (+4 Dex, +8 natural, -2 size)

hp 95 (10d10+40); junkyard regeneration

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

Defensive Abilities lost in the heap; **DR** 5/—; **Immune** elemental traits



Offense

Speed 40 ft.

Melee 2 slams+15 (2d6+7)

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

Special Attacks I Want That

Statistics

Str 24, **Dex** 18, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +19 (+23 with disarm); **CMD** 33 (37 vs. disarm)

Feats Cleave, Combat Reflexes, Great Cleave, Lightning Reflexes, Power Attack, Skill Focus (Appraise)^B

Skills Appraise +11, Escape Artist +13, Knowledge (planes) +7, Perception +10, Sleight of Hand +14, Stealth +6

SQ Cast-off Incorporation

GREATER JUNK ELEMENTAL CR 9

XP 6,400

N Huge outsider (elemental, extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +16

Defense

AC 23, touch 13, flat-footed 18 (+5 Dex, +10 natural, -2 size)

hp 123 (13d10+52); junkyard regeneration

Fort +8, **Ref** +15, **Will** +10

Defensive Abilities lost in the heap; **DR** 10/—; **Immune** elemental traits

Offense

Speed 40 ft.

Melee 2 slams+20 (2d8+9)

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

Special Attacks I Want That

Statistics

Str 28, **Dex** 20, **Con** 19, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +24 (+26 with overrun, +28 with disarm); **CMD** 39 (41 vs. Overrun, 43 vs. disarm)

Feats Cleave, Combat Reflexes, Great Cleave, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Appraise)^B

Skills Appraise +18, Escape Artist +18, Knowledge (planes) +12, Perception +16, Sleight of Hand +18, Stealth +12

SQ Cast-off Incorporation

ELDER JUNK ELEMENTAL CR

11

XP 12,800

N Huge outsider (elemental, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +19

Defense

AC 25, touch 14, flat-footed 19 (+6 Dex, +11 natural, -2 size)

hp 152 (16d10+64); junkyard regeneration

Fort +9, **Ref** +18, **Will** +12

Defensive Abilities lost in the heap; **DR** 10/—; **Immune** elemental traits

Offense

Speed 40 ft.

Melee 2 slams+24 (2d10+10/19-20)

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

Special Attacks I Want That

Statistics

Str 30, **Dex** 22, **Con** 19, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +28 (+30 with overrun, +32 with disarm); **CMD** 44 (46 vs. Overrun, 48 vs. disarm)

Feats Cleave, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Appraise)^B

Skills Appraise +25, Escape Artist +25, Knowledge (planes) +19, Perception +19, Sleight of Hand +25, Stealth +17

SQ Cast-off Incorporation

The first junk elementals formed soon after the debris of civilization, mixed with lost or discarded magic items, reached a certain critical mass and imploded, creating the plane of junk. Some of the garbage animated and gained a rudimentary level of intelligence. Junk elementals now leave their home in search of interesting items to add to themselves, taking any item that catches their fancy.

An immobile junk elemental resembles a pile of torn paper, broken furniture, and shredded clothing interspersed with random bits of metal. Only when a junk elemental moves, is it obvious the heap is something other than refuse. Most junk elementals take on a rudimentary humanoid shape, but can also appear as animals or simple mounds of garbage.

They covet shiny objects such as coins, jewelry, gems and weapons. Combat with a junk elemental is usually over a rare item the creature wants and its opponents refuse to give up. A junk elemental retreats as soon as it secures whatever odd item it was after.

When a junk elemental is destroyed, it collapses into its constituent parts. Any items once part of its body can then be claimed.

Knowledge (planes) DC	Lore
CR + 5	Junk elementals are outsiders formed from the residue of the first civilizations.
CR + 10	A junk elemental loves to steal or take valuable items to incorporate into its body.
CR + 15	Though of low intelligence, a junk elemental will bargain and even trade for items it desires.
CR + 20	Any magic item that is part of a junk elemental's body grants the elemental abilities as if it wielded the item.

Ethereal Filcher

Clicking around on four talons, the ethereal filcher is an abomination of muscled torso from which five clawed arms extend. The center of its torso is a gaping maw.

ETHEREAL FILCHER CR 2

XP 600

N Medium aberration

Init +8; **Senses** darkvision 60 ft., magicsense 60 ft.,

Perception +9

Defense

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

hp 22 (5d8)

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

Offense

Speed 40 ft.

Melee bite +7 (1d6)

Statistics

Str 10, **Dex** 18, **Con** 11, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 17 (19 vs. trip)

Feats Deft Hands, Improved Initiative, Weapon Finesse

Skills Disable Device +11, Perception +9, Sleight of Hand +11

Languages none

SQ ethereal escape

Ecology

Environment underground

Organization solitary

Treasure double

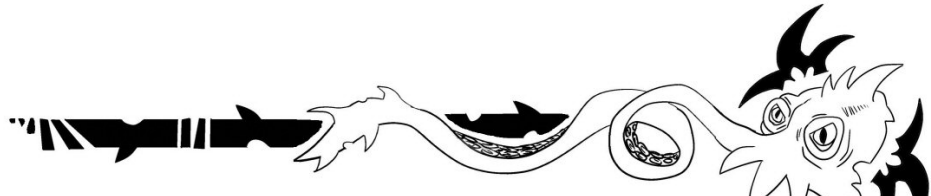
Special Abilities

Ethereal Escape (Su) The ethereal filcher is able to slip into the Ethereal Plane as a move action. It can remain in the Ethereal Plane for two rounds before it must use a move action to shift back to the Material Plane.

Magicsense (Su) Ethereal filchers can sense the presence of active magic spells and magic items (as the *detect magic*) spell within 60 ft. This sense is always active but can be fooled by spells that disguise magic auras or by areas of dead magic.

Despite their name, the ethereal filcher is not a creature of extraplanar origin. These creatures are native to the Material Plane but are able to shift back and forth from the Ethereal Plane easily. Using this ability to seemingly move in and out of reality, the ethereal filcher sneaks about the underworld in search of magic items.

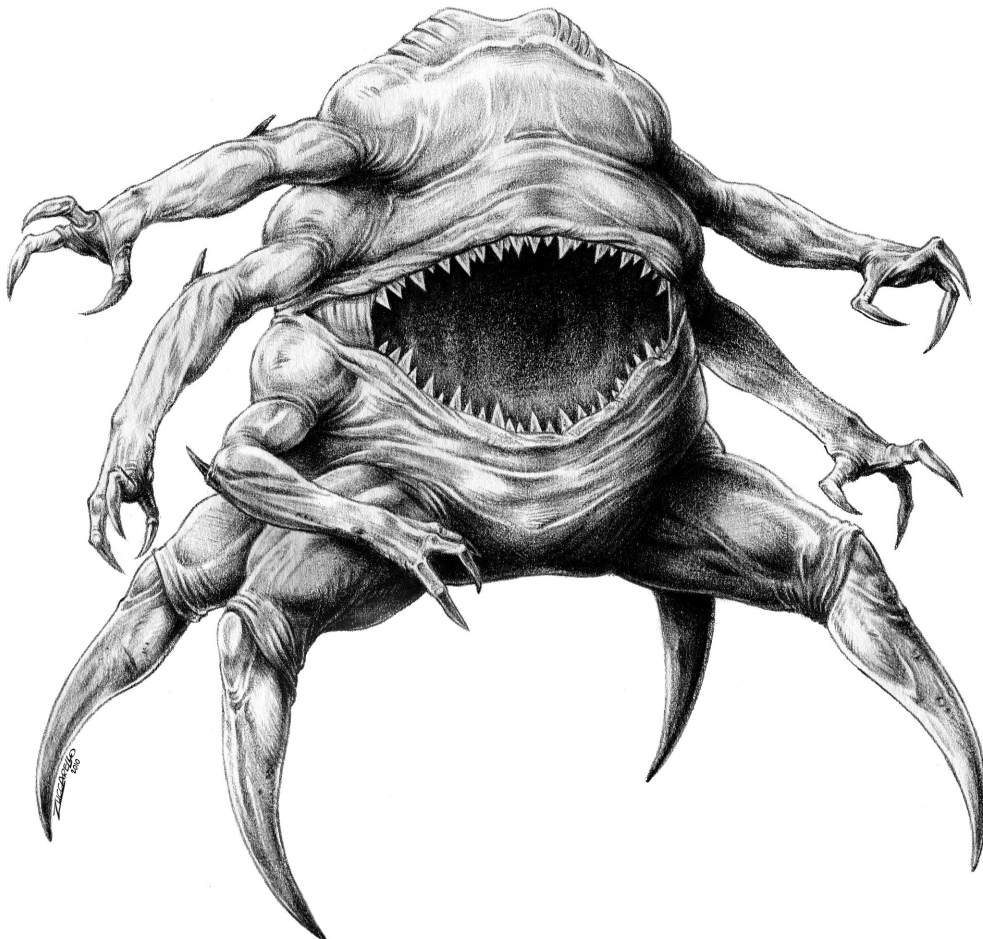
Upon locating a creature carrying magical items, the ethereal filcher will shift into the Ethereal and move into position to reappear in front of its target. If the mark is surprised, the filcher will snatch a magic item (using its

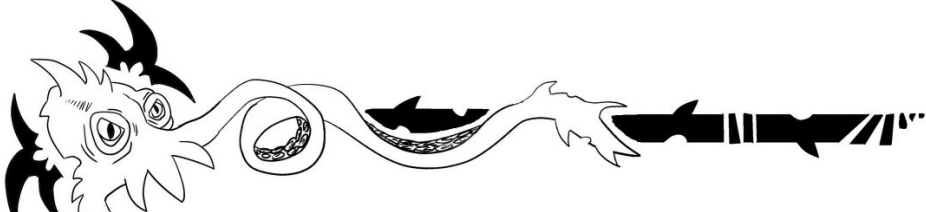


more than adequate Sleight of Hand skill) and disappear back into the Ethereal Plane. If a filcher does not surprise the target, they will often bite them instead before then disappearing. The filcher will continue to make surprise attacks against the mark until it is seriously injured or it succeeds.

Once it secures a trinket, an ethereal filcher scurries back to its lair to admire its prize. Ethereal filchers have never been observed to employ magic items or carry them into combat so sages are unsure of why they steal this type of treasure. Rumors abound in the underearth, that a great vault of magic treasure exists—a garbage dump of all the filchers' finds.

Knowledge (dungeoneering) DC	Lore
7	Ethereal filchers are bizarre aberrations native to the Material Plane that like to steal magic items.
12	Ethereal filchers can move quickly between the Material and the Ethereal Planes.
17	Ethereal filchers can sense magic, like some undead can sense the presence of life energy. Filchers hunger for the glow of magical items.
22	Ethereal filchers are cowards who will always run away instead of risking serious injury.





Ethereal Marauder

Instead of a head, this pear-shaped, purple beast possesses a giant mouth ringed with three eyes. The creature stands on two broad legs with three-toed feet.

ETHEREAL MARAUDER CR 3

XP 800

N Medium magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision;

Perception +8

Defense

AC 16, touch 12, flat-footed 14 (+1 Dex, +1 dodge, +3 natural)

hp 22 (4d10)

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

Offense

Speed 40 ft.

Melee bite +6 (1d6+3)

Statistics

Str 14, **Dex** 13, **Con** 11, **Int** 7, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 18

Feats Dodge, Improved Initiative

Skills Perception +8, Stealth +8; **Racial Modifiers** +2 to Perception and Stealth checks

Languages none

SQ ethereal jaunt



Hershey - 10

Ecology

Environment ethereal plane

Organization solitary

Treasure standard

Special Abilities

Ethereal Jaunt (Su) As a free action, an ethereal marauder can move from the Ethereal Plane to the Material Plane and shift back as a move action. This ability otherwise mimics the effects of the *ethereal jaunt* spell.

Ethereal marauders are reptile-like animals native to the Material Plane that can move between the Material and Ethereal Planes as easily as a fish swims through water. While not evil or bent on destruction, ethereal marauders are predators and consider all living creatures prey. Whether or not one becomes a victim of a marauder is simply a matter of the creature's hunger.

Marauders spend most of their time on the Ethereal Plane, invisibly stalking creatures on the Material. When a victim is found, the marauder strikes quickly, using its ability to attack and flee to the safety of the Ethereal Plane before the target counterattacks. Victims often believe, much to their dismay, that shutting themselves behind doors or magical wards will thwart a marauder. A marauder's ability to shift planes means it bypasses such means of protection.

Travel in the Ethereal Plane attracts marauders. Spells such as *blink* and *ethereal jaunt* make the user stand out against the background of the Material Plane. This increases the likelihood an ethereal marauder will follow the creature back to its home and attack it when it is vulnerable.

Marauders are about 4 feet tall and weigh 200 pounds. Their coloring ranges from green to bluish yellow. It is unknown whether marauders possess a language or form social groups.

Knowledge (arcana) DC	Lore
13	Ethereal marauders are magical beasts that can move between the Ethereal and Material planes.
16	Spells that allow travel to the Ethereal Plane make a creature more likely to suffer an attack from an ethereal marauder.
23	Survivors of ethereal marauder attacks report the creature emits a high-pitched hum just before attacking.
28	A <i>blink</i> spell allows a creature to attack and harm an ethereal marauder even when it is no longer on the Material Plane.

Evil Eye

An enormous floating eye, apparently ripped raw from the skull of some great beast, hovers in the air before you. Lengths of optic nerve writhe and thrash behind it like tails.

EVIL EYE CR 10

XP 9,600

LE Large aberration

Init +7; **Senses** darkvision 60 ft., *detect magic*, *see invisibility*; Perception +26

Defense

AC 23, touch 15, flat-footed – (+2 deflection, +3 Dex, +1 dodge, +8 natural, -1 size)

hp 120 (16d8+48)

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

Defensive Abilities all-around vision, deflection; **Resist** acid 5, cold 5, electricity 5, fire 5, sonic 5; **DR** 10/–; **SR** 21

Offense

Speed 5 ft., fly 30 ft. (good)

Melee 2 lashes +14 (1d8+1)

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

Special Attacks gaze

Spell-Like Abilities (CL 16th)

Constant – *detect magic*, *see invisibility*

Statistics

Str 12, **Dex** 17, **Con** 16, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +12; **CMB** +14; **CMD** 30 (can't be tripped)

Feats Ability Focus (*gaze*), Dodge, Flyby Attack, Hover, Improved Initiative, Improved Natural Attack (*lash*), Weapon Finesse, Wingover

Skills Acrobatics +22, Fly +24, Knowledge (arcana)

+21, Perception +26, Spellcraft +25, Stealth +18; **Racial**

Modifiers +4 to Perception and Spellcraft checks

Languages telepathy 100 ft.

Ecology

Environment any

Organization solitary, pair, or cluster (4-6)

Treasure standard

Special Abilities

All-Around Vision (Ex) Evil eyes can see in all directions at once. They cannot be flanked or caught flat-footed. In addition, they have a +4 racial bonus on all Perception checks.

Deflection (Su) Due to their quasi-divine nature, evil eyes possess a deflection bonus to their AC and CMB equal to their Charisma modifier.

Gaze (Su) Evil eyes possess eight separate gaze attacks that have a range of 50 feet with a save DC of 22. The evil eye can only use one gaze attack each round and each gaze can only be used once every four rounds. The gaze attacks mimic the following spells with a caster level of 16: *charm monster*, *confusion*, *deep slumber*, *enervation*, *flame strike*, *flesh to stone*, *hold monster*, *inflict critical wounds*

The so-called evil eyes are also known as the Eyes of Augrah-Ma. Legend has it that Augrah-Ma is some great and dark power whose presence is so inherently baleful that the very forces of nature prevent him from entering any of the known planes. It is said that Augrah-Ma lurks in the emptiness between worlds. The evil eyes, though they seem to have independent minds and often pursue their own agendas, are said to literally be Augrah-Ma's eyes, allowing him to see and influence events in the Material Plane. Most evil eyes seem obsessed with the destruction of spellcasters and the acquisition of magic items. When magical items are detected, an evil eye prefers to lead off a confrontation with its *hold monster* power. Once a target is at its mercy, the eye telepathically proclaims, "Augrah-Ma requires your magics." The voice has been described as a low, monotonous drone which is at once frightening and hypnotic.



An evil eye is about 8 feet in diameter, with its "tail" of optic nerves running an additional 3 to 9 feet, depending on the individual. These tails are fully prehensile, allowing the evil eye to manipulate objects as well as human hands do. Some are perfectly white, some yellowed, and some bloodshot. An evil eye's iris can be of any color, from standard blues, greens and browns, to inhuman violets, golds and reds.

Knowledge (dungeoneering) Lore	
DC	
15	Evil eyes look like giant floating eyeballs with writhing optic nerves that they can whip at opponents.
20	Evil eyes can unleash a host of gaze attacks to charm, paralyze, harm or even immolate opponents.
25	Evil eyes do not seem to eat anything, perhaps they are fed by the magical items they collect, but when it comes to other races they kill for sport.
30	Evil eyes are best attacked with overwhelming odds, and magic used to limit their movement.

Flail Snail

Four long tentacles ending in bony, club-like appendages sprout from the head of this giant massive snail.

FLAIL SNAIL CR 4

XP 1,200

N Large magical beast

Init -1; **Senses** darkvision 60 ft, low-light vision;

Perception +7

Defense

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

hp 38 (4d10+16)

Fort +8, **Ref** +3, **Will** +1

Defensive Abilities warp spell; **Immune** fire, poison

Weaknesses light blindness

Offense

Speed 10 ft.

Melee 4 slams +7 (1d6+3)

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

Statistics

Str 17, **Dex** 8, **Con** 18, **Int** 5, **Wis** 10, **Cha** 2

Base Atk +4; **CMB** +8; **CMD** 17 (can't be tripped)

Feats Alertness, Weapon Focus (slam)

Skills Perception +7, Sense Motive +2, Stealth +0

Languages none

SQ warp spell

Ecology

Environment underground

Organization solitary or pair

Treasure none

Special Abilities

Warp Spell (Su) When a spell directly targets a snail flail, there is a chance the protective minerals in its shell cause the spell to malfunction in some way. Roll 1d10 to determine what occurs when a spell is cast at the flail snail. Area spells such as fireball are not affected by warp spell.

1d10	Effect
1-2	The spell's energy backfires and disorients the caster for 1d4 rounds. The caster must make a DC 13 Concentration check to cast a spell while disoriented.
3-4	The spell rebounds and strikes the creature nearest the flail snail.
5-7	Spell functions normally.
8-9	The spell fails.
10	The spell strikes the caster instead.

Flail snails are subterranean denizens found anywhere mold, fungi, and rodents are plentiful. The omnivorous beasts consume any type of organic material including carrion. They weigh about 2000 pounds and their shells can reach 10 feet in diameter.



A flail snail accumulates special minerals in its shell which grants it the ability to warp spells. These shells are valued for their unique properties and as components in arcane rituals. An intact shell can be sold for 1,000 gp.

The giant snails fight with four tentacles each ending in a hard ball capable of inflicting deadly wounds. Flail snails are not normally aggressive but attack intruders in their territory. Flail snails are normally solitary creatures but pairs are always mated. Such snails are intelligent enough to keep a slight distance from each other in combat to prevent malfunctioning spells from striking their partner.

Advanced Flail Snails

For each Hit Die a flail snail gains above four, it grows a new tentacle up to a maximum of 12 tentacles at 12 Hit Dice. A flail snail with 10 or more Hit Dice also grows to Huge size.

Knowledge (arcana) DC	Lore
16	Flail snails are omnivorous but not aggressive enough to pursue creatures beyond their territory.
21	The shell of a flail snail is worth more than 1,000 gp on the open market.
26	A flail snail's shell and moist body protect it from fire. They are also immune to poison.
31	The shell of a flail snail can absorb and even reflect spells cast at it.

Formians

From the size of a halfling to the height of an ogre, the formians are an insectoid race that walk with four legs on the ground and have two front legs that end in clawed hands.

FORMIANS

Languages Formian (those with Int 14+ can also speak Common, some possess telepathy as noted below)

Ecology

Environment the hive

Treasure standard

Special Abilities

Hive Mind (Ex) All formians within 50 miles of their queen are in constant communication with her and each other. If one is aware of a particular danger, they all are aware of a particular danger. If one in the hive of formians is not flat-footed, none of them are. No formian in a hive is considered flanked unless all formians in a hive are flanked.

A formian resembles a cross between an ant and a centaur. All formians are covered in a brownish-red carapace; size differs for each variety.

Formians are generally aggressive, seeking to subdue all they encounter. If they perceive even the slightest threat to their hive-city or to their queen, they attack immediately and fight to the death. Any formian also attacks immediately if ordered to do so by a superior.

The Hive (Lawful)

The Hive is a land of tunnels and rock and industrious formians going about their work. Here, the ant-like race toils in the dark tunnels for the good of their hive and fiercely defend this perfect part of the multiverse from the potential corruption of planar travelers and chaotic outsiders. Within the Hive, formians guard the secrets of their perfect society, communal magic, and their queen. The Hive suffers many incursions from inhabitants from the Plane of Earth with which it is coterminous.

The Hive has the following traits:

- **Heavy Gravity** The gravity within the Hive is stronger than on the Material Plane.
- **Flowing Time** Time within the Hive moves faster than the Material Plane. A decade within the Hive of the formians can be covered in a matter of minutes on the Material Plane.
- **Self-Contained Cube** The Hive is shaped like a giant cube. Travelling through the formian tunnels and exiting into the dark void quickly leads travelers back into another of the formian tunnels.
- **Earth-Dominant**
- **Strongly Lawful-Aligned**
- **Impeded Magic** All magic spells with the chaos descriptor are impeded within the Hive.

FORMIAN WORKER CR 1

XP 400

LN Small outsider (extraplanar, lawful)

Init +2; **Senses** darkvision 60 ft., hive mind 50 mi.;

Perception +4

Defense

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

hp 6 (1d10+1)

Fort +1, **Ref** +4, **Will** +2

Immune cold, poison, petrification; **Resist** electricity 10, fire 10, sonic 10

Offense

Speed 40 ft.

Melee bite +3 (1d4+1)

Communal Spell-Like Abilities (CL 5th)

1/day—*cure serious wounds, make whole*

Statistics

Str 13, **Dex** 14, **Con** 13, **Int** 6, **Wis** 10, **Cha** 9

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

Feats Skill Focus (Knowledge [engineering])

Skills Climb +5, Knowledge (engineering) +5, Stealth +10,

Perception +4

Ecology

Organization team (2-4) or crew (7-18)

Treasure none

Special Abilities

Communal Spell-like Abilities (Sp) The formian race is capable of wondrous things when they all work together. This extends beyond engineering and mining feats to manifestation of spell-like abilities. Each spell listed must have five formian workers working together as a full-round action to activate this ability.

Workers expand the hive and bring order to the chaos of their plane under their queen's informed and fair leadership. By working together, the formian workers are able to repair broken items and heal injured workers. Workers will fight to defend the hive at all costs but while fighting they use their hive mind to contact warriors for assistance. Workers are the smallest of all formians.

Knowledge (planes) DC	Lore
6	Formian workers are part of a hive mind. If you have been spotted by a single worker than you have been spotted by the entire hive.
11	Though physically weak, workers can use their hive mind to summon other workers warriors to help.

FORMIAN WARRIOR CR 4

XP 1,200

LN Medium outsider (extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., hive mind 50 mi.;

Perception +8

Defense

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

hp 30 (4d10+8)

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

Immune cold, poison, petrification; **Resist** electricity 10, fire 10, sonic 10

Offense

Speed 40 ft.

Melee sting +7 (2d4+3 plus poison), 2 claws +7 (1d6+3)

Statistics

Str 17, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 21 (25 vs. trip)

Feats Capture Alive, Dodge

Skills Acrobatics +10, Climb +10, Craft (weapons) +7, Sense Motive +8, Stealth +10, Perception +8

Ecology

Organization solitary, team (2-5), troop (6-12)

Treasure none

Special Abilities

Poison (Ex) Sting—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 1 save.

The outer planes can be a dangerous place and the formian race has risen to the challenge. Warriors stand 4½ feet tall and are about 5 feet long. They have clawed hands with which to grab opponents and poisoned stingers to weaken foes. Warriors are intelligent combatants who will use tactics to weaken foes and capture them. Unless opposed by creatures of pure chaos, the warriors will always seek to capture opponents alive.

New Feat: Capture Alive

You have learned how to defeat your opponents without killing them.

Benefit: When you deal damage that would kill your opponent you can instead choose to withhold that damage. If the attack is appropriate (GM's discretion) you can allow your opponent to yield, render her unconscious for 1 hour for each character level you possess, leave a vicious scar, permanently blind her (or only take one eye), or remove an appendage.



Knowledge (planes) DC

Lore

9

Warriors of the formian race are the first line of defense of the hive. They desire to capture opponents over killing them outright.

14

Warriors carry a powerful poison in their sting which weakens their opponents.

FORMIAN TASKMASTER CR 6

XP 2,400

LN Medium outsider (extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., hive mind 50 mi.;

Perception +14

Defenses

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

hp 57 (6d10+24)

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

Immune cold, poison, petrification; **Resist** electricity 10, fire 10, sonic 10

Offense

Speed 40 ft.

Melee sting +10 (2d4+4 plus poison), 2 claws +10 (1d6+4)

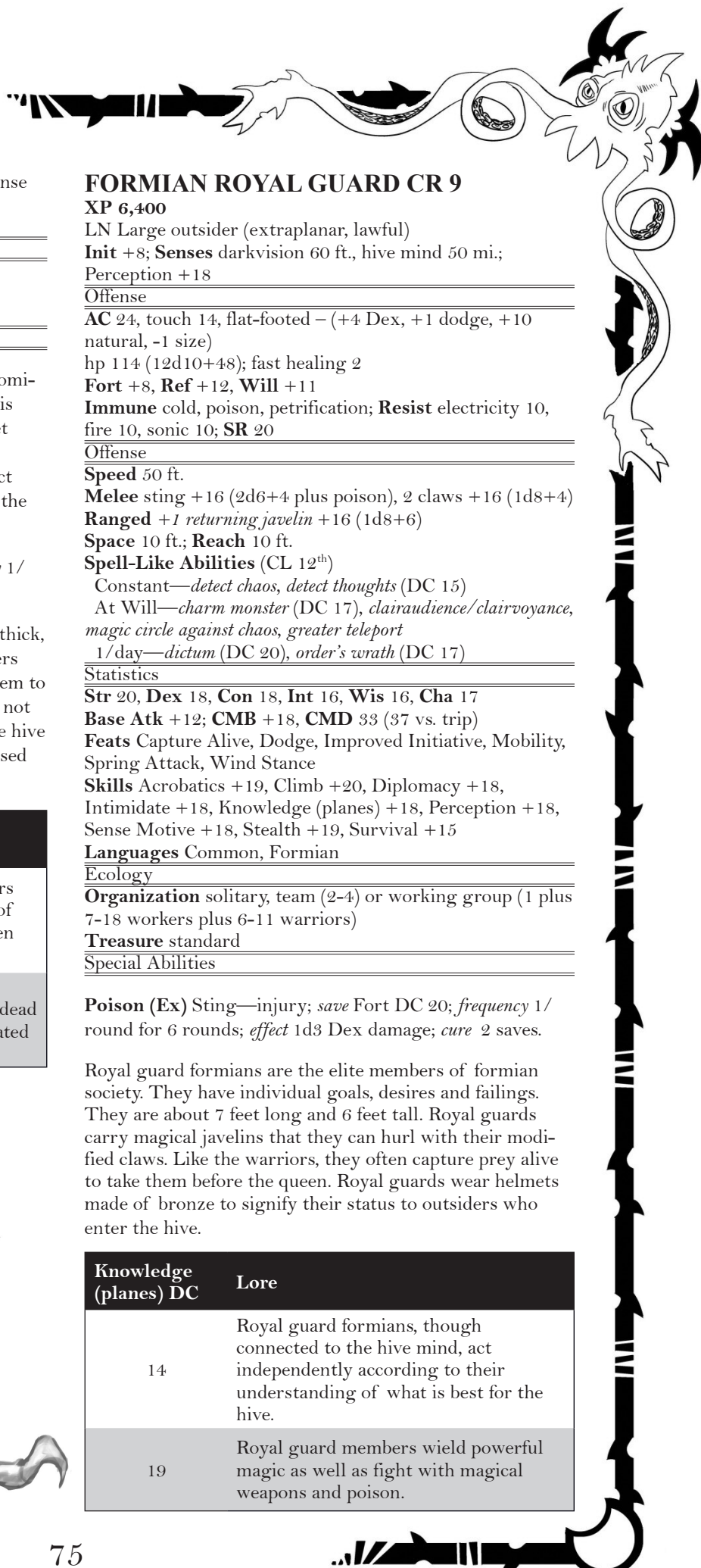
Special Attacks dominate monster

Statistics

Str 18, **Dex** 16, **Con** 18, **Int** 10, **Wis** 16, **Cha** 19

Base Atk +6; **CMB** +10; **CMD** 24 (28 vs. trip)

Feats Alertness, Dodge, Persuasive



Skills Climb +13, Diplomacy +15, Intimidate +15, Sense Motive +14, Stealth +12, Perception +14

Languages Formian, telepathy 100 ft.

Ecology

Organization solitary (1 plus dominated creature), conscription team (2-4 plus dominated creatures)

Treasure standard

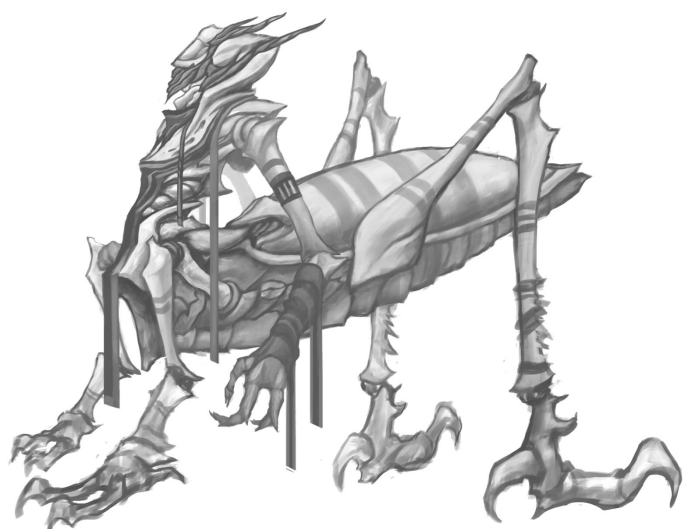
Special Abilities

Dominate Monster (Su) A taskmaster formian can dominate the minds of up to four creatures at one time. This acts as the *dominate monster* spell (DC 17). If the target saves against this ability they are immune to the taskmaster's power for 24 hours. This power can only affect creatures with a challenge rating of 2 levels less than the taskmaster formian. The save DC is Charisma-based.

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Str damage; *cure* 1 save.

Taskmasters look like warriors except they have four thick, dark brown bands that encircle their torso. Taskmasters can ensnare the minds of lesser creatures and bend them to their wills. Enslaved creatures are always well fed and not carelessly endangered. When a creature has served the hive for a period of one month and a day, they will be released from domination outside of the hive.

Knowledge (planes) DC	Lore
11	Taskmasters are specialized warriors within the formian hive. Creatures of worth captured by warriors are often enslaved by the taskmasters.
16	Though a taskmaster will be in the presence of dominated creatures, a dead taskmaster cannot control a dominated creature.



FORMIAN ROYAL GUARD CR 9

XP 6,400

LN Large outsider (extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft., hive mind 50 mi.; Perception +18

Offense

AC 24, touch 14, flat-footed – (+4 Dex, +1 dodge, +10 natural, -1 size)

hp 114 (12d10+48); fast healing 2

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

Immune cold, poison, petrification; **Resist** electricity 10, fire 10, sonic 10; **SR** 20

Offense

Speed 50 ft.

Melee sting +16 (2d6+4 plus poison), 2 claws +16 (1d8+4)

Ranged +1 *returning javelin* +16 (1d8+6)

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

Spell-Like Abilities (CL 12th)

Constant—*detect chaos*, *detect thoughts* (DC 15)

At Will—*charm monster* (DC 17), *clairaudience/clairvoyance*, *magic circle against chaos*, *greater teleport*

1/day—*dictum* (DC 20), *order's wrath* (DC 17)

Statistics

Str 20, **Dex** 18, **Con** 18, **Int** 16, **Wis** 16, **Cha** 17

Base Atk +12; **CMB** +18, **CMD** 33 (37 vs. trip)

Feats Capture Alive, Dodge, Improved Initiative, Mobility, Spring Attack, Wind Stance

Skills Acrobatics +19, Climb +20, Diplomacy +18, Intimidate +18, Knowledge (planes) +18, Perception +18, Sense Motive +18, Stealth +19, Survival +15

Languages Common, Formian

Ecology

Organization solitary, team (2-4) or working group (1 plus 7-18 workers plus 6-11 warriors)

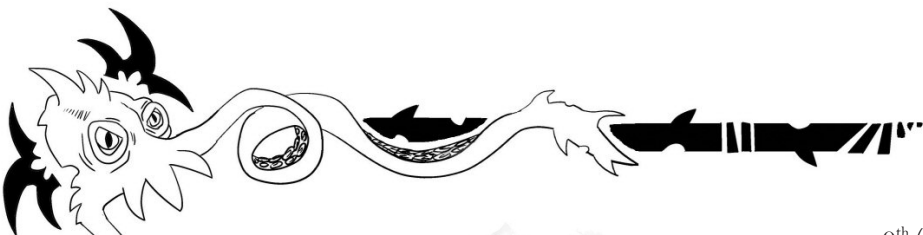
Treasure standard

Special Abilities

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 2 saves.

Royal guard formians are the elite members of formian society. They have individual goals, desires and failings. They are about 7 feet long and 6 feet tall. Royal guards carry magical javelins that they can hurl with their modified claws. Like the warriors, they often capture prey alive to take them before the queen. Royal guards wear helmets made of bronze to signify their status to outsiders who enter the hive.

Knowledge (planes) DC	Lore
14	Royal guard formians, though connected to the hive mind, act independently according to their understanding of what is best for the hive.
19	Royal guard members wield powerful magic as well as fight with magical weapons and poison.



FORMIAN QUEEN CR 14

XP 38,400

LN Large outsider (extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., hive mind 50 mi.;

Perception +32

Offense

AC 23, touch 8, flat-footed – (-1 size, +15 natural, -1 Dex)

hp 210 (20d10+100); fast healing 2

Fort +13, **Ref** +11, **Will** +17

Immune cold, poison, petrification; **Resist** electricity 10, fire 10, sonic 10; **SR** 25

Offense

Speed 10 ft.

Melee bite +23 (1d8+6)

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

Spell-like Abilities (CL 17th)

Constant – *detect chaos*, *detect thoughts* (DC 17), *true seeing*

At Will – *calm emotions* (DC 17), *charm monster* (DC 19), *clairaudience/clairvoyance*, *dictum* (DC 22), *divination*, *hold monster* (DC 20), *magic circle against chaos*, *order's wrath* (DC 19), *shield of law* (DC 23)

Spells Known (CL 17th)

8th (4/day) – *prismatic wall* (DC 23), *temporal stasis* (DC 23)

7th (6/day) – *summon monster VII*, *vision*, *waves of exhaustion* (DC 22)

6th (6/day) – *analyze dweomer*, *geas/quest*, *mass suggestion* (DC 23)

5th (7/day) – *cone of cold* (DC 20), *dispel chaos*, *teleport*, *wall of force*

4th (7/day) – *confusion* (DC 21), *detect scrying*, *black tentacles*, *scrying* (DC 19)

3rd (7/day) – *dispel magic*, *heroism*, *nondetection*, *slow* (DC 18)

2nd (7/day) – *align weapon (law only)*, *hypnotic pattern* (DC 17), *invisibility*, *protection from arrows*, *resist energy*

1st (8/day) – *comprehend languages*, *identify*, *mage armor*, *magic missile*, *shield*

0th (at will) – *acid splash*, *detect magic*, *divine mark**, *mage hand*, *muscle spasm**, *ray of frost*, *ray of light**, *resistance*, *touch of fatigue*

Statistics

Str 18, **Dex** 8, **Con** 20, **Int** 20, **Wis** 20, **Cha** 21

Base Atk +20; **CMB** +25; **CMD** 34 (can't be tripped)

Feats Alertness, Arcane Strike, Craft Wand, Eschew

Material, Great Fortitude, Greater Spell Focus

(enchantment), Improved Counterspell, Improved

Initiative, Magical Aptitude, Spell Focus (enchantment)

Skills Appraise +25, Bluff +28, Diplomacy +25, Intimidate

+25, Knowledge (engineering) +28, Knowledge (religion)

+28, Knowledge (planes) +28, Perception +32, Sense

Motive +32, Spellcraft +32, Use Magic Device +32

Languages Common, Formian; telepathy 100 ft.

Ecology

Organization hive (1 plus 100-400 workers, 11-40 warriors, 4-7 taskmasters with 1 dominated creature each, and 5-8 royal guard)

Treasure double standard

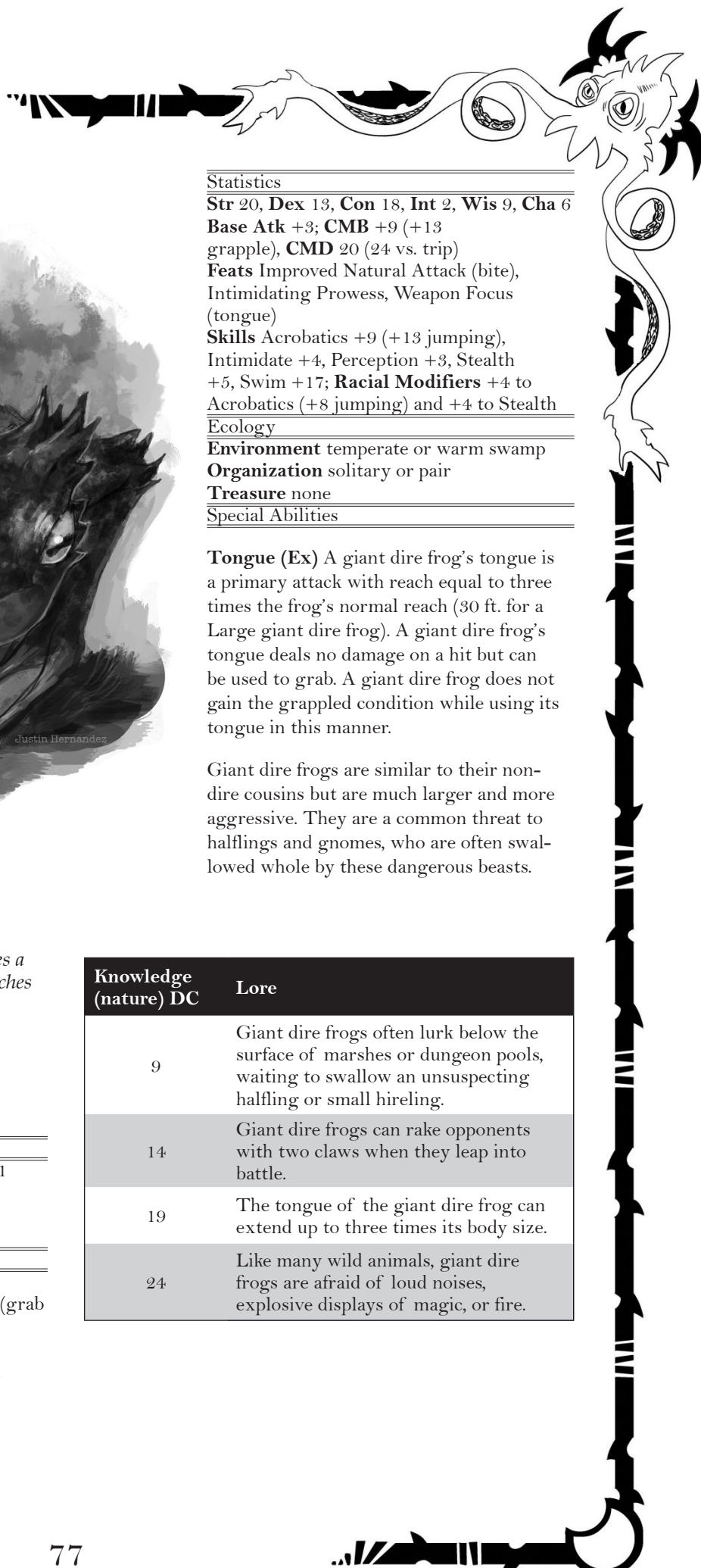
Special Abilities

Spells Formian queens casts spells as a 17th-level sorcerer but can know spells from both the divine and arcane lists.

Each hive is ruled by a queen. The queen cares for, nurtures and grows the formian hive. Queens often nest for long periods of time, seemingly unable to move, but if they are threatened and cannot rely on other formians for protection she can break free of her nest and engage in combat. Typically, she will try to diffuse violent situation through the use of enchantment magic. Each hive has only one queen.

Formian queens are constantly trying to grow and strengthen their hive-cities. To this end, each queen creates elaborate schemes that hold many contingencies for success (as befits her high mental acuity). No creature is privy to these plans but they often involve sending one or more platoons to the Material Plane on seemingly bizarre missions of either acquisition or destruction. This is how most adventurers encounter the insectoids. Occasionally, a powerful telepathic monster or spellcaster is able to somehow access the formians' hive mind capability and wrest certain knowledge from the group before it is either sent on its way or destroyed. This only happens when formians are far from their queen.

Knowledge (planes) DC	Lore
19	Formian Queens are the mother of the entire tribe. They lair in a centrally protected location.
24	Formian queens are always protected by an honor guard and if attacked will summon the entire tribe to protect herself.
29	Formian queens have vast magical abilities and resistances which make a massive physical assault the best way to deal with her.
34	If the queen falls, the hive mind of will be lost until a new queen is born.



Statistics

Str 20, **Dex** 13, **Con** 18, **Int** 2, **Wis** 9, **Cha** 6

Base Atk +3; **CMB** +9 (+13

grapple), **CMD** 20 (24 vs. trip)

Feats Improved Natural Attack (bite),

Intimidating Prowess, Weapon Focus

(tongue)

Skills Acrobatics +9 (+13 jumping),

Intimidate +4, Perception +3, Stealth

+5, Swim +17; **Racial Modifiers** +4 to

Acrobatics (+8 jumping) and +4 to Stealth

Ecology

Environment temperate or warm swamp

Organization solitary or pair

Treasure none

Special Abilities

Tongue (Ex) A giant dire frog's tongue is a primary attack with reach equal to three times the frog's normal reach (30 ft. for a Large giant dire frog). A giant dire frog's tongue deals no damage on a hit but can be used to grab. A giant dire frog does not gain the grappled condition while using its tongue in this manner.

Giant dire frogs are similar to their non-dire cousins but are much larger and more aggressive. They are a common threat to halflings and gnomes, who are often swallowed whole by these dangerous beasts.

Frog, Giant Dire

This frog appears to be at least 10-feet long. It resembles a feral amphibian with dark mottled skin and black splotches on its body.

GIANT DIRE FROG CR 4

XP 1,200

N Large animal

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

Defense

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

hp 42 (5d8+20)

Fort +8, **Ref** +5, **Will** +0

Offense

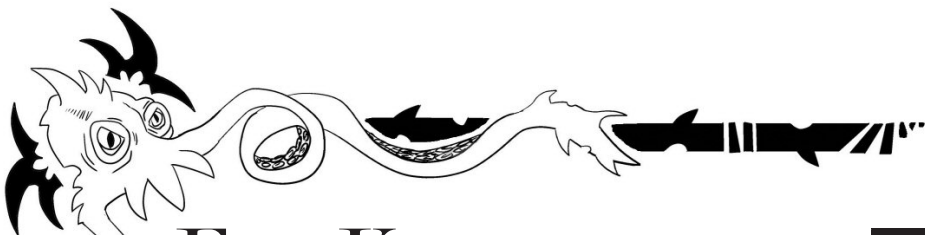
Speed 30 ft., swim 40 ft.

Melee bite +7 (2d6+7 plus grab) or tongue +8 touch (grab plus pull)

Space 10 ft.; **Reach** 10 ft. (30 ft. with tongue)

Special Attacks pull (tongue, 10 ft), rake (2 claws +7, 1d6+5, on charge), swallow whole (1d8 bludgeoning damage, AC 13, hp 4), tongue

Knowledge (nature) DC	Lore
9	Giant dire frogs often lurk below the surface of marshes or dungeon pools, waiting to swallow an unsuspecting halfling or small hireling.
14	Giant dire frogs can rake opponents with two claws when they leap into battle.
19	The tongue of the giant dire frog can extend up to three times its body size.
24	Like many wild animals, giant dire frogs are afraid of loud noises, explosive displays of magic, or fire.



Frog, Killer

This frog stands partially erect and has dark green skin fading to light on its underbelly.

KILLER FROG CR 1

XP 400

N Small animal

Init +5; **Senses** low-light vision, scent; Perception +3

Defense

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

hp 13 (2d8+4)

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

Offense

Speed 10 ft., swim 30 ft.

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

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

Statistics

Str 12, **Dex** 13, **Con** 14, **Int** 2, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 12 (16 vs. trip)

Feats Improved Initiative

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

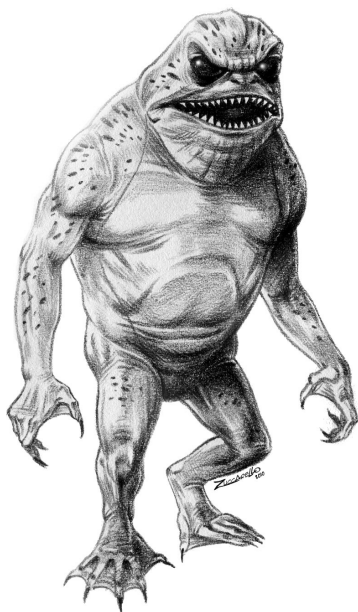
Ecology

Environment temperate or warm swamp, or underground

Organization pack (2-5), cluster (4-7), mob (8-24)

Treasure none

Killer frogs are similar to their dire cousins except that they stand partially erect and use their front claws as well as their bite. Killer frogs are created by an evil mutation of dire frogs through a practice thought to be known only to the worshipers of Tsathogga. Killer frogs, being more humanoid in appearance, do not have adhesive tongues.



Knowledge (nature) DC	Lore
6	It is said that killer frogs sometimes amass in huge numbers to perform some sort of religious ceremony.
11	Killer frogs cannot attack with their tongue but rather tear at opponents trapped within their mouths with their claws.
16	Killer frogs always hunt for prey in groups and are not afraid to attack larger prey if they have superior numbers.
21	It is said that the killing of large numbers of killer frogs will bring the "curse of Tsathogga" upon the killers.

Gorgimera

This hideous creature has leathery dragon wings and three heads: a lion, a dragon, and a gorgon. Its hindquarters are that of a gorgon and its forequarters are that of a great lion.

GORGIMERA CR 8

XP 4,800

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

Defense

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 105 (10d10+50)

Fort +12, **Ref** +10, **Will** +4

Offense

Speed 40 ft., fly 50 ft. (poor)

Melee dragon bite +13 (2d6+4), lion bite +13 (1d8+4), gorgon gore +13 (2d8+4), 2 claws +13 (1d6+4)

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

Special Attacks dragon breath weapon (varies, DC 20, 4d8 varies), gorgon breath weapon (30-ft. cone, turn to stone, Fortitude DC 20 negates)

Statistics

Str 19, **Dex** 16, **Con** 21, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +10; **CMB** +15 (+17 bull rush), **CMD** 28 (+30 vs. bull rush, +32 vs. trip)

Feats Alertness, Hover, Improved Bull Rush, Improved Initiative, Power Attack

Skills Fly +5, Perception +9, Sense Motive +3

Languages Draconic

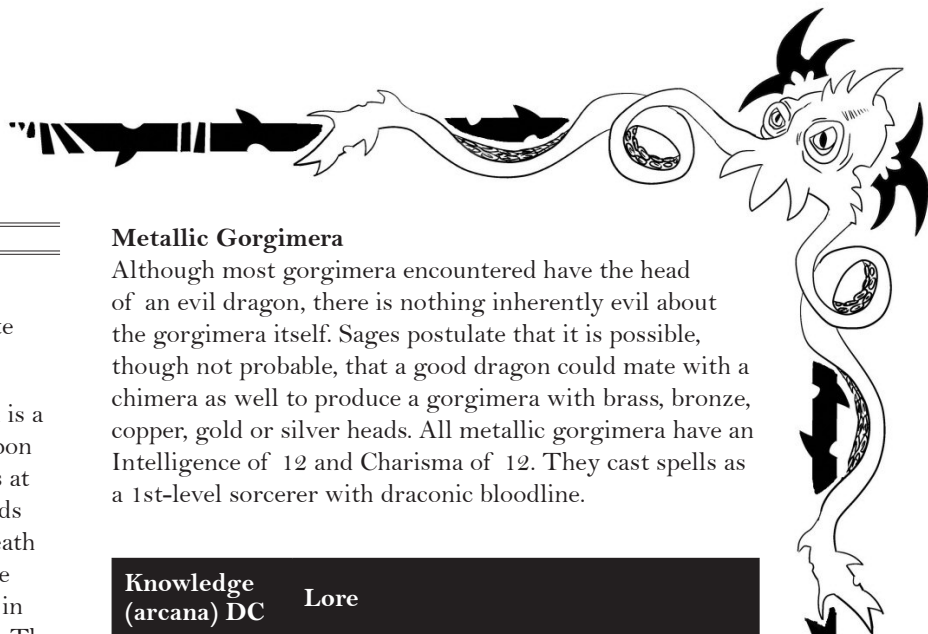
SQ breath coordination

Ecology

Environment temperate hills and mountains

Organization solitary or pair

Treasure standard



Special Abilities

Breath Coordination (Ex) A gorgimera may use its dragon breath weapon, gorgon breath weapon, and bite with its lion head in the same round.

Dragon Breath Weapon (Su) Using a breath weapon is a standard action. A gorgimera can use this breath weapon once every 1d4 rounds. A breath weapon always starts at an intersection adjacent to the dragon head and extends in a direction of the dragon head's choice. Dragon breath weapons come in two shapes—lines and cones—whose areas vary with the dragon head's type. Those caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is 10 + ½ gorgimera's HD + gorgimera's Con modifier. A dragon head can use its breath weapon when it is grappling or being grappled.

Gorgon Breath Weapon (Su) A gorgon head can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a DC 20 Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new DC 20 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the gorgon head's breath weapon a second time while petrified. A creature exposed a second time while already petrified becomes permanently petrified and can no longer attempt to make additional Fortitude saves to recover naturally. The save DC is Constitution-based.

A gorgimera is a chimerical creature akin to the standard chimera. It is a highly territorial predator whose hunting range often covers several square miles around its lair. The creature makes its home inside caves high atop mountains or deep inside caverns. A typical lair contains a mated pair and one or two young.

A gorgimera has the heads of a lion, dragon, and gorgon. It has the hindquarters of a gorgon and the forequarters of lion. A gorgimera's dragon head can be that of any of the evil dragons (see below). The lion head has no mane, and the scaled gorgon head is a deep navy blue with glowing red eyes.

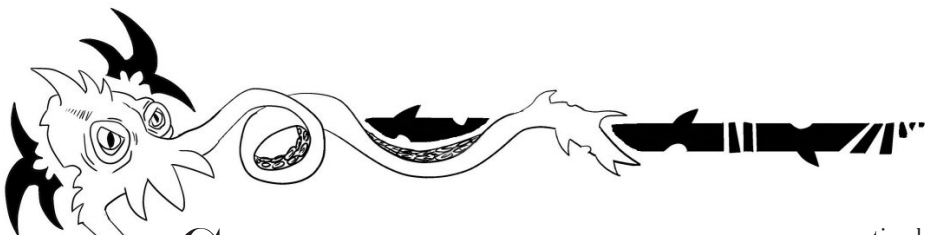
1d10	Head Color	Breath Weapon
1-2	Black	40-ft. line of acid
3-4	Blue	40-ft. line of electricity
5-6	Green	20-ft. cone of acid gas
7-8	Red	20-ft. cone of fire
9-10	White	20-ft. cone of cold

Metallic Gorgimera

Although most gorgimera encountered have the head of an evil dragon, there is nothing inherently evil about the gorgimera itself. Sages postulate that it is possible, though not probable, that a good dragon could mate with a chimera as well to produce a gorgimera with brass, bronze, copper, gold or silver heads. All metallic gorgimera have an Intelligence of 12 and Charisma of 12. They cast spells as a 1st-level sorcerer with draconic bloodline.

Knowledge (arcana) DC	Lore
13	Gorgimera are territorial creatures who lair near their hunting grounds.
18	Gorgimera can use both of their breath weapons in a single round but they cannot use these powerful abilities every round.
23	Though gorgimera possess the head of a dragon they are generally not intelligent combatants and will focus on a single foe at a time even when being battered by others.
28	Rumors persist that metallic gorgimera exist that are gifted with the intelligence and magic of the good dragons.





Gorgoni

The humanoid creature before you appears to be part snake. Its head flares like a cobra while at the same time it hisses through fangs and rattles an unseen tail.

GORGONI CR 3

XP 800

N Medium outsider (native)

Init +6; **Senses** darkvision 60 ft., scent; Perception +10

Defense

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

hp 30 (4d10+8)

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

Offense

Speed 30 ft.

Melee scimitar +5 (1d6+1/18-20), bite +0 (1d4 plus poison)

Ranged shortbow +6 (1d6)

Special Attacks bardic performance 11 rounds/day (standard action, countersong, distraction, fascinate, inspire competence +2, inspire courage), poison

Spell-Like Abilities (CL 4th)

3/day – *beast shape I* (snake only)

1/day – *ghost sound*, *ventriloquism* (DC 12)

Statistics

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

Base Atk +4; **CMB** +5; **CMD** 17

Feats Alertness, Improved Initiative

Skills Acrobatics +9, Climb +8, Craft (instrument) +9, Knowledge (geography) +17, Knowledge (all others) +10, Perception +10, Perform (stringed) +8, Sense Motive +10, Stealth +9; **Racial Modifier** +8 to Knowledge

Languages Common, Gorgoni

SQ racial memory

Ecology

Environment warm deserts

Organization solitary, pair, or clutch (4-10)

Treasure standard

Special Abilities

Poison (Ex) Bite – injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Dex; *cure* 1 save.

Racial Memory (Ex) The gorgoni can access their race's collective unconsciousness, allowing them to draw on knowledge they would not otherwise possess as individuals. A gorgoni receives a +8 racial bonus to Knowledge skill checks and can make Knowledge checks untrained.

Reptilian humanoids thought to descend from the unnatural pairing of humans and a snake god, gorgoni have moved from singular freaks to a legitimate race. The first such creatures may have existed as solitary monstrosi-



ties but now the gorgoni form tribes, take mates, and raise young as any other group of humanoids. Their mixed ancestry of different snake gods now means a gorgoni possesses characteristics of cobras, rattlesnakes and vipers.

The gorgoni also possess a subconscious connection to their progenitors. They are born able to draw on the collective memories of their parents and planar ancestors. As such they are more knowledgeable about the world, secret histories and legends than their limited tribal existence suggests. Other creatures often consult the gorgoni on such matters. Though often neutral or benevolent in outlook, the gorgoni possess a mischievous side, perhaps another holdover from their serpent ancestry. They enjoy tricks and deception, and often demand some minor but annoying task from those seeking advice. They also enjoy using *ghost sound* and *ventriloquism* to play tricks on creatures. The gorgoni often disguise themselves as a snake to move unopposed into the midst of their prey.

In combat, gorgoni cooperate to aid each other. One usually boosts his or her allies with bardic music or distracting noises while the others attack, often assuming the form of a Medium viper for melee combat.

Gorgoni society is neither matriarchal nor patriarchal. They choose leaders based on ability and competence. Occasionally, a gorgoni manifests a strong concentration of outsider heritage, presenting characteristics closer to their original parentage. These gorgoni inherit the celestial or fiendish template, and often grow up to become their tribe's leader.

A gorgoni does not advance in Hit Dice unless it possesses class levels. Wizard gorgoni are rare. Most gorgoni are bards, druids, rangers and rogues.

Though reptilian gorgoni bear live young. Coloration ranges from ebony to light green, but all gorgoni have blue eyes.

Gorgoni speak common and their own language of rattles made using their tails.

Knowledge (planes) DC	Lore
8	Gorgoni are the progeny of snake gods and snake-like outsiders.
13	The gorgoni possess an innate racial heritage they can use to answer questions about unusual phenomena or past events.
18	Gorgoni can use their tales to create sounds and magical effects that bolster allies or impede foes.
23	Creatures travelling with the gorgoni should expect to become the target of practical jokes. Though cruel, they are not meant to harm.

Gray Render

This great gray beast has six eyes and a thick frame covered in muscles. A long claw picks carrion from its sharp teeth.

GRAY RENDER CR 8

XP 4,800

N Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +15

Defense

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

hp 125 (10d10+70)

Fort +14, **Ref** +7, **Will** +4

Offense

Speed 30 ft.

Melee 2 claws +15 (1d6+6), bite +15 (2d6+6 plus grab)

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

Special Attacks rend (bite, 2d6+9)

Statistics

Str 23, **Dex** 10, **Con** 24, **Int** 3, **Wis** 12, **Cha** 8

Base Atk +10; **CMB** +17 (+19 bull rush, +21 grapple); **CMD** 27 (29 vs. bull rush)

Feats Alertness, Cleave, Power Attack, Improved Bull Rush, Improved Natural Attack (bite)

Skills Perception +15, Sense Motive +4, Survival +6;

Racial Modifier +4 to Perception

Languages none

Ecology

Environment temperate swamp or underground

Organization solitary

Treasure none

Gray renders are solitary beasts found in swamps and subterranean caverns. Naturally territorial, gray renders attack all creatures entering their homes. The omnivorous gray render prefers living meat but has been known to consume carrion even when other food is available.

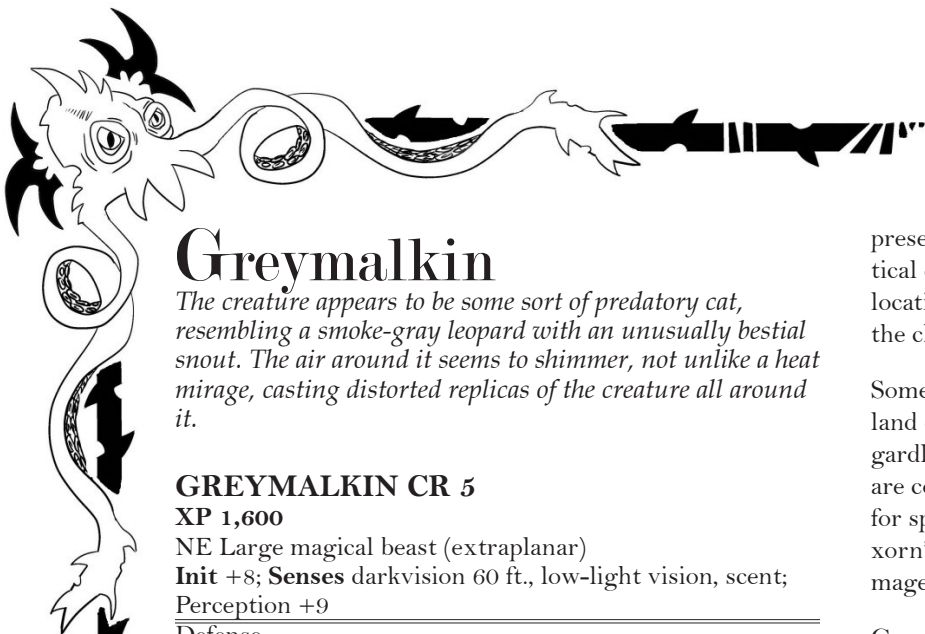
Unusually stealthy for their size, renders often lie in wait for prey. A gray render is about 10 feet tall and weighs 4,000 pounds. They reproduce through asexual budding, never bearing more than a single new render at any one time. A newborn gray render achieves adulthood in about six weeks. Its parent feeds and protects it until then, at which time instinct takes over and the younger render seeks out its own territory.

Despite their fearsome nature, gray renders possess an unexplained need to bond with another creature. Once during its lifetime, a render chooses a single creature to care and protect as if the creature were the render's young, even to the point of bringing it food every day. There seems to be no pattern to this bond and alignment, intelligence, or creature type makes no difference. Renders follow the orders of intelligent bonds to the best of their ability, something which evil beings exploit. Oc-

asionally a render bonds with an inanimate object resembling a living creature, such as a life-like statue or detailed bas-relief. A bond lasts even beyond death. Undead gray renders possess the bond they had in life.

Knowledge (arcana) DC	Lore
13	Gray renders are aggressive hunters with a powerful bite.
18	Unless hungry, a gray render allows intruders to retreat from its territory without a fight.
23	Often a gray render bonds with another creature, protecting it as if the creature was its offspring.
28	The gray render protects the object of its bond with its life and follows that creature wherever it goes.





Greymalkin

The creature appears to be some sort of predatory cat, resembling a smoke-gray leopard with an unusually bestial snout. The air around it seems to shimmer, not unlike a heat mirage, casting distorted replicas of the creature all around it.

GREYMALKIN CR 5

XP 1,600

NE Large magical beast (extraplanar)

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

Defense

AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +9, **Will** +4

Defensive Abilities *mirror image*

Offense

Speed 40 ft.

Melee 2 claws +9 (1d6+2), bite +9 (1d8+2)

Space 10 ft.; **Reach** 5 ft. (15 ft. with dimensional lunge)

Special Attacks dimensional lunge, pounce, rake (2 claws +9, 1d6+2)

Spell-Like Abilities (CL 6th)

Constant – *mirror image*

Statistics

Str 15, **Dex** 18, **Con** 16, **Int** 5, **Wis** 14, **Cha** 8

Base Atk +6; **CMB** +9; **CMB** 23 (27 vs. trip)

Feats Alertness, Improved Initiative, Weapon Finesse

Skills Acrobatic +9, Perception +9, Sense Motive +4, Stealth +5

Languages Common (can't speak)

Ecology

Environment temperate hills and forests

Organization solitary, pair, or warp (3-10)

Treasure standard

Special Abilities

Dimensional Lunge (Su) Because it is out of phase with the Material Plane, a greymalkin can briefly shift its position relative to the world around it. Any time the greymalkin makes an attack with its claws, it may choose to shift itself a total of 10 feet in any direction for a split second, before returning to its previous location. (It cannot choose not to return to its prior location.) This essentially grants it 15-foot reach with its claws.

The greymalkin is a predator that exists just slightly out of phase with the Material Plane. Whether it has a true native plane, or is simply mystically out of alignment with all planes, is unclear. Its

presence causes the world around it to shimmer with mystical energies, causing the greymalkin to appear in multiple locations at once. Greymalkin are fierce hunters and prefer the challenge of hunting sentient creatures when possible.

Some say that the greymalkin is an evil predator from the land of faerie or a creature that stalks the dreamlands. Regardless of the native plane of these creatures, its motives are completely unknown. Do they hunt the Material Plane for sport, are they looking for a particular meal (such as the xorn's lust for mithral), or do they hunt the spirit of the mage that unhinged them from their own reality?

Greymalkin attack much like other great cats, preferring to strike from ambush or the advantage of height. They are smart enough to take advantage of their special abilities to attack swiftly and withstand counter-attacks. An average greymalkin exceeds 8 feet in length and weighs over 400 pounds.

Knowledge (arcana) DC	Lore
10	Greymalkin are extraplanar cats with cunning and magic at their disposal.
15	Greymalkin hunt like any other predatory cat, stalking prey and pouncing from a position of strength.
20	Greymalkin exhibit a magical effect as the <i>mirror image</i> spell. They rely on this ability to confuse foes and terrify prey.
25	Greymalkin origins are unknown but they seem to possess an affinity for planar portals. There is a 1 in 4 chance that a greymalkin warp is located near a portal of this type.



Grick

The front half of this worm-like creature's body raises off the ground to bring to bear four tentacles surrounding a sharp beak.

GRICK CR 3

XP 800

N Medium aberration

Init +2; **Senses** darkvision 60 ft., scent; Perception +8

Defense

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

hp 19 (3d8+6)

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

DR 5/magic

Offense

Speed 30 ft., climb 20 ft.

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

Statistics

Str 14, **Dex** 14, **Con** 14, **Int** 3, **Wis** 14, **Cha** 5

Base Atk +2; **CMB** +4; **CMD** 16

Feats Alertness, Multiattack

Skills Climb +10, Perception +8, Sense Motive +4,

Stealth +4 (+8 in rocky areas), Survival +6; **Racial**

Modifier +4 to Stealth in natural rocks

Languages none

Ecology

Environment underground

Organization solitary or cluster (2-4)

Treasure incidental

Gricks are underground hunters that lurk in well-traveled areas, waiting for prey to pass through. Their dark coloration allows them to easily blend into the surrounding rock and they often take victims by surprise. A grick simply advances on prey, attacking without strategy or forethought. Multiple gricks do not fight with any type of coordination, preferring to select one creature and attack it until it dies. A grick that has slain or disabled its target will drag the creature away even if nearby gricks still battle other creatures.

Although primarily subterranean inhabitants, gricks take up residence wherever they might find ample shadow and areas shielded from direct sunlight. This includes ruins, caves and deep forests. Sometimes gricks leave their underground haunts for the surface when prey is scarce.

While the tentacles of a grick inflict horrible wounds, the mouth is relatively weak. Once prey is slain a grick drags it back to its lair. Any treasure a grick possesses will be items carried by previous meals.

A grick is about 8 feet long and weighs 200 pounds.

The exterior of a grick is particularly resistant to physical damage. Most mundane weapons bounce off its thick hide.



A grick's natural weapons are considered magic for the purposes of overcoming damage reduction.

Knowledge (planes) DC	Lore
8	Gricks dwell in underground caverns and attempt to take prey by surprise.
13	Grick lairs contain the remains of victims, including any items the creatures carried when slain.
18	Although not vulnerable to bright light, sunlight and spells that mimic sunlight can drive away gricks.
23	The hide of a grick is exceptionally resistant to mundane weapons.

Grig

A foot-tall, blue-skinned humanoid laughs as he suddenly appears before you out of nothingness. The brightly-clothed man arches slicked eyebrows suggestively as he raises a small fiddle and bow.

GRIG CR 1

XP 400

NG Tiny fey

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

Defense

AC 19, touch 17, flat-footed 14 (+4 Dex, +1 dodge, +2 natural, +2 size)

hp 4 (1d6+1)

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

DR 5/cold iron; **SR** 12

Offense

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

Melee short sword +6 (1d3-3/19-20)

Ranged longbow +6 (1d4-3/x3)

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

Special Attacks dextrous fighter, fiddle

Spell-Like Abilities (CL 3rd)

3/day – *disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13)

Statistics

Str 5, **Dex** 18, **Con** 13, **Int** 10, **Wis** 13, **Cha** 14

Base Atk +0; **CMB** -5; **CMD** 10

Feats Dodge

Skills Acrobatics +12, Bluff +6, Craft +5, Escape Artist +12, Fly +8, Perception +5, Perform (string) +6, Stealth +12 (+16 in forests); **Racial Modifiers** +4 to Acrobatics and Escape Artist, +4 to Stealth in forests

Languages Common, Sylvan

Ecology

Environment temperate forests

Organization gang (2-4), band (6-11), or tribe (20-80)

Treasure no coins; 50% goods; 50% items

Special Abilities

Dextrous fighter (Ex) A grig's naturally nimble reflexes allow it to add its Dexterity modifier to melee attacks it makes with a light weapon, rapier, or whip.

Fiddle (Su) A grig in each band carries a small fiddle. Any non-fey within 30 feet hearing the fiddle play must succeed on a DC 12 Will save or act as though affected by *irresistible dance* for as long as the fiddle plays. A creature that saves is immune to this ability for 24 hours. The save DC is Charisma-based.

Lazy and mischievous, grigs prefer to steal and trick creatures out of valuable items rather than earning such things through honest effort. They love colorful, shiny objects such as gems and jewelry and stop at almost nothing to steal them. Most often they take such things while invisible, almost always unnoticed because of their stealthy tread and invisibility. When working in groups, one grig keeps an eye out for his partners, and uses a fiddle to thwart anyone who attempts to stop the theft. A grig will not steal important or powerful items such as weapons and armor from good creatures.

Grigs are as colorful as their personalities. They have light-blue skin, green hair and hairy brown legs. Their clothes are similarly bright and festive, and they prefer to wear red hats and shoes. When not stealing, grigs spend their time dancing and singing. Grigs also enjoy jumping and often participate in jumping games among each other, with the winner claiming a prize of gems and jewels.

When angered, grigs can be formidable opponents. They protect their tree houses from all intruders and particularly hate goblins. In combat, grigs distract and confuse foes with their spell-like abilities and rain arrows down on the defenseless opponents.

A typical grig weighs one pound and is a foot tall.



Knowledge (nature) DC	Lore
11	Grigs are good-aligned, mischievous fey.
16	Grigs steal small valuable objects from all creatures but are easily befriended with an offer of items of a similar kind.
21	A grig prefers to attack enemies with spells and arrows.
26	The grig's most formidable offense is its enchanting fiddle. If a creature proves resilient to that, grigs often retreat to find easier targets.

Grimlock

A muscular humanoid stares with dark, eyeless sockets. It fingers a notched battleaxe and emits a low growl.

GRIMLOCK CR 1

XP 400

NE Medium monstrous humanoid

Init +1; **Senses** blindsight 40 ft., scent; Perception +9

Defense

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

hp 13 (2d10+2)

Fort+1, **Ref** +4, **Will**+2

Immune gaze attacks, visual effects

Weaknesses blind

Offense

Speed 30 ft.

Melee battleaxe +4 (1d8+3/x3)

Statistics

Str 15, **Dex** 13, **Con** 13, **Int** 10, **Wis** 8, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 15

Feats Alertness, Skill Focus (perception)

Skills Climb +7, Perception +9, Sense Motive +1, Stealth +6 (+16 in mountains and underground), Survival +4; **Racial Modifier** +10 to Stealth in mountains and underground

Languages Grimlock, Undercommon

Ecology

Environment underground

Organization gang (2-4), pack (10-20), tribe (10-60 plus 1 leader of 3rd-5th level per 10 adults), war party (60-100 plus 1 leader of 3rd-5th level per 10 adults plus 1 medusa leader or 1 leader of 6th-8th level).

Treasure standard

Foul, subterranean creatures, grimlocks form primitive societies and spend most of their time hunting for food, fighting amongst themselves or attacking other creatures for loot and pillage. When roused, grimlocks form small war parties to raid other humanoids in search of food or slaves. It is not uncommon for grimlocks to raid surface communities in the mountains or near entrances to the underdeep. It is said they prefer human meat above all others. This has led some scholars to assume grimlocks descend from surface dwellers who lost their way in the lightless depths and eventually had to resort to cannibalism to survive. Since sight was not required in such an environment, grimlocks developed other senses at the cost of their eyes.

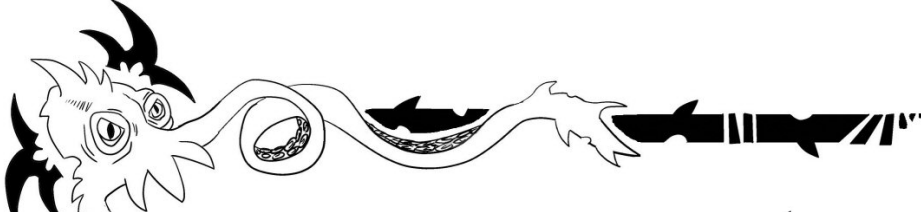
Both genders are muscular, gray in color (hence their natural camouflage), smelly, and hard to distinguish with a casual glance. Their primitive nature means grimlocks cannot form large or complex societies. Even if they did, their natural aggressiveness would soon turn them on each other. Rarely, a powerful warlock or medusa will organize several small tribes into a larger force but only for a short time.

The blindsight ability allows a grimlock to “see” normally to a range of 40 feet. Beyond that, they treat all creatures as if they had total concealment. This means grimlocks prefer melee to ranged combat but they will make use of short-ranged missile weapons such as knives, axes, and stones. They rely on hearing and smell to detect their environment. If either sense is negated, a grimlock fights as if it had the Blind-Fight feat. A grimlock without either sense takes penalties as if it were blind.

Grimlocks with class levels are almost always barbarians, rangers or rogues, and very rarely sorcerers who usually possess the aberrant bloodline.

Knowledge (nature) DC	Lore
6	Grimlocks are blind but extremely aggressive subterranean humanoids.
11	Although blind, a grimlock can see out to a range of 40 feet and has the normal chance to detect creatures beyond through hearing and smell.
16	Grimlocks rarely employ missile weapons. The best way to fight them is at range.
21	Large parties of grimlocks often possess a medusa or sorcerer leader.





Hellcat

This large feline appears only as a glowing outline, its body lined in red fire and its eyes burning with a similar hellish flame.

HELLCAT CR 7
XP 3,200

LE Large outsider (evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft., scent; Perception +20

Defense

AC 20, touch 15, flat-footed

14 (+5 Dex, +1 dodge, +5 natural, -1 size)

hp 85 (9d10+36)

Fort +7, **Ref** +11, **Will** +8

Defensive Abilities invisible in light; **DR** 5/good; **Resist** fire 10; **SR** 18

Offense

Speed 40 ft.

Melee 2 claws +14 (1d6+6), bite +14 (2d6+6 plus grab)

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

Special Attacks pounce, rake (2 claws +14, 1d6+6)

Statistics

Str 23, **Dex** 21, **Con** 18, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 32 (36 vs. trip)

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Stealthy

Skills Acrobatics +17, Climb +18, Escape Artist +7, Knowledge (planes) +12, Perception +20, Sense Motive +4, Stealth +19, Swim +18; **Racial Modifiers** +4 to Perception and Stealth

Languages telepathy 100 ft.

SQ invisible in light

Ecology

Environment any (Hell)

Organization solitary, pair, or pride (6-10)

Treasure none

Special Abilities

Invisible in Light (Ex) Light that enables a human to see renders the hellcat invisible. If in a dimly-lit area, a hellcat shows up as a glowing outline visible up to 30 feet away. This distance increases to 60 feet if the viewer has low-light vision. Magical darkness conceals the glow. In normal darkness, a hellcat is visible to the limits of a creature's vision.



Hellcats originate from the infernal realms.

They appear to be incorporeal beings, shimmering at the edge of material reality, when in fact a hellcat is entirely corporeal. Bright light renders the creatures invisible. In darkness, a hellcat glows with a bright orange flame, visible from a great distance. A hellcat uses its natural invisibility to gain surprise and quickly slay victims in combat. It attacks one foe at a time, pouncing on an unsuspecting opponent and raking the creature until it is dead.

In Hell's nine layers, hellcats protect the realms of powerful devils.

Their intelligence makes them excellent guardians, and some devils employ battalions of hellcats in their armies as scouts or skirmishers. On the Material Plane, hellcats often serve a powerful mortal at the behest of their fiendish master. Powerful wizards and evil fighters employ them as formidable cohorts. Although hellcats have no use for treasure, they enjoy bargaining with intelligent creatures, especially if it fools others into furthering some goal of theirs or their master.

Hellcats weigh about 1,000 pounds and are 9 feet long.

Knowledge (planes) DC	Lore
17	Hellcats are evil creatures from the Nine Layers of Hell.
22	A hellcat is invisible in bright light, but easy to see in dim light.
27	Although a hellcat appears incorporeal, they can be hurt normally but are resistant to fire and many spells.
32	Although evil, hellcats are not creatures of pure destruction. Some hellcats bargain with powerful beings or those who offer it a favor.

Hippocampus

This creature looks like a horse except for the fore-fins it has in place of hooves and the great fish tail that forms the lower half of its body.

HIPPOCAMPUS CR 3

XP 800

CG Large magical beast (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

Defense

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

hp 34 (4d10+12)

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

Offense

Speed swim 60 ft.

Melee bite +7 (1d4+4), tail slap +2 (1d8+2), butt +2 (1d6+2)

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

Statistics

Str 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 21

Feats Alertness, Endurance

Skills Perception +10, Sense Motive +3, Swim +12, Stealth +5 (+9 underwater); **Racial Modifier** +4 to Stealth underwater

Languages Aquan

Ecology

Environment temperate oceans and lakes

Organization solitary, pair or herd (3-8)

Treasure none

Known as “sea-horses,” the hippocampus often appears in concert with merfolk who use the creatures as mounts. They resemble horses in shape only. Instead of hair, scales ranging in color from deep green to blue cover the body of a hippocampus, while the front legs end in large flippers. The rear portion of a hippocampus trails off into a single large fin, much the same way it does on merfolk. Their manes are often streaked with silver. When underwater, the coloration of a hippocampus allows it to blend into the surroundings and makes it harder to spot.

The hippocampus is much more intelligent than a terrestrial horse and only bears riders of a similar alignment and disposition. Even though they have powerful natural weapons, a hippocampus must be war-trained if it is to fight with a rider on its back. Training a hippocampus to bear a rider in or out of combat takes six weeks and a successful DC 25 Handle

Animal check. Riding a hippocampus also requires a special saddle.

Hippocampus avoid combat unless they or an ally are threatened. They prefer to use their bite attack followed by a tail slap but sometimes use their larger size to smash into opponents.

Hippocampus breathe air as easily as water, so swimming at the surface presents no problem for them. If completely removed from water, a hippocampus can survive for 1 minute per point of Constitution after which it begins to drown.

The eggs of a hippocampus can bring more than 1,000 gp on the open market, while newly hatched young are worth twice as much.

Knowledge (arcana) DC	Lore
8	Hippocampus are good-aligned sea creatures.
13	A hippocampus removed entirely from water dies in about 15 minutes.
18	Because hippocampus are intelligent creatures, they can describe an undersea area's general conditions but must be persuaded in a friendly manner to do so.
23	Sometimes the hippocampus form alliances with other sea- or good-aligned creatures to battle sahuagin and deep ones.



Howler

The mane of this huge emaciated wolf-creature bristles with sharp quills the length of spears.

HOWLER CR 4

XP 1,200

CE Large outsider (chaotic, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +12

Defense

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

hp 37 (5d10+10)

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

Offense

Speed 60 ft.

Melee bite +9 (2d8+5), 1d4 quills +4 (1d6+2)

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

Special Attacks howl, quills

Statistics

Str 21, **Dex** 17, **Con** 15, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 24 (28 vs. trip)

Feats Alertness, Combat Reflexes, Improved Initiative

Skills Knowledge (planes) +6, Perception +12, Sense

Motive +4, Stealth +7, Survival +10

Languages Abyssal

Ecology

Environment any (Abyss)

Organization solitary, gang (2-4) or pack (6-10)

Treasure none

Special Abilities

Howl (Ex) A howler's unnatural wail slowly drives other creatures mad. All non-outsiders who hear the creature's howl for at least an hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for every hour the victim listens to the howler's wail. This is a sonic, mind-affecting effect.



Quills (Ex) Long, sharp quills bristle from a howler's neck. The creature thrashes about while biting, striking with 1d4 quills. An opponent hit by a howler's quill must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a cumulative -1 penalty on attack rolls, saves, and checks. The save DC is Dexterity-based. A quill can be safely removed with a DC 20 Heal check. Otherwise, removing a quill deals an extra 1d6 points of damage.

Howlers originate from the Abyss, and swarm the plane's infinite layers in massive packs. If possible, howlers stalk their prey for hours, using their howl to weaken a creature's ability to spot them when they finally attack. Cowardly and cruel, howlers hunt in groups, overwhelming foes from opposite sides, and charging in and out of battle. Only the most ferocious of howlers face opponents in a straight fight.

Howlers also flourish where chaos and evil rule, such as the kingdoms of demon lords on the Material Plane. Often these demon lords employ howler packs as guards or hunting packs. Abyssal orcs and other powerful humanoids -- evil clerics, wizards, and anti-paladins -- employ the creatures as mounts.

Training a howler to carry a rider takes six weeks and a DC 25 Handle Animal check. Only evil creatures can train or ride a howler. Riding a howler requires an exotic saddle.

A common howler is 8 feet long and weighs 2,000 pounds. The largest howlers reach Huge size and 18 Hit Dice. Some of these howlers can launch a volley of four quills once per day with a range increment of 20 feet. These quills often also carry strange abyssal poisons unknown on the Material Plane.

Knowledge (planes) DC	Lore
14	Howlers are evil lupine creatures from the Abyss, but almost as intelligent as men.
19	The wail of a howler slowly drives the listener mad, making it harder for the person to notice the approach of the howler.
24	A howler's quills stuck in a victim can be removed with a DC 20 Heal check.
29	Since a howler is cowardly in nature, fleeing their approach only assures an attack. Prey who stand their ground often keep the creatures at bay simply by acting unafraid.

Inevitable

Inevitables are intelligent constructs from a plane composed entirely of clockwork technology. Each inevitable is charged with enforcing a fundamental law of the universe, and spend every moment making sure these laws are upheld. No creature is beyond their purview.

As constructs they are perfect, implacable hunters. They do not require rest or food, nor are they subject to fatigue. Once an inevitable has selected a target, it closes with the creature in any way possible. It is not unusual for an inevitable to walk for decades to reach a transgressor. Without the need to breathe, not even oceans present a barrier to an inevitable.

Although an inevitable often metes out death as a punishment, this is not always the case. Satisfaction of the natural laws they enforce is enough to halt their pursuit. However, inevitables do not bargain or parlay if doing so allows a creature to escape its deserved fate.

Inevitables do not knowingly endanger innocents and ignore allies of their target as long as those allies do not impede them. Anyone attempting to interfere with an inevitable's mission puts themselves in danger. Though driven, inevitables are not suicidal and do not fight to destruction if there is no chance of victory. Imminent defeat causes an inevitable to retreat only until it can discover a better way to complete its mission.

Three main types of inevitables are known to exist. There are likely others yet to be encountered.

Inevitable Subtype

Inevitables are a race of extraplanar constructs. They are arbiters of universal law within the cosmos and travel the multiverse punishing law-breakers. An inevitable possesses the following traits (unless otherwise noted in a creature's entry).

- **Idomitable (Ex)** Inevitables possess additional hit points based upon their Charisma modifier
- **Skills:** Inevitables treat Diplomacy, Perception and Sense Motive as class skills
- Except when otherwise noted, inevitable speak Abyssal, Celestial, Infernal and the language of their target
- An inevitable's natural weapons, as well as any weapons it wields, are treated as lawful for the purpose of resolving damage reduction

Inevitable, Kolyarut

Before you stands a man composed of gears and steel plates, his joints clicking and whirring when he moves.

INEVITABLE, KOLYARUT CR 12

XP 19,200

LN Medium construct (extraplanar, inevitable, lawful)

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

Perception +16

Defense

AC 29, touch 12, flat-footed 27 (+2 Dex, +10 natural, +7 armor)

hp 147 (15d10+65); fast healing 5

Fort +7, **Ref** +9, **Will** +8

DR 10/chaotic; **Immune** construct traits; **SR** 23

Offense

Speed 20 ft. in banded mail; base speed 30 ft.

Melee *vampiric touch* +20 melee touch (7d6), +2

longsword +22/+17/+12 (1d8+7) or 2 slams +20 (1d6+7)

Ranged *enervation ray* +17 ranged touch

Spell-Like Abilities (CL 15th)

At Will – *discern lies* (DC 17), *disguise self*, *fear* (DC

17), *hold person* (DC 16), *invisibility*, *locate creature*,

suggestion (DC 16), *vampiric touch*

1/day – *hold monster* (DC 18), *mark of justice*

1/week – *geas/quest*

Statistics

Str 20, **Dex** 15, **Con** –, **Int** 10, **Wis** 17, **Cha** 16

Base Atk +15; **CMB** +20; **CMD** 32

Feats Alertness, Combat Casting, Great Fortitude,

Improved Initiative, Lightning Reflexes, Quicken Spell-

Like Ability (*suggestion*)

Skills Diplomacy +13, Disguise +3, Perception +16,

Sense Motive +15, Survival +11; **Racial Modifiers** +4 to

Diplomacy, Disguise, and Sense Motive

Languages Common, Abyssal, Celestial, Infernal

Ecology

Environment any

Organization solitary

Treasure none

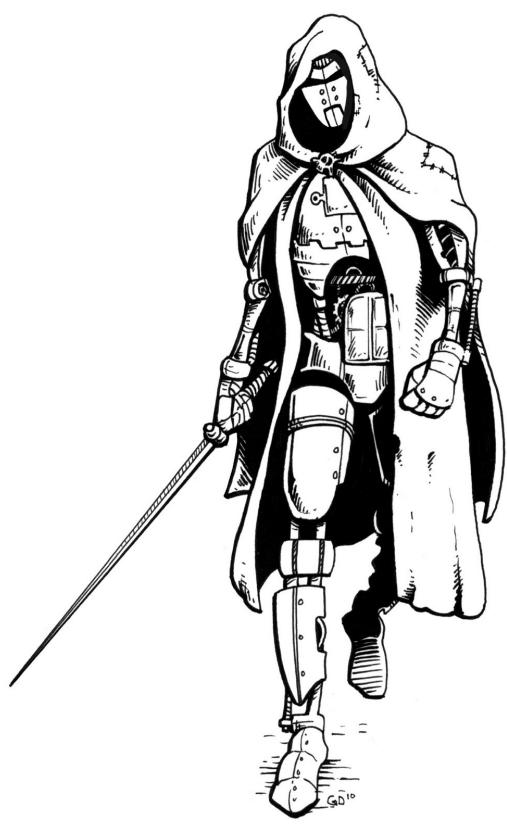
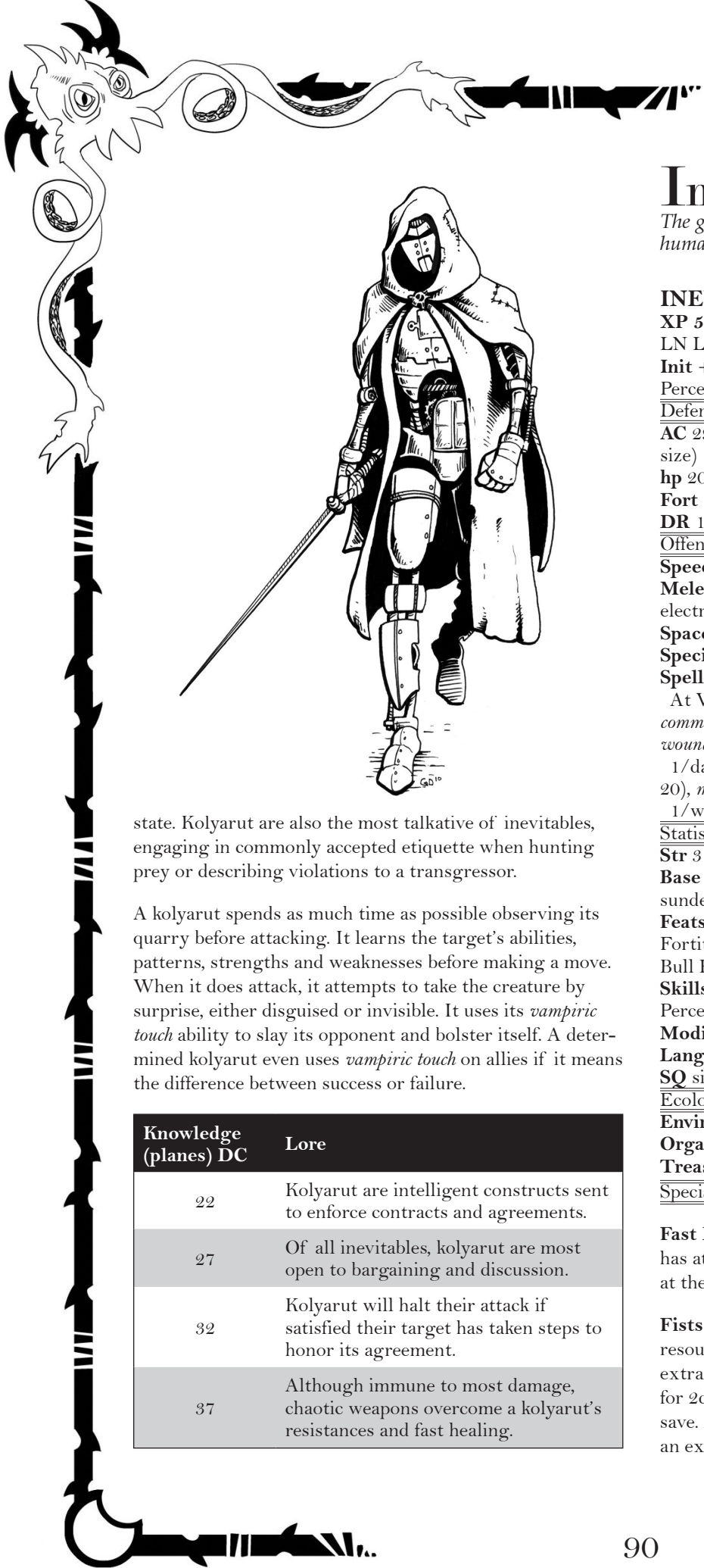
Gear +2 *longsword*, *banded mail*

Special Abilities

Enervation Ray (Su) Range 200 feet, as the *enervation* spell. (CL 15th)

Fast Healing (Ex) This functions as long as the inevitable has at least 1 hit point. Damage from chaotic weapons heals at the normal rate.

Kolyarut enforce the provision of contracts, bargains, or oaths, either oral or written. They do not trouble themselves with those who involuntarily or unknowingly break an agreement, but their interpretations of contracts are often severe and literal. They are the most "human" of inevitables, appearing as machine humanoids in their natural



Inevitable, Marut

The ground shakes under the tread of this massive armored humanoid.

INEVITABLE, MARUT CR 15

XP 51,200

LN Large construct (extraplanar, inevitable, lawful)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

Defense

AC 29, touch 13, flat-footed 25 (+4 Dex, +26 natural, -1 size)

hp 201 (18d10+102); fast healing 10

Fort +8, **Ref** +10, **Will** +9

DR 15/chaotic; **Immune** construct traits; **SR** 26

Offense

Speed 40 ft.

Melee 2 slams +27 (2d6+10 plus 3d6 sonic or 3d6 electricity)

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

Special Attacks fists of thunder and lightning

Spell-Like Abilities (CL 18th)

At Will – *air walk*, *dimension door*, *fear* (DC 18), *greater command* (DC 19), *greater dispel magic*, *mass inflict light wounds* (DC 19), *locate creature*, *true seeing*

1/day – *chain lightning* (DC 20), *circle of death* (DC 20), *mark of justice*, *wall of force*

1/week – *earthquake* (DC 22), *geas/quest*, *plane shift* (DC 21)

Statistics

Str 31, **Dex** 18, **Con** —, **Int** 12, **Wis** 17, **Cha** 18

Base Atk +18; **CMB** +29 (+33 bull rush and sunder); **CMD** 43 (47 vs. bull rush and sunder)

Feats Alertness, Awesome Blow, Combat Casting, Great Fortitude, Greater Bull Rush, Greater Sunder, Improved Bull Rush, Improved Sunder, Power Attack

Skills Knowledge (planes) +11, Knowledge (religion) +11, Perception +22, Sense Motive +21, Survival +14; **Racial Modifier** +4 to Perception

Languages Common, Abyssal, Celestial, Infernal

SQ single-minded

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

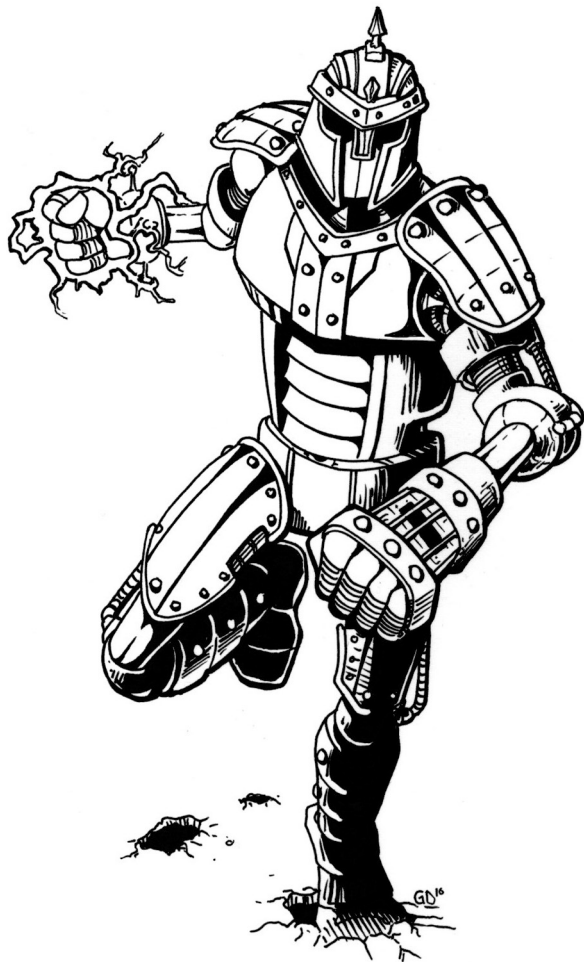
Fast Healing (Ex) This functions as long as the inevitable has at least 1 hit point. Damage from chaotic weapons heals at the normal rate.

Fists of Thunder and Lightning (Su) A marut's left fist resounds with a thunderclap on a successful hit, dealing an extra 3d6 points of sonic damage and deafening the target for 2d6 rounds unless it succeeds on a DC 23 Fortitude save. A marut's right fist delivers an electric shock for an extra 3d6 points of electricity damage and a flash of

state. Kolyarut are also the most talkative of inevitables, engaging in commonly accepted etiquette when hunting prey or describing violations to a transgressor.

A kolyarut spends as much time as possible observing its quarry before attacking. It learns the target's abilities, patterns, strengths and weaknesses before making a move. When it does attack, it attempts to take the creature by surprise, either disguised or invisible. It uses its *vampiric touch* ability to slay its opponent and bolster itself. A determined kolyarut even uses *vampiric touch* on allies if it means the difference between success or failure.

Knowledge (planes) DC	Lore
22	Kolyarut are intelligent constructs sent to enforce contracts and agreements.
27	Of all inevitables, kolyarut are most open to bargaining and discussion.
32	Kolyarut will halt their attack if satisfied their target has taken steps to honor its agreement.
37	Although immune to most damage, chaotic weapons overcome a kolyarut's resistances and fast healing.



Knowledge (planes) DC	Lore
25	Marut are constructs sent to enforce the dictates of death.
30	Marut do not bargain with the creatures they are sent to punish.
35	A marut opens combat with either <i>chain lightning</i> or <i>wall of force</i> .
40	Although immune to most damage, chaotic weapons overcome a marut's resistances and fast healing.

Inevitable, Zelekhut

A gold and silver plated centaur sports great metal wings on its back and a formidable spiked chain from each forearm.

INEVITABLE, ZELEKHUT CR 9

XP 6,400

LN Large construct (extraplanar, inevitable, lawful)

Init +4; **Senses** darkvision 60 ft.; lowlight vision;

Perception +15

Defense

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

hp 120 (12d10+54); fast healing 5

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

DR 10/chaotic; **Immune** construct traits; **SR** 20

Offense

Speed 50 ft., fly 60 ft. (average)

Melee 2 spiked chains +17 (2d6+5 plus 1d6 electricity)

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

Spell-Like Abilities (CL 12th)

At Will – *clairaudience/clairvoyance*, *dimensional anchor*, *dispel magic*, *fear* (DC 16), *hold person* (DC 15), *locate creature*, *true seeing*

3/day – *hold monster* (DC 17), *mark of justice*

1/week – *lesser geas* (DC 16)

Statistics

Str 21, **Dex** 18, **Con** –, **Int** 13, **Wis** 17, **Cha** 15

Base Atk +12; **CMB** +18 (+22 trip); **CMD** 32 (36 vs. trip)

Feats Combat Expertise, Great Fortitude, Improved Trip, Ride-by Attack, Spirited Charge, Weapon Focus (spiked chain)

Skills Diplomacy +11, Perception +15, Sense Motive +15, Survival +12; **Racial Modifiers** +4 to Perception and Sense Motive

Languages Abyssal, Celestial, Common, Infernal

SQ horse-like

Ecology

Environment any

Organization solitary

Treasure none

lightning that blinds the target for 2d6 rounds unless it succeeds on a DC 23 Fortitude save. The save DCs are Charisma-based.

Single-minded (Ex) A marut gains a +4 racial bonus to Concentration checks.

The marut ensure that mortal creatures do not cheat death. These inevitables do not trouble themselves over the occasional person raised from the dead (unless the individual does so to escape some predetermined fate). Liches and necromancers who muddle in the realm of death, manipulating the event for their own ends, often find a marut come to stop them.

A marut's punishment varies with the offense. It casts *geas/quest* or *mark of justice* on necromancers to limit their casual manipulation of death. Others it simply kills. A marut first strikes with *chain lightning* and then hems in opponents with *wall of force* so it can close the distance and batter them with its massive fists. It targets spellcasters with *greater dispel magic* and employs *circle of death* when confronted with multiple opponents.

Special Abilities

Fast Healing (Ex) This functions as long as the inevitable has at least 1 hit point. Damage from chaotic weapons heals at the normal rate.

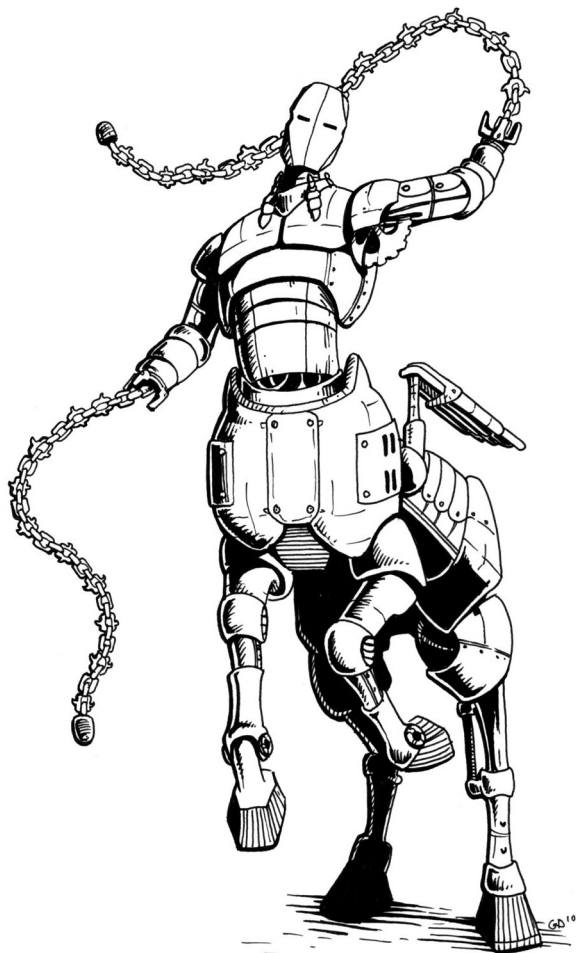
Horse-Like (Ex) Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.

Zelekhts hunt and capture those who seek to escape justice or punishment for crimes they have committed. They employ their spell-like abilities and natural tracking skills to locate fugitives.

Zelekhut carry no weapons but can cause two spiked chains to emerge from each arm as a free action. In a similar manner, it can sprout two metal wings from its back as a free action. Retracting either chains or wings is also a free action.

Once its target is found, a zelekhut immobilizes it with *dimensional anchor* or either trips or disarms the foe with its spiked chains. A zelekhut retreats if its actions can harm bystanders. This does not mean it gives up but rather causes the inevitable to reassess its strategy and tactics.

Knowledge (planes) DC	Lore
16	Zelekut are intelligent constructs charged with hunting fugitives from justice.
21	The zelekhut's gaze pierces most illusions and disguises.
26	Only chaotic weapons overcome a zelekhut's resistance to physical damage.
31	Zelekhut never endanger innocent bystanders and retreat if their actions might harm the innocent.



Inphidian

An inphidian is the result of a failed evil and ensorcelled experiment involving humans and snakes, possibly an ancient cult of snake worshippers—that is the conjecture among sages and those who have encountered an inphidian. Another theory contends the inphidians were once a cult of snake-worshippers cursed by an ancient snake-god for some transgression against the ethos. Whatever the truth, it appears as of late that the inphidians are more a race unto themselves and not the result of some experiment or curse. Several species are known to exist (thanks to recent disastrous encounters) and others are sure to surface as encounters with the race grow more frequent.

All inphidians, regardless of the subspecies, have viper heads in place of their hands. The creatures use these in combat to deliver a powerful bite that injects the victim with poison.

Inphidians, particularly the craftsmen, wear special gloves called *inphidian gauntlets* that let them use their hands like any other humanoid with five digits (including an opposing thumb) uses its hands. See the sidebar for details on inphidian gauntlets.

Inphidians trade with other races, particularly evil underground races such as derro, driders, and drow. Trade usually takes the form of crafted goods, food, or slaves. Inphidian craftsmen are some of the finest known distillers of poisons, venoms, and antitoxins. Their products are highly sought after by all manner of poison-using races.

An important aspect of any inphidian community is religion. The inphidian race as a whole worships the Great Serpent. Little is known by non-inphidians of this religion or of its priests. Full details for the GM are given below.



New Deity

The Great Serpent

The Winding Way

God of evil, snakes, strength and trickery

Alignment NE

Domains: Death, Evil, Serpent, Strength, Trickery

Favored Weapon: Dagger

Most often portrayed as a massive snake swallowing the sun, the Great Serpent rules over the domains of Death, Evil, Serpent (see below), Strength, and Trickery. Worship of the Great Serpent began with the inphidians who revere the being as their creator. Other races harbor small sects of dedicated followers to the Lord of Scalykind, despite the fact that these cults are greeted with hostility at best and outright prohibition at worst. Assassin guilds revere the Serpent's embodiment of sudden death, stealth, and poison. A few creatures also consider the Great Serpent a symbol of renewal. Just as the snake sheds its skin to reveal new growth underneath, these worshippers believe their god embodies the cycle of life and death.

Serpent Domain

Deities: The Great Serpent

Granted Powers: You can cause your body to produce a blinding toxin as well as gain immunity to the poisons carried by the dangerous creatures of the world. In addition, you treat Stealth as a class skill.

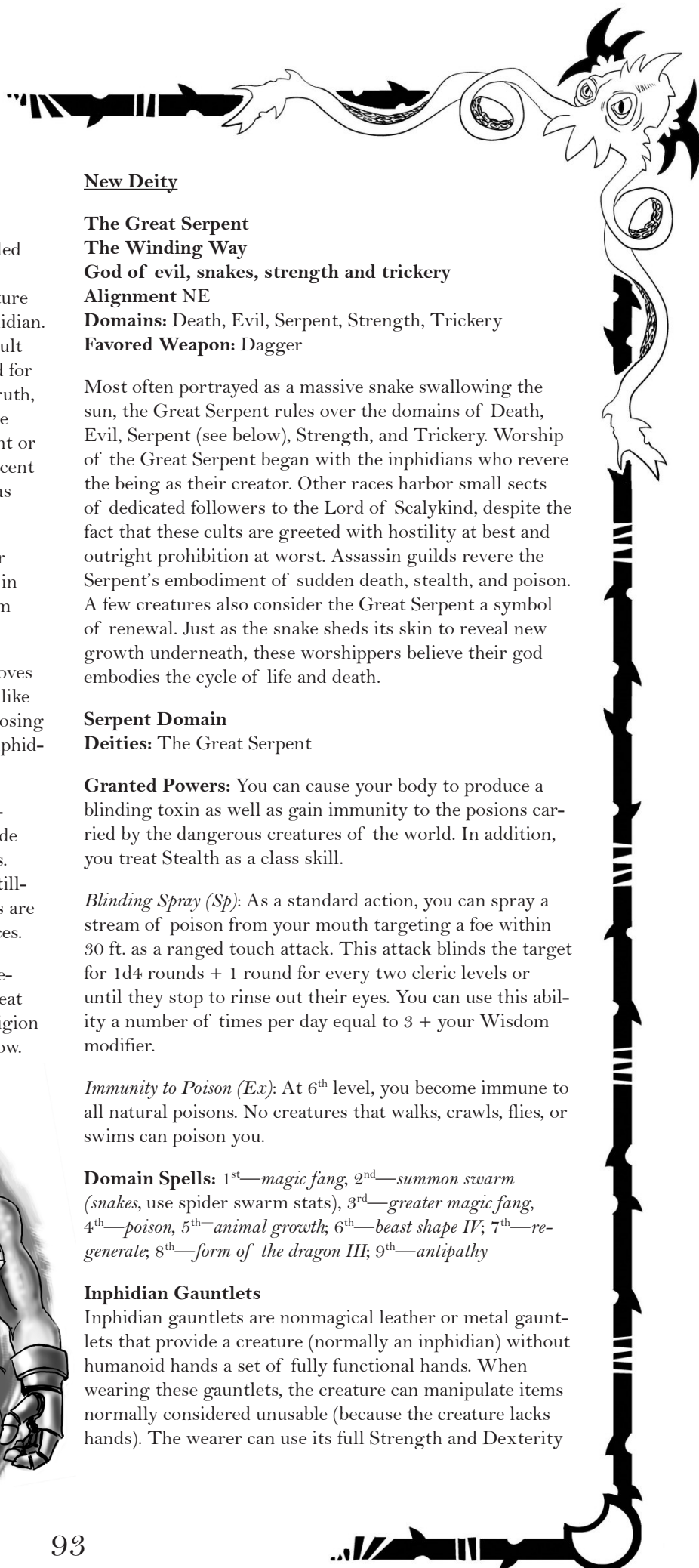
Blinding Spray (Sp): As a standard action, you can spray a stream of poison from your mouth targeting a foe within 30 ft. as a ranged touch attack. This attack blinds the target for 1d4 rounds + 1 round for every two cleric levels or until they stop to rinse out their eyes. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

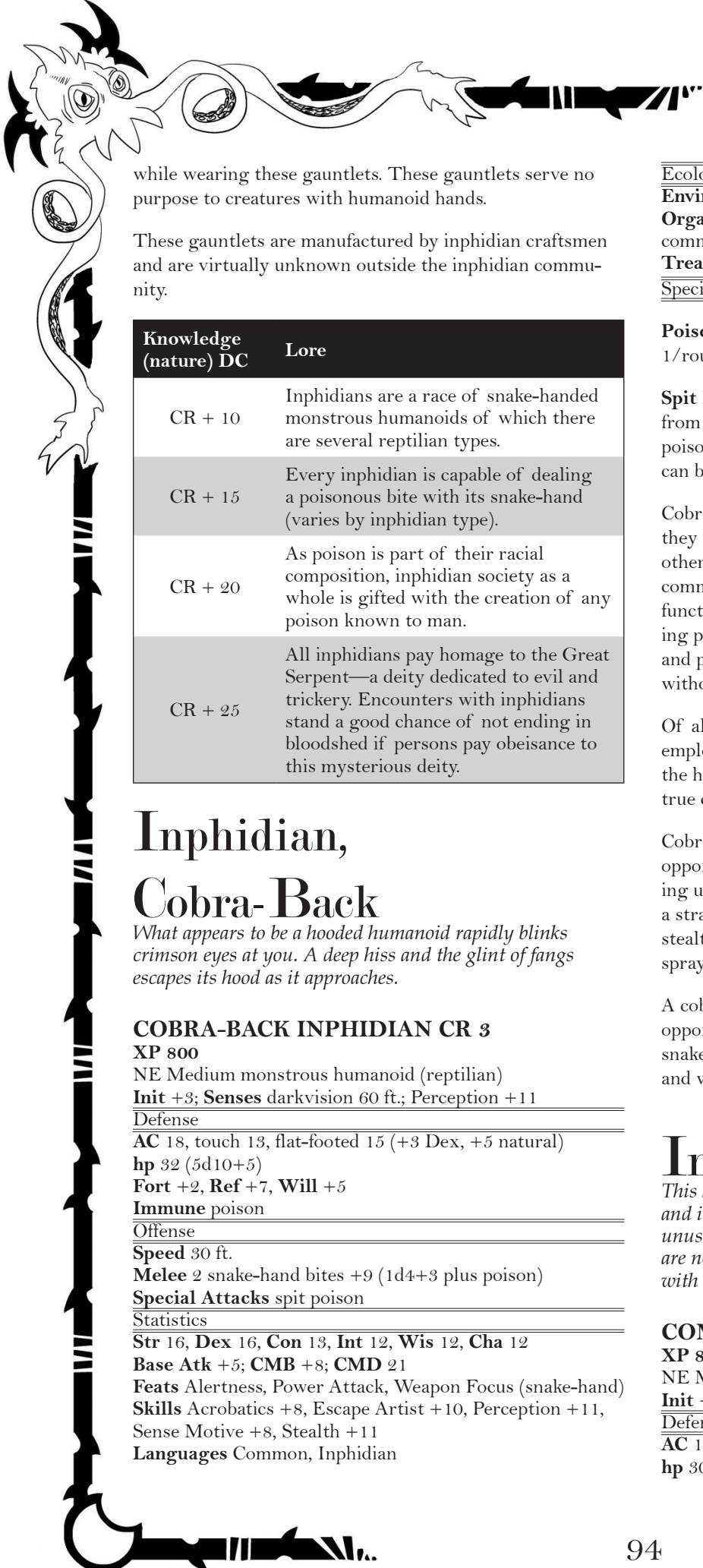
Immunity to Poison (Ex): At 6th level, you become immune to all natural poisons. No creatures that walks, crawls, flies, or swims can poison you.

Domain Spells: 1st—*magic fang*, 2nd—*summon swarm* (snakes, use spider swarm stats), 3rd—*greater magic fang*, 4th—*poison*, 5th—*animal growth*; 6th—*beast shape IV*; 7th—*regenerate*; 8th—*form of the dragon III*; 9th—*antipathy*

Inphidian Gauntlets

Inphidian gauntlets are nonmagical leather or metal gauntlets that provide a creature (normally an inphidian) without humanoid hands a set of fully functional hands. When wearing these gauntlets, the creature can manipulate items normally considered unusable (because the creature lacks hands). The wearer can use its full Strength and Dexterity





while wearing these gauntlets. These gauntlets serve no purpose to creatures with humanoid hands.

These gauntlets are manufactured by inphidian craftsmen and are virtually unknown outside the inphidian community.

Knowledge (nature) DC	Lore
CR + 10	Inphidians are a race of snake-handed monstrous humanoids of which there are several reptilian types.
CR + 15	Every inphidian is capable of dealing a poisonous bite with its snake-hand (varies by inphidian type).
CR + 20	As poison is part of their racial composition, inphidian society as a whole is gifted with the creation of any poison known to man.
CR + 25	All inphidians pay homage to the Great Serpent—a deity dedicated to evil and trickery. Encounters with inphidians stand a good chance of not ending in bloodshed if persons pay obeisance to this mysterious deity.

Inphidian, Cobra-Back

What appears to be a hooded humanoid rapidly blinks crimson eyes at you. A deep hiss and the glint of fangs escapes its hood as it approaches.

COBRA-BACK INPHIDIAN CR 3

XP 800

NE Medium monstrous humanoid (reptilian)

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

Defense

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 32 (5d10+5)

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

Immune poison

Offense

Speed 30 ft.

Melee 2 snake-hand bites +9 (1d4+3 plus poison)

Special Attacks spit poison

Statistics

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

Base Atk +5; **CMB** +8; **CMD** 21

Feats Alertness, Power Attack, Weapon Focus (snake-hand)

Skills Acrobatics +8, Escape Artist +10, Perception +11,

Sense Motive +8, Stealth +11

Languages Common, Inphidian

Ecology

Environment warm forests and plains

Organization solitary or troupe (1 cobra-back plus 3-5 common inphidians)

Treasure standard

Special Abilities

Poison (Ex) Snakehand—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save.

Spit Poison (Ex) A cobra-back can spit a line of poison from its mouth to a range of 20 feet. This stream deals poison damage as above (same Fortitude save to resist) and can be used once every 1d4 rounds.

Cobra-backs are a race of inphidian bred for combat and they relish the savagery of such events. They often bully others of their own kind, and can often be found leading common inphidians on hunting excursions. Primarily, they function as the muscle in an inphidian hunting or adventuring party and serve in inphidian communities as guards and protectors. Cobra-backs are loyal and follow orders without question.

Of all the inphidians, the cobra-backs are the most likely to employ inphidian gauntlets. When threatened or enraged, the hood of the cobra-back fans open just like that of a true cobra.

Cobra-backs are extremely aggressive and usually attack opponents on sight. Though they are excellent at moving undetected and concealing their presence, they prefer a straight fight rather to one that relies on trickery and stealth. Unlike common inphidians, which spit a blinding spray, cobra-backs can spit their poison directly at a foe.

A cobra-back opens combat by spraying its poison at an opponent before moving into melee where it bites with its snake-hands. Some cobra-backs wear inphidian gauntlets and wield longswords or spears.

Inphidian, Common

This hairless humanoid is covered with blue-green scales and its head is almost snake-like in appearance. The most unusual feature is its hands; for where they should be, they are not. Each hand has been replaced with the head of a viper with scales of the same blue-green color.

COMMON INPHIDIAN CR 3

XP 800

NE Medium monstrous humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +10

Defense

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

hp 30 (4d10+8)

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

Immune poison

Offense

Speed 30 ft.

Melee 2 snake-hand bites +6 (1d4+2 plus poison)

Special Attacks blinding spray

Statistics

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

Base Atk +4; **CMB** +6; **CMD** 19

Feats Alertness, Skill Focus (Craft [alchemy])

Skills Craft (alchemy) +11, Craft (weapons) +8, Perception +10, Sense Motive +8, Stealth +11

Languages Common, Inphidian

Ecology

Environment warm forests and plains

Organization solitary, pair, hunting party (2-5), band (10-20 plus 50% noncombatants plus 1 4th-level sergeant per 10 adults and 1 leader of 5th-7th level), or tribe (50-100 plus 1 3rd-level sergeant per 10 adults, 1 or 2 lieutenants of 5th or 6th level, and 1 leader of 7th-10th level)

Treasure standard

Special Abilities

Poison (Ex) Snakehand—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save.

Blinding Spray (Ex) Once every 1d4 rounds, a common inphidian can spew forth a line of milky-white liquid that blinds any creature struck for 1d6 rounds. A DC 14 Reflex save negates the effects. The spray has a range of 20 feet. The save is Constitution-based.

Common inphidians make up the bulk of the population in inphidian communities. They are the laborers, craftsmen, workers, citizens, guards, and militia.

Common inphidians open combat using their blinding spray to gain the advantage. Afterwards, the creature moves in and attacks with either snake-hands or weapons (if they happen to be wielding any).

Inphidian, Dancer Charmer

The body of this shapely female humanoid is lithe and elegant in her movements. A gray forked tongue flicks beneath crimson eyes. Blue-green scales cover her form and, where there should be hands, a viper head sprouts from each of arm.



DANCER CHARMER

INPHIDIAN CR 3

XP 800

NE Medium monstrous humanoid (reptilian)

Init +3; **Sense** darkvision 60 ft.; **Perception** +10

Defense

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

hp 30 (4d10+8)

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

Immune poison

Offense

Speed 30 ft.

Melee 2 snake-hand bites +5 (1d4+1 plus poison)

Special Attacks entrancing dance

Statistics

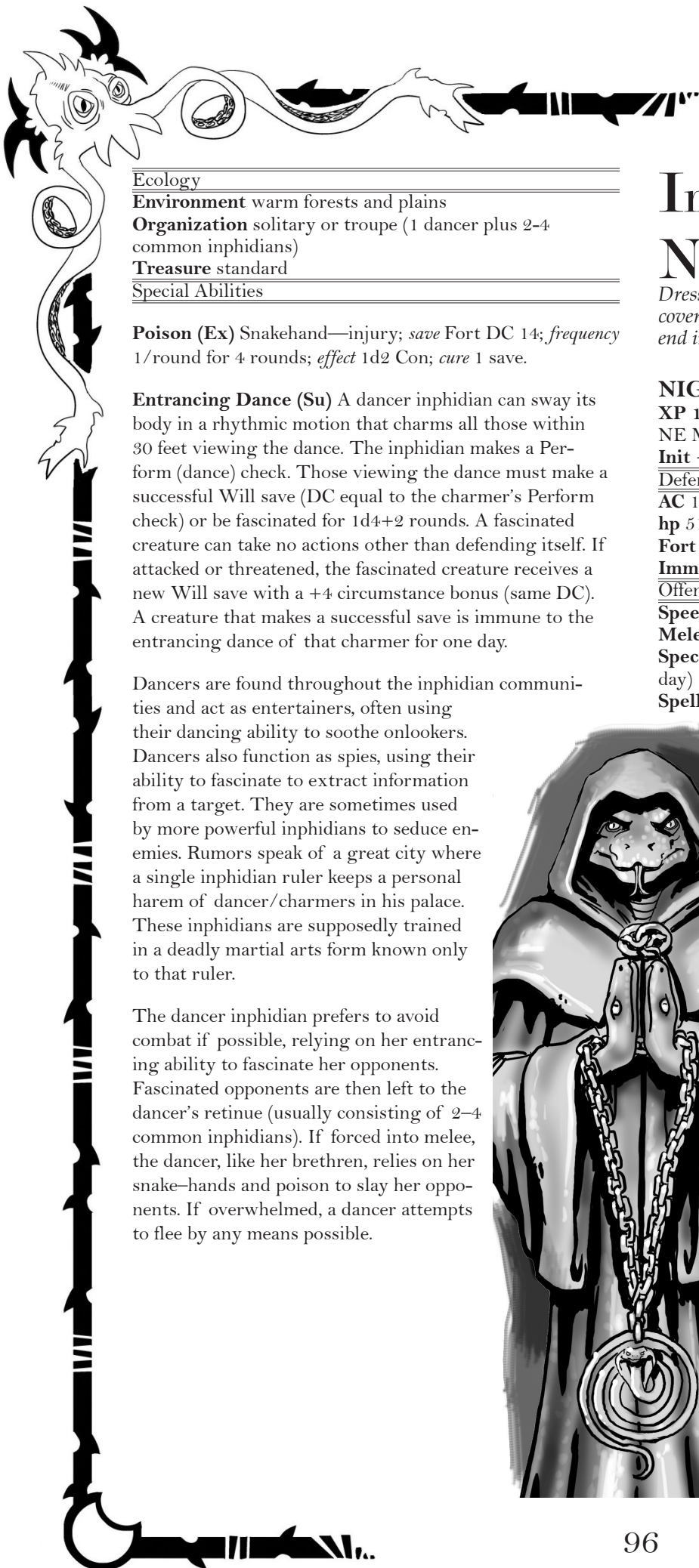
Str 12, **Dex** 16, **Con** 14, **Int** 12, **Wis** 12, **Cha** 15

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

Feats Alertness, Skill Focus (Perform [dance])

Skills Bluff +6, Perception +10, Perform (dance) +9, Sense Motive +7, Stealth +10

Languages Common, Inphidian



Ecology

Environment warm forests and plains

Organization solitary or troupe (1 dancer plus 2-4 common inphidians)

Treasure standard

Special Abilities

Poison (Ex) Snakehand—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save.

Entrancing Dance (Su) A dancer inphidian can sway its body in a rhythmic motion that charms all those within 30 feet viewing the dance. The inphidian makes a Perform (dance) check. Those viewing the dance must make a successful Will save (DC equal to the charmer's Perform check) or be fascinated for 1d4+2 rounds. A fascinated creature can take no actions other than defending itself. If attacked or threatened, the fascinated creature receives a new Will save with a +4 circumstance bonus (same DC). A creature that makes a successful save is immune to the entrancing dance of that charmer for one day.

Dancers are found throughout the inphidian communities and act as entertainers, often using their dancing ability to soothe onlookers. Dancers also function as spies, using their ability to fascinate to extract information from a target. They are sometimes used by more powerful inphidians to seduce enemies. Rumors speak of a great city where a single inphidian ruler keeps a personal harem of dancer/charmings in his palace. These inphidians are supposedly trained in a deadly martial arts form known only to that ruler.

The dancer inphidian prefers to avoid combat if possible, relying on her entrancing ability to fascinate her opponents. Fascinated opponents are then left to the dancer's retinue (usually consisting of 2-4 common inphidians). If forced into melee, the dancer, like her brethren, relies on her snake-hands and poison to slay her opponents. If overwhelmed, a dancer attempts to flee by any means possible.

Inphidian, Night Adder

Dressed in black robes, this creature has black scales covering its entire body. Its head is serpentine and its arms end in snake-like hands resembling a black mamba.

NIGHT ADDER INPHIDIAN CR 5

XP 1,600

NE Medium monstrous humanoid (reptilian)

Init +7; **Senses** darkvision 60 ft.; Perception +11

Defenses

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

hp 51 (6d10+18)

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

Immune poison

Offense

Speed 30 ft.

Melee 2 snake-hand bites +9 (1d6+1 plus poison)

Special Attacks channel negative energy (3d6, DC 16, 6/day)

Spell-Like Abilities (CL 6th)

At Will—*ray of decay**

3/day—*cause fear* (DC 14), *darkness*, *hypnotic pattern* (DC 15)

1/day—*necrotic jaws**, *suggestion* (DC 15)

Statistics

Str 12, **Dex** 16, **Con** 17, **Int** 13, **Wis** 15,

Cha 16

Base Atk +6; **CMB** +9, **CMD** 20

Feats Agile Maneuvers, Command Snakes^B, Improved Initiative, Weapon Finesse

Skills Craft (alchemy) +7, Knowledge (religion) +10, Perception +11, Spellcraft +10, Stealth +12; **Racial Modifiers**

Knowledge (religion) and Spellcraft are class skills for Night Adders

Languages Common, Inphidian

Ecology

Environment warm forests and plains

Organization solitary or troupe (1 night adder plus 2 cobra-backs and 1d6 common inphidians)

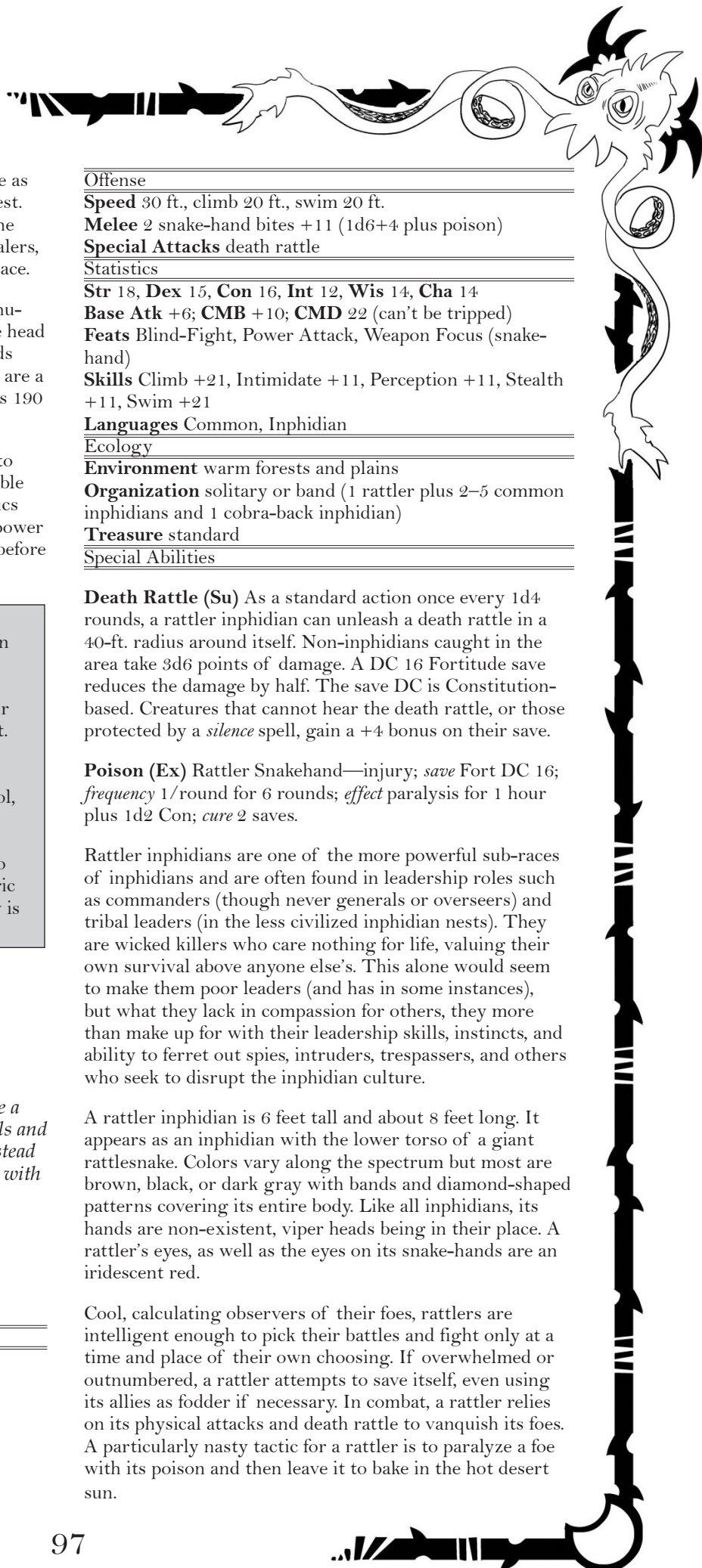
Treasure standard

Special Abilities

Channel Negative Energy (Su) Inphidians are the chosen people of the Great Serpent. To the night adders she grants the ability to channel negative energy as a cleric and to command of snakes as some evil clerics command undead.

Poison (Ex) Night Adder Snakehand—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 2 saves.





Night adders are nocturnal inphidians who often serve as assassin-priests, monks or sorcerers in an inphidian nest. They act as advisors, counselors, and magistrates to the rulers and leaders while simultaneously serving as healers, lorekeepers, and sages to the common inphidian populace.

A night adder, much like all inphidians, is a snakelike humanoid whose hands have each been replaced with the head of a snake. In the case of a night adder, its snake-hands resemble a black mamba. Its body is black and its eyes are a pale rose. A night adder stands 6½-feet tall and weighs 190 pounds.

Night adders attack with their multiple bites seeking to inflict as many venomous bites on a single foe as possible before moving on to the next target. Night adder clerics and sorcerers use area and ranged attack spells, then power up with defensive and offensive personal effect magic before entering melee.

New Feat: Command Snakes

Calling upon the power of the Great Serpent, you can command snakes, making them into your servants.

Prerequisites Channel energy class feature.

Benefit As a standard action, you can use one of your uses of channel energy to enslave snakes within 30 ft. Snakes receive a Will save to negate this effect. The DC for this save is the same as your channel energy DC. Snakes that fail their saves fall under your control, obeying your commands to the best of their abilities. The controlled snakes can always understand your commands. You can control any number of snakes, so long as their total Hit Dice does not exceed your cleric level or Hit Dice on which the channel energy ability is based.

Inphidian, Rattler

Ornate diamond shaped patterns cover the flesh of this serpentine horror. The most noticeable feature of his humanoid creature is its arms – which end in snake heads rather than hands. Its snake arms and heads have a distinctive triangular shape with a pit above the nostrils and before the slitted eyes. This creature has no legs but instead has the lower half of a monstrous rattlesnake, complete with a foot long rattle which twitches ominously at the tip.

RATTLER INPHIDIAN CR 5

XP 1,600

NE Medium monstrous humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 51 (6d10+18)

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

Immune poison

Offense

Speed 30 ft., climb 20 ft., swim 20 ft.

Melee 2 snake-hand bites +11 (1d6+4 plus poison)

Special Attacks death rattle

Statistics

Str 18, **Dex** 15, **Con** 16, **Int** 12, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +10; **CMD** 22 (can't be tripped)

Feats Blind-Fight, Power Attack, Weapon Focus (snake-hand)

Skills Climb +21, Intimidate +11, Perception +11, Stealth +11, Swim +21

Languages Common, Inphidian

Ecology

Environment warm forests and plains

Organization solitary or band (1 rattler plus 2–5 common inphidians and 1 cobra-back inphidian)

Treasure standard

Special Abilities

Death Rattle (Su) As a standard action once every 1d4 rounds, a rattler inphidian can unleash a death rattle in a 40-ft. radius around itself. Non-inphidians caught in the area take 3d6 points of damage. A DC 16 Fortitude save reduces the damage by half. The save DC is Constitution-based. Creatures that cannot hear the death rattle, or those protected by a *silence* spell, gain a +4 bonus on their save.

Poison (Ex) Rattler Snakehand—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* paralysis for 1 hour plus 1d2 Con; *cure* 2 saves.

Rattler inphidians are one of the more powerful sub-races of inphidians and are often found in leadership roles such as commanders (though never generals or overseers) and tribal leaders (in the less civilized inphidian nests). They are wicked killers who care nothing for life, valuing their own survival above anyone else's. This alone would seem to make them poor leaders (and has in some instances), but what they lack in compassion for others, they more than make up for with their leadership skills, instincts, and ability to ferret out spies, intruders, trespassers, and others who seek to disrupt the inphidian culture.

A rattler inphidian is 6 feet tall and about 8 feet long. It appears as an inphidian with the lower torso of a giant rattlesnake. Colors vary along the spectrum but most are brown, black, or dark gray with bands and diamond-shaped patterns covering its entire body. Like all inphidians, its hands are non-existent, viper heads being in their place. A rattler's eyes, as well as the eyes on its snake-hands are an iridescent red.

Cool, calculating observers of their foes, rattlers are intelligent enough to pick their battles and fight only at a time and place of their own choosing. If overwhelmed or outnumbered, a rattler attempts to save itself, even using its allies as fodder if necessary. In combat, a rattler relies on its physical attacks and death rattle to vanquish its foes. A particularly nasty tactic for a rattler is to paralyze a foe with its poison and then leave it to bake in the hot desert sun.

Jubear

Open suppurating wounds cover the bear's body and greenish-white fungal growths sprout from beneath its fur.

JUBEAR CR 7

XP 3,200

N Large aberration

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

Defense

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

hp 94 (9d8+54); regeneration 2 (fire)

Fort +12, **Ref** +7, **Will** +3

Immune acid

Offense

Speed 40 ft.

Melee 2 claws +13 (1d6+8 plus grab), bite +13 (1d8+8)

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

Special Attacks digestive ooze, swallow whole (3d6 acid damage, AC 15, 9 hp)

Statistics

Str 27, **Dex** 13, **Con** 22, **Int** 2, **Wis** 10, **Cha** 3

Base Atk +6; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

Feats Alertness, Endurance, Improved initiative, Power Attack, Run

Skills Perception +8, Sense Motive +2, Stealth +3, Survival +6

Languages none

Ecology

Environment cold and temperate forests

Organization solitary or pair

Treasure none

Special Abilities

Animalistic (Ex) Jubears have the resistance of animals. They have good Fortitude and Reflex saves while having poor Will saves.

Digestive Ooze (Ex) An opponent pinned by the jubear takes 1d6 points of acid damage.

Swallow Whole (Ex) A creature pinned for three consecutive rounds is swallowed whole. A swallowed opponent takes 3d6 points of acid damage each round. A swallowed creature can escape by doing 9 points of damage to the inside of the bear with a light slashing or piercing weapon (AC 15). A creature that escapes the pin while swallowed whole emerges from the bear's stomach, not its throat, where it may be grabbed and pinned again.

The jubear is a species of brown bear that has formed a symbiotic relationship with a rare form of green slime. Instead of dissolving the bear's flesh, the ooze feeds off the bear's stomach, in turn granting the bear immunity to acid, the ability to digest almost anything, and the ability to regenerate. The jubear does not eat using its mouth, though it can still attack with its bite. Instead, it pushes prey into its body where the unfortunate creature is slowly dissolved if it does not escape.

A jubear's skin oozes slime and mucous. Sickly white growths bulge from where its fur has not fallen away. The appearance of a jubear makes it seem the creature is diseased. Only a successful Knowledge (nature) or Knowledge (dungeoneering) check reveals otherwise. Since jubears possess no natural enemies, they quickly overwhelm any environment they enter. A scouring forest fire is often the easiest and quickest way to eliminate jubears, although that solution poses problems of its own.



Knowledge

(nature or
dungeoneering) Lore

DC

17	Jubears are animals in a symbiotic relationship with a form of green slime.
22	Because almost half of a jubear's body is composed of slime, it can regenerate damage and lost body parts.
27	The body of a jubear is composed of highly caustic acid, granting it immunity to the substance.
32	Jubears are instinctively afraid of fire and flee from any source of flame that might harm it. (A torch or anything hotter.)

Juggernaut

A steel wagon the size of a large house groans as it rolls quickly over the ground. Carved images in high-relief decorate the construct's exterior, but no driver sits atop it and no animals make it move.

JUGGERNAUT CR 18

XP 153,600

N Gargantuan construct

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

Defense

AC 32, touch 6, flat-footed 32 (+26 natural, -4 size)

hp 197 (25d10+60)

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

Defensive Abilities momentum; **DR** 15/adamantine;

Immune construct traits, magic

Offense

Speed 80 ft.

Melee crush (4d10+24, DC 34)

Space 20 ft.; **Reach** 0 ft.

Special Attacks rolling destruction

Statistics

Str 34, **Dex** 10, **Con** —,

Int —, **Wis** 11, **Cha** 1

Base Atk +25; **CMB** +41

(+45 bull rush); **CMD** 51

(55 vs. bull rush; cannot be tripped)

Languages none

SQ irresistible force, unstoppable

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

Crush (Ex) The juggernaut is so large it is impossible for creatures caught in its path to jump out of the way.

Whenever a juggernaut enters a square contain-

ing another creature it automatically deals 4d10+24 points of damage and the creature must make a DC 34 Reflex save or be knocked prone. A juggernaut may elect to remain in a square containing another creature. If it does so, the creature is pinned beneath the juggernaut and takes 4d10+12 points of damage each round the juggernaut remains in its square. The save DC is Strength-based.

Immunity to Magic (Ex) A juggernaut is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently as noted below.

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

Irresistible Force (Ex) The juggernaut is treated as having the Greater Bull Rush and Improved Bull Rush feats.

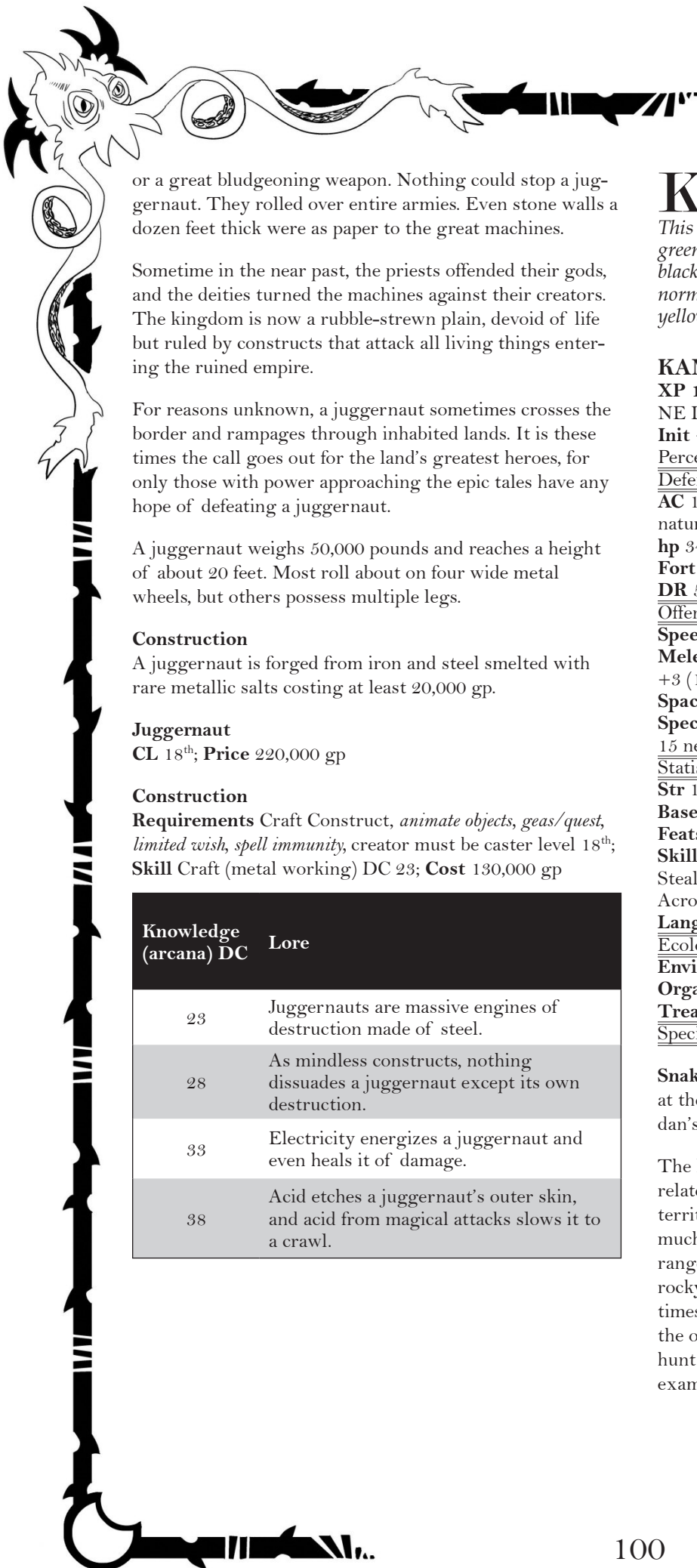
Momentum (Ex) When reduced to 0 or fewer hit points, a juggernaut may take one more set of actions on its next turn before ceasing to function.

Rolling Destruction (Ex) When the juggernaut charges it may move up to four times its speed before attacking. It deals double damage to inanimate objects it crushes or hits during a charge.

Unstoppable (Ex) The juggernaut ignores all difficult terrain and may move or charge without penalty through squares occupied by other creatures at least one size category smaller.



Years ago, an empire of priest-kings lay beyond the Jogonal Mountains. Though rulers of a poor, superstitious populace, the priests maintained a vast swath of territory with the aid of magical constructs. These automatons conquered the kingdom's enemies, built temples and fortresses, and served the ruling caste's every whim. The greatest was the battle wagon called the juggernaut: a wheeled chariot of steel covered in decorative wrought-iron bas-reliefs and bearing a massive steel arm it wielded as a battering ram



or a great bludgeoning weapon. Nothing could stop a juggernaut. They rolled over entire armies. Even stone walls a dozen feet thick were as paper to the great machines.

Sometime in the near past, the priests offended their gods, and the deities turned the machines against their creators. The kingdom is now a rubble-strewn plain, devoid of life but ruled by constructs that attack all living things entering the ruined empire.

For reasons unknown, a juggernaut sometimes crosses the border and rampages through inhabited lands. It is these times the call goes out for the land's greatest heroes, for only those with power approaching the epic tales have any hope of defeating a juggernaut.

A juggernaut weighs 50,000 pounds and reaches a height of about 20 feet. Most roll about on four wide metal wheels, but others possess multiple legs.

Construction

A juggernaut is forged from iron and steel smelted with rare metallic salts costing at least 20,000 gp.

Juggernaut

CL 18th; Price 220,000 gp

Construction

Requirements Craft Construct, *animate objects, geas/quest, limited wish, spell immunity*, creator must be caster level 18th; **Skill** Craft (metal working) DC 23; **Cost** 130,000 gp

Knowledge (arcana) DC	Lore
23	Juggernauts are massive engines of destruction made of steel.
28	As mindless constructs, nothing dissuades a juggernaut except its own destruction.
33	Electricity energizes a juggernaut and even heals it of damage.
38	Acid etches a juggernaut's outer skin, and acid from magical attacks slows it to a crawl.

Kamadan

This creature resembles a large leopard-like cat with emerald green eyes. From its shoulders sprout six long serpents, blackish-green in color, each about twice the length of a normal human. The serpents' eyes glitter an eerie reddish-yellow.

KAMADAN CR 4

XP 1,200

NE Large magical beast

Init +2; **Senses** darkvision 60 ft., lowlight vision, scent;

Perception +6

Defense

AC 17, touch 12, flat-footed 14 (+2 Dex, +1 dodge, +5 natural, -1 size)

hp 34 (4d10+12)

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

DR 5/magic

Offense

Speed 40 ft.

Melee 2 claws +7 (1d6+4), bite +7 (1d8+4) and 6 snakes +3 (1d3)

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

Special Abilities breath weapon (30-ft. cone, *sleep*, Fort DC 15 negates, usable every 1d4 rounds), pounce, snakes

Statistics

Str 18, **Dex** 15, **Con** 16, **Int** 5, **Wis** 12, **Cha** 9

Base Atk +4; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Dodge, Stealthy

Skills Acrobatics +6, Escape Artist +4, Perception +6, Stealth +5 (+13 in tall grass); **Racial Modifiers** +4 to Acrobatics, +8 to Stealth in tall grass

Languages Common

Ecology

Environment temperate plains

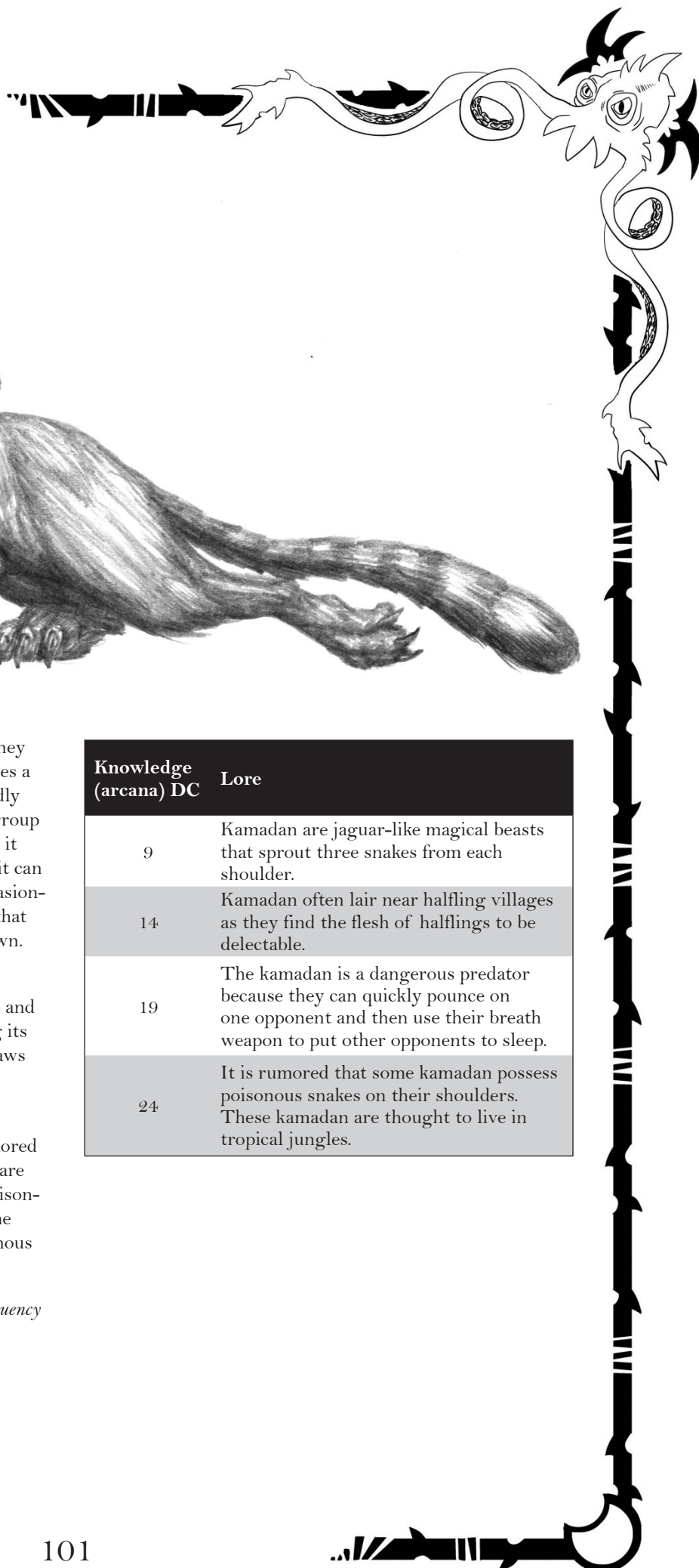
Organization solitary

Treasure standard

Special Abilities

Snakes (Ex) Each snake attacks independently each round at the listed attack bonus. The snakes do not gain the kamadan's Strength bonus to attack or damage rolls.

The kamadan is a feline-like predator that may somehow be related to the greymalkin. It is a fierce hunter and highly territorial, hunting just about anything that spends too much time in its territory. The kamadan has a hunting range of about five square miles. It makes its lair under rocky outcroppings or within caves. Kamadan will sometimes ally with evil cults operating near their grounds if the organization promises a steady supply of creatures to hunt as, perhaps, part of the cult's sacrificial rituals, for example.



Although kamadan are not particularly picky eaters, they seem to favor halfling over other humanoids. Sometimes a kamadan will approach a group of halflings in a friendly manner, engaging them in conversation, and bring a group of them within range of its sleep breath. Once asleep, it drags the delicious little snacks back to its lair where it can feast for several days on the pudgy little morsels. Occasionally, one of the halflings will accidentally “escape” so that the kamadan can delight in running the humanoid down.

The kamadan has coarse yellowish-brown fur and a leopard-like body and head. It is about 9 feet in length and weighs 600 pounds. The kamadan opens combat using its breath weapon. It attacks those that resist using its claws and bite. Each snake also bites an opponent.

Variant: Poisonous Kamadan

A variant kamadan, one with poisonous snakes, is rumored to exist in the world. Encounters with such creatures are rare, for which most adventurers are thankful. The poisonous kamadan is CR 5 and uses the same statistics as the normal kamadan but each snake head delivers a poisonous bite.

Poison (Ex) Snake bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Knowledge (arcana) DC	Lore
9	Kamadan are jaguar-like magical beasts that sprout three snakes from each shoulder.
14	Kamadan often lair near halfling villages as they find the flesh of halflings to be delectable.
19	The kamadan is a dangerous predator because they can quickly pounce on one opponent and then use their breath weapon to put other opponents to sleep.
24	It is rumored that some kamadan possess poisonous snakes on their shoulders. These kamadan are thought to live in tropical jungles.

Kirin

This creature's hooves and mane burn with golden fire and a single red horn juts from its forehead. It appears to be a horse, but moves without touching the ground.

KIRIN CR 13

XP 25,600

LG Large outsider (air, extraplanar, good, lawful)

Init +7; **Senses** darkvision 60 ft., *true seeing*; Perception +29

Aura *holy aura*

Defense

AC 29, touch 21, flat-footed 21 (+4 deflection, +7 Dex, +1 dodge, +8 natural, -1 size)

hp 172 (15d10+90)

Fort +15, **Ref** +22, **Will** +20

Defensive Abilities air mastery, whisper on the wind; **DR** 10/evil; **Immune** electricity, petrification, poison; **Resist** acid 10, fire 10, sonic 10; **SR** 24 (25 vs. evil)

Offense

Speed 50 ft., fly 120 ft. (perfect), whisper on the wind

Melee gore +22 (1d8+12/18-20), 2 hooves +22 (2d6+6 plus 2d6 fire)

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

Special Attacks powerful charge (gore 4d8+12), smite chaos

Spell-Like Abilities (CL 15th)

Constant – *holy aura, true seeing*

At Will – *blur, control winds, dispel magic, guidance, gust of wind, mirror image, summon monster I* (celestial only), *wind wall*

3/day – *cure light wounds, disguise self, elemental body IV* (air elemental), *neutralize poison, summon monster III* (celestial only)

1/day – *chain lightning, create food and water, create water, major creation, summon monster V* (celestial only), *whirlwind*

1/week – *wish* (other creatures only)

Statistics

Str 23, **Dex** 24, **Con** 22, **Int** 21, **Wis**

24, **Cha** 22

Base Atk +15; **CMB** +22; **CMD** 44 (48 vs. trip)

Feats Alertness, Dodge, Lightning Reflexes, Lightning Stance, Weapon Finesse, Weapon Focus (gore),

Weapon Focus (hoof), Wind Stance

Skills Bluff +24, Fly +31,

Diplomacy +24, Escape Artist

+22, Heal +25, Intimidate +24,

Knowledge (arcana) +20, Knowledge

(planes) +23, Perception +29, Sense

Motive +29, Stealth +25

Languages Auran; telepathy 100 ft.

SQ spirits of the air

Ecology

Environment any (Plane of Air)

Organization solitary

Treasure none

Special Abilities

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against a kirin.

Hooves (Ex) The kirin treats its hooves as primary weapons.

Smite Chaos (Su) Once per day, as a swift action, a kirin can designate one chaotic creature it can see as the target of its smite chaos ability. Until the creature is dead, or the kirin rests, it adds the following: 1) its Charisma bonus to attack rolls; and 2) a damage bonus to attacks equal to its Hit Dice.

Spirits of the Air (Su) When a kirin summons a creature with a fly speed or the air subtype, the creature gains a +4 bonus to its Strength and Constitution scores.

Storm Horn (Ex) The horn of a kirin is exceedingly sharp. The kirin adds double its Strength modifier to melee damage from the horn and the horn's critical threat range is 18-20.

Whisper on the Wind (Su) As a move action, the kirin can become invisible and incorporeal. As long as it is in this state, the kirin can move double its speed. The kirin can resume its normal state with a free action.

Kirin are a race of air creatures who make their life among the clouds and wind currents, rarely touching the ground. They are lords of the upper realms, commanding the elements and creatures of the airy heights, and embody the forces of goodness and fortune. When visible, the kirin appears as a large equine creature with a golden fiery mane, blazing hooves and a single horn, much like a unicorn's, protruding from its forehead.

Kirin uphold the precepts of good and law and, though they prefer to remain aloft, an individual sometimes descends to aid earth-bound creatures in their struggles against evil. Very rarely, a kirin consents to serve as a paladin's mount but only in the most dire of circumstances and when the paladin must confront a truly great evil.

The kirin race arrived on the Material Plane chasing their mortal enemies, the herensugue, evil demons of air. The herensugue fled the Elemental Plane of Air after losing a war to the kirin. However, in revenge, the herensugue cursed the kirin. Until all herensugue are slain, the kirin can never return to their home plane. Kirin are forever searching for the last herensugue so they may return home and rejoin their comrades. Unfortunately, there has not been a herensugue sighting for generations.



It is unknown if kirin establish lairs in the same way of other intelligent creatures. Such a place would certainly be a floating castle or on an inaccessible mountaintop.

Knowledge (planes) DC	Lore
18	Kirin are good outsiders from the Plane of Air.
23	A kirin will aid other good creatures in their struggle against evil beings but must first be convinced potential allies are worthy of their assistance.
28	The kirin command the elements of air and lightning and can summon similar creatures to their side.
33	The kirin is part air and can travel at incredible speeds when it merges with that element.

Krenshar

The skin on this tiger-like creature's face peels back to reveal a glistening red skull which makes its sharp teeth even more prominent.

KRENSHAR CR 1

XP 400

N Medium magical beast

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

Defense

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

hp 16 (3d10)

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

Offense

Speed 40 ft.

Melee bite +3 (1d6), 2 claws +3 (1d4)

Special Attacks scare (DC 12)

Statistics

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

Base Atk +3; **CMB** +3; **CMD** 15 (19 vs. trip)

Feats Alertness, Run

Skills Acrobatics +6 (+10 jumping), Perception +7, Sense Motive +3, Stealth +10; **Racial Modifiers** +4 to Acrobatics when jumping, +4 to Stealth

Languages none

Ecology

Environment temperate forests

Organization solitary, pair, or pride (6-10 plus half as many non-combatant young)

Treasure none

Special Abilities

Scare (Ex or Su) The krenshar can pull back the skin from its face as a standard action, exposing the muscles, ligaments and bones of its skull. Treat this use of the scare ability as a Bluff check with a +3 bonus. When combined with a loud screech, the krenshar can unsettle foes, affecting them as a *scare* spell (CL 3rd) unless they



succeed on a DC 12 Will save (a successful save causes the creature to become shaken for 1 round.) A creature that successfully saves is immune to the same krenshar's scare ability for 24 hours. This ability does not affect other krenshar. This is a supernatural, sonic, mind-affecting effect. The save DC is Charisma-based.

The krenshar is a weird cat-like predator with a long, narrow head that also seems to display aspects of a wolf. It can pull back the skin of its skull to expose the underlying structure of blood vessels, musculature, and bones. Most creatures find this ability extremely frightening.

Krenshar possess near-human intelligence. The creatures hunt by sending out a scout that uses its scare ability to drive prey into the waiting pride. They prefer herd animals for food, but stalk and hunt humanoids when the opportunity presents itself. Krenshar display great loyalty to each other when part of a pack, fighting to the death to defend young and pack-mates. (This also includes their humanoid handlers and owners who treat them well.) Bugbears, goblins and other humanoids often employ domesticated krenshar as guards. Their loud screech is an ideal warning and deterrent. Krenshar cubs fetch high prices on the open market.

A krenshar is four to five feet long and weighs about 175 pounds.

Knowledge (arcana) DC	Lore
16	Krenshar are semi-intelligent feline predators.
21	Creatures who cannot hear are immune to the worst effects of a krenshar's scare ability.
26	Lone krenshar are often scouts for a much larger hunting party waiting in ambush.
31	An offering of meat or game can placate an aggressive krenshar.



Lejnth

The woman's armor precisely follows the curves of her voluptuous body. Only the arms, ending in three-foot long razor blades, mar her otherworldly beauty.

LEJNTH CR 9

XP 6,400

LE Medium outsider (evil, extraplanar, lawful)

Init +9; **Senses** darkvision 60 ft.; Perception +17

Aura aura of carnage (30 ft.)

Defense

AC 26, touch 18, flat-footed 18 (+5 Dex, +2 dodge, +8 natural)

hp 114 (12d10+48)

Fort +8, **Ref** +13, **Will** +10; +4 in combat

Defensive Abilities battle concentration, razor armor;

DR 3/—; **Immune** fear, fire; **Resist** cold 10; **SR** 20

Weaknesses vulnerability to acid

Offense

Speed 70 ft.

Melee 2 sword arms +19 (1d10+6/18-20), 1 *hasted* sword arm +19 (1d10+6/18-20)

Special Attacks blade shower

Spell-Like Abilities (CL 12th)

Constant – *haste*

At Will – *greater teleport* (self plus 50 lbs. of objects only)

1/day – *deeper darkness*

Statistics

Str 22, **Dex** 20, **Con** 18, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +12; **CMB** +18; **CMD** 35 (can't be disarmed)

Feats Bleeding Critical, Critical Focus, Dodge, Mobility, Improved Initiative, Spring Attack, Weapon Focus (sword arm)

Skills Acrobatics +20, Bluff +19, Escape Artist +20, Perception +17, Intimidate +19, Knowledge (planes) +16, Sense Motive +17

Languages Celestial, Draconic, Infernal

Ecology

Environment any (evil-aligned planes)

Organization solitary, pair, or platoon (4-8)

Treasure none

Special Abilities

Aura of Carnage (Su) All critical threats within 30 feet of a lejnth gain a +4 bonus to the confirmation roll. A successful critical hit within this aura inflicts maximum damage. This ability grants the lejnth Critical Focus as a bonus feat but does not affect attacks made against lejnth.

Battle Concentration (Ex) The mind of the lejnth is extremely focused. Whenever a lejnth is aware of an opponent, it receives a +4 racial bonus to Will saves against mind-affecting effects.

Blade Shower (Sp) Three times per day, a lejnth can blast pieces of its armor at foes in a rain of razor-sharp steel. The blade shower strikes all creatures in a 30-foot cone

and deals 6d6 points of piercing and slashing damage. A DC 20 Reflex save halves the damage. Any armor lost in the shower regrows instantly. The save DC is Constitution based.

Razor Armor (Ex) A lejnth's steel armor sports razor-sharp edges and spikes. Any creature touching a lejnth takes 1d6 slashing damage. This includes attacks with natural weapons and grapple attempts.

Often presumed to rank among Hell's legions, and hence also known as "war devils," lejnth are not natives of the Infernal realm. The lejnth association with war and battle, and a bloodlust that possesses almost no bounds, has garnered them a reputation as devils. However, lejnth are independent actors, unconcerned with the contests between the celestial and hellish realms. (However, their devilish traits suggest they might trace their ancestry back to creatures originally spawned in hell.) They appear at the side of gods of war as often as they serve some hellish lord bent on conquest. Even good-aligned deities, in their darker aspects of the battlefield, employ the lejnth as executors of their divine will.

All lejnth appear as females covered in steel armor and wielding dual swords. Closer inspection reveals both armor and swords are part of the lejnth's body. Preternaturally



sharp swords form the lower half of each arm. Their armor bristles with razor edges and spikes.

In combat, lejnth move with incredible speed. They dart between foes, inflicting horrible wounds on opponents, then bound out of range. A lejnth revels in precision combat. The greatest joy it experiences occurs when the creature strikes with perfect accuracy. If not for the blood and screams of the dead and dying, witnessing lejnth at work is almost akin to watching a ballet. Though deadly and without mercy, lejnth are not indiscriminate killers. They slay any who oppose them in combat but, unlike sadistic demons or kyton, do not kill just for the sake of taking life. They prefer to test their mettle against worthy foes rather than slaughtering any creature that crosses their path. Unless commanded to do so, a lejnth does not slay opponents who have surrendered or pose no threat to them.

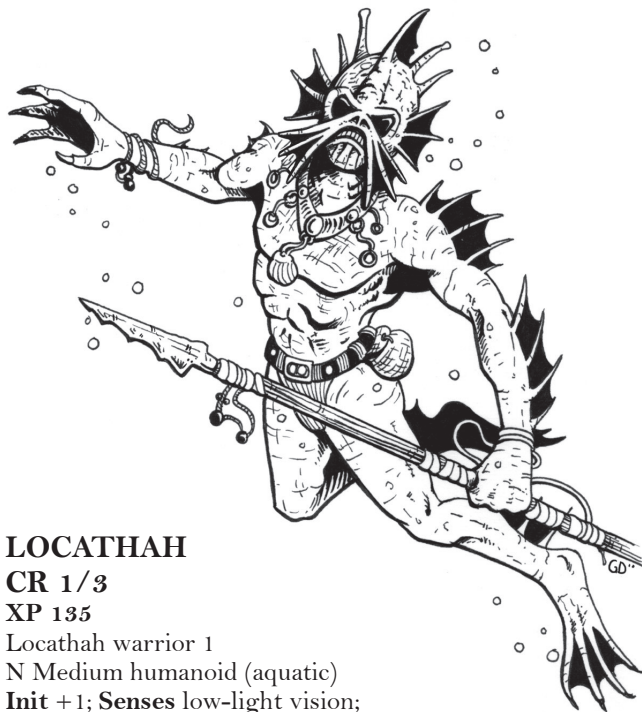
The lejnth depicted here is a typical example of its kind. There are, however, reports of creatures known as war-mothers – lejnth of Large size with four or more arms, and capable of slaughtering entire armies of mortals.

Lejnth stand a little under 6 feet tall and weigh about 500 pounds.

Knowledge (planes) DC	Lore
14	Lejnth are outsiders dedicated to war and combat.
19	The lejnth are not devils though they possess many infernal traits.
24	In combat a lejnth uses its speed to inflict deep, bleeding wounds on opponents and then <i>teleports</i> or dodges away before opponents can strike back.
29	Lejnth attack creatures they believe offer the greatest challenge in melee combat. An opponent who surrenders is often allowed to live.

Locathah

Although this creature walks upright as a humanoid, it possesses the scales, fins and gills of a fish. Its dark eyes glitter with intelligence.



LOCATHAH

CR 1/3

XP 135

Locathah warrior 1

N Medium humanoid (aquatic)

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

Perception +2

Defense

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

hp 5 (1d10)

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

Offense

Speed 10 ft., swim 60 ft.

Melee longspear +2 (1d8/x3)

Ranged light crossbow +2 (1d8/19-20)

Statistics

Str 10, **Dex** 12, **Con** 10, **Int** 13, **Wis** 13, **Cha** 9

Base Atk +1; **CMB** +1; **CMD** 12

Feats Weapon Focus (longspear)

Skills Craft (weapons) +5, Perception +2, Swim +12;

Racial Modifier +8 to Swim

Languages Aquan, Common

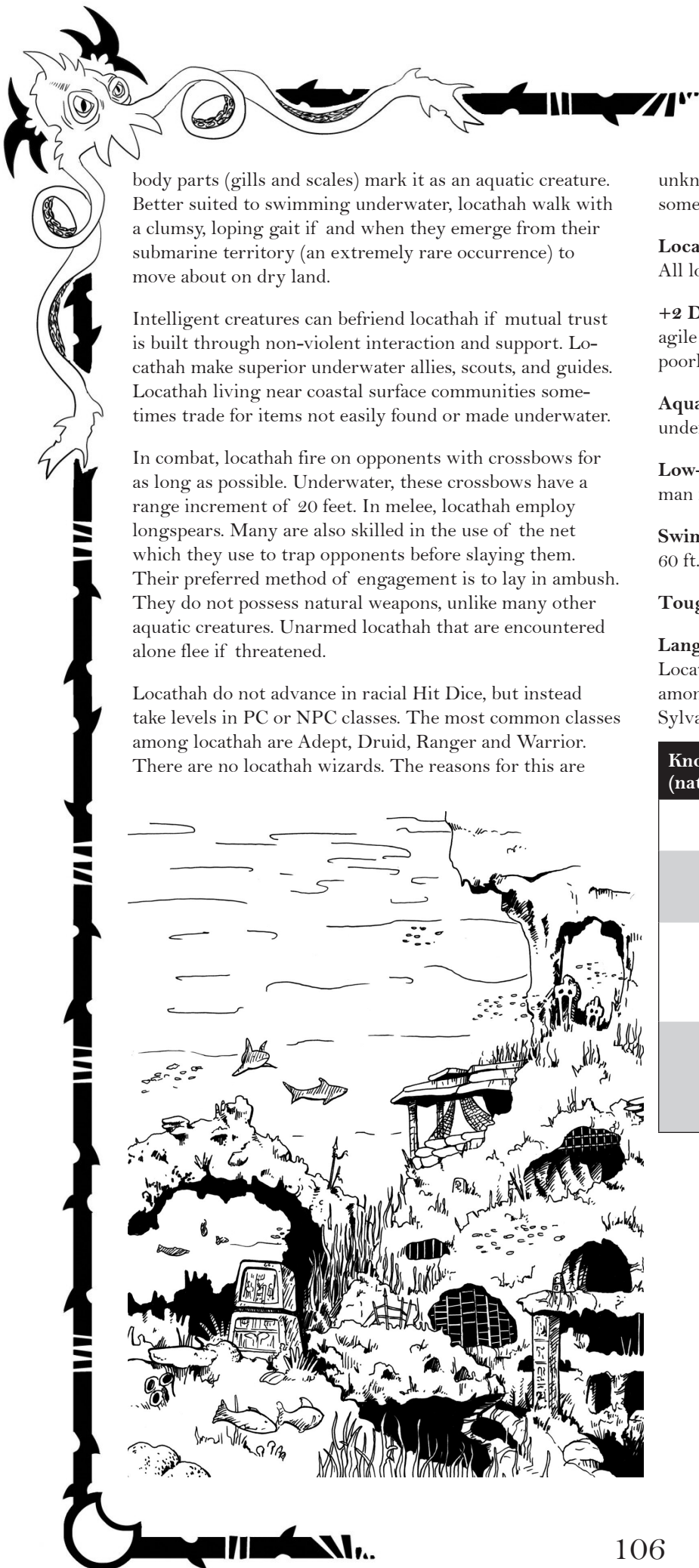
Ecology

Environment warm oceans

Organization company (2-4), patrol (11-20 plus two 3rd level sergeants and one leader of 3rd-6th level), or tribe (30-100 plus 100% non-combatants plus one 3rd level sergeant per ten adults, five 5th level lieutenants, and three 7th level captains)

Treasure standard

Shy and reclusive, locathah avoid contact with other races, especially surface dwellers who they consider violent and erratic. Humanoid in appearance, a locathah's fish-like



body parts (gills and scales) mark it as an aquatic creature. Better suited to swimming underwater, locathah walk with a clumsy, loping gait if and when they emerge from their submarine territory (an extremely rare occurrence) to move about on dry land.

Intelligent creatures can befriend locathah if mutual trust is built through non-violent interaction and support. Locathah make superior underwater allies, scouts, and guides. Locathah living near coastal surface communities sometimes trade for items not easily found or made underwater.

In combat, locathah fire on opponents with crossbows for as long as possible. Underwater, these crossbows have a range increment of 20 feet. In melee, locathah employ longspear. Many are also skilled in the use of the net which they use to trap opponents before slaying them. Their preferred method of engagement is to lay in ambush. They do not possess natural weapons, unlike many other aquatic creatures. Unarmed locathah that are encountered alone flee if threatened.

Locathah do not advance in racial Hit Dice, but instead take levels in PC or NPC classes. The most common classes among locathah are Adept, Druid, Ranger and Warrior. There are no locathah wizards. The reasons for this are

unknown, although it is theorized that the locathah are somehow racially incapable of working arcane magics.

Locathath Characters

All locathath have the following racial traits.

+2 Dexterity, +2 Wisdom, -2 Charisma: Locathath are agile and perceptive but communicate their intentions poorly.

Aquatic: Locathath are aquatic creatures that can breathe underwater. Above water they run the risk of suffocation.

Low-Light Vision: Locathath can see twice as far as a human in dim light.

Swim Speed: Locathath possess a natural swim speed of 60 ft.

Tough Hide: Locathah have a +3 natural armor bonus.

Languages: Locathath begin play speaking Aquan. Locathath with high intelligence scores can choose from among the following bonus languages: Common, Draconic, Sylvan.



Knowledge (nature) DC	Lore
10	Locathah are reclusive, aquatic humanoids.
15	Locathah flee from aggressive creatures, but defend their homes and young to the death.
20	Single locathah are usually scouts for war parties or larger groups on the hunt. Locathah prefer ambushes over straight-on fights.
25	Locathah rarely attack unless provoked. If offered items or goods in trade, locathah grant strangers aid or advice about the nearby underwater environment.

Lurker Above

A massive dark-gray creature, several times the size of a man and shaped much like a manta ray, lumbers through the air, its wings spread to embrace you.

LURKER ABOVE CR 7

XP 3,200

N Huge aberration

Init +5; **Senses** darkvision 60 ft., scent; Perception +8

Defense

AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size)

hp 85 (10d8+40)

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

Defensive Abilities amorphous; **DR** 10/slashing or piercing

Offense

Speed 10 ft., fly 40 ft. (average)

Melee slam +15 (2d6+15 plus grab)

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

Special Attacks constrict (2d6+15), smother

Statistics

Str 30, **Dex** 12, **Con** 19, **Int** 2, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +19 (+23 with grapple); **CMD** 30 (cannot be tripped)

Feats Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)

Skills Fly +3, Perception +8, Sense Motive +2, Stealth +3 (+11 on stone surface); **Racial Modifier** +8 to Stealth when next to a stone surface

Languages none

Ecology

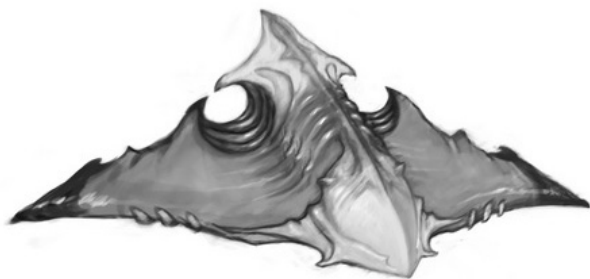
Environment underground

Organization solitary

Treasure standard

Special Abilities

Amorphous (Ex) Lurkers above possess no clear front or back. They cannot be flanked and are immune to critical hits and precision damage such as sneak attacks.



Smother (Ex) A lurker above that has hit a creature with its slam attack can attempt a grapple without provoking an attack of opportunity, dealing constriction damage against a grappled opponent. If the creature is at least one size smaller than the lurker above, it also becomes smothered and must hold its breath or suffocate (use the drowning rules listed under the Swim skill.) Attacks against an engulfing lurker deal half damage to it and half damage to the victim in its grasp.

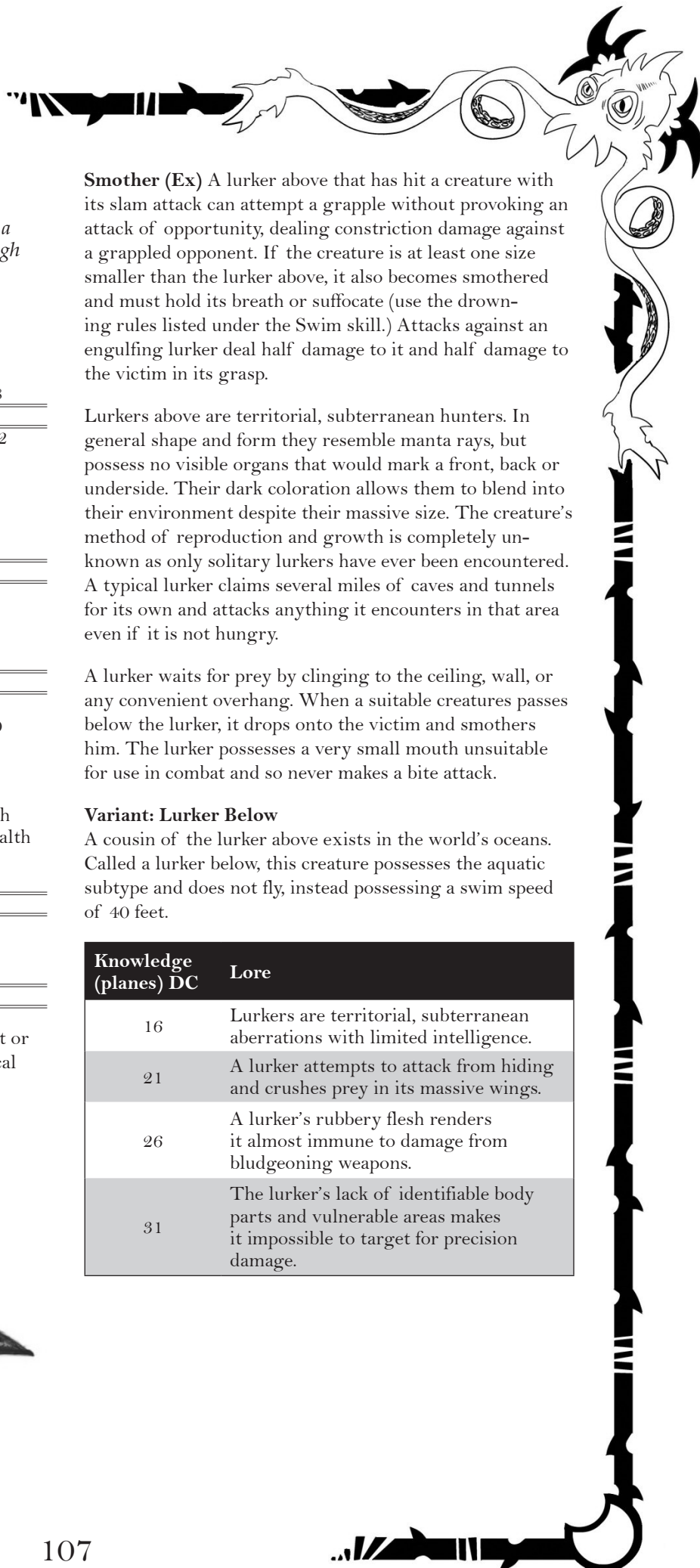
Lurkers above are territorial, subterranean hunters. In general shape and form they resemble manta rays, but possess no visible organs that would mark a front, back or underside. Their dark coloration allows them to blend into their environment despite their massive size. The creature's method of reproduction and growth is completely unknown as only solitary lurkers have ever been encountered. A typical lurker claims several miles of caves and tunnels for its own and attacks anything it encounters in that area even if it is not hungry.

A lurker waits for prey by clinging to the ceiling, wall, or any convenient overhang. When a suitable creature passes below the lurker, it drops onto the victim and smothers him. The lurker possesses a very small mouth unsuitable for use in combat and so never makes a bite attack.

Variant: Lurker Below

A cousin of the lurker above exists in the world's oceans. Called a lurker below, this creature possesses the aquatic subtype and does not fly, instead possessing a swim speed of 40 feet.

Knowledge (planes) DC	Lore
16	Lurkers are territorial, subterranean aberrations with limited intelligence.
21	A lurker attempts to attack from hiding and crushes prey in its massive wings.
26	A lurker's rubbery flesh renders it almost immune to damage from bludgeoning weapons.
31	The lurker's lack of identifiable body parts and vulnerable areas makes it impossible to target for precision damage.





Lycanthrope

Lycanthropes are humanoids with the ability to turn into animals and animal-humanoid hybrid shapes. Natural lycanthropes are born with this ability and have perfect control over their shapechanging. Afflicted lycanthropes contract this ability like a curse or disease from another lycanthrope; they sometimes change form involuntarily.

Creating a Lycanthrope

“Lycanthrope” is an inherited (for natural lycanthropes) or acquired (for afflicted lycanthropes) template that can be added to any humanoid.

Challenge Rating: Same as base creature or base animal (whichever is higher) + 1.

Size and Type: The creature (referred to hereafter as the base creature) gains the shapechanger subtype. The lycanthrope takes on the characteristics of some type of animal (referred to hereafter as the base animal) within one size category of the base creature’s size. A lycanthrope’s hybrid form is the same size as the base animal or the base creature, whichever is larger.

AC: In hybrid or animal form the lycanthrope has the natural armor bonus of the base animal increased by +2.

Defensive Abilities: A natural lycanthrope gains DR 10/silver in animal or hybrid form. An afflicted lycanthrope gains DR 5/silver in animal or hybrid form.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature’s speed.

Melee: A lycanthrope gains natural attacks in animal and hybrid forms according to the base animal.

Special Attacks: A lycanthrope retains all the special attacks, qualities, and abilities of the base creature. In hybrid or animal form it gains the special attacks, qualities, and abilities of the base animal. A lycanthrope also gains low-light vision, scent, and the following:

Change Shape (Su) All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. A natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action. An afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an

afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a –5 penalty to Constitution checks made to assume humanoid form. An afflicted lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy (Su) A natural lycanthrope’s bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim’s size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal’s attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Ability Scores: +2 Wis, –2 Cha in all forms; +2 Str, +2 Con in hybrid and animal forms. Lycanthropes have enhanced senses but are not fully in control of their emotions and animalistic urges. In addition to these adjustments to the base creature’s stats, a lycanthrope’s ability scores change when he assumes hybrid or animal form. In humanoid form, the lycanthrope’s ability scores are unchanged from the base creature’s form. In animal and hybrid form, the lycanthrope’s ability scores are the same as the base creature’s or the base animal’s, whichever ability score is higher.

Lycanthropy

A creature that catches lycanthropy becomes an afflicted lycanthrope, but shows no symptoms (and does not gain any of the template’s adjustments or abilities) until the night of the next full moon, when the victim involuntarily assumes animal form and forgets his or her own identity. The character remains in animal form until the next dawn and remembers nothing about the entire episode (or subsequent episodes) unless he makes a DC 20 Will save, in which case he becomes aware of his condition.

A *remove disease* or *heal* spell cast by a cleric of 12th level or higher cures the affliction, provided the character receives the spell within 3 days of the infecting lycanthrope’s attack. Alternatively, consuming a dose of wolfsbane gives an afflicted lycanthrope a new Fortitude save to recover from lycanthropy.

Lycanthrope, Werebear

This creature resembles a fat, hairy man with a bear's head and broad paw-like hands.

WEREBEAR (HUMAN FORM) CR 3

XP 1,600

Human natural werebear druid 5 (augmented humanoid)

NG Medium humanoid (human, shapechanger)

Init +0; **Senses** low-light vision, scent; Perception +12

Defense

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

hp 31 (5d8+5)

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

Offense

Speed 30 ft.

Melee masterwork scimitar +5 (1d6+1/18-20)

Ranged masterwork spear +4 (1d8+1/x3)

Domain Spell-Like Ability (CL 5th)

(7/day) – *storm burst*

Druid Spells Prepared (CL 5th)

3rd – *call lightning* (D) (DC 17), *sleet storm*, *spike growth* (DC 17)

2nd – *barskin*, *fog cloud* (D), *heat metal* (DC 16), *summon swarm*

1st – *charm animals* (DC 15), *cure light wounds*, *entangle* (DC 15), *obscuring mist* (D), *produce flame*

0 – *create water*, *detect poison*, *resistance*, *stabilize*

D Domain spell; **Domain** Weather

Statistics

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

Base Atk +3; **CMB** +4; **CMD** 15

Feats Combat Casting, Dodge, Natural Spell, Scribe Scroll

Skills Heal +12, Knowledge (nature) +10, Perception +12, Spellcraft +12, Survival +14

Languages Common, Druidic

SQ change shape (human, hybrid, and grizzly bear; *polymorph*), lycanthropic empathy (grizzly and other bears), nature bond (Weather domain), nature sense, resist nature's lure, trackless step, wild empathy +7, wildshape (1/day), woodland stride

Ecology

Environment cold forest

Organization solitary or pair

Treasure NPC gear (+1 *leather armor*, masterwork scimitar, 3 masterwork spears, 3 *scrolls of cure light wounds*, other treasure)

WEREBEAR (HYBRID FORM)

Human natural werebear druid 5

NG Large humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; Perception +12

Defense

AC 22, touch 11, flat-footed 21 (+3 armor, +1 Dex, +1 dodge, +8 natural, -1 size)

hp 51 (5d8+25)

Fort +9, **Ref** +2, **Will** +8

DR 10/silver



Offense

Speed 30 ft.

Melee masterwork scimitar +8 (1d6+6/18-20), bite +3 (1d8+3 plus curse of lycanthropy; DC 15), or 2 claws +8 (1d6+6 plus grab), bite +8 (1d8+6)

Ranged masterwork spear +3 (1d8+2/x3)

Domain Spell-Like Abilities (CL 5th)

(7/day) – *storm burst*

Druid Spells Prepared (CL 5th)

3rd – *call lightning* (D) (DC 17), *sleet storm*, *spike growth* (DC 17)

2nd – *barskin*, *fog cloud* (D), *heat metal* (DC 16), *summon swarm*

1st – *charm animals* (DC 15), *cure light wounds*, *entangle* (DC 15), *obscuring mist* (D), *produce flame*

0 – *create water*, *detect poison*, *resistance*, *stabilize*

D Domain spell; **Domain** Weather

Statistics

Str 22, **Dex** 13, **Con** 21, **Int** 10, **Wis** 18, **Cha** 12

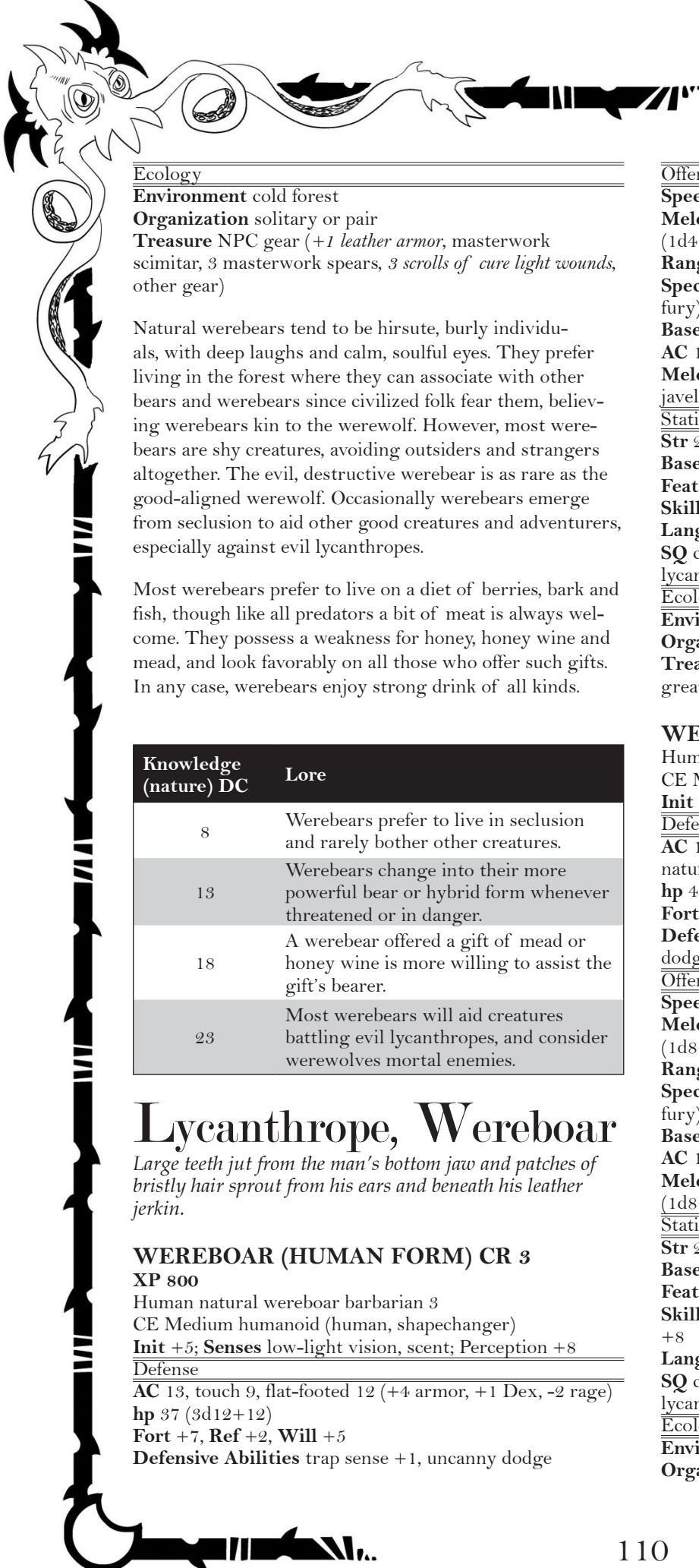
Base Atk +3; **CMB** +10 (+14 with grapple); **CMD** 22

Feats Combat Casting, Dodge, Natural Spell, Scribe Scroll

Skills Heal +12, Knowledge (nature) +10, Perception +12, Spellcraft +12, Survival +14

Languages Common, Druidic

SQ change shape (human, hybrid, and grizzly bear; *polymorph*), lycanthropic empathy (grizzly and other bears), nature bond (Weather domain), nature sense, resist nature's lure, trackless step, wild empathy +7, wildshape (1/day), woodland stride



Ecology

Environment cold forest

Organization solitary or pair

Treasure NPC gear (+1 *leather armor*, masterwork scimitar, 3 masterwork spears, 3 *scrolls of cure light wounds*, other gear)

Natural werebears tend to be hirsute, burly individuals, with deep laughs and calm, soulful eyes. They prefer living in the forest where they can associate with other bears and werebears since civilized folk fear them, believing werebears kin to the werewolf. However, most werebears are shy creatures, avoiding outsiders and strangers altogether. The evil, destructive werebear is as rare as the good-aligned werewolf. Occasionally werebears emerge from seclusion to aid other good creatures and adventurers, especially against evil lycanthropes.

Most werebears prefer to live on a diet of berries, bark and fish, though like all predators a bit of meat is always welcome. They possess a weakness for honey, honey wine and mead, and look favorably on all those who offer such gifts. In any case, werebears enjoy strong drink of all kinds.

Knowledge (nature) DC	Lore
8	Werebears prefer to live in seclusion and rarely bother other creatures.
13	Werebears change into their more powerful bear or hybrid form whenever threatened or in danger.
18	A werebear offered a gift of mead or honey wine is more willing to assist the gift's bearer.
23	Most werebears will aid creatures battling evil lycanthropes, and consider werewolves mortal enemies.

Lycanthrope, Wereboar

Large teeth jut from the man's bottom jaw and patches of bristly hair sprout from his ears and beneath his leather jerkin.

WEREBOAR (HUMAN FORM) CR 3

XP 800

Human natural wereboar barbarian 3

CE Medium humanoid (human, shapeshanger)

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

Defense

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 rage)

hp 37 (3d12+12)

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

Defensive Abilities trap sense +1, uncanny dodge

Offense

Speed 40 ft., (30 ft. in armor)

Melee masterwork greataxe +9 (1d12+7/x3), bite +3 (1d4+2)

Ranged javelin +4 (1d6+5)

Special Attacks rage (10 rounds/day), rage power (animal fury)

Base Statistics

AC 15, touch 11, flat-footed 14; **hp** 31; **Fort** +5, **Will** +3;

Melee masterwork greataxe +7 (1d12+5/x3); **Ranged** javelin +4 (1d6+3); **Str** 17, **Con** 14

Statistics

Str 21, **Dex** 13, **Con** 18, **Int** 8, **Wis** 14, **Cha** 8

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

Feats Cleave, Improved Initiative, Power Attack

Skills Climb +9, Intimidate +5, Perception +8, Survival +8

Languages Common

SQ change shape (human, hybrid, and boar; *polymorph*), lycanthropic empathy (boars and dire boars), fast movement

Ecology

Environment any land

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

Treasure NPC gear (masterwork hide armor, masterwork greataxe, 3 javelins, other treasure)

WEREBOAR (HYBRID FORM)

Human natural wereboar barbarian 3

CE Medium humanoid (human, shapeshanger)

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

Defense

AC 19, touch 9, flat-footed 18 (+4 armor, +1 Dex, +6 natural, -2 rage)

hp 43 (3d12+18)

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

Defensive Abilities ferocity, trap sense +1, uncanny dodge; **DR** 10/silver

Offense

Speed 40 ft., (30 ft. in armor)

Melee masterwork greataxe +10 (1d12+9/x3), gore +9 (1d8+6), bite +4 (1d4+3 plus curse of lycanthropy)

Ranged javelin +4 (1d6+6)

Special Attacks rage (12 rounds/day), rage power (animal fury)

Base Statistics

AC 19, touch 9, flat-footed 18; **hp** 24; **Fort** +6, **Will** +3;

Melee masterwork greataxe +6(1d12+6/x3), gore +6 (1d8+6); **Ranged** javelin +4 (1d6+4); **Str** 19, **Con** 19

Statistics

Str 23, **Dex** 13, **Con** 23, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +9; **CMD** 20

Feats Cleave, Improved Initiative, Power Attack

Skills Climb +10, Intimidate +5, Perception +8, Survival +8

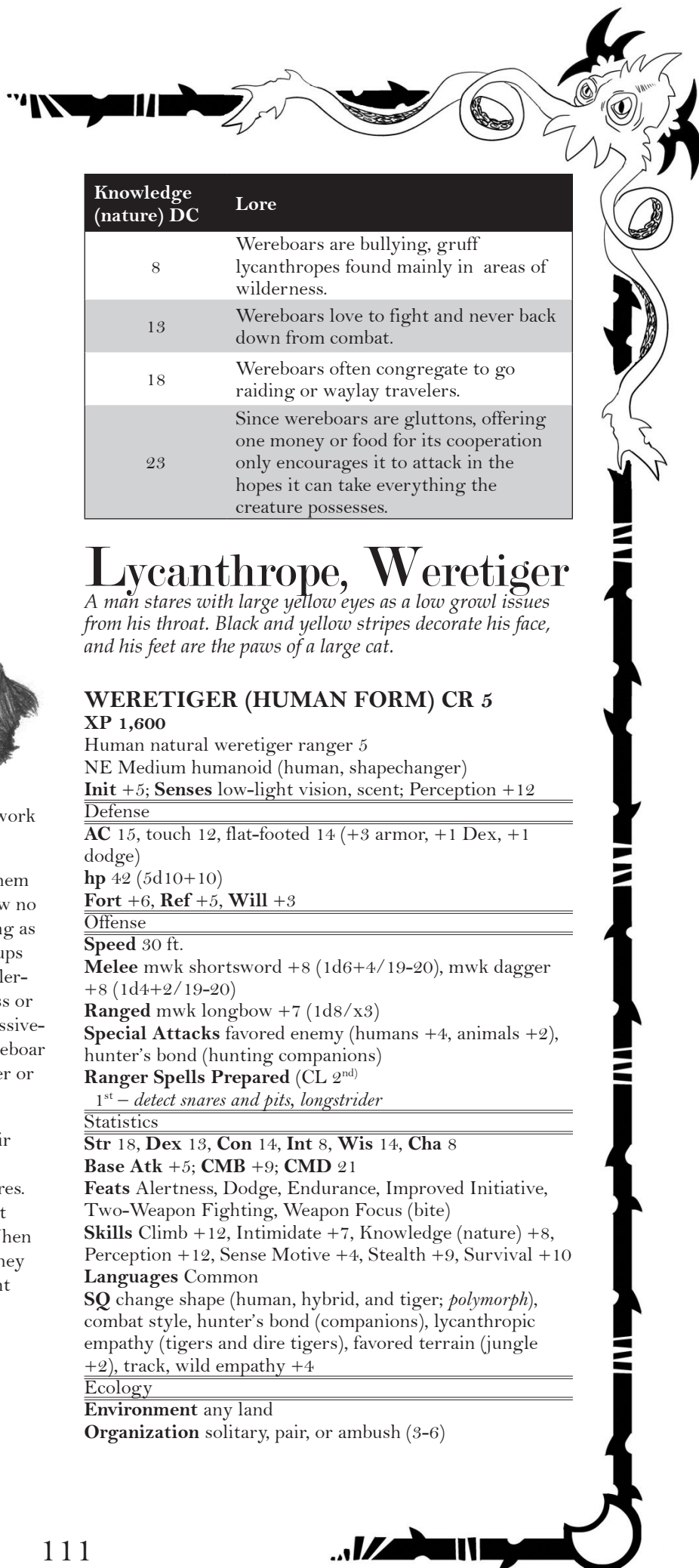
Languages Common

SQ change shape (human, hybrid, and boar; *polymorph*), lycanthropic empathy (boars and dire boars), fast movement

Ecology

Environment any land

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



Knowledge (nature) DC	Lore
8	Wereboars are bullying, gruff lycanthropes found mainly in areas of wilderness.
13	Wereboars love to fight and never back down from combat.
18	Wereboars often congregate to go raiding or waylay travelers.
23	Since wereboars are gluttons, offering one money or food for its cooperation only encourages it to attack in the hopes it can take everything the creature possesses.

Lycanthrope, Weretiger

A man stares with large yellow eyes as a low growl issues from his throat. Black and yellow stripes decorate his face, and his feet are the paws of a large cat.

Treasure NPC gear (masterwork hide armor, masterwork greataxe, 3 javelins, other treasure)

Wereboars sport large teeth and flat noses that give them a porcine appearance, even in human form. They follow no rules and act on a whim—drinking, eating, and fighting as their wont takes them. They often congregate in groups to carouse, rob and steal. Since civilized areas don't tolerate such actions, most wereboars lurk in the wilderness or among tribes of barbarians where their natural aggressiveness and wild behavior fit right in. Occasionally, a wereboar might find employment in a city as a gangland enforcer or bodyguard to a crime lord.

Wereboars exhibit all the disgusting attributes of their animal cousins. They rarely bathe. They eat anything, including the flesh and bones of other sentient creatures. They are not above hunting and consuming intelligent humanoids when hunger or the mood strikes them. When wereboars know they will need to intimidate others, they decorate their bodies with gruesome trophies of recent kills (ear or eyeball necklaces being most prominent).

WERETIGER (HUMAN FORM) CR 5

XP 1,600

Human natural weretiger ranger 5

NE Medium humanoid (human, shapechanger)

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

Defense

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

hp 42 (5d10+10)

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

Offense

Speed 30 ft.

Melee mwk shortsword +8 (1d6+4/19-20), mwk dagger +8 (1d4+2/19-20)

Ranged mwk longbow +7 (1d8/x3)

Special Attacks favored enemy (humans +4, animals +2), hunter's bond (hunting companions)

Ranger Spells Prepared (CL 2nd)

1st – *detect snares and pits*, *longstrider*

Statistics

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

Base Atk +5; **CMB** +9; **CMD** 21

Feats Alertness, Dodge, Endurance, Improved Initiative, Two-Weapon Fighting, Weapon Focus (bite)

Skills Climb +12, Intimidate +7, Knowledge (nature) +8, Perception +12, Sense Motive +4, Stealth +9, Survival +10

Languages Common

SQ change shape (human, hybrid, and tiger; *polymorph*), combat style, hunter's bond (companions), lycanthropic empathy (tigers and dire tigers), favored terrain (jungle +2), track, wild empathy +4

Ecology

Environment any land

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

Treasure NPC gear (mwk studded leather armor, mwk shortsword, mwk dagger, mwk longbow and 20 arrows, other treasure)

WERETIGER (HYBRID FORM)

XP 1,600

Human natural weretiger ranger 5

NE Large humanoid (human, shapechanger)

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

Defense

AC 20, touch 12, flat-footed 17 (+3 armor, +2 Dex, +1 dodge, +5 natural, -1 size)

hp 52 (5d10+20)

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

DR 10/silver

Offense

Speed 40 ft.

Melee mwk shortsword +12 (1d6+7/19-20), mwk dagger +12 (1d4+3), bite +12 (2d6+7 plus grab and curse of lycanthropy) or 2 claws +11 (1d8+7 plus grab), bite +12 (2d6+7 plus grab)

Ranged longbow +6 (1d8/x3)

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

Special Attacks favored enemy (humans +4, animals +2), hunter's bond (hunting companions), pounce, rake, (2 claws +11, 1d8+7)



Ranger Spells Prepared (CL 2nd)

1st – *detect snares and pits, longstrider*

Statistics

Str 25, **Dex** 15, **Con** 19, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +13; **CMD** 26

Feats Alertness, Dodge, Endurance, Improved Initiative, Two-Weapon Fighting, Weapon Focus (bite)

Skills Climb +15, Intimidate +7, Knowledge (nature) +8, Perception +12, Sense Motive +4, Stealth +6, Survival +10

Languages Common

SQ change shape (human, hybrid, and tiger; *polymorph*), combat style, hunter's bond (companions), lycanthropic empathy (tigers and dire tigers), favored terrain (jungle +2), track, wild empathy +4

Ecology

Environment any land

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

Treasure NPC gear (mwk studded leather armor, mwk shortsword, mwk dagger, mwk longbow and 20 arrows, other treasure)

Of all lycanthropes, the humanoid form of the weretiger most obviously betrays its dual nature. The eyes of an afflicted creature take on a yellow tinge and the person's skin displays the stripes common to a great feline. They growl even when not in hybrid or tiger form. The hybrid form of the weretiger is a fearsome creature. It retains the intelligence and cunning of a humanoid and combines it with the speed, strength and natural weapons of the predatory cat. Unlike other lycanthropes, weretigers do not necessarily enjoy hunting and killing other humanoids, and much prefer game animals to sentient creatures. This doesn't mean the world's jungles are free of man-eaters, just that such instances are rare. Most weretigers prefer wild spaces over the crowded streets and alleys of civilization. Some weretigers lead tribes of other humanoids and bestow their lycanthropic "gift" on favored mates or lieutenants.

Knowledge
(nature) DC

Lore

10	Weretigers are some of the deadliest lycanthropes.
15	The thrill of the hunt captivates a weretiger. They prefer hunting over any other activity.
20	Weretigers are fiercely territorial and defend their home turf from other creatures they view as competitors.
25	In rare cases, a weretiger prefers hunting and killing sentient creatures instead of animals. These weretigers never cooperate with species they consider prey.

Magmin

This short humanoid appears to be made of fire and burning rock. Waves of heat radiate from its body and it grins as everything around it bursts into flames.

MAGMIN CR 3

XP 800

CN Small outsider (elemental, extraplanar, fire)

Init +0; **Senses** darkvision 60 ft.; Perception +7

Aura fiery aura

Defense

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

hp 22 (4d10)

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

Defensive Abilities melt weapons; **DR** 5/magic;

Immune elemental traits, fire

Weaknesses vulnerability to cold

Offense

Speed 30 ft.

Melee burning touch +7 touch (1d8 fire plus burn), slam +7 (1d3+3 plus burn)

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

Special Attacks burn (1d8, DC 14)

Statistics

Str 15, **Dex** 11, **Con** 11, **Int** 8, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 15

Feats Ability Focus (burn), Great Fortitude

Skills Climb +9, Knowledge (Planes) +6, Perception +7, Sense Motive +7, Stealth +11

Languages Ignan

Ecology

Environment any (Plane of Fire)

Organization solitary, gang (2-4), or squad (6-10)

Treasure standard coins; standard good (non-flammables only); standard items (non-flammables only)

Special Abilities

Fiery Aura (Ex) All creatures and objects within 20 feet of a magmin must succeed a DC 14 Fort save or take 1d6 fire damage per round from the waves of heat rolling off a magmin's body. The save DC is Constitution-based.

Melt Weapons (Ex) A metal weapon that strikes a magmin must succeed a DC 14 Fort save or melt away into slag. The save DC is Constitution-based.

Magmin are small, dwarf-sized elementals from the Elemental Plane of Fire. They seem to exist simply to burn, and relish their trips to the Material Plane where so many



things burst into fire at the lightest touch.

A magmin is extremely hot. Waves of heat radiate off its body, searing all nearby things and creatures. The touch of a magmin sears the skin of opponents, even if that opponent has significant armor or strikes the magmin with a natural weapon such as a claw or hoof. Even worse, metal weapons often melt into useless slag after striking a magmin. Against foes with fire resistance, magmin use their slam attack, and take out their frustration on flammable objects. In general, magmin prefer to burn rather than fight. They often pass up an attack against an opponent to set alight a particularly flam-

mable object. Paper and cloth draw their attention more than anything else. As a secondary pleasure, magmin revel in the chaos their destruction causes.

Against tough or fire-resistant opponents magmin flee, but aren't above attempting to start fires to burn their foes out in other ways. In general, magmin are cowardly combatants. They flee from cold.

Magmin are about 4 feet tall and weigh 400 pounds.

A magmin's natural weapons are considered magic for the purposes of overcoming damage reduction.

Knowledge (planes) DC	Lore
8	Magmin are elementals from the Plane of Fire.
13	The magmin's body and touch deal searing fire damage to anyone touching them or touched by them. Metal weapons often melt after contacting a magmin's skin.
18	Magmin prefer to burn instead of fight. They would rather set alight a tempting wooden structure than slay another creature.
23	Magmin fear cold, and flee if they take the slightest damage from such energy.



Mâlite

The only denizens of Mâl are the Mâlites and the handful of creatures who have come here from other planes. The Mâlites are creatures of chaos; not fiends, not outsiders, but something entirely other. They have apparently little attachment to their own physical form, so a Mâlite soul might be removed from one body and inserted into another as circumstances require. They find the current arrangement of the planes...distasteful, and intend to use plane-craft to return the universe to a more chaotic, lifeless, and artistic state.

The Mâlites date from a time before the current conception of arcane magic. They cannot use arcane magic especially well but are, in fact, disruptive to it. Many of their own spells no longer function (the weave of magic in the planes has changed since the race's prime, and their incantations cannot influence it), so the Mâlites are desperately trying to learn new dweomers and spells. Wizards and tomes of arcane lore are a primary target for Mâlite raiding parties. Unfortunately, their disruptive aura makes it extremely difficult to cast even the simplest of arcane spells.

Currently, the majority of the Mâlite race is still bodiless in the Maw of Chaos. Of the incarnate portion of the race, some are involved in excavating tombs to build new bodies for their kin, while the rest are exploring the planes – reconnaissance for the time when all the Mâlites swarm out and the Maw devours all.

Mâlite Properties

Mâlites are chaotic evil, extraplanar humanoids that hail from the plane of Mâl. Mâlites possess a particular suite of traits (unless otherwise noted in a creature's entry):

- Immunity to acid
- Disruptive Aura (Su): A mâlite emits a field of alien energy in 15-ft. radius that is disruptive to arcane magic. Any creature attempting to cast an arcane spell within this aura must make a Concentration check (DC 15 + the spell's level)
- Telepathy
- Acrobatics and Stealth are always class skills for Mâlites
- Mâlites only speak their own language. They can learn other languages, but find them exceedingly difficult to use (treat another language as a skill that the Mâlite must take ranks in and make skill checks to convey an idea)

- Mâlite souls are not tied to their bodies; they cannot be raised, nor are they subject to death effects such as *slay living*. Only a spell like *trap the soul* can keep a given Mâlite from one day being reinstalled in a new shell

Mâl (Evil)

Mâl is a dead plane, a wasteland of sealed tombs, stagnant air, ruined cities and cast-off machinery. It grows with each moment. When an object, building, or landscape reaches a certain forlorn, forgotten state on its original plane, it disappears and materializes on Mâl. There it sits until the end of time. True to its nature, Mâl is a forgotten side room of the Outer Planes, inhabited only by undead, exiled fiends, thieves, vagabonds, and anti-social wizards. They live in ramshackle towers and shanty towns amid the ancient monoliths and cyclopean temples. Adventurers have learned that Mâl contains many forgotten wonders and lore and these bands are often found wandering Mâl's desolate, windswept surface.

Mâl has the following traits:

- **Infinite Size**
- **Alterable Morphic**
- **Lifeless** The plane of Mâl nourishes no living things. Nothing grows here and nothing is born here. Natural healing is slowed to one-half the normal rate.
- **Mildly Evil-Aligned** Some areas of high Mâlite populations may be strongly evil-aligned.
- **Impeded Magic** All divine magic is impeded on the plane of Mâl as well as any magic used to travel between planes.

Mâlite Warrior

The figure skittering towards you is roughly humanoid but it stretches that definition to its limit. Four limbs carry a form armored in green chitin and organs that might be eyes glitter at the end of facial cilia. A bladed spine coils and twists along the creature's length.

MALITE WARRIOR CR 2

XP 600

CE Medium humanoid (extraplanar)

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

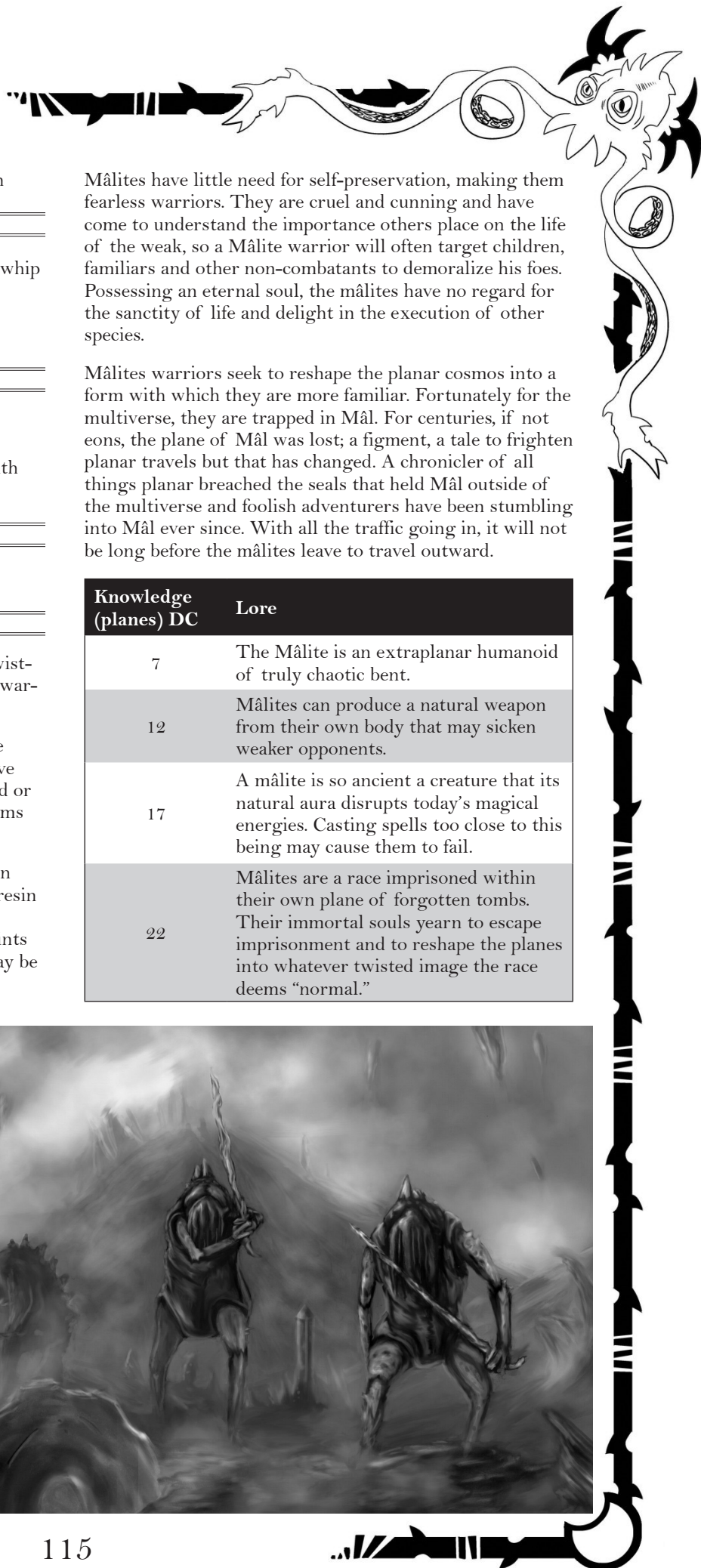
Aura disruptive aura (15 ft.)

Defense

AC 15, touch 12, flat-footed 13 (+1 Dex, +1 dodge, +3 resin armor)

hp 16 (3d8+3)

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



Defensive Abilities bladed spine; **Immune** acid, death effects

Offense

Speed 30 ft., climb 30 ft.

Melee resin blade +5 (2d6+3 plus sickening) or resin whip +5 (1d8+2 plus sickening)

Ranged acid jet +3 (2d4 acid, 60 ft.)

Space 5 ft.; **Reach** 5 ft. (15 ft. with resin whip)

Special Attacks sickening (DC 12, 1 round)

Statistics

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

Base Atk +2; **CMB** +4, **CMD** 16

Feats Dodge, Weapon Focus (resin blade)

Skills Acrobatics +7, Climb +10, Perception +5, Stealth +7

Languages Mâlite; telepathy 100 ft.

Ecology

Environment any (Mâl)

Organization solitary or hunting party (2-6)

Treasure standard

Special Abilities

Bladed Spine (Ex) Mâlite warriors have a shifting, twisting, bladed spine. Any creature that grapples a mâlite warrior suffers 1d4 points of slashing damage per round.

Prisoners (Su) Mâlites have been trapped in the plane of Mâl from before recorded history. They cannot leave the plane under their own power but can be summoned or called from the plane as well as use others' magical items that allow planar travel.

Resin Blade (Ex) As a free action, a mâlite warrior can extrude a resin weapon which hardens instantly. The resin blade can act as a whip with 15-ft. reach (dealing 1d8 points of damage) or as a greatsword (dealing 2d6 points of damage). Any creature struck by the resin blade may be sickened (see below).

Sickening Blow (Su) The touch of a resinblade weakens and disorientsates opponents. Any creature struck by the resin blade must succeed a Will save DC 12 or be sickened for one round. The save DC is Charisma-based.

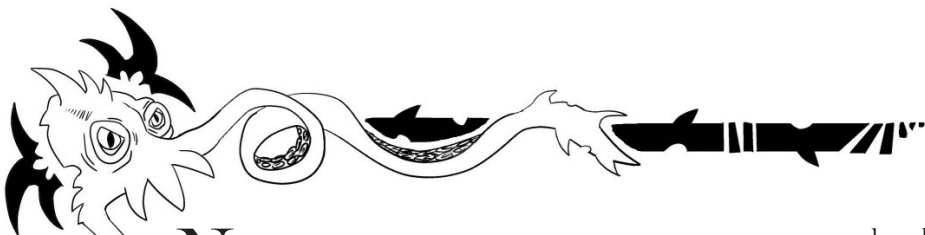
The above stats are for Mâlite bodies based on the appearance of the settlers at Tortuga. They have four limbs like a human, but the limbs shift depending on the creature's needs. It has no discernable face. The Mâlite warriors here are scouts and foot soldiers armed with the infamous resin blade. This biological projection is somewhere between a whip and a sword and is often coated with acid or poison.

Mâlites have little need for self-preservation, making them fearless warriors. They are cruel and cunning and have come to understand the importance others place on the life of the weak, so a Mâlite warrior will often target children, familiars and other non-combatants to demoralize his foes. Possessing an eternal soul, the mâlites have no regard for the sanctity of life and delight in the execution of other species.

Mâlites warriors seek to reshape the planar cosmos into a form with which they are more familiar. Fortunately for the multiverse, they are trapped in Mâl. For centuries, if not eons, the plane of Mâl was lost; a figment, a tale to frighten planar travelers but that has changed. A chronicler of all things planar breached the seals that held Mâl outside of the multiverse and foolish adventurers have been stumbling into Mâl ever since. With all the traffic going in, it will not be long before the mâlites leave to travel outward.

Knowledge (planes) DC	Lore
7	The Mâlite is an extraplanar humanoid of truly chaotic bent.
12	Mâlites can produce a natural weapon from their own body that may sicken weaker opponents.
17	A mâlite is so ancient a creature that its natural aura disrupts today's magical energies. Casting spells too close to this being may cause them to fail.
22	Mâlites are a race imprisoned within their own plane of forgotten tombs. Their immortal souls yearn to escape imprisonment and to reshape the planes into whatever twisted image the race deems "normal."





Necrophidius

This frightening monster has a long skeletal body topped with a fanged human skull. Its eyes glow with a hellish red radiance.

NECROPHIDIUS CR 4

XP 1,200

N Large construct

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

Perception +0

Defense

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, -1 size)

hp 46 (3d10+30)

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

DR 5/bludgeoning; **Immune**

construct traits

Offense

Speed 30 ft.

Melee bite +5 (1d8 plus paralysis)

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

Special Attacks dance of death (DC 12), paralysis (1d6 minutes, DC 12)

Statistics

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

Base Atk +3; **CMB** +4; **CMD** 17 (can't be tripped)

Feats Skill Focus (Stealth), Weapon

Finesse

Skills Stealth +10; **Racial Modifier**

+8 to Stealth

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

Dance of Death (Ex) A necrophidius can entrance opponents by swaying back and forth. Those within 30 feet viewing the dancing snake must succeed on a DC 12 Will save or be unable to act for 2d4 rounds. Victims are dazed for the duration of the effect. This is a mind-affecting effect. The save DC is Charisma-based.

Paralysis (Su) A living creature bitten by a necrophidius must succeed a DC 12 Fortitude save or be paralyzed for 1d6 minutes. The save DC is Charisma-based.

The necrophidius appears to be a great skeletal snake topped with a human skull. To the dismay of some (mainly clerics), it is not undead and therefore cannot be turned or rebuked. The necrophidius is a construct created by an arcane caster to serve as a guardian or assassin. It performs either task with great skill and, being a construct, it never questions its duty as guard or assassin. Often, necrophidius will be left to guard important magical treasures, rare relics, or ancient texts.

The necrophidius opens combat with its dance of death ability; entranced victims are bitten and paralyzed. Para-

lyzed victims are either slain or left to their own accord (depending on the exact instructions given to the necrophidius by its creator).

When employed as guards, the master of a necrophidius will more often than not hide the constructs in plain sight. Most notably, the former adventuring group known as the Brighthawks tells of a cunning ambush in the bowels of a wizard's tower. The skulls of the constructs were displayed along a corridor within recessed niches. What the Brighthawks did not expect was that the necrophidius' bodies were hidden in hollowed out sections behind the walls of the hall. The constructs had emerged from their hiding spots and paralyzed half the party before they knew what had happened.

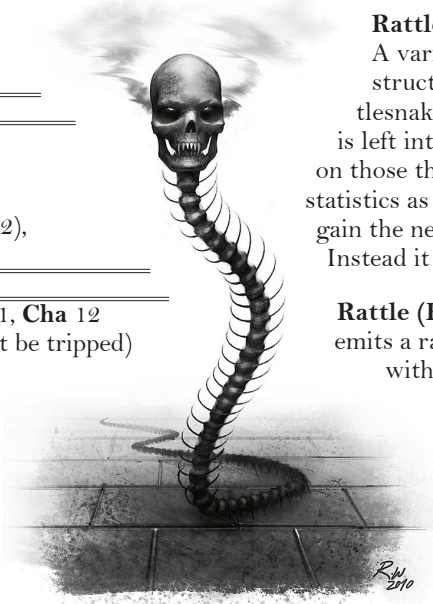
Rattler

A variation of the necrophidius, the rattler is constructed from the skeletal remains of a giant rattlesnake. During the creation process, the tail rattle is left intact and magicked to create a *confusion* effect on those that hear it rattle. The rattler uses the same statistics as the standard necrophidius except it does not gain the necrophidius's dance of death special attack. Instead it gains the special attack detailed below.

Rattle (Ex) By shaking its tail rattle, the creature emits a rattling noise to a range of 30 feet. Those within the area that hear this rattle must succeed on a DC 12 Will save or be affected as by a *confusion* spell for 2d4 rounds. The save DC is Charisma-based.

Construction

A necrophidius' body consists of a human skull and the skeletal remains of a constrictor snake treated with rare oils and powders worth at least 1,000 gp.



Necrophidius

CL 10th; **Price** 7,500 gp

Requirements Craft Construct, *animate objects*, *charm person* (or *confusion* for rattlers), *geas/quest*, *polymorph any object*;

Skill Craft (sculptures) DC 15; **Cost** 4,750 gp.

Knowledge (arcana) DC	Lore
9	The necrophidius is a construct sporting the skull of a human atop the skeleton of a great snake.
14	Combat is initiated with the creature's entrancing dance of death ability.
19	The bite of a necrophidius can paralyze foes.
24	It is whispered that there exists a secret magical word which grants control of any necrophidius. This word was supposedly developed by the original creator of the construct so that they could not be used against him.

Nightshades

Composed of equal parts darkness and absolute evil, the nightshades are planar engines of destructions that are often summoned to other worlds to signal the downfall or a civilization or world. The nightshades possess devastating abilities that can fundamentally change the fortunes of nations, societies and adventurers.

NIGHTSHADES

Languages all; telepathy 100 ft.

Ecology

Environment any (Plane of Shadow)

Organization solitary, pair or gang (3-8)

Treasure standard (no coins)

Special Abilities

Aversion to Daylight (Ex) If exposed to natural daylight (not merely the *daylight* spell), nightshades suffer a -4 penalty on all attack rolls, saving throws, and skill checks.

Desecrating Aura (Su) All nightshades give off a 20-ft. radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works like a *desecrate* spell, except the nightshade's evil is so great that it is treated as a desecrated area containing an altar or shrine. All undead within 20 ft. of the nightshade including the creature itself gain a +6 profane bonus to negative channelled energy DCs, +2 profane bonus to attack, damage and saving throws, and +2 hit points per hit dice. These adjustments are all included in the statistics below.

A *dispel evil* spell or similar effect can suppress the aura for one round. If a nightshade enters a place with a *consecrated* or hallowed area, the two effects suppress each other.

Destroyer of Works

(Ex) All natural attacks of the nightshades ignore ½ an object's and item's hardness.

Nightshade lore is so difficult to come by that a generalized lore table below covers four types as a whole. At the GM's discretion, he may insert more specific information as needed.



Knowledge (religion) DC	Lore
19	There are four major types of nightshades, beings comprised of darkness and evil, each a very dangerous undead being that, in some cultures, heralds the end of days.
24	Besides the intense aura of desecration surrounding them, each nightshade possesses several deadly spell-like abilities.
29	Natural daylight adversely affects a nightshade's ability to both inflict and resist damage.
34	A nightshade's natural attacks bypass the hardness of all objects/items except a substance called mallyate*. It is said that this material's planar origins not only resist the creature's attacks but also cause a nightshade harm when it comes in contact with an item made from mallyate.

*For more information, see the *Mallyate* pdf available from Tricky Owlbear Publishing, Inc.

Nightcrawler

A great rumbling of earth is felt as though the ground was choking on a foul poison. From beneath the surface bursts a massive worm of utter darkness that seems to devour the light of existence as it passes. Its tail ends with a wicked stinger that drips a foul venom.

NIGHTCRAWLER CR 18

XP 153,600

CE Gargantuan undead (extraplanar)

Init +4; **Senses** darkvision 60 ft., *detect magic*, *see invisibility*, tremorsense 60 ft.; Perception +33

Aura desecrating (20 ft.)

Defense

AC 33, touch 4, flat-footed 23 (+27 natural, -4 size)

hp 308 (25d8+225)

Fort +16, **Ref** +12, **Will** +21

Defensive Abilities channel resistance +6; **DR** 15/silver and magic; **Immune** cold, undead traits; **SR** 29

Weakness aversion to sunlight

Offense

Speed 30 ft., burrow 60 ft.; earth glide

Melee bite +30 (3d8+16/19-20 plus grab), sting +30 (3d6+16/19-20 plus poison)

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

Special Attacks destroyer of works, poison, swallow whole (3d8+23 plus 12 acid plus energy drain [1 level, DC 30], AC 23, hp 30)

Spell-like Abilities (CL 25th)

Constant – *detect magic*, *see invisibility*

At Will—*contagion* (DC 19), *deeper darkness*, *greater dispel magic*, *haste*, *invisibility*, *unholy blight* (DC 20)

3/day—*quicken cone of cold* (DC 21), *confusion* (DC 20), *hold monster* (DC 21)

1/day—*finger of death* (DC 23), *mass hold monster* (DC 25), *plane shift* (DC 23), *summon* (level 9, 9–16 shadows, 3–6 greater shadows, or 2–4 dread wrath, 1d6 round delay, 100%)

Statistics

Str 38, **Dex** 10, **Con** —, **Int** 20, **Wis** 20, **Cha** 22

Base Atk +18; **CMB** +36 (+40 grab); **CMD** 46 (can't be tripped)

Feats Ability Focus (energy drain), Ability Focus (poison), Blind-Fight, Combat Casting, Critical Focus, Improved Lightning Reflexes, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (sting), Lightning Reflexes, Quicken Spell-Like Ability (*cone of cold*)

Skills Climb +42, Intimidate +34, Knowledge (arcana) +33, Knowledge (religion) +30, Knowledge (planes) +30, Perception +33, Sense Motive +33, Spellcraft +33, Stealth +16 (+24 in dark areas); **Racial Modifier** +8 to Stealth in dark areas

Special Abilities

Nightcrawler Poison (Ex) Sting—injury; save Fort DC 30; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength damage; *cure* 4 consecutive saves.

Nightcrawlers are often summoned to destroy large cities or underground civilizations. Though nightcrawlers are intelligent foes, they enjoy their role as destroyers and seldom rebel against those that summon them. If they find themselves challenged, they will attempt to *plane shift* troublesome opponents to the Negative Energy plane and use *haste* to speed their destruction of others.

Any city destroyed by a nightcrawler will be completely consumed—no stone or record of the city's existence will exist. The ground will be transformed into a network of unstable tunnels and sinkholes, so that nothing new can ever be built on that site.

Nightswimmer

This is a vast, vast creature, shaped like a whale, but utterly black and composed of nothing but perfect darkness.

NIGHTSWIMMER CR 22

XP 615,000

CE Gargantuan undead (aquatic, extraplanar)

Init -1; **Senses** darkvision 60 ft., *detect magic*, *see invisibility*; Perception +38

Aura desecrating (20 ft.)

Defense

AC 40, touch 5, flat-footed 40 (-1 Dex, +35 natural, -4 size) **hp** 465 (30d8+330)

Fort +21, **Ref** +11, **Will** +24

Defensive Abilities channel resistance +6; **DR** 15/silver and magic; **Immune** cold, undead traits; **SR** 33

Weakness aversion to sunlight

Offense



Speed 10 ft., swim 60 ft.

Melee slam +42 (3d6+24/19–20), tail slap +42 (3d8+35/19–20)

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

Special Attacks destroyer of works, inhale (120-ft. cone, DC 47), plume of darkness (1/day), swallow whole (2d8+24 plus 12 acid plus energy drain [1 level, DC 34], AC 27, hp 46), tail sweep, thrash (at will, 10–60 ft. high, 3d6+24, DC 47)

Spell-Like Abilities (CL 30th)

Constant—*detect magic*, *see invisibility*

At Will—*contagion* (DC 23), *deeper darkness*, *greater dispel magic*, *haste*, *invisibility*, *unholy blight* (DC 23)

3/day—*cone of cold* (DC 24), *confusion* (DC 23), *hold monster* (DC 24)

1/day—*finger of death* (DC 26), *mass hold monster* (DC 28), *plane shift* (DC 26), *storm of vitriol** (DC 28), *summon* (9th, 9–16 shadows, 3–6 greater shadows, 2–4 dread wraiths, 1d4 round delay, 100%)

1/week—*destroy island**

Statistics

Str 55, **Dex** 8, **Con** —, **Int** 20, **Wis** 20, **Cha** 28

Base Atk +22; **CMB** +48 (+50 bull rush, sunder); **CMD** 57 (59 vs. bull rush, sunder)

Feats Awesome Blow, Bleeding Critical, Cleave, Combat Casting, Critical Focus, Deafening Critical, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Critical (tail slap), Improved Natural Attack (slam), Improved Natural Attack (tail slap), Improved Sunder, Power Attack, Swim-by Attack

Skills Intimidate +42, Knowledge (arcana) +38, Knowledge (nature) +35, Knowledge (religion) +38, Perception +38, Sense Motive +38, Spellcraft +38, Stealth +20 (+28 in dark areas), Swim +63; **Racial Modifiers** +8 to Stealth in dark areas

Special Abilities

Inhale (Ex) A nightswimmer can inhale a vast quantity of water and strain it into its stomach. Any creatures or objects within this 120-ft. cone must make a DC 47 Fort save or Swim check or be swallowed whole. Nightswimmers can swallow sailing ships and rowboats with this ability.

Plume of Darkness (Su) Once per day, a nightswimmer may spout a plume of darkness. If performed at the surface, this creates a *deeper darkness* effect in a cylindrical area 300 ft. high and in a 1-mile radius. Underwater, this creates a spherical cloud of *deeper darkness* in a 300-ft. radius.

Thrash (Ex) This functions as the whirlwind special ability (Appendix III, page 179), except that it occurs underwater.

There are oceans of shadow. In the lightless seas of night, these ancient shadow-whales swim silently. The night-swimmers are encountered much more rarely than other nightshade varieties. The seas hold far more secrets than the land, after all, and the oceans of night are unfathomably deep and still.

Cold, merciless and immortal, they groan out eerie songs of gathering blackness and tides of shadow. All the night-swimmers are in constant dark communion, singing to each other of the end of worlds. Those who listen to their song, which echoes only in shadows, soon go insane. Some gibber and insist that the song of the nightswimmers is a single vast spell, one that they have been in the process of casting for millennia and will continue to weave for centuries more.

Nightswimmers use their vast bulk and terrible strength to crush their foes. They augment these attacks with their potent magical abilities. They are cautious when using their inhale ability – they know that only the mightiest heroes can dream of standing against their power, so any creature that tries to fight a nightswimmer is probably not one that the swimmer wants carving at its gullet. They do try to swallow wizards and other enemies that are best kept trapped and drowning.

New Feat: Swim-by Attack

The creature can make an attack before and after it moves while swimming.

Prerequisite: Swim speed

Benefit: When swimming, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round in which it makes a swim-by attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Nightwalker

An immense, four-armed humanoid composed of inky blackness towers above you. Its smooth face tapers to a dull point between a pair of horns that twist above its head.

NIGHTWALKER CR 16

XP 76, 800

CE Huge undead (extraplanar)

Init +6; **Senses** darkvision 60 ft., *detect magic*, *see invisibility*; Perception +29

Aura desecrating (20 ft.)

Defense

AC 32, touch 10, flat-footed 32 (+2 Dex, +22 natural, -2 size)

hp 220 (21d8+126)

Fort +13, **Dex** +11, **Will** +19

Defensive Abilities channel resistance +6; **DR** 15/silver and magic; **Immune** cold, undead traits; **SR** 27

Weakness aversion to sunlight

Offense

Speed 40 ft.

Melee 4 slams +29 (2d6+16)

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

Special Attacks crush item (DC 34), destroyer of works, evil gaze

Spell-Like Abilities (CL 21st)

Constant—*detect magic*, *see invisibility*

At Will—*quicken contagion* (DC 18), *deeper darkness*, *greater dispel magic*, *haste*, *unholy blight* (DC 19)

3/day—*confusion* (DC 18), *hold monster* (DC 19), *invisibility*

1/day—*cone of cold* (DC 19), *finger of death* (DC 21), *plane shift* (DC 21), *summon* (8th level, 7-12 shadows, 2-5 greater shadows, or 1-2 dread wraiths, 1d8 round delay, 100%)

Statistics

Str 38, **Dex** 14, **Con** —, **Int** 20, **Wis** 20, **Cha** 18

Base Atk +15; **CMB** +31 (+35 disarm); **CMD** 43 (47 vs. disarm)

Feats Cleave, Combat Casting, Combat Expertise, Combat Reflexes, Great Cleave, Greater Disarm, Improved Disarm, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*contagion*), Stand Still

Skills Intimidate +28, Knowledge (arcana) +29,

Knowledge (planes) +26, Knowledge (religion) +29,



Perception +29, Sense Motive +29, Spellcraft +29, Stealth +18 (+26 in dark areas), Survival +26; **Racial Modifier** +8 to Stealth in dark areas

Special Abilities

Crush Item (Su) A nightwalker can destroy any weapon or item of Large size or smaller by picking them up and crushing them in between its hands. The nightwalker must make a successful disarm combat maneuver to snatch the item away. The item is allowed a DC 34 Fortitude save to resist destruction. The save DC is Strength-based.

Evil Gaze (Su) Paralyzed by fear for 1d8 rounds, 30 feet, DC 24 Will save negates. The save DC is Charisma-based.

Nightwalkers are called to the Material Plane to target specific foes such as wizards, clerics or paladins. If faced by a large group of opponents, it will use its spell-like abilities and evil gaze to disable and separate opponents. Nightwalkers use their crush item ability to rid opponents of their useful magic items and are rumored to even be able to destroy artifacts with this ability, though this is hotly debated. If seriously wounded, a nightwalker will *plane shift* to the Negative Energy Plane to heal before returning to track down the foe that defeated it.

Evil overlords who have access to the magic necessary to summon a nightwalker will often dispatch them to humiliate their opponents, destroying their equipment and leaving them battered, naked and disheartened. Those evil beings who have the temerity to summon a nightwalker have all heard the legend of a magical sword called the Nightblade. This longsword can supposedly call forth one or more nightwalkers to serve the wielder. The Nightblade, however, has not been seen for centuries

Nightwing

An enormous bat-like shape composed of utter darkness fills the sky.

NIGHTWING CR 14

XP 38,400

CE Huge undead (extraplanar)

Init +8; **Senses** darkvision 60 ft., *detect magic*, *see invisibility*; Perception +25

Aura desecrating (20 ft.)

Defense

AC 31, touch 13, flat-footed 26 (+4 Dex, +1 dodge, +18 natural, -2 size.)

hp 195 (17d8+119)

Fort +12, **Ref** +11, **Will** +17

Defensive Abilities channel resistance +6; **DR** 15/silver and magic; **Immune** cold, undead traits; **SR** 25

Weakness aversion to sunlight

Offense

Speed 20 ft. (4 squares), fly 60 ft. (good)

Melee bite +22 (4d6+17/19-20 plus grab plus magic drain)

Space 15 ft./10 ft.

Special Attacks destroyer of works, magic drain (DC 23)

Spell-Like Abilities (CL 17th)

Constant—*detect magic*, *see invisibility*

At Will—*contagion* (DC 19), *deeper darkness*, *haste*, *unholy blight* (DC 19)

3/day—*confusion* (DC 19), *greater dispel magic*, *hold monster* (DC 20), *invisibility*

1/day—*cone of cold* (DC 20), *finger of death* (DC 22), *plane shift* (DC 22), *summon* (7th, 5-12 shadows, 2-4 greater shadows, or 1 dread wraith, 1d10 rounds delay, 100%)

Statistics

Str 31, **Dex** 18, **Con** —, **Int** 18, **Con** 20, **Cha** 20

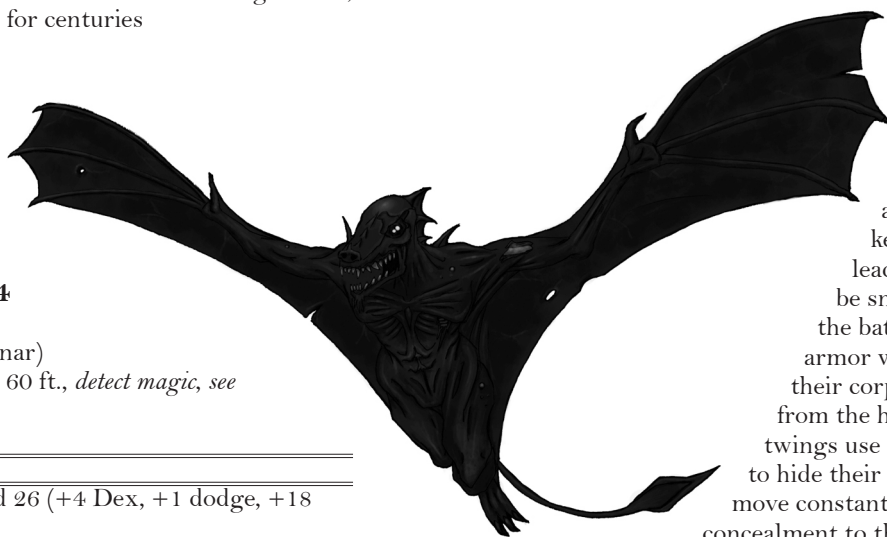
Base Atk +12; **CMB** +24 (+28 grapple); **CMD** 39

Feats Dodge, Flyby Attack, Hover, Improved Initiative, Improved Critical (bite), Improved Natural Attack (bite), Lightning Stance, Mobility, Wind Stance

Skills Fly +24, Intimidate +25, Knowledge (arcana) +24, Perception +25, Sense Motive +25, Spellcraft +24, Stealth +16 (+25 in dark areas), Survival +22; **Racial Modifier** +8 to Stealth in dark areas

Special Abilities

Magic Drain (Su) A nightwing can weaken magic armor, weapons, and shields by making a touch attack (or normal attack). The targeted item must succeed on a DC 23 Fortitude save or lose 1 point of enhancement bonus. If an item loses all its enhancement bonus it loses any special abilities and becomes a masterwork item. Casting *dispel evil* on an affected item within 10 days can reverse the drain. The DC is Charisma-based.



Nightwings are often employed in nighttime wars where hit-and-run assaults on key military leaders who can be snatched from the battlefield, their armor weakened, and their corpse dropped from the heavens. Nightwings use *deeper darkness* to hide their attacks and move constantly to provide concealment to their actions.

Elves sometime refer to nightwings as star-eaters because their utter blackness consumes starlight as they pass through the heavens. Elven kingdoms have a special enmity for nightwings dating back many millennia. Although the origin of this hatred is unknown, all elven people slay nightwings on sight.

Owl, Giant

Brown and white feathers decorate this owl, ordinary in every way except it stands almost twice as tall as a man.

OWL, GIANT CR 3

XP 800

NG Large magical beast

Init +3; **Senses** darkvision 60 ft., superior low-light vision; Perception +13

Defense

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

hp 30 (4d10+8)

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

Offense

Speed 10 ft., fly 70 ft. (average)

Melee 2 claws +7 (1d6+4), bite +7 (1d8+4)

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

Statistics

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

Base Atk +4; **CMB** +9; **CMD** 22

Feats Alertness, Wingover

Skills Fly +6, Knowledge (nature) +2, Perception +13, Sense Motive +4, Stealth +4 (+12 when flying); **Racial**

Modifiers +4 to Perception, +8 to Stealth when flying

Languages Common, Sylvan

Ecology

Environment temperate forests

Organization solitary, pair, or company (3-5)

Treasure none

Special Abilities

Superior Low-Light Vision (Ex) Giant owls can see five times as far as a human can in dim light.

Giant owls are nocturnal hunters, feared for their ability to silently stalk prey from the air and attack in almost complete silence. They are intelligent, but shy away from humanoids and other sentient creatures, preferring to live in the deep wild. Sometimes giant owls form bonds or associations with good-aligned creatures, especially if powerful evil beings threaten their homes or safety. Wood elves commonly have close alliances with giant owls.

In combat, a giant owl attempts to surprise prey by diving onto it when directly above. A giant owl attempts to carry off an opponent if possible so it can slay the creature without interference. A giant owl will never land to battle foes, knowing its advantages rely on its ability to fly. Giant owls almost never fight to the death unless protecting their young.

A giant owl can carry a rider in combat if properly trained. Training a giant owl to carry a rider in combat requires six weeks of instruction followed by a successful DC 25 Handle Animal check. The owl must also be willing to sub-



mit to the training and possess a friendly attitude towards trainer and rider. Riding a giant owl requires an exotic saddle. While carrying a rider, a giant owl can fight, but the rider must make a successful Ride check to attack while mounted. Professional trainers of giant owls charge 1,000 gp. The eggs can fetch 2,000 gp, and a chick often brings 4,000 gp on the open market.

Giant owls mate for life and bear young one at a time although twin births from a single egg are not unknown.

The wingspan of a giant owl reaches 20 feet. A light load for a giant owl is up to 300; a medium load 301-600 pounds; and a heavy load 601-900 pounds.

Knowledge (arcana or nature) DC	Lore
13	Giant owls are intelligent, good-aligned animals.
18	Giant owls fly in near silence and attempt to dive on prey and enemies from directly above.
23	The eggs and hatchlings of a giant owl can fetch significant prices on the open market.
28	A giant owl never fights opponents while on the ground. It remains in the air unless seriously wounded or its nest is threatened.

Phantom Fungus

This creature's round, plant-like body has four stubby legs akin to mushroom stems and a mass of tentacles spill from where there should be a head.

PHANTOM FUNGUS CR 3

XP 800

N Medium plant

Init +0; **Senses** low-light vision; Perception +7
Defense

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

hp 30 (4d8+12)

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

Defensive Abilities *greater invisibility*;

Immune plant immunities

Offense

Speed 20 ft.

Melee bite +5 (1d6+3)

Statistics

Str 14, **Dex** 10, **Con** 16, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +3; **CMB** +5; **CMD** 15 (19 vs. trip)

Feats Alertness, Improved Initiative

Skills Perception +7, Sense Motive +2,

Stealth +9; **Racial Modifier** +4 to Stealth

Languages none

Ecology

Environment underground

Organization solitary

Treasure none

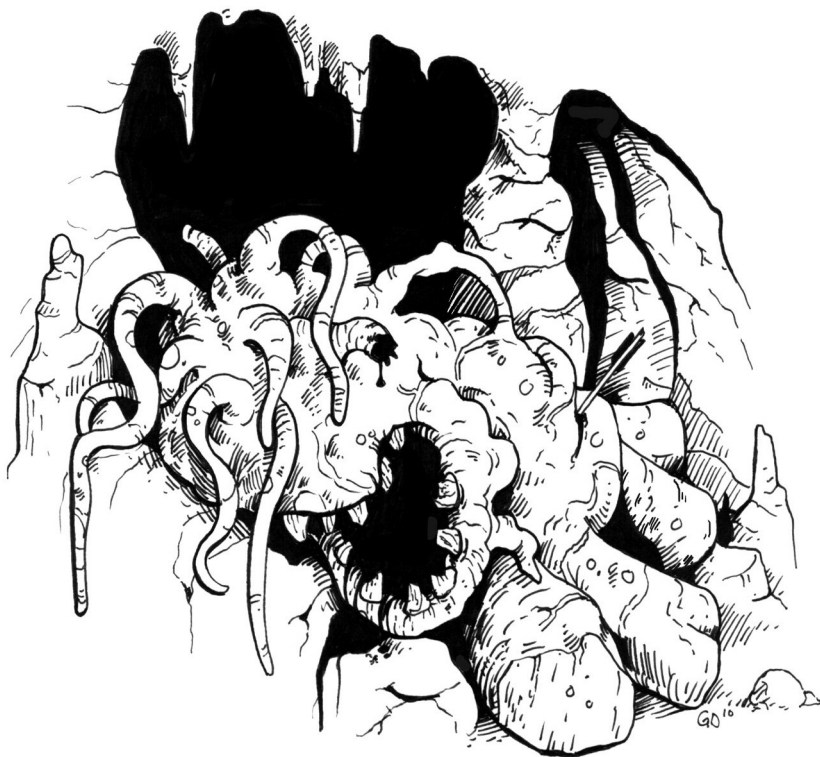
Special Abilities

Greater Invisibility (Su) The phantom fungus is always invisible, even when attacking. This ability works like *greater invisibility* (CL 12th) and lasts as long as the phantom fungus is alive. *Invisibility purge* does not dispel this effect. A phantom fungus becomes visible one minute after death.

This mobile plant creature is a mystery to students of zoology. Most theorize an invisible plant without the capability to gain nutrition from sunlight was forced to evolve into a mobile, carnivorous animal. Others suggest the phantom fungus was the creation of some wizard who desired an invisible, resilient guardian.

Its origins a mystery, phantom fungi prowl the subterranean caverns of the world, constantly on the hunt for food. Vermin, rats and others small animals compose the basis of a phantom fungus's diet. They are aggressive, relentless creatures not above attacking and consuming humanoids and other large animals.

Its most common tactic is to wait until a creature passes. Solitary individuals are attacked outright. When attacking a group of creatures, the phantom fungus attempts to strike in an open area so it can maneuver and use its



invisibility to fool opponents who might come to the aid of a compatriot. The phantom fungus has no control over its invisibility.

Despite the name, a phantom fungus is a corporeal creature. It walks about on four stumpy legs. The body is egg-shaped and sports a nodular growth on top that serves as a sense organ. Short, sensory tentacles jut from these bulbs. Just below this area is a large, toothy maw the fungus uses to eat and attack. A phantom fungus is usually greenish-gray in color. It stands about 4 feet tall and weighs 300 pounds. They reproduce through asexual budding.

A few creatures, particularly other intelligent underground plants such as myconids, maintain phantom fungi as guards and sentries.

Knowledge (nature) DC	Lore
8	The phantom fungus is an invisible, mobile plant with animal intelligence.
13	The phantom fungus is a corporeal creature, even though its name suggests otherwise.
18	A phantom fungus remains invisible even while attacking. Very few spells can counter this ability.
23	When confronted with more than one foe, a phantom fungus attempts to remain in the open so it can't be cornered.

Phasm

The man before you suddenly dissolves into an ooze of shifting gray material.

PHASM CR 7

XP 3,200

CN Medium aberration (shapechanger)

Init +7; **Senses** tremorsense 60 ft.; Perception +22

Defense

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

hp 84 (13d8+26)

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

Defensive Abilities amorphous, resilient

Offense

Speed 30 ft.

Melee slam +12 (1d3+1)

Statistics

Str 12, **Dex** 16, **Con** 15, **Int**

18, **Wis** 15, **Cha** 14

Base Atk +9; **CMB**

+11; **CMD** 24

Feats Alertness, Blind-

Fight, Combat Reflexes,

Dodge, Mobility, Improved

Initiative, Weapon Finesse

Skills Bluff +15, Climb +17, Diplomacy

+15, Escape Artist +11, Knowledge (any one) +20,

Perception +22, Sense Motive +19, Stealth +19, Survival

+18; **Racial Modifier** +8 to Escape Artist

Languages Common, telepathy 100 ft.

SQ change shape (*shapechange*, Large or smaller)

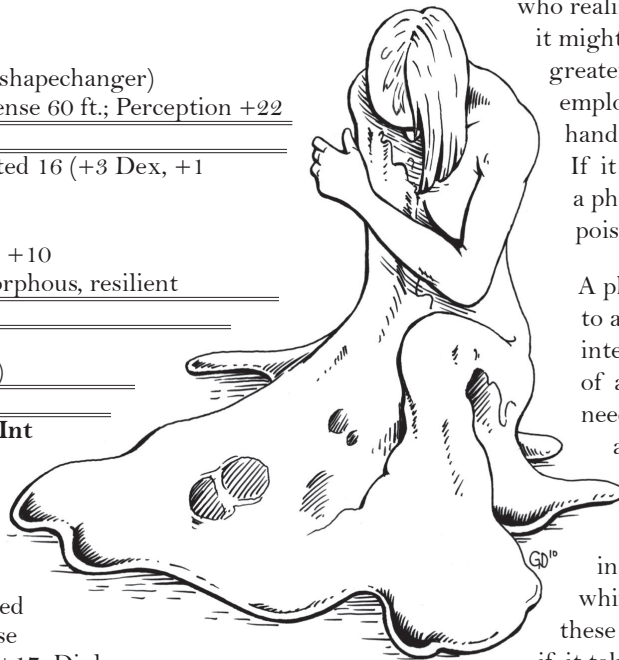
Ecology

Environment any

Organization solitary

Treasure double standard

Special Abilities



other might found a religion based on service and generosity. However, all phasms derive the greatest pleasure from fooling other creatures about their true nature.

If discovered, a phasm first attempts to slay those who realize it is not what it appears to be, though it might also negotiate if it believes there is greater benefit to doing so. In combat, a phasm employs whatever weapons and items it has at hand. It only uses its slam attack if unarmed. If it can't defeat opponents in open combat, a phasm resorts to subtler means, such as poison, curses or assassination.

A phasm also uses its ability to change shape to aid itself in combat. Against creatures it intends to slay, a phasm assumes the form of a dragon or other dangerous beast. If it needs to flee it changes shape into a swift animal.

While impersonating a humanoid, a phasm often accrues class levels in fighter, rogue or wizard. Due to its whimsical and mutable nature, a phasm loses these class levels after a few years, especially if it takes up the role of a different individual.

The average age of a phasm is 2d4+3 (x100) years, and there is no known limit to how old a phasm can grow. Families of adventurers report engaging in generations-long battles with individual phasms, the creature plaguing grandfathers, fathers and sons.

A phasm weighs about 400 pounds, and appears as an ooze in its natural form. Dark spots on its body indicate the presence of sensory organs.

Knowledge (dungeoneering) DC	Lore
12	Phasms are aberrant shapeshifters that enjoy impersonating humanoid creatures.
17	If discovered, a phasm does not hesitate to slay those who know its true nature.
22	The strange anatomy of a phasm makes it immune to critical hits, sneak attacks, and many mind-affecting spells.
27	Phasms enjoy novel experiences and items, and will bargain with creatures who can offer them such things.

Amorphous (Ex) In its natural form, a phasm is immune to poison, *sleep*, paralysis, polymorph, and stunning effects. It is not subject to critical hits, sneak attack, or precision damage and cannot be flanked. Also in its natural form, a phasm gains +4 racial bonus to CMB to resist bull rush and grapple attempts and cannot be tripped.

Resilient (Ex) A phasm has a +4 racial bonus to Fortitude and Reflex saves. (Already included in the stat block).

The phasm is a bizarre aberration. Its normal form is an ovoid blob of protoplasmic material, but it spends most of its life imitating humanoids. In this form, a phasm acts on its whims, exploring, adventuring, stealing, living an existence of aesthetic deprivation or hedonistic indulgence. Each phasm is different, and may change personalities within a single lifetime. A phasm may attempt to take over a kingdom simply for the thrill of the experience, while an-



Phrenic Scourge

A dark and tattered robe partly covers a humanoid body that appears to be formed entirely of squirming, writhing tendrils in hues of off-white, corpse-gray, and sickly purples and blues. Lengths of these tendrils hang from its sleeves as hands, while others make up a visage that cannot, in any sense of the word, be called a face. It steps forward with a shambling, yet somehow graceful, gait.

PHRENIC SCOURGE CR 8 XP 4,800

LE Medium aberration

Init +3; **Senses** darkvision 60 ft.; Perception +14

Defense

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

hp 52 (8d8+16)

Fort +4, **Ref** +5, **Will** +9

DR 10/piercing; **SR** 19

Offense

Speed 30 ft., burrow 15 ft., climb 30 ft.

Melee 2 tendril clusters +9 (1d8 plus implant)

Special Attacks sap will (20-ft. radius)

Spell-Like Abilities (CL 8th)

At Will – *charm monster* (DC 18), *deep slumber* (DC 17), *detect thoughts* (DC 16), *suggestion* (DC 17), *teleport*; DC is Intelligence-based.

Statistics

Str 10, **Dex** 16, **Con** 14, **Int** 19, **Wis** 17, **Cha** 15

Base Atk +6; **CMB** +6; **CMD** 20

Feats Dodge, Mobility, Toughness, Weapon Finesse

Skills Climb +19, Escape Artist +14, Diplomacy +10, Intimidate +13, Knowledge (arcana) +15, Perception +14, Sense Motive +11, Stealth +14

Languages Alko, Undercommon; telepathy 100 ft.

Ecology

Environment any underground

Organization solitary, pair, brood (3-5), or horde (3-5 plus servitor races)

Treasure double standard

Special Abilities

Compress (Ex) Although they normally stand as humanoids, phrenic scourges are not bound to that form. By shifting and relaxing their tendrils, they can flatten themselves into a mass of writhing limbs no thicker than a snake. As a full-round action, a phrenic scourge can pass through a space as narrow as two or three inches in one dimension, as long as it's at least a foot or more in the other dimension.

Implant (Ex) The tips of a phrenic scourge's tendrils constantly die and regrow, much like a human's fingernails. In any round in which the scourge successfully strikes the same victim with both tendril attacks, the tip of a tendril breaks off in the flesh and begins to burrow, unless the victim succeeds on a DC 16 Fortitude save. The larva bur-

rows through the host, following its nervous system until it reaches the brain. This takes 1d4+1 rounds, causing 2d4 points of damage per round.

When the larvae reaches the brain, the subject dies instantly. At any point in this process, the larvae can be destroyed with *remove disease* or *heal*. The save DC is Constitution-based.

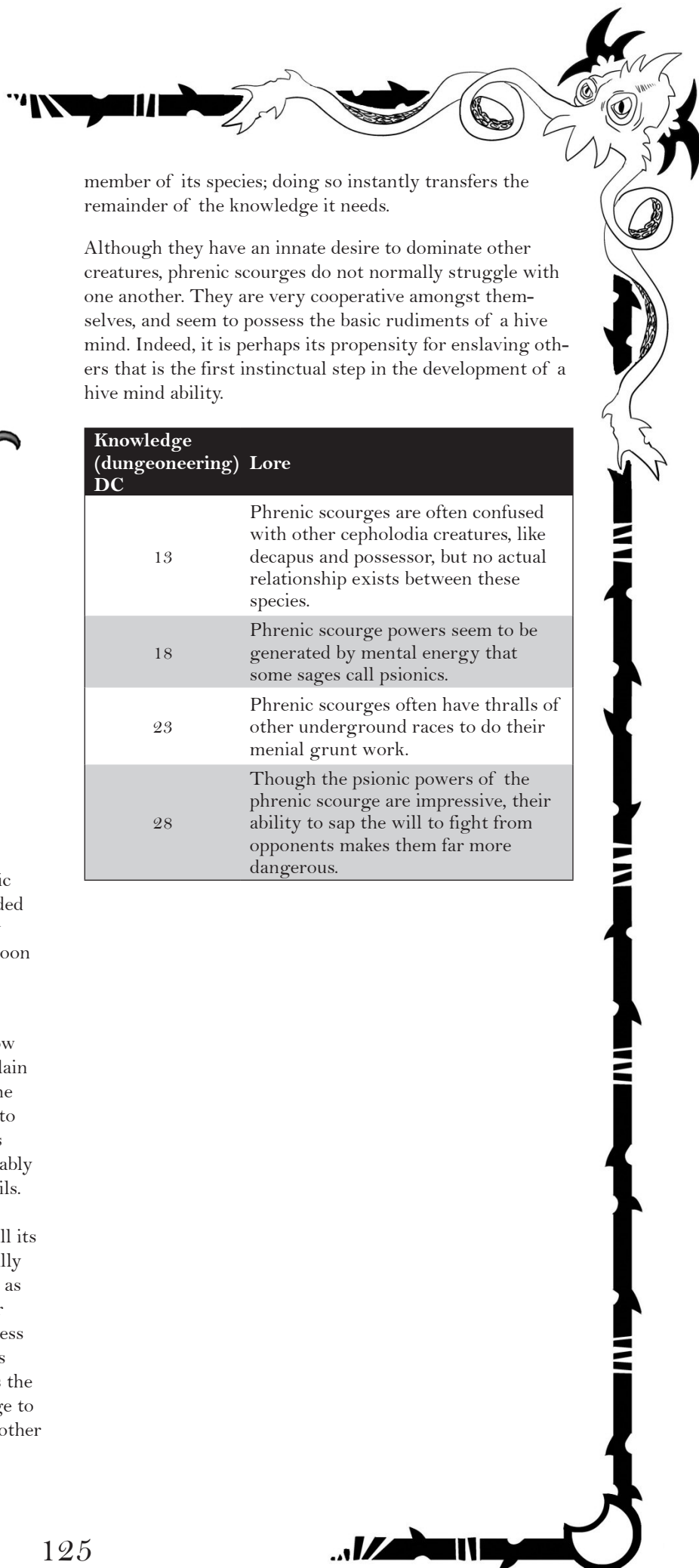
Sap Will (Sp) This psionic attack manifests as a 20-ft. radius sphere, which the scourge can center anywhere within 30 ft. Anyone caught in this sphere must succeed on a DC 18 Will save or lose the will to act for 3d4 rounds. They may defend themselves if attacked, but may not initiate any action. Phrenic scourge are immune to this ability. This ability is the equivalent of a 4th-level spell. The save DC is Intelligence-based.

The phrenic scourge is a walking nightmare, a writhing horror with an inhuman appearance and alien thought patterns utterly incomprehensible to humans. They view other sentient creatures as nothing more than slaves and breeding chambers, and they have assimilated entire communities in the distant wilds, and deep beneath the earth. They maintain order with their psionic abilities, turning even the most rebellious subjects into loyal thralls.

Even the race's true name — the ochthichthuruch — is almost unpronounceable by humans. The phrenic scourge is made up entirely of thin tendrils, ranging in length from six inches to four feet, clustered around a tiny core that serves as the creature's nerve center. They prefer to hold themselves upright, maintaining a vaguely humanoid shape through muscular control. Whether this is simply a cultural tradition on their part, or actually a physiological imperative, is unclear. Most scourges prefer to garb themselves in dark clothing.

Phrenic scourges prefer to remain out of melee, battering foes with their psionic abilities or sending thralls to fight in their stead. When facing weaker or lone foes, however, they close and attempt to lash the victim with their tendrils in hopes of implanting him with larvae and breeding a new scourge.

Phrenic scourges do not form cities of their own race. Rather, they insinuate themselves into existing communities, both underground and on the surface. They begin by making the community's leaders into thralls, and then spread out among the populace. More than a few communities have been conquered by the ochthichthuruch, without any outsiders the wiser. Once they have assimilated a community, the scourges often direct them to war against other communities, in hopes of expanding their territories.



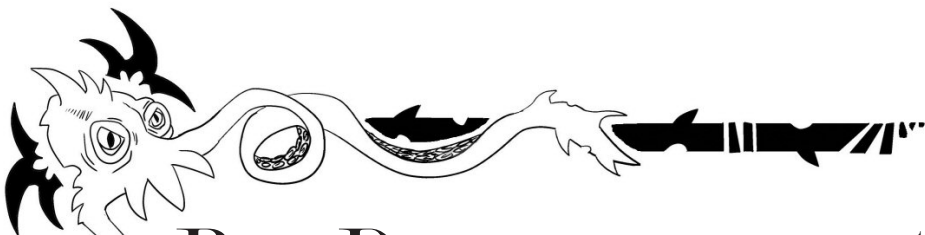
member of its species; doing so instantly transfers the remainder of the knowledge it needs.

Although they have an innate desire to dominate other creatures, phrenic scourges do not normally struggle with one another. They are very cooperative amongst themselves, and seem to possess the basic rudiments of a hive mind. Indeed, it is perhaps its propensity for enslaving others that is the first instinctual step in the development of a hive mind ability.

Knowledge (dungeoneering) Lore	
DC	
13	Phrenic scourges are often confused with other cephalodia creatures, like decapus and possessor, but no actual relationship exists between these species.
18	Phrenic scourge powers seem to be generated by mental energy that some sages call psionics.
23	Phrenic scourges often have thralls of other underground races to do their menial grunt work.
28	Though the psionic powers of the phrenic scourge are impressive, their ability to sap the will to fight from opponents makes them far more dangerous.

In the center of any conquered community, the phrenic scourges maintain a literal stable of humanoids intended entirely for breeding purposes. The scourges mentally enslave every one of the community's inhabitants as soon as they exist in sufficient numbers to do so.

The ochthichthuruch's breeding cycle is simple and invasive. The larvae formed by their tendrils burrow through the host to the brain. The brain is instantly slain and then slowly consumed as the larva grows. Once the brain is entirely digested, the growing scourge starts to feed on the rest of the host's body. This entire process requires roughly a month; after this time, the (presumably rotting) body rips open, suddenly erupting with tendrils. The new scourge crawls from the shattered body and stands upright, fully intelligent and in possession of all its racial abilities. Sages postulate that the scourges actually consume the memories and intelligence of the subject as well as the physical aspects of the brain. Because their thought processes are so alien, the scourge cannot access the victim's specific memories, such as identity or class abilities, but it does obtain general knowledge, such as the basic facts of the world. This allows the young scourge to function until it first makes telepathic contact with another



Pond Drinker

Skimming along on six legs, this tiny carapaced vermin suddenly lifts from the surface of the water and darts toward you.

POND DRINKER CR 3

XP 800

N Tiny vermin (aquatic, extraplanar)

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

Perception +1

Aura ultrasonic (15 ft.)

Defense

AC 18, touch 16, flat-footed 14 (+4

Dex, +2 natural, +2 size)

hp 27 (5d8+5)

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

Immune mind-affecting effects

Offense

Speed 15 ft. (on land), 40 ft. (on water), swim 30 ft.

Melee bite +5 (1d3 plus grab)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks blood drain, leaping strike (40 ft.)

Statistics

Str 10, **Dex** 18, **Con** 12, **Int** —, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +1 (+5 grapple);

CMD 11 (15 vs. grapple, 19 vs. trip)

Skills Swim +8

SQ amphibious, water walking

Ecology

Environment any river/lake

Organization solitary or colony (2-8)

Treasure none

Special Abilities

Blood Drain (Ex) A pond drinker drains blood at the end of its turn if it is grappling with a foe, inflicting 1 point of Constitution damage. A pond drinker will never drink more blood than 1 point per its Hit Dice per day.

Leaping Strike (Ex) A pond drinker can make a single leap from the surface of a body of water to attack a creature with its bite. This movement and attack is a full-round action that does not draw an attack of opportunity.

Water Walking (Ex) Pond drinkers can walk on the surface of waters as most creatures can walk on land. They can even use the surface of water as a solid ground from which to leap.

Ultrasonic Aura (Ex) Pond drinker constantly produce an ultrasonic drone that is disruptive to spellcasters and those with spell-like abilities. Any creature attempting to cast a spell or use a spell-like ability within the ultrasonic aura

must make a Concentration check (DC 15 + spell level) to cast a spell or use a spell-like ability.

Pond drinkers are specialized vermin said to have originated in the lands of the fey. They possess no hive mentality but will gather in small groups to hunt for warm bodies. Pond drinkers are found in the lakes and rivers of the deepest, most ancient forests. Here they plague fey creatures and magical beasts alike, feeding on their blood and disrupting their foe's ability to combat the verminous plague with their innate magic.



Fey will attack pond drinkers on sight, considering the vermin an aberration to the natural order of the world. For all their varied abilities, at their heart, the pond drinkers are vermin who need the blood of other creatures to live. Over the eons, they have transformed into the water walking, leaping, and magic-disrupting creatures that exist today.

Some suggest that the pond drinkers are magical beasts created by the gods to harry the fey and keep their numbers under control but, as the pond drinkers have demonstrated no advanced intelligence, magical, or supernatural abilities, these tales are largely discredited. Pond drinkers are also not selective feeders. They will drink the blood of any living creature they encounter.

Knowledge
(nature or
planes) DC

Lore

8

Pond drinkers are extraplanar vermin that live deep within the ancient forests of the world.

13

Though they are extremely small in size, they can leap great distances biting with their jaws and grappling hold with modified hand-like legs.

18

Spellcasters have a difficult time concentrating on their spells while in proximity to the pond drinkers.

23

Pond drinkers lose their mobility when not on a body of water. If their fluidly base of operations is deprived, they are less capable combatants.

Possessor

The horrible creature, alien in appearance, moves slowly through the air, numerous tentacles flailing beneath it as its body turns left to right, its four white eyes staring without seeing.

POSSESSOR CR 5

XP 1,600

LE Medium aberration

Init +7; **Senses** blindsight 200 ft., *detect magic*, *detect thoughts*, hive mind 100 mi.; Perception +10

Aura unnatural (20 ft)

Defense

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

hp 42 (5d8+20)

Fort +5, **Ref** +4, **Will** +6

Defensive Abilities hive mind; **Immune** sight-based attacks

Weakness vulnerability to sonic

Offense

Speed 5 ft., fly 30 (average)

Melee 4 tentacles +6 (1d4+1) or bite +6 (1d6+1 plus attach)

Special Attacks dominance (attach), psionic blast (30-ft. cone, DC 13)

Spell-Like Abilities (CL 5th)

Constant – *detect magic*, *detect thoughts*

Statistic

Str 12, **Dex** 17, **Con** 18, **Int** 19, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 17 (21 vs. grapple, can't be tripped)

Feats Hover, Improved Initiative, Weapon Finesse

Skills Escape Artist +11, Fly +11, Intimidate +9, Knowledge (dungeoneering) +12, Perception +10, Spellcraft +12, Stealth +11, Survival +10

Languages Alko, Infernal, Terran, Undercommon; telepathy 120 ft.

Ecology

Environment any underground

Organization solitary, team (2-4) or platoon (12-24)

Treasure standard

Special Attacks

Attach (Ex) When not already joined to a host body, a possessor can attempt to swallow the head of a medium or small humanoid. If its bite attack hits, the possessor can attempt to grapple the humanoid as a free action. While attached to an opponent, the possessor can still use its mental assault or tentacles against other foes. The swallowed creature is subject to the creature's dominance.

Dominance (Ex) When attached to a possessor, the host creature suffers 1 point of Intelligence and Charisma damage per round. If a creature is reduced to 0 Intelligence or 0 Charisma, the possessor bonds with the creature and assumes control it. The possessor then has access to all

the host's motor functions, class abilities, skills, feats and equipment. If a host creature is able to break free of the possessor's attachment, it suffers 1 point of Intelligence and Charisma drain. Being a host for a possessor is hard on the physical body. The body is only viable for 1 day per host creature hit dice before the body is "spent" and is discarded as a dead host.

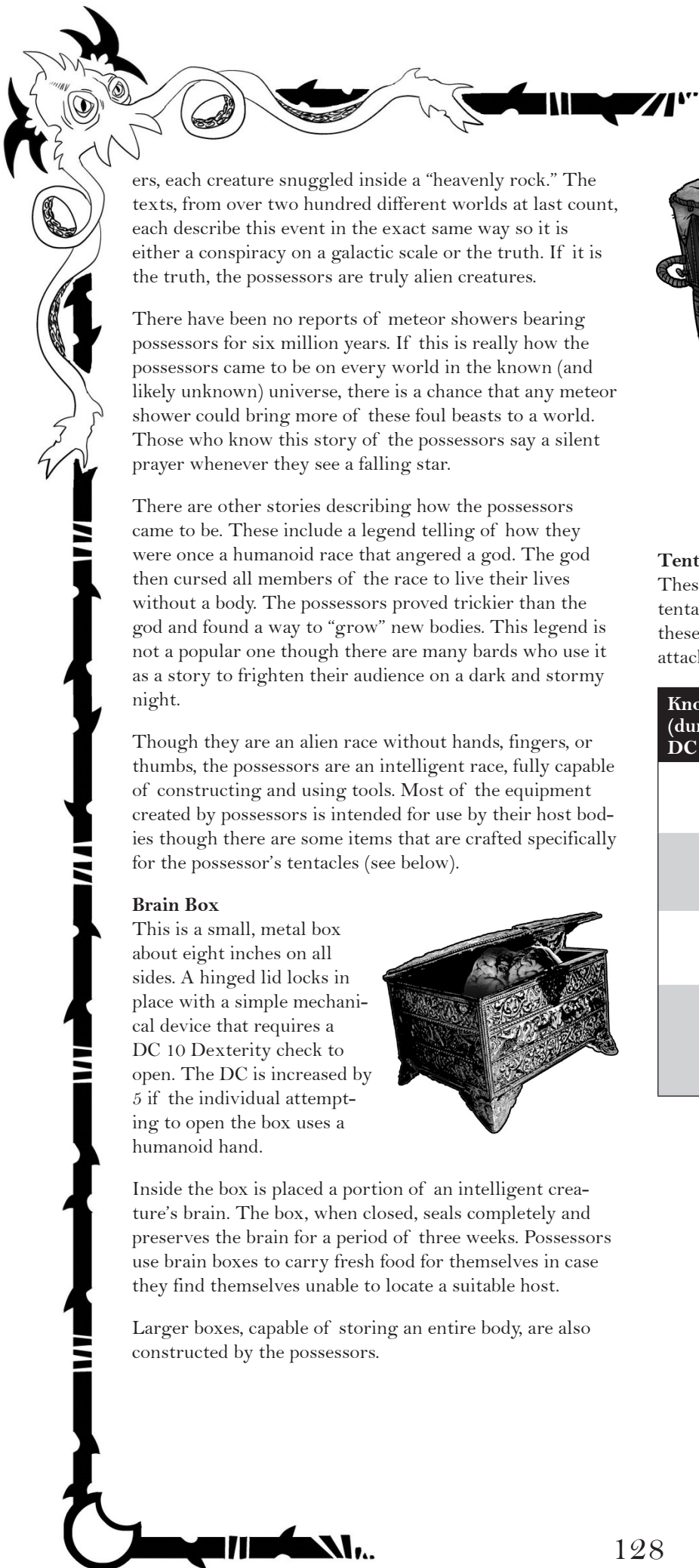
Hive Mind (Ex) All possessors within a 100-mile range are in constant communication. If one is aware of a particular danger, they all are. If one group is not flat-footed, none of them are. No possessor in a group is considered flanked unless all are flanked.

Psionic Blast (Su) Possessors may generate a psionic blast in a 30-ft. cone. All creatures within the cone must make a DC 13 Will save or be stunned for 3 rounds. The save is Charisma-based.

The possessors are a race older than time itself. It is suggested by sages and scholars who have studied the creatures, that the possessors are the only survivors of a sphere of existence that was destroyed by the ancient gods. If this is true, the possessors must be billions upon billions of years old and the keepers of secrets of the creation of time and all that happened before our history began.

Wizards and planar travelers have reported the existence of possessors on every world that they have visited. Ancient historical texts on many worlds tell of strange meteor showers lasting for months. It is also reported that the possessors arrived on the world during these meteor show-





ers, each creature snuggled inside a “heavenly rock.” The texts, from over two hundred different worlds at last count, each describe this event in the exact same way so it is either a conspiracy on a galactic scale or the truth. If it is the truth, the possessors are truly alien creatures.

There have been no reports of meteor showers bearing possessors for six million years. If this is really how the possessors came to be on every world in the known (and likely unknown) universe, there is a chance that any meteor shower could bring more of these foul beasts to a world. Those who know this story of the possessors say a silent prayer whenever they see a falling star.

There are other stories describing how the possessors came to be. These include a legend telling of how they were once a humanoid race that angered a god. The god then cursed all members of the race to live their lives without a body. The possessors proved trickier than the god and found a way to “grow” new bodies. This legend is not a popular one though there are many bards who use it as a story to frighten their audience on a dark and stormy night.

Though they are an alien race without hands, fingers, or thumbs, the possessors are an intelligent race, fully capable of constructing and using tools. Most of the equipment created by possessors is intended for use by their host bodies though there are some items that are crafted specifically for the possessor’s tentacles (see below).

Brain Box

This is a small, metal box about eight inches on all sides. A hinged lid locks in place with a simple mechanical device that requires a DC 10 Dexterity check to open. The DC is increased by 5 if the individual attempting to open the box uses a humanoid hand.



Inside the box is placed a portion of an intelligent creature’s brain. The box, when closed, seals completely and preserves the brain for a period of three weeks. Possessors use brain boxes to carry fresh food for themselves in case they find themselves unable to locate a suitable host.

Larger boxes, capable of storing an entire body, are also constructed by the possessors.



Possessor Drums

Made of wood and covered in stretched flesh, these drums are used by possessors in small, intimate settings. Possessors, being a hive race, do not communicate with anything other than telepathy. Still, the creatures enjoy the sound created by these drums and they enjoy sharing their “music” with others of their kind. Possessor “music” resembles that of primitive tribes.

Tentacle Spikes

These short, metal spikes are strapped to the shorter tentacles of a possessor with leather bands. Once in place, these spikes enhance the damage of a possessor’s tentacle attack by +2 (to 1d4+3).

Knowledge (dungeoneering) DC	Lore
10	Possessors wear humanoids as a host body that they feed upon. They are not octopus-headed humanoids.
15	Though possessors understand many languages they never speak, instead communicating through telepathy.
20	A possessor that swallows a creature’s head soon gains access to its abilities and skills.
25	Possessors see by echolocation; if those senses can be confused by magical sound or sonic spells, the floating aberration will become far less effective.

Pyrolisk

This creature resembles a rooster with thinning feathers and leathery bat-like wings lightly covered in reddish-tinged feathers. Its tail feathers are a yellowish-brown save for one bright red feather.

PYROLISK CR 3

XP 800

NE Small magical beast

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

Perception +9

Defense

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

hp 26 (4d10+4)

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

Immune fire

Offense

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

Melee bite +8 (1d4-2 plus 1d3 fire)

Special Attacks conflagration gaze, *pyrotechnics*

Statistics

Str 6, **Dex** 17, **Con** 13, **Int** 4, **Wis** 13, **Cha** 9

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

Feats Skill Focus (Perception), Weapon Finesse

Skills Fly +8, Perception +9

Ecology

Environment temperate plains

Organization solitary, flight (2-5), or flock (6-12)

Treasure standard

Special Abilities

Conflagration Gaze (Su) A creature within 30 feet that meets a pyrolisk's gaze bursts into flames, taking 4d8 points of damage (DC 13 Fortitude halves). A creature that successfully saves cannot be affected again by the same pyrolisk's conflagration gaze for one day. The save DC is Constitution-based.

Pyrotechnics (Su) Once per round, a pyrolisk can use *pyrotechnics* as the spell (caster level 4th). The pyrolisk can only use the fireworks version of the spell. A DC 13 Will save negates the blindness. The save DC is Constitution-based.

The pyrolisk resembles a cockatrice and is often mistaken for it (DC 25 Perception check to identify the pyrolisk successfully). The difference lies in the coloration of its tail feathers and wings: the pyrolisk has a single red feather in its tail and a reddish tinge to its wings. Otherwise, it is identical to the cockatrice in appearance.

The pyrolisk uses its gaze attack to ignite those that are unaffected by the blinding flash of its pyrotechnic ability. It is a fierce combatant, fighting until either it or its opponents are dead.

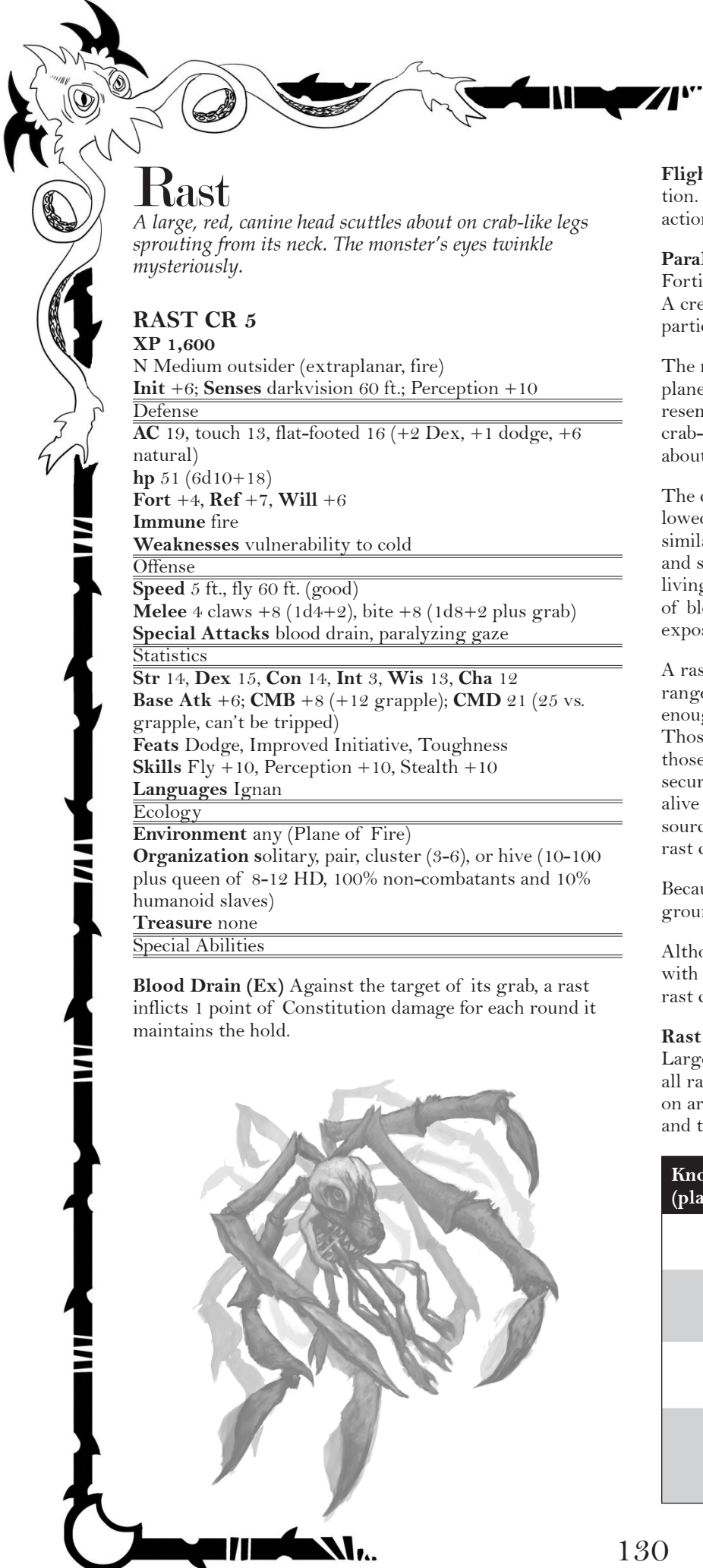
Debate rages over the origin of the pyrolisk. Some suggest that it is the result of magical experimentation. Others believe the original pyrolisk was actually a half-red dragon crossbreed. Still others think that the creatures are a naturally-occurring mutation. Unlike cockatrices, pyrolisks collect non-flammable bits of treasure and their lairs are often filled with gems, coins, statuary and the occasional magic item. Whatever the origin of this strange creature, they are deeply hated and actively hunted in agrarian areas.

Pyrolisks are cruel monsters that delight in the suffering of other creatures. Even when not hunting for food, they will regularly light forest animals or livestock on fire to listen to their screams and cackle at the devastation as stands of trees or fields of grain are consumed.

If pyrolisks are a natural mutation of the cockatrice, then it will probably not be long before cyrolisks, acidolisks or even sonarolisks are encountered by travelers and adventurers.

Knowledge (arcana) DC	Lore
8	Pyrolisks are a naturally-occurring mutation of the cockatrice.
13	The gaze and bite of a pyrolisk can ignite flammable items.
18	Unlike many fiery foes, a pyrolisk is not particularly susceptible to cold attacks.
23	The red feathers of a pyrolisk can be used as a supplementary spell component to enhance fire spells.





Rast

A large, red, canine head scuttles about on crab-like legs sprouting from its neck. The monster's eyes twinkle mysteriously.

RAST CR 5

XP 1,600

N Medium outsider (extraplanar, fire)

Init +6; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

hp 51 (6d10+18)

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

Immune fire

Weaknesses vulnerability to cold

Offense

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

Melee 4 claws +8 (1d4+2), bite +8 (1d8+2 plus grab)

Special Attacks blood drain, paralyzing gaze

Statistics

Str 14, **Dex** 15, **Con** 14, **Int** 3, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +8 (+12 grapple); **CMD** 21 (25 vs. grapple, can't be tripped)

Feats Dodge, Improved Initiative, Toughness

Skills Fly +10, Perception +10, Stealth +10

Languages Ignan

Ecology

Environment any (Plane of Fire)

Organization solitary, pair, cluster (3-6), or hive (10-100 plus queen of 8-12 HD, 100% non-combatants and 10% humanoid slaves)

Treasure none

Special Abilities

Blood Drain (Ex) Against the target of its grab, a rast inflicts 1 point of Constitution damage for each round it maintains the hold.



Flight (Su) A rast can cease or resume flight as a free action. A rast without this ability can perform either a move action or a standard action (but not both) per round.

Paralyzing Gaze (Su) Paralysis for 1d6 rounds, 30 feet, Fortitude DC 14 negates. The save DC is Charisma-based. A creature that saves against this ability is immune to that particular rast's paralyzing gaze for 24 hours.

The rast embodies the strange anatomies found on other planes of existence. The creature possesses a head vaguely resembling that of a dog. However, more than a dozen crab-like appendages support the head, and the rast scuttles about on claws. No body connects the head to the limbs.

The creatures swarm like ants, living in huge colonies hollowed out in the compacted ash of the plane of fire or any similar medium. These hives send out patrols to locate food and slaves, and often scour the nearby countryside clean of living creatures. The creatures require constant infusions of blood to quench their flesh desiccated from a lifetime of exposure to the heat of the Plane of Fire.

A rast attempts to paralyze opponents before coming in range to bite and drain victims of blood. The rast is smart enough to remain in the air until all foes are incapacitated. Those who resist the gaze are attacked and slain, while those unlucky enough to fall to the paralyzing gaze are secured and dragged back to the hive where they are kept alive as diggers, expanding the tunnels, or as walking food sources. Very few captives live more than a few weeks in a rast colony.

Because their multiple legs make them ungainly on the ground rasts prefer to fly.

Although rasts have up to 14 legs, they can only attack with four at a time. In the same round it attacks with a bite, a rast can not make a claw attack and vice versa.

Rast Queen: All rast hives shelter a queen, an 8-12 HD Large rast. This queen can communicate telepathically with all rast within 1,000 ft. Queens organize the rast assaults on areas where the veil between the Prime Material Plane and the Plane of Fire grows thin.

Knowledge (planes) DC	Lore
10	Rasts are creatures native the Plane of Fire that live in hives like bees or ants.
15	Rasts won't engage in melee combat until they use their paralyzing gaze on opponents.
20	Paralyzed victims are often kept alive and taken back to the rast hive.
25	Rasts require constant infusions of blood to hydrate their seared flesh. Without the liquid a rast withers and dies within a week.

Ravid

A sinuous creature twists and writhes in mid air. It resembles a snake except for the single clawed arm extending from its forehead.

RAVID CR 5

XP 1,600

N Medium outsider (extraplanar)

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

Defense

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 39 (6d10+6)

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

Immune fire

Offense

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

Melee claw +7 (1d4+1 plus positive energy), tail slap +5 (1d6 plus positive energy) or claw touch +7 touch (positive energy), claw touch +5 touch (positive energy)

Special Attacks *animate objects*, positive energy lash

Statistics

Str 13, **Dex** 10, **Con** 13, **Int** 7,

Wis 12, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 17

(can't be tripped)

Feats Improved Initiative,

Lightning Reflexes, Multiattack,

Skills Escape Artist +14, Fly

+17, Perception +10, Stealth +7,

Survival +5; **Racial Modifier** +4 to Escape Artist

Languages None

SQ flight

Ecology

Environment any (Positive Energy Plane)

Organization solitary plus at least 1 animated object

Treasure none

Special Abilities

Animate Objects (Su) Once per round, a random object within 20 feet of a ravid animates as though by the spell *animate objects* (CL 20th). These objects attack all enemies of the ravid and obey its commands, though the ravid is not intelligent enough to employ sophisticated tactics with them.

Flight (Su) A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform either a move action or a standard action each round.

Positive Energy (Su) A successful melee attack or melee touch attack infuses the target with positive energy. This deals no damage to living creatures, but against undead (including incorporeal undead) it deals 2d10 points of damage.

Native to the Positive Energy Plane, ravids embody the life-giving properties of positive energy. Most never leave their home plane, but either through accident or luck, individuals sometimes make their way to the Prime Material Plane. Once there, ravids unintentionally cause chaos as their positive energy animates objects around them. Some wizards believe that a ravid's positive energy qualities can be harvested—either to grant arcane spellcasters the ability to heal or to recharge magic items whose energies have been spent.

A ravid's presence is often betrayed by the clanking, scraping and banging of the objects following it. Most ravids desire only to return home, but a few enjoy living in a place where they have constant companions. These ravids can be a nuisance if they take up residence in a populated area.

Ravids understand they are not formidable combatants. They use their animated objects to protect and defend themselves.

A ravid's skin is silver. When it moves through the air it is sometimes mistaken for a bolt of lightning. Ravids are about 6 feet long and weigh 75 pounds.

Variant Ravids

Not all ravids hail from the Positive Energy Plane.

Green Ravid (CR 5): These ravids live on the Plane of Eternal Green, an infinite expanse of forest fill with creatures native to such an environment. Green ravids still confer positive energy on a successful attack but possess *animate plants* instead of *animate objects*. They replace fire immunity with immunity to poison and sonic.

Dark Ravid (CR 6): These fearsome creatures originate from the Negative Energy Plane and deal 2d10 points of negative energy damage on a successful melee attack. The Dark Ravid substitutes *animate dead* for the ravid's normal *animate objects* ability, and immunity to negative energy instead of fire.

Knowledge (planes) DC	Lore
10	The ravid is an outsider from the Plane of Positive Energy.
15	Most ravids avoid combat unless threatened or cornered.
20	The ravid's ability to animate objects is the result of inherent positive energy and not an intentional act.
25	Ravids consider the objects they animate as their property because of an intangible positive energy bond they form with them.



Scavenger Worm

The immense, chitin-plated worm scuttles up the wall on thousands of short legs.

SCAVENGER WORM CR 4

XP 1,200

N Large aberration

Init +7; **Senses** blindsight 60 ft., scent; Perception +6

Defense

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

hp 45 (6d8+18)

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

Offense

Speed 30 ft., climb 20 ft.

Melee bite +7 (1d6+6)

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

Special Attacks tranquilizing spray (poison)

Statistics

Str 18, **Dex** 16, **Con** 16, **Int** 1, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +9; **CMD** 22 (can't be tripped)

Feats Improved Initiative, Run, Stealthy

Skills Climb +16, Escape Artist +5, Perception +6, Stealth +8

Languages None

Ecology

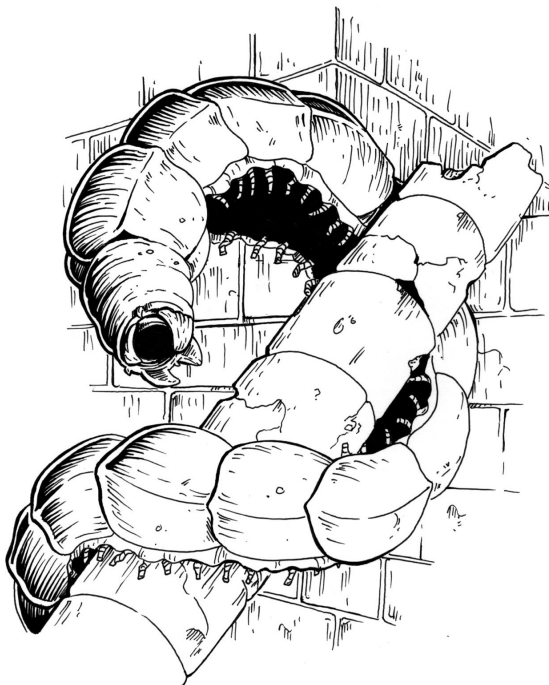
Environment underground

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

Treasure none

Special Abilities

Tranquilizing Spray (Ex) The scavenger worm can spit a soporific liquid in a 20-ft. cone. All creatures caught in the cone must immediately make a save against scavenger worm poison. The save DC is Constitution-based.



Poison (Ex) contact or injury; *onset* immediate; *save* DC 16; *frequency* 1/round for 4 rounds; *effect* unconsciousness; *cure* 1 save.

The territorial scavenger worms hunt the subterranean world, attacking and devouring all living creatures they encounter. When live prey is unavailable, the scavenger worm will consume carrion. The scavenger worm waits for prey in areas where it is hard for others to see or detect. Often the creature hangs on the ceiling or other convenient overhang and attacks when a creature passes beneath.

Though eyeless, a scavenger worm senses its environment through short keenly sensitive hairs on its body. The darkness of the underground world does not impede their hunting.

In combat, a scavenger worm opens with its tranquilizing spray, attempting to catch as many creatures as possible in the blast. Those who succumb are immediately slain and dragged back to the worm's lair. Because a scavenger worm's mouth is small for its size, its bite attack is not terribly damaging. Thus, a scavenger worm attempts to haul away a sleeping victim rather than battle unaffected prey.

Victims can be awakened with a DC 15 Heal check that requires a full-round action or with spells such as *neutralize poison* or *restoration*.

The scavenger worm resembles a giant, chitin-plated earthworm supported on thousands of tiny legs. They grow to between 9 and 11 feet and weigh about 800 pounds. The young hatch from hairy, brown leathery eggs that resemble sackcloth. An egg-brood contains 3d6 eggs.

Several underground species have learned to domesticate the scavenger worm. They employ them as mounts and guards, and harvest them for their poison. Kobolds possess an affinity for the creatures and apply the scavenger worm's tranquilizing spray to their weapons.

Knowledge (dungeoneering) DC	Lore
9	Scavenger worms are aggressive, subterranean hunters.
14	A scavenger worm's most dangerous ability is its tranquilizing spray which it uses to incapacitate foes.
19	A scavenger worm prefers to drag away unconscious prey rather than fight with creatures who do not succumb to its tranquilizing spray.
24	There is a 1 in 12 chance a scavenger worm will be domesticated and part of a kobold battle group.

Sea Cat

This creature has the body of a porpoise but the head of a lion surrounded with a deep green mane. Where flippers should be are two clawed limbs.

SEA CAT CR 4

XP 1,200

N Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, scent, Perception +11

Defense

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

hp 42 (5d10+15)

Fort +7, **Ref** +5, **Will** +4

Defensive Abilities aggressive

Offense

Speed 10 ft., swim 40 ft.

Melee 2 claws +8 (1d6+4), bite +8 (1d8+4)

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

Special Attacks rend (2 claws, 1d6+6)

Statistics

Str 19, **Dex** 12, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10

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

Feats Alertness, Endurance, Iron Will

Skills Perception +11, Sense Motive +3, Swim +12

Languages None

SQ hold breath

Ecology

Environment temperate seas and oceans

Organization solitary, pair or pride (5-12)

Treasure none

Special Abilities

Aggressive (Ex) The sea cat gains a +4 racial bonus on checks to resist attempts to demoralize it.

Hold Breath (Ex) A sea cat can hold its breath for a number of rounds equal to 6 x its Constitution modifier before it risks drowning.

Sea cats are large, aquatic predators also known as sea lions for the ecological niche they occupy. They hunt the coastal areas of large seas and oceans, and lair in undersea caves or in half-submerged ship wrecks. Though their diet consists of fish and aquatic animals, sea cats hunt and kill anything that enters their territory. As with terrestrial lions, sea cats maintain a territory into which they do not tolerate intrusion. Even creatures significantly larger are attacked if they trespass on a sea cat's domain.

Sea cats are intelligent enough to cooperate when facing more powerful or more numerous foes. In combat they attack with both claws and bite, and attempt to drag weaker opponents underwater to drown them. Sea cats always fight

to the death. They consider sharks to be competitors and attack and kill them without hesitation.

Occasionally, intelligent aquatic or semi-aquatic races domesticate sea cats for use as guards and protectors. Sea cats attack sahuagin on sight. An ancient enmity exists between the two races, and the sahuagin prevail only through greater intelligence and organization.

Females rule the sea cat pride. The males hunt and guard the young. The pride's alpha-female is usually an advanced creature of 7 to 9 Hit Dice. Huge sea cats of 10 to 18 Hit Dice are true terrors, preying on entire ships.

On average, a sea cat weighs 800 pounds and is 12 feet long.

Knowledge (arcana or nature) DC	Lore
9	Sea cats are predatory beasts that attack other creatures on sight.
14	The sea cat is such an aggressive hunter it always fights to the death.
19	A sea cat attacks sahuagin on sight, and will break off combat with other creatures if it notices a sahuagin nearby.
24	The sea cat's preferred tactic is to latch on to an opponent and drag it underwater.





Shedu

This creature is a winged bull with the face of a bearded man. It looks on you with a calm and knowing gaze.

SHEDU CR 6

XP 2,400

LG Large magical beast

Init +5; **Senses** darkvision 60 ft. *detect evil*, *discern lies*, low-light vision; Perception +15

Defense

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

hp 76 (9d10+27)

Fort +9, **Ref** +7, **Will** +8

SR 17

Offense

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

Melee 2 hooves +13 (1d8+5)

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

Spell-Like Abilities (CL 9th)

At Will – *astral projection* (self only), *detect evil*, *discern lies* (DC 17)

3/day – *charm monster* (DC 17)

Statistics

Str 21, **Dex** 12, **Con** 17, **Int** 16, **Wis** 16, **Cha** 17

Base Atk +9; **CMB** +15; **CMD** 26 (+30 vs. trip)

Feats Blind-Fight, Flyby Attack, Improved Initiative, Iron Will, Power Attack

Skills Diplomacy +15, Fly +6, Perception +15, Knowledge (arcana) +15, Sense Motive +15, Survival +8; **Racial Modifiers** Diplomacy, Knowledge (arcana), and Sense Motive are class skills

Languages Celestial, Common, Draconic, telepathy 100 ft.

SQ Ethereal jaunt

Ecology

Environment warm deserts

Organization solitary or herd (2-8)

Treasure standard

Special Abilities

Ethereal Jaunt (Su) As a move action, a shedu can move from the Ethereal Plane to the Material Plane as a free action and shift back as a move action. Otherwise, this ability is identical to the *ethereal jaunt* spell.

SHEDU, GREATER CR 10

XP 9,600

LG Large magical beast (good, lawful)

Init +5; **Senses** darkvision 60 ft., *detect evil*, *discern lies*, low-light vision; Perception +21

Aura *magic circle against evil*

Defense

AC 21, touch 10, flat-footed 19 (+1 Dex, +11 natural, -1 size)

hp 147 (14d10+70)

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

DR 10/evil; **SR** 21

Offense

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

Melee 2 hooves +20 (2d8+7)

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

Spell-Like Abilities (CL 14th)

Constant – *detect evil*, *discern lies* (DC 19), *magic circle against evil*

At Will – *astral projection* (self only), *clairaudience/clairvoyance*, *detect magic*, *invisibility*

2/day – *dominate person* (DC 20), *telekinesis* (DC 20)

Cleric Spells Prepared (CL 10th)

5th – *atonement*, *mass cure light wounds*

4th – *divination*, *divine power*, *restoration*, *spell immunity*

3rd – *create food and water*, *dispel magic*, *magic vestment*, *remove curse*

2nd – *aid*, *bull's strength*, *cure moderate wounds*, *remove paralysis*, *resist energy*

1st – *bless*, *cure light wounds*, *divine favor*, *entropic shield*, *endure elements*

0 – *create water*, *guidance* (2), *read magic*, *resistance*, *virtue*

Statistics

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

Base Atk +14; **CMB** +22; **CMD** 33 (+37 vs. trip)

Feats Blind-Fight, Flyby Attack, Improved Initiative, Improved Natural Attack (hoof), Iron Will, Power Attack, Skill Focus (Diplomacy)

Skills Diplomacy +28, Fly +6, Knowledge (arcana) +17, Knowledge (planes) +10, Knowledge (religion) +14, Perception +18, Sense Motive +21, Survival +16; **Racial Modifiers** Diplomacy, Knowledge (arcana), and Sense Motive are class skills

Languages Auran, Celestial, Common, Draconic, telepathy 100 ft.

SQ Ethereal jaunt

Ecology

Environment warm deserts

Organization solitary or troupe (1 greater shedu plus 2-5 shedu)

Treasure standard

Special Abilities

Speaker of the Law (Su) Three times per day a greater shedu can speak a word of power. Chaotic creatures in a 30-ft. radius are stunned for 1d4 rounds if they fail a DC 22 Will save. On a successful save chaotic creatures are dazed for 1 round. A creature that saves is immune to any



further uses of that shedu's ability for 24 hours. This is a sonic, mind-affecting effect. The save DC is Charisma-based.

Ethereal Jaunt (Su) As a move action, a shedu can move from the Ethereal Plane to the Material Plane as a free action and shift back as a move action. Otherwise, this ability is identical to the *ethereal jaunt* spell.

Spells Greater shedu cast spells as a 10th-level cleric but do not gain access to domains or other clerical abilities.

The shedu appears as a winged bull with a dark pelt and the head of a man. The humanoid face always sports a long, woven beard. Though shedu can communicate telepathically, they prefer to speak, knowing the deep, placid timber of their voice puts creatures at ease.

Before the rise of humanoid civilizations, anarchy ruled among the world's sentient creatures. The gods created the first shedu to bring the rule of law to all humanoids. Having fulfilled their original purpose, shedu now seek out and destroy all evil creatures. They still consider themselves the arbiters of law, order and good, and take it as their duty to ensure such principles are upheld, either through battling agents of chaos or acting as advisors to kings. The reputation of the shedu for fairness is such that creatures with disputes will ask a shedu to arbitrate if one is nearby.

In combat, a shedu attacks with hooves, preferring to use flyby attack and ethereal jaunt to keep itself out of danger until it knows the strength of opponents. A greater shedu stays at range as long as possible and bombards foes with spells.

Most shedu weigh about 800 pounds.

Shedu lair in forgotten or ruined temples dedicated to gods of good and law. Though they prefer deserts, shedu are found in any desolate natural environment, defending the borders of organized societies against the encroachment of chaos.

Knowledge (planes) DC	Lore
16	Shedu are intelligent, good-aligned magical beasts.
21	The shedu can often tell when a creature is lying. Hence shedu are often sought out to settle disagreements.
26	In combat, a shedu can move to the Ethereal Plane to avoid an opponent's attacks.
31	The gods of good and law grant the mightiest shedu spells and abilities to enforce their precepts and defeat the forces of chaos.

Shrieker

The purple toadstool trembles as it emits a piercing scream.

SHRIEKER CR 1

XP 400

N Small plant

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

Defense

AC 14, touch 11, flat-footed 13 (+3 natural, +1 size)

hp 11 (2d8+2)

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

Immune sonic, plant traits

Offense

Speed 5 ft.

Space 5 ft.; **Reach** 0 ft.

Special Attacks shriek (DC 13 Fort, 1d4 sonic)

Statistics

Str 9, **Dex** 10, **Con** 13, **Int** —, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** -2; **CMD** 8 (can't be tripped)

Languages None

Ecology

Environment underground

Organization solitary or patch (3-5)

Treasure incidental



Special Abilities

Shriek (Ex) Light sources or movement within 10 feet of a shrieker causes it to emit a piercing sound that lasts for 1d3 rounds. All creatures within 30 feet of a shrieker when it emits this noise must succeed on a DC 12 Fortitude save or take 1d4 sonic damage each round. A creature that successfully saves is not subject to the same shrieker's noise for 24 hours. The save DC is Constitution-based.

This mindless plant emits a loud, piercing wail when living creatures pass near it. Underground denizens have learned the noise indicates the presence of prey, and flock

to its source. The remnants of creatures slain around the shrieker fertilize it. Shriekers often form symbiotic relationships with other plant creatures, such as violet fungus and phantom fungus, and attract creatures with their shriek which are then slain by the more mobile plants.

Some underground denizens cultivate shriekers as guards and intruder alarms.

Variant Shriekers

The shrieker fungus has evolved and adapted to life underground. Variant shriekers make it easy for predators to overcome prey and provide the plants with a supply of ready compost.

Mindstab Fungus (CR 3): These shriekers emit a high, piercing sound, but also send out penetrating mental waves that stun nearby creatures. All creatures within 30 feet of a mindstab fungus when it shrieks must succeed on a DC 14 Will save or become stunned for 1d4+1 round. The mindstab fungus can emit this mental blast every 1d6 rounds. A creature that successfully saves is not subject to the same mindstab fungus's stun for 24 hours. This is a sonic, mind-affecting charm effect.

Singing Shrieker (CR 5): The singing shrieker is always found in partnership with other aggressive plant creatures such as assassin vines or violet fungi. These underground plants call out in the normal manner of shriekers, but instead of a loud wail, produce a pleasing, melodic sound. All creatures within 60 feet of a singing shrieker must succeed on a DC 15 Will save or become captivated. A creature that successfully saves is not subject to the same singing shrieker's song for 24 hours. The victim moves toward the shrieker in the most direct manner available. If the path leads them through a dangerous area, the victim receives another saving throw to end the effect before moving into peril. Captivated creatures can take no other actions other than to defend themselves. This effect continues for as long as the shrieker sings and 1 round thereafter. This is a sonic, mind-affecting charm effect.

Knowledge
(nature) DC

Lore

7

Shriekers are subterranean plants that emit a loud wail when they sense movement or light.

13

Subterranean predators know a shrieker's noise indicates the presence of possible prey and move toward the sound.

18

Some civilized underground creatures use shriekers to alert them to the presence of intruders.

23

Shriekers sometimes form symbiotic relationships with aggressive, mobile plant creatures.

Skeleton, Black

This creature looks like a skeleton with glistening black bones, seemingly constructed of blackened steel. Red pinpoints of light burn in its hollowed eye sockets as it deftly brandishes two short swords.

SKELETON, BLACK CR 5

XP 1,600

CE Medium undead

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

Perception +13

Aura frightful presence (60 ft.,

DC 15)

Defense

AC 18, touch 14, flat-footed 14

(+4 Dex, +4 natural)

hp 45 (6d8+18)

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

Defensive Abilities channel

resistance +4; **DR** 10/

bludgeoning and good;

Immune cold, undead traits

Offense

Speed 40 ft.

Melee 2 short swords +9 (1d6/19-20 plus 1d3 Strength)

or 2 claws +8 (1d4 plus 1d3 Strength)

Special Attacks Superior two-weapon fighting

Statistics

Str 11, **Dex** 19, **Con** --, **Int** 13, **Wis** 10, **Cha** 16

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

Feats Improved Initiative, Weapon Finesse, Weapon Focus

(short sword)

Skills Acrobatics +10, Climb +9, Intimidate +12,

Perception +9, Stealth +13

Languages Abyssal, Common

Ecology

Environment any

Organization any

Treasure NPC gear (2 short swords, other gear)

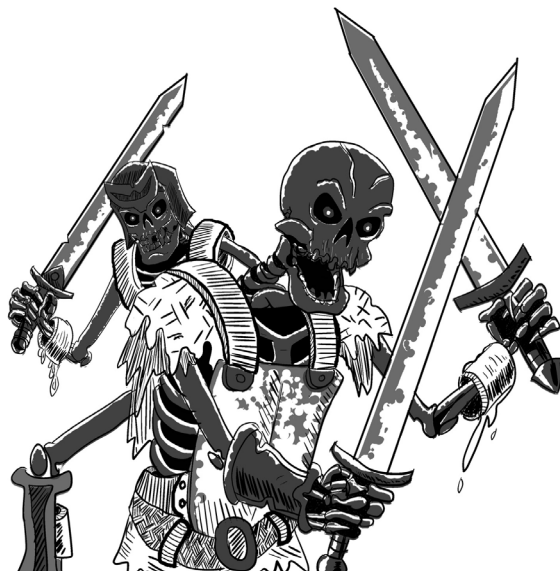
Special Abilities

Superior Two-Weapon Fighting (Ex) Black skeletons suffer no penalties for fighting with two weapons simultaneously.

Black skeletons are intelligent monsters and are not subject to the mindless commands that can be given to such undead as skeletons or zombies. They have a clear mind and sometimes go against the commands and wishes of those they serve, if it benefits the black skeleton in question. Such treachery is rare, however, since the skeletons know that betrayal likely means a quick demise at the hands of spellcasting masters.

These unusual undead are the remnants of living creatures slain in an area where the ground is soaked through with evil. The bodies of fallen humanoids are contaminated and

polluted by such evil and, within days after their death, the slain creatures rise as black skeletons, leaving their former lives and bodies behind. Because of their intelligence, black skeletons do maintain some memories of their former lives.



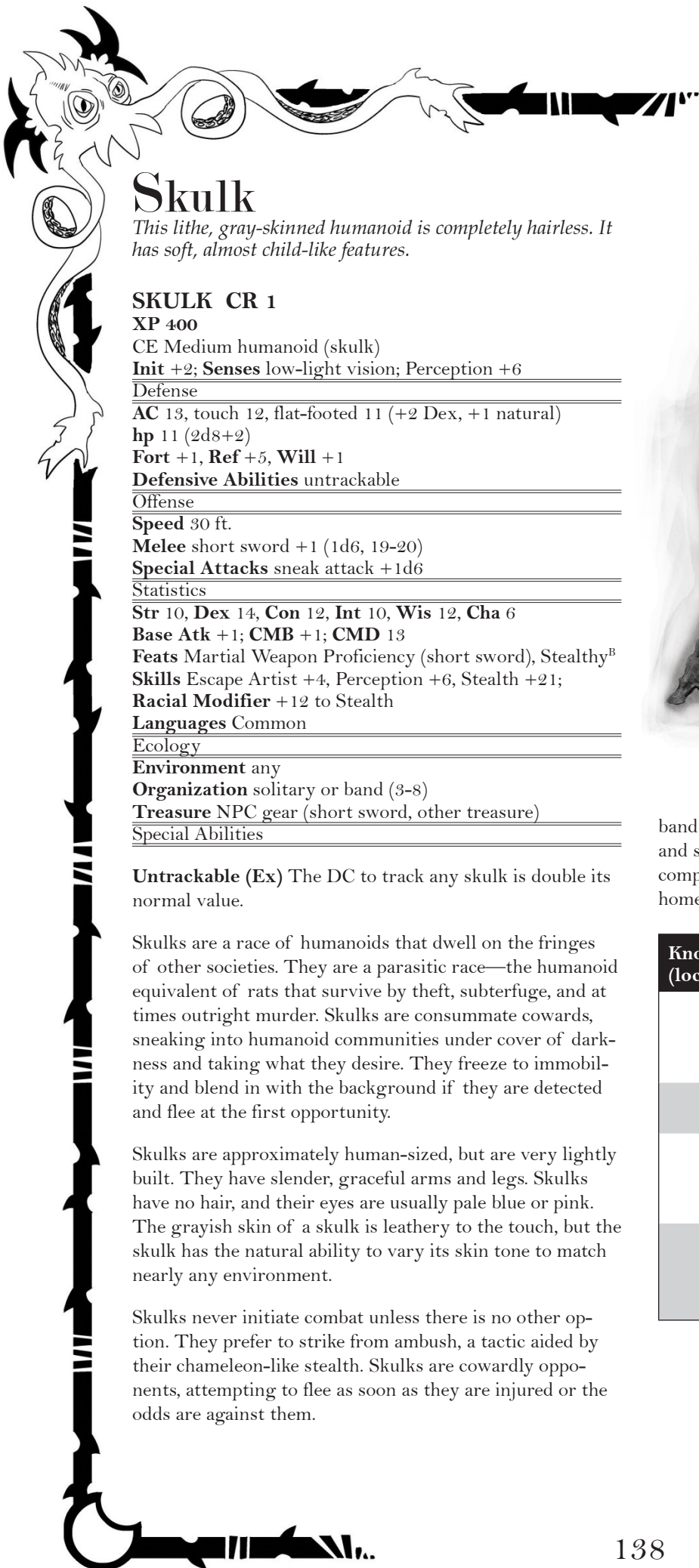
Black skeletons wear any clothes or armor they had in life, and some still carry their former gear or weapons (most discard their weapons in favor of two short swords as soon as they can). The distinctive two-weapon style a black skeleton displays is theorized to be a connection to the very first of its kind—a warrior who wielded twin short blades. Sages believe that a spell was used to duplicate the coal-black undead this warrior became and that, since the creature's birth, all subsequent undead are influenced to taking up the same weapons.

Black skeletons attack with two short swords in battle with little more than the intention of cutting

their foes to pieces. They are intelligent opponents and will use tactics during battle, often sending several of their number against a foe's front while others move into position to flank their adversaries. Clerics are especially hated by these undead and are the first targets of an assault. Black skeletons are smart enough to know when the battle is lost and withdraw from combat, though such instances are rare. Most simply fight to the death, driven by some unseen hatred for the living.

Black skeletons speak Common and Abyssal.

Knowledge (religion) DC	Lore
10	A black skeleton appears as its name suggests and wields two short swords.
15	Intelligent and fearless, black skeletons utilize the same tactics that adventurers are known to employ when appropriate (bull rushing, flanking, etc.)
20	Besides wielding their blades with deadly efficiency, the supernatural chill of the blade also weakens living opponents.
25	Despite their unusual appearance, black skeletons are still at the mercy of a skilled cleric's turning ability. As such, those holy warriors are the first targets of attack.



Skulk

This lithe, gray-skinned humanoid is completely hairless. It has soft, almost child-like features.

SKULK CR 1

XP 400

CE Medium humanoid (skulk)

Init +2; **Senses** low-light vision; Perception +6

Defense

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

hp 11 (2d8+2)

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

Defensive Abilities untrackable

Offense

Speed 30 ft.

Melee short sword +1 (1d6, 19-20)

Special Attacks sneak attack +1d6

Statistics

Str 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 12, **Cha** 6

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

Feats Martial Weapon Proficiency (short sword), Stealthy^B

Skills Escape Artist +4, Perception +6, Stealth +21;

Racial Modifier +12 to Stealth

Languages Common

Ecology

Environment any

Organization solitary or band (3-8)

Treasure NPC gear (short sword, other treasure)

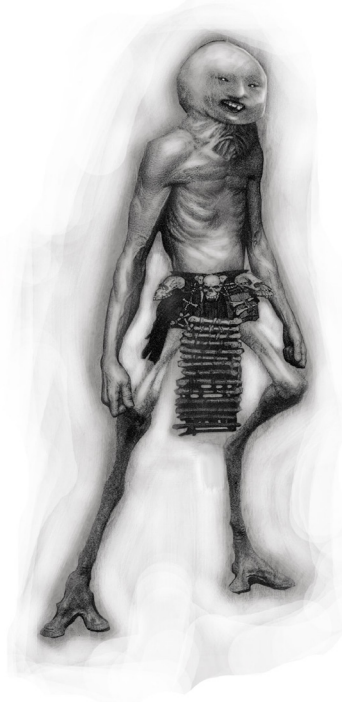
Special Abilities

Untrackable (Ex) The DC to track any skulk is double its normal value.

Skulks are a race of humanoids that dwell on the fringes of other societies. They are a parasitic race—the humanoid equivalent of rats that survive by theft, subterfuge, and at times outright murder. Skulks are consummate cowards, sneaking into humanoid communities under cover of darkness and taking what they desire. They freeze to immobility and blend in with the background if they are detected and flee at the first opportunity.

Skulks are approximately human-sized, but are very lightly built. They have slender, graceful arms and legs. Skulks have no hair, and their eyes are usually pale blue or pink. The grayish skin of a skulk is leathery to the touch, but the skulk has the natural ability to vary its skin tone to match nearly any environment.

Skulks never initiate combat unless there is no other option. They prefer to strike from ambush, a tactic aided by their chameleon-like stealth. Skulks are cowardly opponents, attempting to flee as soon as they are injured or the odds are against them.



Skulk Society

Skulks dwell in small bands or family groups, living a nomadic existence as they travel from place to place. They move constantly so as not to attract undue attention from local militias. A skulk lair will usually be located in an area that is easily concealed, such as a cave or forest. Occasionally, skulks will sneak into a large city's sewer system and set up a more or less permanent presence there, moving their lair from place to place under the city.

Skulks remain hidden during daylight hours, leaving the safety of their lair to conduct forays into the humanoid community under cover of darkness.

A favored tactic of a skulk

band is to sneak into a residence under cover of darkness and slaughter the entire family. Once that grisly task is complete, the skulks remain to take what they will from the home and leave just before dawn.

Knowledge (local) DC	Lore
6	Skulks lurk within all urban societies. They are the glimpse of a figure that isn't there when you turn around.
11	Skulks are cowardly and likely to run if threatened.
16	Skulks are able to hide in plain sight but spells such as faerie fire or glitterdust can quickly reveal their location.
21	Recently, skulks have become agents within many of the world's assassin guilds. Their stealth and pack tactics make them excellent operatives.

Soul Eater

This creature resembles a billowing cloud of inky darkness. Two long, pale white arms protrude from the cloud, each ending in a clawed hand.

SOUL EATER CR 7

XP 3,200

N Medium outsider (extraplanar)

Init +10, **Senses** darkvision 60 ft., *discern location*;
Perception +17

Defense

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

hp 75 (10d10+20)

Fort +5, **Ref** +13, **Will** +7

DR 10/magic; **Immune** paralysis, poison, stunning

Offense

Speed Fly 100 ft. (perfect)

Melee 2 claws +17 (1d4+1 plus 1d3 Wis drain)

Special Attacks soul drain

Spell-like Abilities (CL 10th)

Constant—*discern location*, *fly*

Statistics

Str 13, **Dex** 22, **Con** 14, **Int** 12, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +11, **CMD** +27 (can't be tripped)

Feats Alertness, Improved Initiative, Flyby Attack, Weapon Finesse, Weapon Focus (claw)

Skills Diplomacy +13, Fly +32, Intimidate +13, Knowledge (planes) +14, Perception +17, Sense Motive +2, Stealth +19, Survival +13

Languages Common, plus one additional

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

Link to Caster (Ex) When a soul eater is summoned to the Material Plane, it creates a mental link between itself and the caster who summoned it. If a soul eater's victim (i.e., the creature it is summoned to slay) is killed before the creature can devour its soul, the soul eater returns at



full speed to the caster and attacks him. Likewise, if a soul eater is defeated in battle (but not slain) by its target, the creature returns to the caster and attacks him. So long as both the caster and soul eater are on the same plane of existence, the soul eater can successfully locate the caster (as though guided by *discern location*). If the caster leaves the plane, the link is temporarily broken. Once the caster returns, or the soul eater enters a plane the caster is on, the link is immediately restored.

Soul Drain (Su) When a soul eater slays a foe, it devours the victim's soul in three rounds. Such a creature cannot be returned to life by any means save a deity's intervention. If a soul eater is killed, any souls consumed by it can be saved (though there is no way to detect which soul eater ate which soul and all the creatures look identical).

A soul eater is an extraplanar creature of great power. Its plane of origin is unknown but is thought to be some sort of void plane. Soul eaters are summoned to the Material Plane for one purpose—to slay living creatures. When given a target, a soul eater can track it unerringly.

It is thought that soul eaters sustain themselves on the life energies of living creatures and derive this sustenance by draining the souls of living targets. A soul eater strikes with two ghostly claws in each round. It attacks until either it or its target is slain.

Soul eaters, though neutral, are agents of entropy, destruction and the eventual end of all things. Although they do gain nutrients from the souls they consume, it is rumored that they also use this energy to construct a portal that will free their lord, The Living Emptiness, from its extraplanar prison. When they have collected enough souls to break the bonds holding their lord, the end of all times will finally arrive. Sages who study soul eaters and believe in this theory keep special time-keeping devices which somehow monitor the universal soul consumption and give physical manifestation of the countdown to oblivion.

Knowledge (planes) DC	Lore
12	Soul eaters appear as a cloud of darkness from which two clawed hands extend. They are not incorporeal.
17	Soul eaters are summoned by magic-using creatures to hunt down and kill specific targets, whom they attack with single-mindedness once encountered.
22	A soul eater that is defeated but not killed, turns its vengeance upon the caster who summoned it.
27	The soul eater species use a portion of all souls consumed to help construct a portal to free their extraplanar master who, it is said, will bring an end to all things.

Sphinx, Andro-

This leonine creature has the head of a man and wings made of dusty-white feathers.

ANDROSPHINX CR 9

XP 6,400

CG Large magical beast

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

Perception +23

Defense

AC 23, touch 9, flat-footed 23 (+14 natural, -1 size)

hp 123 (13d10+52)

Fort +12, **Ref** +8, **Will** +9

Offense

Speed 50 ft., fly 80 ft. (poor)

Melee 2 claws +19 (2d4+7)

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

Special Attacks pounce, rake (2 claws +19, 2d4+7), roar

Spells Prepared (CL 6th)

3rd – *cure serious wounds, invisibility purge, searing light*

2nd – *bull's strength, remove paralysis, resist energy, summon monster II*

1st – *divine favor, entropic shield, shield of faith, remove fear*

0 – *detect magic, read magic*

Statistics

Str 25, **Dex** 10, **Con** 19, **Int** 16, **Wis** 17, **Cha** 17

Base Atk +13; **CMB** +21; **CMD** 31 (35 vs. trip)

Feats Alertness, Cleave, Flyby Attack, Improved Initiative, Iron Will, Power Attack, Skill Focus (Intimidate)

Skills Fly +10, Intimidate +22, Knowledge (history) +16, Perception +23, Sense Motive +5, Survival +16

Languages Common, Draconic, Sphinx

Ecology

Environment warm deserts

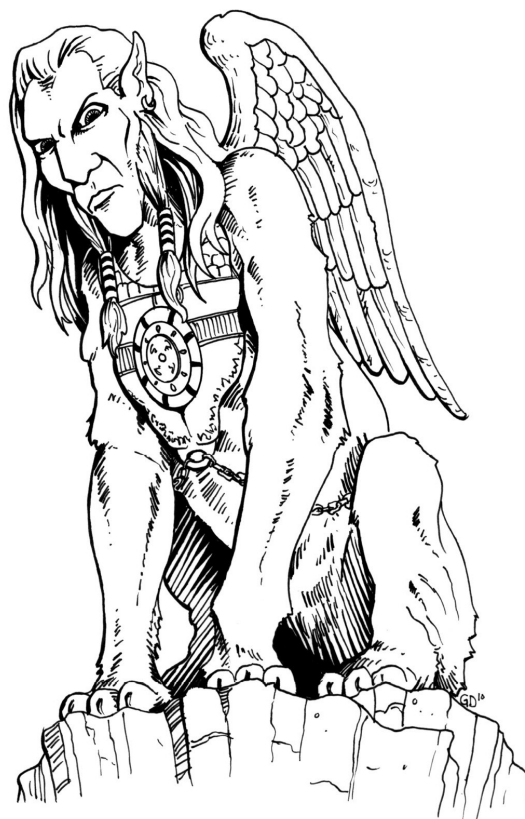
Organization solitary

Treasure standard

Special Abilities

Roar (Su) Three times a day, an androsphinx can unleash a mighty roar, to create one of the effects described below. Each time a sphinx roars it can choose which effect to produce. A creature that saves against a particular roar is immune to subsequent uses of that roar from that androsphinx for 24 hours. Other androsphinxes are immune to these effects. The save DCs are Charisma-based.

- **Panicking Roar:** All creatures within 500 feet must succeed on a DC 19 Will save or become panicked for 2d6 rounds. Subsequent panicking roars do not stack, but do add to the duration. This is a sonic, mind-affecting effect.
- **Paralyzing Roar:** All creatures within 250 feet are paralyzed for 1d4 rounds unless they succeed on a DC 19 Fortitude save. This roar deafens all creatures within 90 feet of the androsphinx for 2d6 rounds (no save).

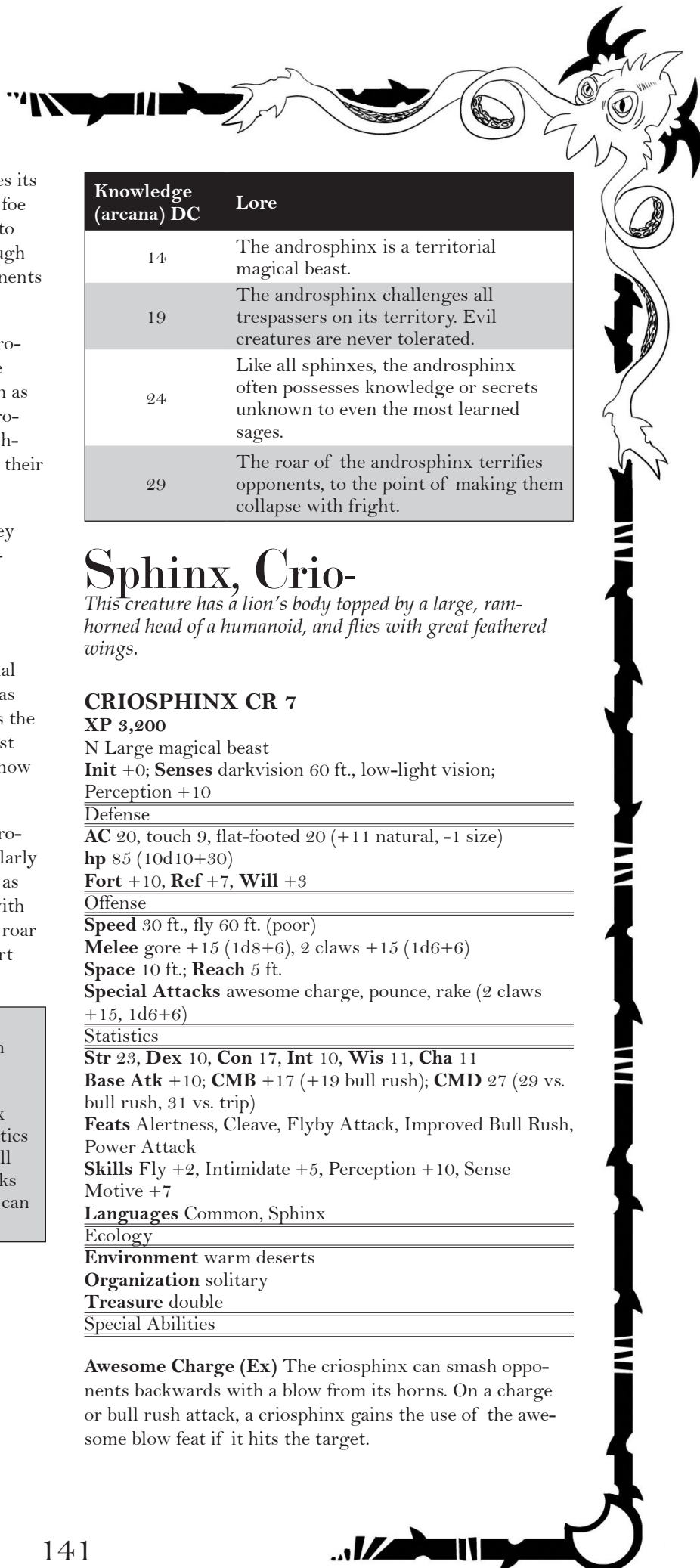


- **Weakening Roar:** All creatures within 250 feet take 1d6 points of Strength damage (duration of 2d4 rounds) if they do not succeed on a DC 19 Fortitude save. Medium and smaller creatures within 90 feet of the sphinx must also succeed on a second DC 19 Fort save or take 2d8 points of damage when they are thrown to the ground. This roar also deals 50 points of damage to crystal and stone objects with 90 feet. Magic items and held items can escape this damage with a DC 19 Reflex save.

Spells An androsphinx casts spells as a 6th-level cleric but does not gain access to domains or other cleric abilities.

Like its other sphinx-kin, the androsphinx prefers to inhabit lonely, desolate areas. Most often they serve as guardians of some important (but forgotten) tomb or temple. A few possess knowledge lost to time and are often sought out for what they know. An androsphinx never gives away its secrets without an assurance its knowledge won't benefit evil creatures or causes.

The good-natured androsphinx does not tolerate evil creatures in its territory. Free of bandits, evil humanoids and monsters, the area an androsphinx claims is usually a haven to travelers passing through it. The androsphinx often rescue lost travelers if to simply get them out of their territory.



In combat, an androsphinx is a ferocious fighter. It uses its roar to incapacitate opponents and then tears into the foe most likely to do it the most harm in melee. If forced to flee, an androsphinx only breaks off combat long enough to heal and cast spells on itself. It fights until all opponents leave its home territory.

Androsphinxes are always male. Their method of reproduction is unknown, but some speculate they might be immortal. They cannot mate with the creatures known as gynosphinxes (which is a separate species). Some androsphinxes have hinted that their lack of females is punishment for a wrong committed against the gods early in their history.

An androsphinx attacks hieracosphinxes on sight. They enjoy the company of gynosphinxes and tolerate criosphinxes, but believe them to be inferior creatures.

The Sphinx Language

The sphinx language possesses grammar and syntax similar to the three primal languages: draconic, celestial and infernal. This indicates the sphinx race is at least as old as the angelic and devilish hosts, and also suggests the creatures participated in, or at least witnessed, the First War which created the heavenly and hellish divisions now so familiar.

Humanoids find the sphinx language just as hard to pronounce as its three etymological cousins, but also similarly power-laden. Spells cast using sphinx perform as well as those cast using the standard draconic syllables, but with slightly different effects. Targets might hear a distant roar as a spell takes effect or feel the touch of an arid, desert wind.

New Feat: Wisdom of the Sphinx

Your knowledge of the primordial tongue aids you in understanding other languages and interpreting the grammar of magic.

Prerequisite: Linguistics 3 ranks, must speak Sphinx

Benefit: You gain a +2 competence bonus to Linguistics skill checks, Spellcraft skill checks to learn a new spell or decipher a scroll, and Use Magic Device skill checks to use a scroll with a spell of a higher level than you can cast.

Knowledge (arcana) DC	Lore
14	The androsphinx is a territorial magical beast.
19	The androsphinx challenges all trespassers on its territory. Evil creatures are never tolerated.
24	Like all sphinxes, the androsphinx often possesses knowledge or secrets unknown to even the most learned sages.
29	The roar of the androsphinx terrifies opponents, to the point of making them collapse with fright.

Sphinx, Crio-

This creature has a lion's body topped by a large, ram-horned head of a humanoid, and flies with great feathered wings.

CRIOSPHINX CR 7

XP 3,200

N Large magical beast

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

Perception +10

Defense

AC 20, touch 9, flat-footed 20 (+11 natural, -1 size)

hp 85 (10d10+30)

Fort +10, **Ref** +7, **Will** +3

Offense

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

Melee gore +15 (1d8+6), 2 claws +15 (1d6+6)

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

Special Attacks awesome charge, pounce, rake (2 claws +15, 1d6+6)

Statistics

Str 23, **Dex** 10, **Con** 17, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +17 (+19 bull rush); **CMD** 27 (29 vs. bull rush, 31 vs. trip)

Feats Alertness, Cleave, Flyby Attack, Improved Bull Rush, Power Attack

Skills Fly +2, Intimidate +5, Perception +10, Sense Motive +7

Languages Common, Sphinx

Ecology

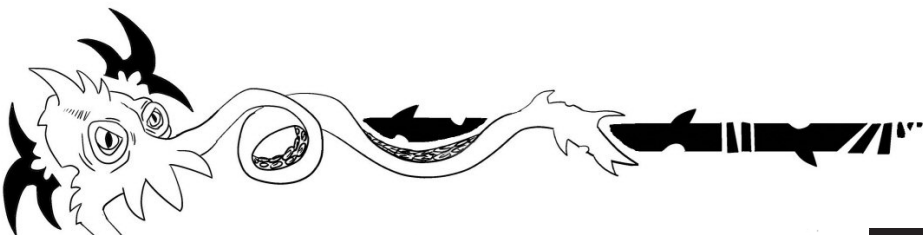
Environment warm deserts

Organization solitary

Treasure double

Special Abilities

Awesome Charge (Ex) The criosphinx can smash opponents backwards with a blow from its horns. On a charge or bull rush attack, a criosphinx gains the use of the awesome blow feat if it hits the target.



This species of sphinx possesses no female members. Like the androsphinx, their method of reproduction is unknown (if any) and it is generally assumed they are immortal. However, they seek out gynosphinxes (the most common sphinxes) whenever they believe one is in their territory, even though that creature is a different species and the two are not capable of producing offspring. Why they do this is a mystery to this day. Criosphinxes are not as intelligent as their androsphinx or gynosphinx cousins and do not cast spells.

Like other sphinxes, a criosphinx maintains a territory that it patrols for intruders. Trespassers are allowed to pass through unmolested in exchange for all their wealth. Neither good nor evil, though thoroughly greedy, criosphinxes do not care about the greater struggles of the world in the same way as their intelligent cousins. They simply desire treasure.

In combat, the criosphinx charges and pounces on opponents it believes pose the greatest danger in melee or knocks foes about with its awesome charge. Otherwise, it employs its flyby attack to stay out of harm's way.

Knowledge (arcana) DC	Lore
12	Criosphinxes are greedy and territorial sphinxes with rams's horns.
17	Creatures can safely pass through the territory of a criosphinx by offering a large payment to the creature.
22	The only thing a criosphinx desires more than treasure is a gynosphinx. A criosphinx abandons everything to chase a gynosphinx it has sighted.
27	The criosphinx's preferred method of attack is a charge that knocks a creature backwards.

Sphinx, Hieraco-

This winged creature has the body of lion and the head of a falcon.

HIERACOSPHINX CR 6

XP 2,400

CE Large magical beast

Init +2; **Senses** darkvision 60 ft. *deathwatch*, low-light vision; Perception +14

Defense

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 67 (9d10+18)

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

Offense

Speed 30 ft., fly 90 ft. (poor)

Melee bite +13 (1d10+5), 2 claws +13 (1d6+5)

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

Spell-Like Abilities (CL 9th)

Constant – *deathwatch*

1/week – *soul bind* (DC 19)

Special Attacks pounce, rake (2 claws +13, 1d6+5)

Statistics

Str 21, **Dex** 14, **Con** 15, **Int** 6, **Wis** 15, **Cha** 10

Base Atk +9; **CMB** +15; **CMD** 27 (31 vs. trip)

Feats Alertness, Cleave, Flyby Attack, Power Attack, Skill Focus (Stealth)

Skills Fly +2, Perception +14, Sense Motive +4, Stealth +11; **Racial Modifier** +4 to Perception

Languages Common, Sphinx

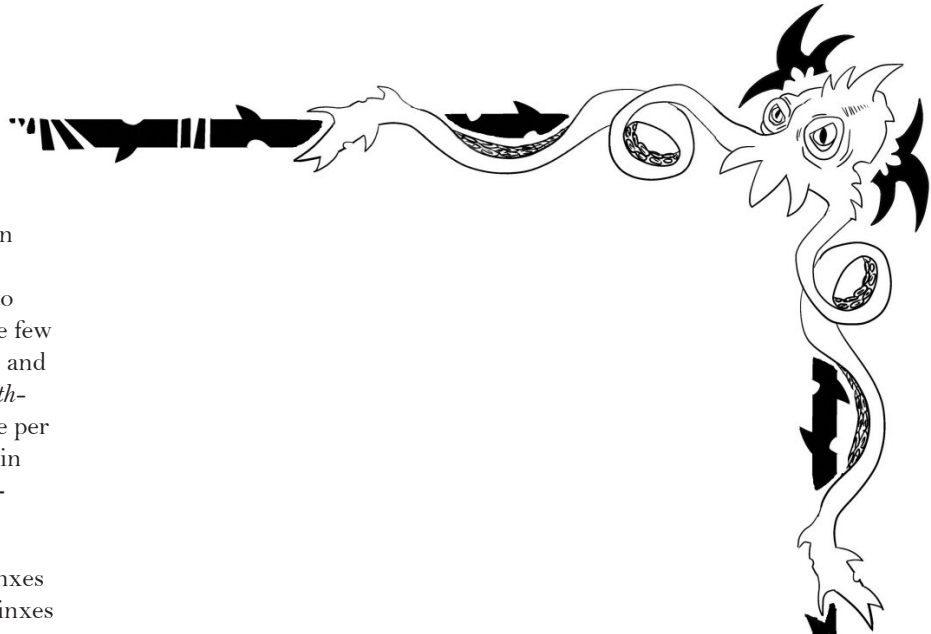
Ecology

Environment warm deserts

Organization solitary, pair or flock (4-7)

Treasure none

Hieracosphinxes are the most animalistic of all sphinxes, lacking any humanoid aspects. They possess the body of a lion and the head of a great falcon. They are associated with the funerary traditions of desert cultures and the hieracosphinx's image often presides over burial rights and temples dedicated to death gods.



Their wild nature causes them to attack all creatures in their territory but also means they venture across the landscape purposely for the joy of locating creatures to hunt and slay. In combat, hieracosphinxes demonstrate few tactics beyond direct attack, relying on brute strength and numbers to overwhelm opponents. They use their *death-watch* ability to focus attacks on a dying creature. Once per week, a hieracosphinx can “take” the soul of newly slain being. What happens to the soul or where the hieracosphinx takes it is unknown.

Hieracosphinxes can sense the presence of other sphinxes in their territory and generally avoid them. Androsphinxes attack hieracosphinxes on sight.

Knowledge (planes) DC	Lore
11	Hieracosphinxes are an evil species of sphinx.
16	As an avatar of death, a hieracosphinx can sense when a creature is about to die.
21	Hieracosphinxes fear and avoid other species of sphinxes.
26	The hieracosphinx can take a slain creature’s soul. The fate of these souls is unknown.



Spider Eater

This massive flying insect buzzes through the air on four bat-like wings. Its bloated abdomen brandishes a razor-sharp stinger dripping with venom.

SPIDER EATER CR 5

XP 1,600

N Large magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

Defense

AC 16, touch 12, flat-footed 13 (+2 Dex, +1 dodge, +4 natural, -1 size)

hp 47 (5d10+20)

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

Defensive Abilities *freedom of movement*

Offense

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

Melee sting +9 (1d8+5 plus poison), bite +9 (1d8+5)

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

Special Attacks poison

Spell-Like Abilities (CL 12th)

Constant – *freedom of movement*

Statistics

Str 21, **Dex** 14, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 24

Feats Alertness, Dodge, Improved Initiative

Skills Fly +8, Perception +11, Sense Motive +3, Stealth +2; **Racial Modifier** +4 to Perception

Languages None

SQ Implant

Ecology

Environment temperate forests

Organization solitary or pair

Treasure none

Special Abilities

Implant (Ex) Female spider eaters lay their eggs inside paralyzed creatures of Medium size or larger. The hatched larva emerge six weeks later, devouring the host from the inside, and killing the implanted creature. A *cure disease* cast on the implanted creature within the six-week gestation will kill the larva.

Poison (Ex) sting – injury; *save* Fort DC 16; *onset* 1 minute, *frequency* 1/week for duration of effect; *effect* paralysis 1d8+5 weeks; *cure* 1 save

Sages theorize the spider eater results from an ancient civilization's attempt to control the local arachnid population. (This is based solely on the spider eater's *freedom of movement* ability which renders it immune to the webs of giant spiders.) While these same sages do not know how this civilization fared against the spiders, they gage the experiment a partial success, as spider eaters are now a numerous and wide-ranging species. Though the creatures prefer to lay their eggs in spiders, any living creature will do.

Although only females lay eggs, males search for creatures to paralyze so their mates may have a suitable host. In combat, spider eaters sting and then back away, hovering just out of reach until a foe is paralyzed. The spider eater then carries the downed victim to a remote spot so it is not eaten by other animals before the spider eater's eggs can hatch.

Despite their name, spider eaters do not eat spiders. Except for when it burrows out of a host, a spider eater consumes only plant matter.

Some races use spider eaters as mounts. Ironically, one such race is the drow. A male-dominated dark-elf cult known as the Q'Darath have broken away from the ways of the Spider Queen and employ spider eaters as mounts in surface raids and in attacks against their spider-worshipping sisters.

Training a spider eater requires a DC 25 Handle Animal check after six weeks of work. Riding a spider eater requires an exotic saddle. Spider eater eggs and young fetch as much as 2,000 gp and 3,000 gp respectively on the open market. A trainer charges 3,000 gp to teach a spider eater to bear a rider. The spider eater's *freedom of movement* ability does not extend to its rider.

A spider eater weighs 4,000 pounds and has a wingspan of 20 feet.



Knowledge (arcana) DC

Lore

10

Spider eaters are magical beasts that implant their eggs in living hosts.

15

Since spider eaters can be trained to carry riders, spider eater eggs and young can fetch a high price on the open market.

20

A spider eater uses its poisonous sting to paralyze creatures it intends to use as hosts for its eggs.

25

Spider eaters are immune to magic and effects that hamper a creature's movement.

Tendriculos

Vines lash outward from this rising mass of earth while a seam parts in the dirt to display the fetid, toothy maw of a gigantic creature.

TENDRICULOS CR 6

XP 2,400

N Huge Plant

Init -1; **Senses** low-light vision;

Perception +13

Aura unnatural (30 ft.)

Defense

AC 16, touch 7, flat-footed 16 (-1 Dex, +9 natural, -2 size)

hp 85 (9d8+45); regeneration 10 (acid and bludgeoning)

Fort +11, **Ref** +2, **Will** +4

Defensive Abilities unnerving presence; **Immune** plant traits

Offense

Speed 20 ft.

Melee bite +13 (2d6+9 plus grab), 2 tendrils +8 (1d8+4 plus grab)

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

Special Attacks swallow whole (2d6 acid damage plus paralysis, AC 14, 8 hp)

Statistics

Str 28, **Dex** 9, **Con** 21, **Int** 3, **Wis** 8, **Cha** 4

Base Atk +6; **CMB** +17 (+19 bull rush, +21 grapple);

CMD 26 (28 vs. bull rush; can't be tripped)

Feats Alertness, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Stealth)

Skills Perception +13, Sense Motive +1, Stealth -6 (+2 immobile); **Racial Modifier** +8 Stealth when immobile

Languages None

Ecology

Environment temperate forests, jungles, and swamps

Organization solitary

Treasure incidental

Special Abilities

Acid (Ex) The stomach acid of a tendriculos contains a weak paralytic poison. Creatures swallowed whole by a tendriculos must make a DC 15 Fortitude save or become paralyzed for 3d4 rounds. A swallowed creature still alive at the end of this duration must make another save to avoid becoming paralyzed again. A creature that saves against this ability is immune to that tendriculos's poison for 24 hours. The save DC is Constitution-based and includes a -4 racial penalty.

The mass of walking plant matter called a tendriculos knows only one thing: hunger. The monster spends its existence lying in wait for creatures to cross its path, when



it strikes from surprise, wrapping the prey in strong, vine-like tendrils and swallowing them whole. Victims usually succumb to the tendriculos's paralyzing stomach acid and are quickly digested.

A tendriculos possesses the ability to regenerate body matter lost to combat and injury. Only acid or weapons that can smash apart its mass (such as hammers and maces) slow the process.

When not moving, the tendriculos is hard to spot. The creature appears as nothing more than a mound of moss, vines and grassy earth. Only when it rears its bulk and displays an orifice lined with woody fangs does its true nature become apparent. Most suppose the tendriculos possesses an unnatural origin and as proof point to the fact that animals flee its presence. Even ferocious predators such as tigers and wolves shun the tendriculos and its hunting grounds.

As part of an secret ancient ritual, elves are able to call a tendriculos into existence from surrounding plant matter. This action is extremely dangerous as such a tendriculos is never under the elven caster's complete control. The ritual is only ever used if an elven community is threatened with extinction by a powerful evil foe.

A tendriculos weighs 4,000 pounds and can rise up to a height of 15 feet.

Knowledge (nature) DC	Lore
11	The tendriculos is a semi-intelligent predator plant.
16	Animals refuse to attack a tendriculos or to even enter the monster's hunting grounds.
21	The stomach acid of a tendriculos paralyzes as well as dissolves swallowed creatures.
26	A tendriculos can quickly repair damage to its body except that caused by acid or bludgeoning weapons.

Tentamort

This creature has a small spherical body of gray flesh. Two long tentacles protrude from the upper half of the sphere while eight smaller tentacles hang from the bottom of its spherical body. One of the longer tentacles ends in a squid-like appendage while the other ends in a needlelike barb.

TENTAMORT CR 4

XP 1,200

N Medium aberration

Init +5; **Senses** blindsight 60 ft.; Perception +9

Defense

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 39 (6d8+12)

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

Offense

Speed 5 ft., climb 10 ft.

Melee 2 tentacles +7 (1d4+2 plus grab)

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

Special Attacks constrict (tentacles, 1d4+2), liquefy organs

Statistics

Str 15, **Dex** 12, **Con** 14, **Int** 7, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 17 (can't be tripped)

Feat Improved Initiative, Skill Focus (Stealth), Weapon Focus (tentacle)

Skills Climb +10, Perception +9, Stealth +13

Languages Undercommon

Ecology

Environments any underground

Organization solitary or cluster (2-5)

Treasure none



Special Abilities

Liquefy Organs (Su) If a tentamort strikes a creature with both tentacles and achieves a grapple it will begin to inject its foe with an enzyme that deals 1d2 points of Constitution damage each round the grapple is held. If the grapple is broken or the tentamort is killed the enzyme degrades and ceases to function. A creature slain by this attack and consumed by the tentamort can only be raised by the casting of a *miracle*, *true resurrection*, or *wish*.

Tentamorts are thought to have arrived on the Material Plane through a tear in the planar fabric. They are rarely encountered above ground, preferring the darkness of underground caverns and dungeons. The tentamort resembles a squid. Its body is a small, 3-foot diameter sphere of gray, hard flesh. Two 10-foot long tentacles protrude from the upper half of its body while 8 two-foot long tentacles hang from the bottom of its spherical body (it uses these for movement only). Of the two large tentacles, the left ends in a squid-like appendage and the right in a long, needle-sharp barb.

A tentamort uses its small tentacles to hold itself to ceilings and walls. When prey passes underneath, it drops on its opponent, grabbing it with its tentacles and injecting it with its deadly acid. Tentamorts will often stalk parties as they rest in a dungeon, striking silently at a lone sentry and then picking off the sleeping adventurers one by one.

Tentamorts have become a huge problem for underground cities and mines. Dwarven nations have suffered great losses to these sneaky predators and at least one drow settlement was utterly destroyed by tentamorts. Some suspect that another force must be controlling and uniting the tentamorts because all accounts of them from adventurers indicate that they are not very intelligent and certainly not intelligent enough to decimate a drow settlement.

Knowledge (dungeoneering) Lore

DC	Lore
9	Tentamorts hide within the shadowy corners of dungeon roofs and strike from hiding.
14	Tentamorts tend to grapple opponents and lift them off the ground.
19	The powerful enzyme that the tentamorts inject into their victims quickly denatures once the tentamort is slain.
24	Since tentamorts use blindsight to hunt, it is thought that sonic attacks and loud magical spells can confuse their senses.

Thoqqua

Heat distorts the air around this worm-like creature made of glowing, hot stone.

THOQQUA CR 2

XP 600

N Medium outsider (earth, elemental, extraplanar, fire)

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

Perception +8

Defense

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

hp 13 (2d10+2)

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

Immune elemental traits, fire

Weaknesses vulnerability to cold

Offense

Speed 30 ft., burrow 20 ft.

Melee slam +4 (1d6+3 plus burn)

Special Attacks burn (2d6, DC 12), spring charge

Statistics

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

Base Atk +2; **CMB** +4; **CMD** 15 (can't be tripped)

Feats Alertness

Skills Knowledge (planes) +3, Perception +8, Sense

Motive +3, Stealth +6, Survival +6

Languages None

Ecology

Environment any (Plane of Fire)

Organization solitary or pair

Treasure None

Special Abilities

Spring Charge (Ex) As a full-round action a thoqqua can coil its body and launch itself at a foe. This is considered a charge attack but the thoqqua does not need to move at least 10 feet before attacking.

Thoqqua originate from the Plane of Fire but also inhabit any place made of earth and containing large amounts of mineral deposits. Thoqqua consume these minerals but brook no intruders to their territory even if the offending creatures have no interest in the thoqqua's food source.

A thoqqua burrows by melting rock with its hot body. It leaves behind a useable tunnel, but the tunnel walls remain extremely hot for five hours afterwards. A creature using them during this time takes 1 point of fire damage for every five feet it traverses. In any case, the tunnels are narrow, a little wider than the thoqqua's one-foot girth, and only usable by the smallest of creatures.

The thoqqua's temper is as fiery and volatile as its body. It smashes into opponents, hoping its skin burns the target and then lights the creature on fire to cause even more damage. If possible, a thoqqua waits just below the

ground, bursting outward at the last moment to slam into unsuspecting targets. Very little dissuades a thoqqua from attacking except severe damage from cold.

Thoqqua reproduce by laying eggs. A nest contains 2d4 ova and is usually built near an underground lava tube that aids incubation. Minor amounts of rare metals can be smelted from the egg shells. An intact thoqqua egg can fetch up to 25 gp on the open market.

A mature thoqqua is about 5 feet long and weighs 200 pounds.

In areas of plentiful minerals and ore, thoqqua occasionally grow to Huge size (8-10 Hit Dice). It is said such monsters can vaporize creatures with a touch, and even cause earthquakes. Sages theorize the first huge thoqqua were brought to the Material Plane by the gods when they created the world in order to hollow out the earth for the subterranean races that would eventually live there. These primordial thoqqua laid eggs while tunnelling, spawning the thoqqua encountered today. A fanciful notion among these same sages is that one or more of the giant thoqqua remain on the Material Plane, kept in stasis for reasons not known to mortals.

Variant Thoqqua

Other thoqqua exist that burrow using different corrosive or caustic material. On the Plane of Earth some thoqqua exude acid instead of fire and dig tunnels using that substance. Earthen thoqqua lose the fire subtype and deal acid damage with their bodies. On the great tundra of the Plane of Water there are cold thoqqua that burrow through the ice. These thoqqua have the water subtype and deal cold damage instead of fire damage.



Knowledge
(planes) DC

Lore

7

Thoqqua are outsiders that combine the elements of earth and fire. Their eggs contain small amounts of valuable metals.

12

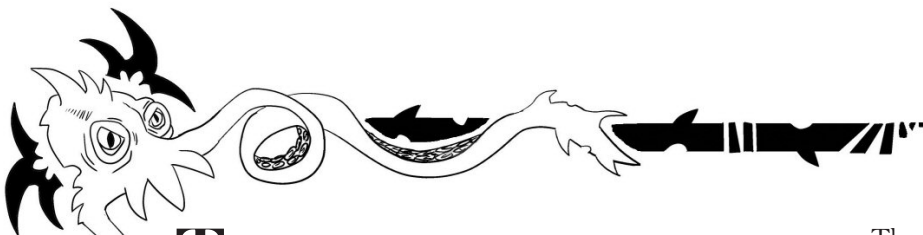
The tunnels a thoqqua burrows are extremely hot for several hours after the creature passes through.

17

Simply touching a thoqqua inflicts horrible burns and can cause a creature to burst into flames.

22

Thoqqua retreat if damaged by an intense source of cold.



Thorny

This creature resembles a hunting dog constructed of tangled briars, vines, leaves, and sticks. Its entire body is covered with small, sharp thorns.

THORNY CR 3

XP 800

N Medium plant

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

Aura thorns (0 ft., 1d4+2)

Defense

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 26 (4d8+8)

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

Defensive Abilities plant immunities; **Immune** disease, plant traits

Offense

Speed 50 ft.

Melee bite +5 (1d6+3 plus trip)

Statistics

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

Base Atk +3, **CMB** +5 (+9 trip); **CMD** 17 (21 vs. trip)

Feats Combat Reflexes, Skill Focus (Perception)

Skills Perception +9, Stealth +7

Languages Vegepygmy (can't speak)

Ecology

Environment any underground

Organization solitary, pack (3-8) or hunting party (2-4 thornies and 6-12 vegepygmies)

Treasure none



Thornies are the pets and companions of the vegepygmies. They are rarely encountered outside of a vegepygmy tribe or hunting party. Vegepygmies often use them to hunt prey.

Thornies reproduce by planting egg-like seeds (that the female lays) in the ground. Three to six months later, a small tree sprouts, buds, and from these buds are born the thornies. An average thorny tree is capable of producing 1d6+4 thornies. The tree dies once it buds and the thornies "hatch."

Thornies are not created from wolves infected with russet mold as some sages have suggested. Leading theories suggest that they are a divine creation provided to the vegepygmies for service they provide to the natural world. The thornies are now an integral part of vegepygmy society and any pack of vegepygmies numbering greater than four is likely to include a thorny.

Variant Thorny

Some thornies are able to fire bursts of thorns once every four rounds. This deals 2d4 points of damage to all non-plant creatures within a 30-ft. radius. Creatures in this area may make a Reflex save for half damage.

Knowledge (nature) DC	Lore
8	Thornies are the wolf-like plantform pets of vegepygmies. If you find a thorny, there are likely a gang of vegepygmy hidden nearby.
13	Thornies are born from egg-like seeds. All attempts by non-vegepygmies to domesticate these creatures have failed (miserably).
18	Thornies possess an animal-like intelligence and are fearful of fire.
23	Some thornies are known to fire dangerous bursts of thorns from their bodies.

Titan

Before you stands a massive human dressed in plate armor with a warhammer slung over one shoulder. He smiles and radiates with the perfect beauty of a god.

TITAN CR 21

XP 409,600

CN Huge outsider (chaotic, extraplanar)

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

Perception +34

Defense

AC 39, touch 9, flat-footed 38 (+12 armor, +1 Dex, +18 natural, -2 size)

hp 429 (22d10+308)

Fort +21, **Ref** +14, **Will** +24

DR 15/lawful; **SR** 32

Offense

Speed 60 ft. (40 ft. in armor)

Melee +3 *adamantine warhammer* +39/+34/+29/+25 (4d6+27/x3), 2 slams +36 (2d6+16)

Ranged +3 *javelin* +24 (2d6+19)

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

Special Attacks oversized weapon

Spell-Like Abilities (CL 22th)

At Will – *quicken chain lightning* (DC 23), *cure critical wounds*, *fire storm* (DC 24), *greater dispel magic*, *invisibility purge*, *levitate*

3/day – *etherealness*, *word of chaos* (DC 24), *summon monster IX* (storm giant)

1/day – *gate*, *maze* (DC 26), *meteor swarm* (DC 26)

Statistics

Str 43, **Dex** 12, **Con** 39, **Int** 21, **Wis** 28,

Cha 24

Base Atk +22; **CMB** +40 (+44 bull rush, sunder); **CMD** 51 (55 vs. bull rush, sunder)

Feats Awesome Blow, Blind-Fight, Cleave, Diehard, Greater Bull Rush, Greater Sunder, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Quicken Spell-Like Ability (*chain lightning*),

Skills Acrobatics +20, Climb +32, Craft (weapons) +30, Diplomacy +32, Heal +31, Intimidate +32, Knowledge (planes) +30, Perception +34, Sense Motive +34, Survival +34, Swim +32

Languages Abyssal, Common, Celestial, Draconic, Giant

SQ change shape, elemental connection, elemental form

Ecology

Environment any

Organization solitary, pair or warband (4–6)

Treasure standard (gargantuan +3 *adamantine warhammer*, +4 *half-plate armor*, other gear)

Special Abilities

Change Shape (Su) A titan can assume the form of any Small or Medium humanoid. The titan retains its oversized weapon special attack regardless of form.

Elemental Connection (Su) A titan possesses certain powers, based on its elemental form. A titan with the respective elemental form can use one of the following spell-like abilities 3/day: Air – *control winds*; Earth – *move earth*; Fire – *wall of fire*; Water – *control water*

Elemental Form (Su) Each titan possesses a connection to one of the four elements: air, earth, fire or water. The titan can change into an elder elemental of this element for a total duration of 60 minutes per day. This time does not need to be consecutive, but must be used in 1 minute intervals.

Oversized Weapon (Ex) A titan can wield without penalty a weapon made for creatures one size category larger than the titan.

Titans are a remnant of a god-war; a race of shock troops created to fight on the sides of various deities in a long-forgotten conflict. Even the titans do not remember the war's spark or outcome, just that they were cast aside as soon as their usefulness was over. In anger at such casual treatment, the titans swore enmity against all deities. A



second war ensued, this time between the titans and their former masters. Despite their incredible power, the titans were defeated and banished to the Prime Material Plane.

The resiliency of the titans is such that even in exile they flourished. They embraced their existence as a godless race to determine their own fate. Titans revel in the freedom accorded beings beholden only to themselves and their whims.

Most titans are solitary, but a few use their power and stature to rule kingdoms of other intelligent humanoids. In this case they usually conceal their identity with their *change shape* ability. Their chaotic nature ensures titans never cooperate for very long, so armies or nations of the creatures are never encountered. Titans enjoy combat and fighting, and often hire themselves out as mercenaries. Only the most powerful of nations and rulers can hope to control or meet the demands of a titan sell-sword.

The gods granted the first titans an innate connection to the universe's primordial elements. From this connection comes the titan's chaotic nature. They brim and roil with the anarchy of the primordial firmament. This also grants the titan the ability to transform into a Huge elemental. Good titans use this power to enjoy life and to liberate other beings from tyranny and oppressive evil. Evil titans revel in the destruction they cause.

A titan is about 25 feet tall and weighs 14,000 pounds. They appear as unnaturally beautiful humans with impressive, athletic physiques. Titans do not scar, no matter how grievous a wound they receive.

Knowledge (planes) DC	Lore
26	Titans are massive outsiders who enjoy combat.
31	Titans command not only great physical strength, but also the magic and power of the elements.
36	Each titan possesses a link to one of the four elements and can control this element in a limited manner (as well as having the ability to become one).
41	Titans were once soldiers in a war between the gods. It is said they might possibly have a memory in their collective unconscious of the conflict and of obscenely powerful magics now long buried.

Tojanida

This man-size creature appears to be a turtle with spikes jutting from its shell. The head sports sharp teeth but its many eyes are instead dotted across the creature's shell. Its front legs end in wicked claws and the rear legs end in black-tinted fins.

TOJANIDA CR 5

XP 1,600

N Medium outsider (extraplanar, water)

Init +1; **Senses** all-around vision, darkvision 60 ft.;

Perception +18

Defense

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

hp 52 (7d10+14)

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

Immune acid, cold; **Resist** electricity 10, fire 10

Offense

Speed 10 ft., swim 90 ft.

Melee bite +10 (1d8+3 plus grab), 2 claws +10 (1d6+3 plus grab)

Special Attacks ink cloud

Statistics

Str 16, **Dex** 13, **Con** 15, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +7; **CMB** +10 (+14 grapple); **CMD** 21 (25 vs. trip)

Feats Endurance, Improved Natural Attack (bite), Skill Focus (Perception), Swim-By Attack

Skills Diplomacy +9, Knowledge (planes) +10, Perception +18, Sense Motive +11, Stealth +11, Swim +21

Languages Aquan, Common

Ecology

Environment any (Plane of Water)

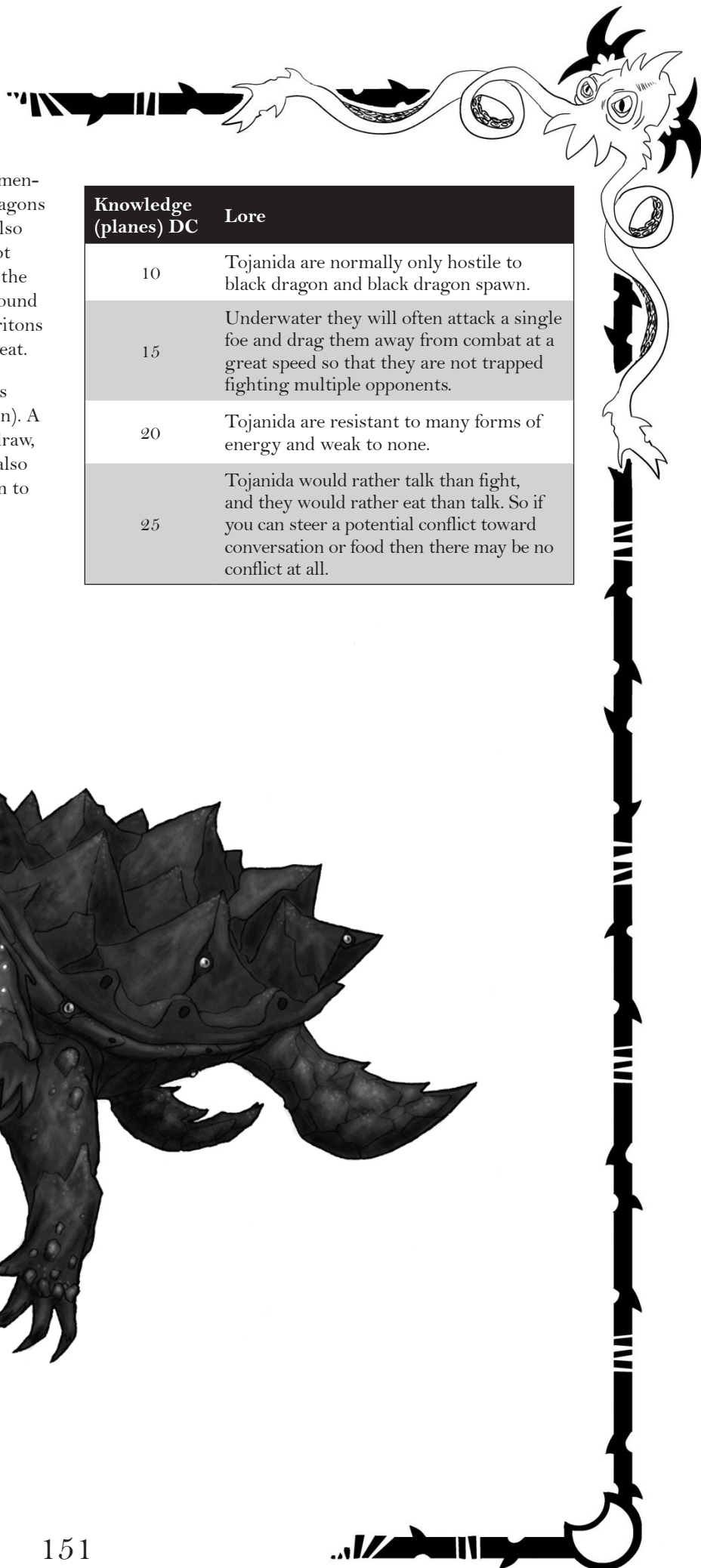
Organization solitary or clutch (2-4)

Treasure standard

Special Abilities

Ink Cloud (Ex) A tojanida can emit a 30-ft. radius cloud of ink once per minute as a free action. This cloud provides total concealment. The ink persists for one minute. On land, the tojanida can spray ink at an opponent to blind them for five rounds. A DC 15 Reflex save negates this effect. The save DC is Constitution-based.

Tojanida consider themselves to be the ambassadors of the Plane of Water. They swim through depths of the watery plane visiting with planar travelers, elemental creatures and lost souls. They will often provide protection to peaceful travelers and help them reach air or land pockets within the plane.



Tojanida get along well with water elementals, ice elementals and bronze dragons. Tojanida will attack black dragons on sight because of the corruption they cause. They also find black dragon eggs to be delicious. Tojanida are not without enemies, however. At one time, the tritons of the Plane of Water sought to subjugate the tojanida but found the creatures too independent to bend to their will. Tritons regularly hunt the tojanida for their hides and their meat.

Underwater, a tojanida can tow a grabbed victim of its own size or smaller at its swim speed (but it cannot run). A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies. They have also been known to grab drowning creatures and take them to safety.

Knowledge (planes) DC	Lore
10	Tojanida are normally only hostile to black dragon and black dragon spawn.
15	Underwater they will often attack a single foe and drag them away from combat at a great speed so that they are not trapped fighting multiple opponents.
20	Tojanida are resistant to many forms of energy and weak to none.
25	Tojanida would rather talk than fight, and they would rather eat than talk. So if you can steer a potential conflict toward conversation or food then there may be no conflict at all.



Trapper

This massive fleshy creature resembles a brownish-gray amoeboid turning lighter on its underside. No discernible eyes or appendages can be seen.

TRAPPER CR 8

XP 4,800

N Huge ooze

Init +1; Senses blindsight 60 ft.; Perception -5

Defense

AC 14, touch 9, flat-footed 13 (+1 Dex, +5 natural, -2 size)

hp 138 (12d8+84)

Fort +11, Ref +5, Will -1

DR 5/slashing; Immune ooze traits

Offense

Speed 10 ft.

Melee Slam +17 (1d8+15 plus 2d6 acid)

Space 15 ft., Reach 15

Special Attacks smother (1d8+15 plus 2d6 acid)

Statistics

Str 30, Dex 12, Con 24, Int —, Wis 1, Cha 1

Base Atk +9; CMB 21 (+25 grapple); CMD 32 (can't be tripped)

Skills Stealth +9; Racial Modifier +16 to Stealth

Ecology

Environment any underground

Organization solitary

Treasure incidental

Special Abilities

Acid (Ex) A trapper's acid does not harm wood or stone.

Smother (Ex) A trapper can try to wrap a creature up to one size smaller than itself in its body as a standard action. The trapper attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and deals slam and acid damage each round the hold is maintained. Further, a grappled opponent must

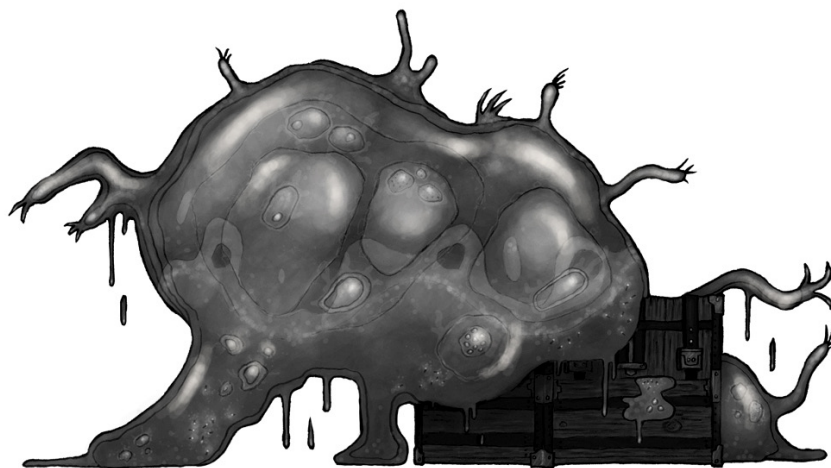
hold its breath or suffocate. See rules for suffocation in the **Pathfinder Roleplaying Game**. Attacks that hit an engulfing trapper deal half their damage to the monster and half to the trapped victim.

At one time, trappers were thought to be distant relatives of the lurker above. In reality, the trapper is most likely an advanced type of ooze that evolved within the dungeons of the world. This ooze mimics the texture of the floor of a building, dungeon or other natural structure. By manipulating their body structure while covering the floor, trappers can form a box that resembles a small trunk or chest or even move an existing wooden trunk or chest to rest on top of them. This is usually enough to lure would-be adventurers to their doom and provide the trapper with the sustenance it needs to grow and reproduce.

While lying in wait, it can suppress its digestive acids to not provide adventurers with a clue as to its true nature. Once a creature reaches the center of the trapper's body, it attacks with slam attacks and it then quickly folds and wraps its body around its unsuspecting prey attempting to smother, squeeze and dissolve it until it is dead.

Knowledge (dungeoneering) Lore

DC	Lore
13	Trappers have long been considered aberrations, but that classification has been faulty. These creatures belong in the ooze category.
18	Trappers have a strong acid attack that they can suppress at will.
23	Trappers often smother one opponent before moving on to attack others.
28	Trappers are vulnerable to slashing weapons but resistant to bludgeoning and piercing ones.



Triton

This man-sized creature has the torso of a man and the tail of a fish, with dark braided hair and decorative exotic shells across its body.

TRITON CR 2

XP 600

NG Medium outsider (native, water)

Init +0; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 19 (3d10+3)

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

Offense

Speed 5 ft.; swim 60 ft.

Melee trident +4 (1d8+1)

Ranged heavy crossbow +3 (1d10/19-20)

Spell-Like Abilities (CL 3rd)

At Will—*aquatic entangle** (DC 11), *cause/cure bends** (DC 13), *undertow** (DC 13)

3/day—*scalding sea** (DC 14)

1/day—*summon nature's ally IV* (water elemental)

Statistics

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

Base Atk +3; **CMB** +4; **CMD** 14

Feats Mounted Combat, Swim-by Attack

Skills Craft (weapons) +7, Diplomacy +6, Perception +7, Ride +6, Spellcraft +7, Stealth +6, Swim +15

Languages Aquan, Common, telepathy (aquatic creatures) 100 ft.

Ecology

Environment any aquatic

Organization company (2-5), squad (6-11), or band (20-80)

Treasure standard (trident, heavy crossbow, other treasure)

Tritons originated on the Plane of Water but have long since made their home on the Material Plane. Tritons are a force of good in the seas of the world. They provide counsel and advice to sailors who are respectful in their dealings, they provide aid to those lost at sea or found drowning and they work to rid the seas of the accursed aboleth and the savage sahaugin. Though similar in appearance to merfolk, tritons do not share a common ancestry at all.

Tritons can communicate with other aquatic creatures via telepathy and can use the creatures of the sea to build a vast information network. Tritons have a unique understanding of magic that few are able to duplicate. They use innate magical power to transform mundane aquatic elements into lethal attacks on their enemies. Tritons construct vast underwater cities of coral far from the sight of air-breathers. Here they maintain powerful magical portals to the Plane of Water and other water-dominant planes.



Tritons are normally a peaceful race but organize quickly in times of war. They form infantry ranks with tridents and nets, artillery with crossbows and calvary on porpoises, dolphins, giant sea horses or even hippocampuses. Tritons are typically led into battle by leaders with levels in fighter or ranger.

The tritons on the Plane of Water once tried to domesticate the tojanida with disastrous results. Since relations between the two aquatic races will never normalize, the tritons continue to hunt the tojanida for meat.

Knowledge (planes) DC	Lore
7	Tritons resent being compared to merfolk. They are a separate species with different origins and motives.
12	Tritons wield powerful water magic and ride into combat on the backs of sea creatures.
17	Their weapons are specially designed and suffer no penalty for use underwater.
22	Tritons maintain permanent portals to the Plane of Water in their cities. In times of great crisis, they can use them to pull powerful monsters to defend them.

Troglodyte, Stone

This humanoid's scaly skin possesses a rough, stony texture almost like rock. It resembles a lizard with massive yellow fangs and a large mouth.

STONE TROGLODYTE CR 2

XP 800

CE Medium monstrous humanoid (earth, reptilian)

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

Defense

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)

hp 25 (3d10+9)

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

Immune poison

Weakness light sensitivity

Offense

Speed 20 ft., burrow 20 ft.

Melee bite +5 (1d6+1), 2 claws +4 (1d4+1)

Special Attacks rock spew (20-ft. cone, DC 14, 2d6 slashing)

Spell-Like Abilities (CL 5th)

1/day – *stone shape*

Statistics

Str 12, **Dex** 9, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 13

Feats Great Fortitude, Weapon Focus (bite)

Skills Climb +6, Perception +6, Stealth +4 (+8 in rocky areas); **Racial Modifier** +4 to Stealth in rocky areas

Languages Undercommon

Ecology

Environment underground

Organization solitary, pair, clutch (3-6), band (7-12 plus 1 druid of 3rd level and 1-2 monitor lizards), or tribe (20-80 plus 20% non-combatants, 1 chieftan druid of 3rd – 6th level, 1-3 druids of 3rd – 6th level and 3-13 monitor lizards)

Treasure standard

Special Abilities

Rock Spew (Ex) Three times per day a stone troglodyte can spit a burst of sharp, rocky splinters in a 20-foot cone. Creatures caught in the area take 2d6 points of slashing damage, or half damage on a DC 14 Reflex save. The save DC is Constitution-based.

Stone troglodytes resemble their more common namesakes. They possess the same scaly skin and reptilian features, though their coloration tends to dark grays and browns. Troglodytes disavow any relation, considering stone troglodytes an inferior species of creature altogether. Stone troglodytes possess no sickening stench ability, and are generally less intelligent than common trogs. They have a similar tribal structure, but the likeness ends there.



Stone troglodytes have an elemental connection to the earth. Their skin is coarse and gritty, like natural rock, and their powerful claws allow them to burrow through loose dirt and stone with considerable speed.

The stone troglodyte almost never emerges onto the surface world. They only do so if forced by hunger or the promise of an easy hunt. Stone troglodytes are much more comfortable underground where their ability to blend in with the surroundings makes hunting much easier. They establish large underground lairs and defend them with their lives.

Though not particularly intelligent, a stone troglodyte's ability to spew rocks makes it a dangerous opponent. This strange ability often catches foes by surprise, as stone troglodytes

appear to be nothing more than one of the many degenerate humanoid races so common to the underworld.

Large communities are often led by a druid or ranger. Stone trog druids usually possess the Earth domain rather than an animal companion.

Knowledge (nature) DC	Lore
17	Stone troglodytes are territorial subterranean humanoids.
12	The stone troglodyte is unrelated to the more common troglodyte and seems partially made of rock.
17	Sunlight hurts the stone troglodyte's eyes but otherwise they are hardy creatures without obvious weakness.
22	The stone troglodyte's main attack is a blast of sharp rocks and stones from its mouth.

Troll, Stone

This tall creature has a rough gray hide that looks like cracked stone. Its hands are like great stone boulders and its face is horrifyingly bestial.

STONE TROLL CR 7

XP 3,200

LE Large humanoid (giant)

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

Defense

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

hp 105 (10d8+60)

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

DR 5/—; **Immune** critical hits (25%)

Weakness sunlight vulnerability

Offense

Speed 20 ft.

Melee 2 slams +15 (2d6+9 plus push)

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

Special Attacks push (slam, 10 ft.), stone affinity

Statistics

Str 28, **Dex** 6, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

Base Atk +7; **CMB** +17 (+19 sunder); **CMD** 25 (27 vs. sunder)

Feats Fortification, Improved Natural Attack (slam), Improved Sunder, Power Attack, Toughness

Skills Intimidate +12; Stealth -6 (+12 in stony areas);

Racial Modifier +18 to Stealth in stony areas

Languages Giant

Ecology

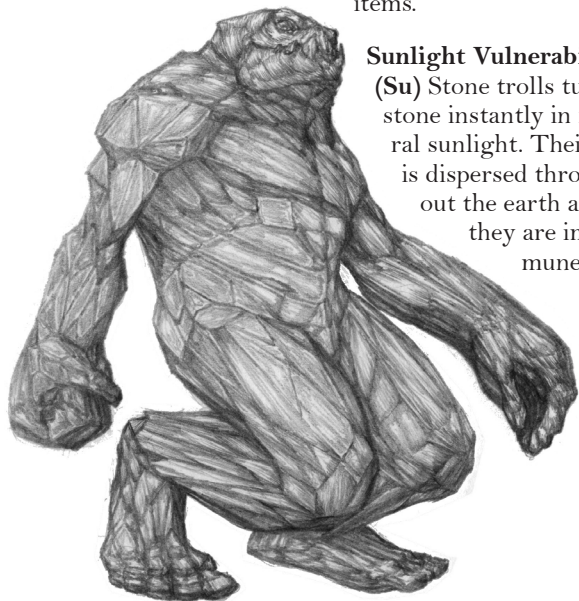
Environment hill or mountain

Organization solitary, or gang (2-4)

Treasure standard

Special Abilities

Stone Affinity (Ex) Due to their close connection with the earth, stone trolls ignore the hardness of stone and metal items.



Sunlight Vulnerability (Su) Stone trolls turn to stone instantly in natural sunlight. Their soul is dispersed throughout the earth and they are immune to all

harm. If their body is destroyed, their soul will enter a new stony body at nightfall.

Stone trolls are said to form from the very stones of the earth itself. They have existed for as long as the world was formed by the gods. Thankfully, there are only a small number of stone trolls at any one time. When first created, the gods decreed that these ageless creations could never number more than 57 and never any less. This pact has held throughout all time and when one stone troll is killed a new one is born somewhere in the world.

Stone trolls know of their limited number but not how to change the rule. Every 600 years they meet to discuss the problems their race faces and make decisions on how to better improve their existence. This meeting is known as the Council of Granite.

The majority of a stone troll's life is just spent living. They hunt at night for food, safe from the sunlight that disperses their essence. Some lair beneath the ground in great caves to escape the risk of being struck by sunlight but those that have tried this have often complained of the cramped nature of the underground or have even fallen victims to the hammers of dwarves or magics of drow.

Stone trolls often possess class levels in fighter or ranger though a few exceptionally perceptive ones follow the druidic faith. If a stone troll is killed and reborn, he loses access to all the class levels he has attained.

New Feat: Fortification

You have very thick, sinewy skin that allows you to withstand serious blows.

Prerequisites: Giant subtype, natural armor bonus +8, Toughness

Benefit: When you would normally be subject to a critical hit or precision damage, there is a 25% chance that that additional damage will be ignored. You are also immune to stunning attacks.

Knowledge (local) DC	Lore
12	Stone trolls have an appearance and texture of rock, making their skin tougher than full plate.
17	Stone trolls like to hide among rocky outcroppings waiting for a delicious human, elf or halfling to wander by.
22	Stone trolls have an innate connection to earth and metal and can peel heroes free from their armor like a child peels a banana.
27	Stone trolls are driven from their bodies when struck by the first rays of sunlight. This is only a temporary measure for they always reform and there are always fifty-seven of them in existence.

Troll, Two-Headed

The most discernible feature of this massive brute is its two heads. Its hide is mottled green-gray and covered in coarse, dark hair. Each head is identical: red eyes, drooping nose, and yellow fangs. Its arms and legs end in razor-sharpened claws.

TROLL, TWO-HEADED CR 6

XP 2,400

CE Large humanoid (giant)

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

Defense

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

hp 85 (10d8+40); regeneration 5 (acid or fire)

Fort +11, **Ref** +3, **Will** +5

Defensive Abilities of two minds

Offense

Speed 30 ft.

Melee 2 longswords +13/+8 (2d6+6, 19-20/x2) or 2 claws +12 (1d6+6), 2 bites (1d8+6)

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

Special Attacks rend (2 claws, 1d6+9), superior two-weapon fighting

Statistics

Str 22, **Dex** 11, **Con** 19, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +7; **CMB** +14; **CMD** 24

Feats Alertness, Cleave, Iron Will, Martial Weapon Proficiency (longsword)B, Power Attack, Weapon Focus (longsword)

Skills Perception +17, Sense Motive +17

Languages Common, Giant

Ecology

Environment underground

Organization solitary, gang (2-4) or warband (1-2 two-headed trolls plus 2-4 trolls)

Treasure standard (two longswords, other treasure)

Special Abilities

Of Two Minds (Ex) Because a two-headed troll has two independent minds, any spells or powers that are considered mind-affecting only work if the troll fails two saves instead of one.

Superior Two-Weapon Fighting (Ex) A two-headed troll fights with a longsword in each hand. Because each of its heads controls an arm, the two-headed troll does not take a penalty on attack or damage rolls for attacking with two weapons.

The two-headed troll is thought to be the hideous offspring of an ettin and female troll. Sages contend that no other explanation is possible concerning this monster. Two-headed trolls prefer to make their lairs underground and away from civilization. Although believed to be the offspring of an ettin and troll, they do not associate with the former, but are often found leading the latter during raids or wars.

Two-headed trolls are very intelligent, or at least very intelligent compared to their single-headed brethren, and often establish large settlements beneath the surface world. An ambitious and crafty two-headed troll can enslave many of the humanoid races that scurry beneath the surface of the earth. Goblins and orcs are typical slaves and it is said that some two-headed troll kingdoms can host an armed force of up to 200 such slaves. Once two-headed trolls tried to enslave the tsathar but they succeeded only in forming an everlasting enmity between the two races.

A two-headed troll stands about ten feet tall and weighs about 2,000 pounds. Its hide is mottled green or gray and its facial features resemble that of a standard troll. Two-headed trolls typically dress in rags or tattered clothes or even battered and rusted armor on occasion. Their legs end in three-toed feet, and their powerful arms end in sharpened claws. The two-headed troll has the slow moving gait of the normal troll but does not walk hunched over.

Two-headed trolls attack with longswords or clubs or with two claws and two bites.

Knowledge (local) DC	Lore
11	Two-headed trolls attack with swords or clubs. They suffer no penalties to combat as each head coordinates its own attacks.
16	More intelligent than ettins, two-headed trolls rarely squabble amongst themselves.
21	The two minds of the two-headed troll makes it difficult for enchantment and other willpower-based effects to affect them.
26	Two-headed trolls regenerate but suffer real damage from fire and acid like their simpler one-headed brothers.



Tsathar

This vile creature resembles an upright, humanoid frog with gray flesh and reddish-gold eyes. Its humanoid arms end in wicked claws.

TSATHAR CR 2

XP 600

CE Medium monstrous humanoid (aquatic)

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

Defense

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

hp 13 (2d10+2)

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

Defensive Abilities slimy

Weakness light blindness

Offense

Spd 30 ft., swim 30 ft.

Melee barbed shortspear +3 (1d6+1), bite +3 (1d6+1) or 2 claws +3 (1d4+1), 1 bite +3 (1d6+1)

Special Attacks implant, leap, summon hydrodaemon

Statistics

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

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

Feats Improved Initiative

Skills Acrobatics +7, Escape Artist +16, Knowledge (religion) +6, Perception +6, Stealth +7, Swim +9; **Racial Modifiers** Acrobatics, Knowledge (religion) are class skills; +12 to Escape Artist

Languages Abyssal, Tsathar

SQ amphibious

Ecology

Environment temperate marshes or underground

Organization solitary, gang (2-5), or pack (6-10)

Treasure standard (barbed shortspear, other treasure)

Special Abilities

Implant (Ex) An egg can be implanted only into an unconscious or restrained host. The host must be of at least Small size or larger. Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the two-week gestation period of the egg unless the host succeeds on a DC 16 Fortitude saving throw. If the save succeeds, the host remains conscious, but is violently ill (-10 penalty on attack rolls, saving throws, ability checks, and skill checks) 24 hours before the eggs hatch. When the eggs mature, the young tsathar emerge from the host, killing it in the process. A *remove disease* spell or a DC 20 Heal check rids the victim of the eggs. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d6 points of damage to the patient. The save DC is Constitution-based and includes a +4 racial bonus.

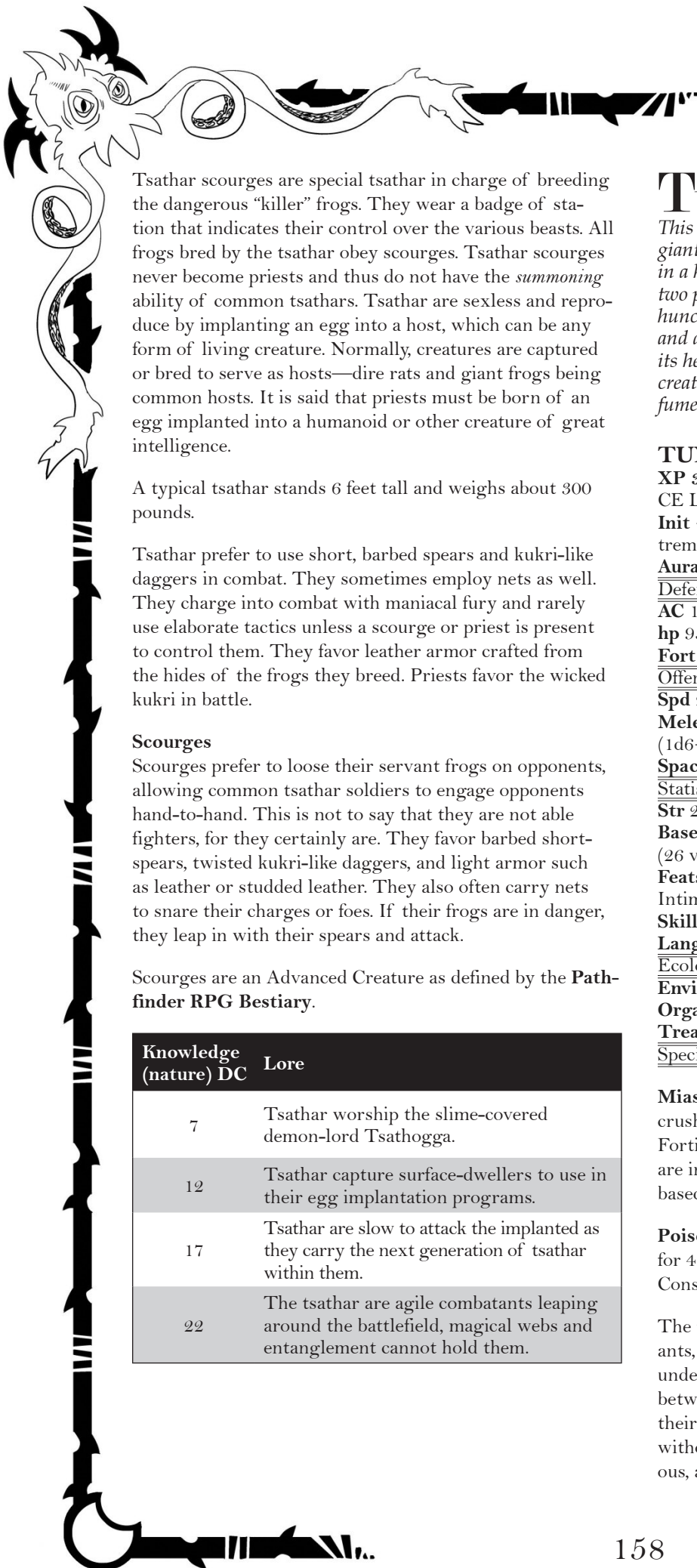


Leap (Ex) Tsathar can leap up to 30 feet horizontally (10 feet vertically) and make a full attack in the same round. Treat this as a charge attack. Tsathar wearing medium or heavier armor cannot use this ability.

Slimy (Ex) Because tsathar continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wriggle free from most other forms of confinement.

Summon Hydrodaemon (Sp) A tsathar with at least five levels of cleric can, once per day, attempt to summon a hydrodaemon with a 40% chance of success. Tsathar scourges do not possess this ability. This ability is the equivalent of a 4th-level spell.

Tsathar (pronounced “suh-Thar”) have little contact with surface-dwelling races, preferring to make their lairs deep underground or in dark swamps. When they lair above ground, they are nocturnal. Some few surface dwelling tsathar have joined cults of assassins. Though cults and gods vary in makeup and worship, nearly all tsathar worship the foul, slime-covered demon-god Tsathogga.



Tsathar scourges are special tsathar in charge of breeding the dangerous “killer” frogs. They wear a badge of station that indicates their control over the various beasts. All frogs bred by the tsathar obey scourges. Tsathar scourges never become priests and thus do not have the *summoning* ability of common tsathars. Tsathar are sexless and reproduce by implanting an egg into a host, which can be any form of living creature. Normally, creatures are captured or bred to serve as hosts—dire rats and giant frogs being common hosts. It is said that priests must be born of an egg implanted into a humanoid or other creature of great intelligence.

A typical tsathar stands 6 feet tall and weighs about 300 pounds.

Tsathar prefer to use short, barbed spears and kukri-like daggers in combat. They sometimes employ nets as well. They charge into combat with maniacal fury and rarely use elaborate tactics unless a scourge or priest is present to control them. They favor leather armor crafted from the hides of the frogs they breed. Priests favor the wicked kukri in battle.

Scourges

Scourges prefer to loose their servant frogs on opponents, allowing common tsathar soldiers to engage opponents hand-to-hand. This is not to say that they are not able fighters, for they certainly are. They favor barbed short-spears, twisted kukri-like daggers, and light armor such as leather or studded leather. They also often carry nets to snare their charges or foes. If their frogs are in danger, they leap in with their spears and attack.

Scourges are an Advanced Creature as defined by the **Pathfinder RPG Bestiary**.

Knowledge (nature) DC	Lore
7	Tsathar worship the slime-covered demon-lord Tsathogga.
12	Tsathar capture surface-dwellers to use in their egg implantation programs.
17	Tsathar are slow to attack the implanted as they carry the next generation of tsathar within them.
22	The tsathar are agile combatants leaping around the battlefield, magical webs and entanglement cannot hold them.

Tunnel Brute

This hideous beast appears to be some bizarre crossing of giant and insect. Although humanoid in shape, it is covered in a hard chitin. Its eyes are faceted, and its mouth boasts two pairs of mandibles, the lower larger than the upper. It hunches as it walks, its knuckles nearly dragging the floor, and a large tail with a needle-like stinger curls up above its head. A horrific, oppressive stench emanates from the creature; the air around it almost seems to simmer with the fumes.

TUNNEL BRUTE CR 7

XP 3,200

CE Large humanoid (giant)

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +13

Aura miasma of despair (15 ft., DC 16)

Defense

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 95 (10d8+50)

Fort +12, **Ref** +3, **Will** +5

Offense

Spd 20 ft, burrow 20 ft., climb 10 ft.

Melee sting +12 (1d6+6 plus poison), 2 claws +12 (1d6+6), bite +12 (1d8+6)

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

Statistics

Str 23, **Dex** 11, **Con** 20, **Int** 10, **Wis** 11, **Cha** 13

Base Atk +7; **CMB** +14 (+16 bull rush, overrun), **CMD** 24 (26 vs. bull rush, overrun)

Feats Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack

Skills Climb +14, Intimidate +20, Perception +13

Languages Giant, Undercommon

Ecology

Environment underground

Organization solitary or brood (2-4)

Treasure standard

Special Abilities

Miasma of Despair (Ex) Tunnel brutes radiate an aura of crushing despair within 15 ft. of them. Subjects who fail a Fortitude save are affected by this aura for as long as they are in the aura plus 2d4 rounds. The save DC is Charisma-based.

Poison (Ex) Sting—injury; *save* DC 20; *frequency* 1/round for 4 rounds; *effect* 1d2 Dex; *cure* 1 save; The save DC is Constitution-based.

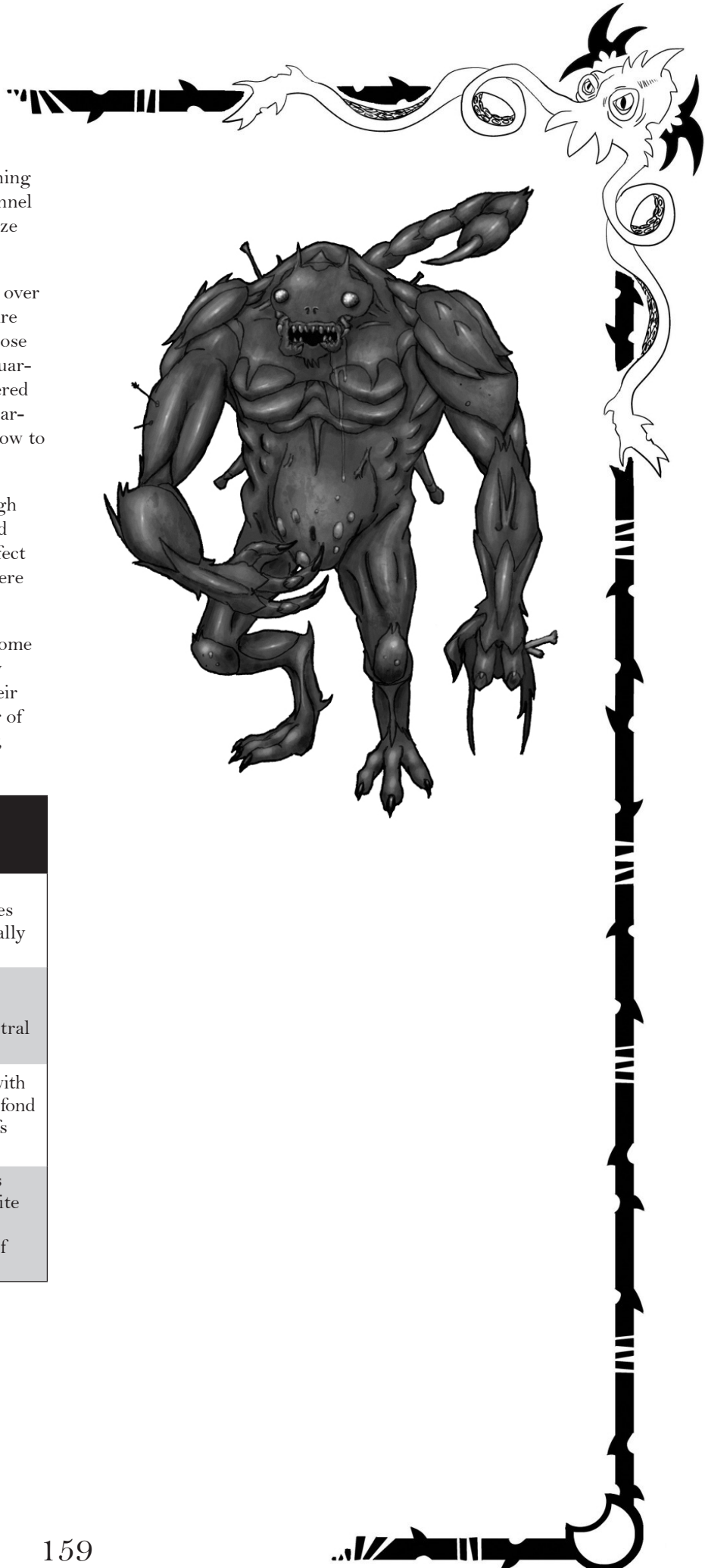
The tunnel brute is only tangentially related to other giants, and even trolls give it a wide berth. They dwell deep underground, occupying existing caverns and tunneling between them with their nigh-unbreakable claws. Due to their abnormal metabolism, tunnel brutes can go for weeks without food. At the same time, they are constantly ravenous, and when the opportunity to feed arises, they gorge

themselves to better to ride out the leaner days. Anything that lives (and a few things that do not) is food to a tunnel brute. They do not negotiate, do not deal, and recognize other living creatures only as either threat or prey.

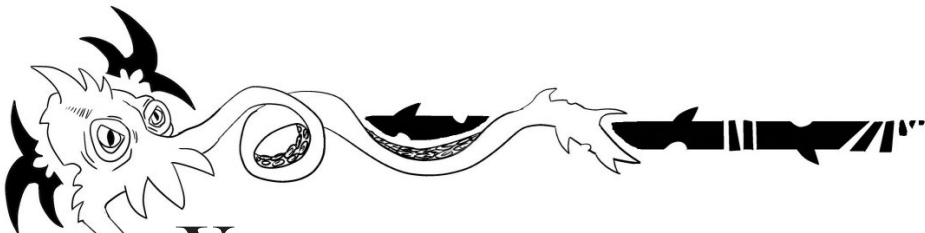
A tunnel brute stands between 8 and 9 feet tall, and is over half that in width. It weighs nearly half a ton. They are capable of burrowing through solid rock, as well as loose earth and soil, though their speed is reduced by one-quarter (to 5 feet) when they do so. Tunnel brutes are covered in a hard chitin, which gives them their insectoid appearance. Colors range from black to dark blue to dull yellow to burnt umber.

Tunnel brutes communicate among themselves through a complex series of subharmonic sounds, gestures, and pheromones. These pheromones have a debilitating effect on other living beings, causing them to spiral into severe emotional lows.

While tunnel brutes are sufficiently powerful to overcome almost any foe through strength alone, they are canny enough to make use of fairly sophisticated tactics. Their favored method of attack is to lurk behind a thin layer of earth or stone, then burst out upon unsuspecting prey, leading the attack with their debilitating sting.



Knowledge (dungeoneering) DC	Lore
12	Although many confuse tunnel brutes for aberrations or creatures of elemental earth they are actually a natural giant.
17	Tunnel brutes release constant subharmonic vibrations and pheromones that depress the central nervous system of other races.
22	Tunnel brutes attack ferociously with claws and bite attacks but also are fond of bull rushing opponents off cliffs and poisoning spellcasters.
27	It is said that some tunnel brutes have formed alliances with dromite hives, providing protection in exchange for a constant supply of food and sacrifices.



Yrthak

Despite its size, this massive winged beast glides through the air without a sound. Its jaws gape, displaying a red tongue covered in bumps and nodes. Instead of eyes a central horn sprouts between two warty nodules on its forehead.

YRTHAK CR 9

XP 6,400

N Huge Magical beast

Init +6; **Senses** blindsight 120 ft.; Perception +9

Defense

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 size)

hp 114 (12d10+48)

Fort +11, **Ref** +10, **Will** +5

Immune vision-based effects

Weaknesses vulnerability to sonics

Offense

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

Melee bite +15 (2d8+5 plus snatch), 2 claws +15 (1d6+5 plus snatch)

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

Special Attacks cone of sound, explosion, sonic lance

Statistics

Str 21, **Dex** 14, **Con** 17, **Int** 7, **Wis** 13, **Cha** 11

Base Atk +12; **CMB** +19 (+23 grapple);

CMD 31

Feats Endurance, Fly-by Attack, Improved Initiative, Improved Maneuverability, Snatch, Toughness

Skills Fly +11, Perception +9, Stealth +3 (+7 while flying); **Racial Modifiers** +8 to Perception, +4 to Stealth when flying

Languages None

Ecology

Environment temperate mountains

Organization solitary or clutch (2-4)

Treasure none

Special Abilities

The yrthak can emit three different types of sonic-based attacks from the organs on its head. The horn emits the **sonic lance**, while **cone of sound** and **explosion** emanate from the nodules on either side of the horn. It can do so only once every 2 rounds, and no attack may be used on the round immediately following one during which it used a sonic attack.

Cone of Sound (Su) A yrthak can emit a 60-ft. cone of high pitched sound that deals no damage but deafens all creatures in the area for 1d4+1 rounds unless they succeed on a DC 19 Fort save. A creature that saves is im-

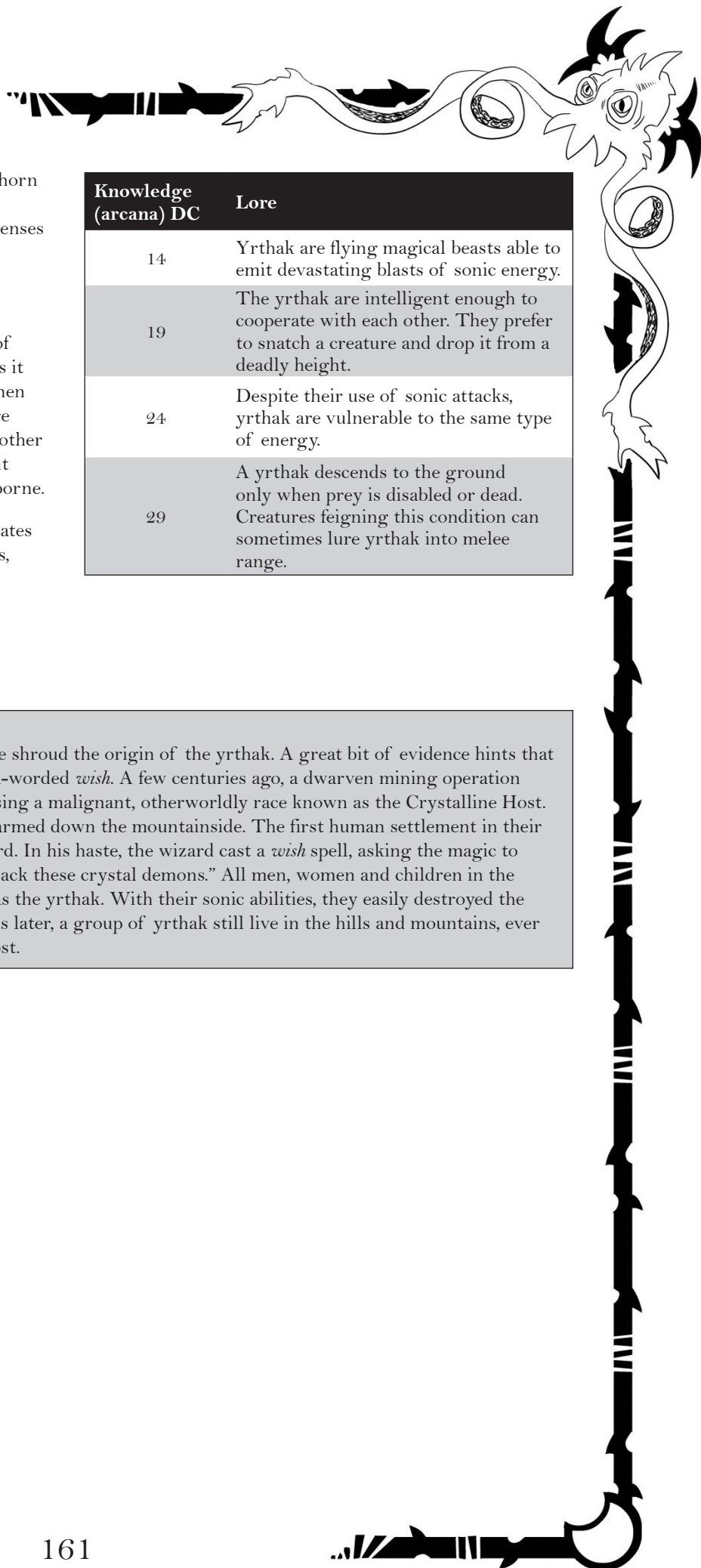
mune to that yrthak's cone of sound for 24 hours. The save DC is Constitution-based.

Explosion (Su) A yrthak can detonate a part of the ground, a large rock, stone object or similar substance with its sonic lance, dealing 2d6 points of piercing damage to all creatures within 10 feet of the effect's center.

Sonic Lance (Su) A yrthak can focus a ray of sonic energy against a single target within 60 feet, dealing 6d6 points of sonic damage.

The yrthak is a massive winged beast weighing more than 5,000 pounds and over 30 feet long. Its massive jaws and bat-like wings cause people to confuse it with a dragon, especially after it blasts victims or the landscape with its





sonic lance. Instead of eyes, two warty nodules and a horn protrude from the creature's forehead, each capable of emitting a different type of sonic attack. The yrthak senses its environment through special organs on its tongue, which causes it to fly with its mouth open.

The voracious yrthak silently patrol the air at an altitude that keep the ground's surface just within reach of their blindsight. A yrthak dives on a victim and carries it upward, dropping the unfortunate creature to kill it, then descending to dine on the resulting mess. Two or more yrthak will cooperate, with one deafening prey so the other may attack with surprise. The creatures are intelligent enough to know their advantage lies in remaining airborne.

Yrthak and dragons are mortal enemies. Neither tolerates the presence of the other in their respective territories, though yrthak attack dragons only when they possess superior numbers.

Yrthak do not speak.

Knowledge (arcana) DC	Lore
14	Yrthak are flying magical beasts able to emit devastating blasts of sonic energy.
19	The yrthak are intelligent enough to cooperate with each other. They prefer to snatch a creature and drop it from a deadly height.
24	Despite their use of sonic attacks, yrthak are vulnerable to the same type of energy.
29	A yrthak descends to the ground only when prey is disabled or dead. Creatures feigning this condition can sometimes lure yrthak into melee range.

Origin of the Yrthak

As with many magical beasts, mystery and conjecture shroud the origin of the yrthak. A great bit of evidence hints that the creatures sprung into being as the result of an ill-worded *wish*. A few centuries ago, a dwarven mining operation breached a strange crystal barrier in the earth, releasing a malignant, otherworldly race known as the Crystalline Host. These evil creatures annihilated the dwarves and swarmed down the mountainside. The first human settlement in their path was called Yrthak and home to a powerful wizard. In his haste, the wizard cast a *wish* spell, asking the magic to "grant each person in the village the ability to turn back these crystal demons." All men, women and children in the village transformed into the creatures today known as the yrthak. With their sonic abilities, they easily destroyed the aggressors and sealed the mine entrance. Generations later, a group of yrthak still live in the hills and mountains, ever vigilant for the possible return of the Crystalline Host.



Appendix I: New Planar Trait

Wild Magic

On a plane with a wild magic trait (such as the Corrupting Chaos as described in the chaotic monster entry), spells and spell-like abilities function in radically different ways. Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must make a caster level check (DC 15 + the level of spell or spell-like ability) for the magic to function normally. Failure means that something strange happens; roll d% and consult the following table. It should be noted, as well, that these effects do not have to be restricted to just planes with the wild magic trait. These wild effects can occur anywhere a GM would like—from an area where an artifact was destroyed to a dungeon cursed by a deity that opposes magic—as long as there is some underlying cause.

d% - Effect

01–19 The spell rebounds on its caster with normal effect. If the spell cannot affect the caster, it simply fails.

20–23 A circular 15-foot wide pit opens under the caster's feet; it is 10 feet deep per level of the caster.

24–27 The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear after striking. The barrage continues for 1 round. During this time the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells.

28–31 The spell affects a random target or area. Randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close-range spells, 20 feet for medium-range spells, or 80 feet for long-range spells.

32–35 The spell functions normally but any material components are not consumed. The spell is not expended from the caster's mind (the spell slot or prepared spell can be used again). Similarly, an item does not lose charges and the effect does not count against an item's or spell-like ability's use limit.

36–39 The spell does not function. Instead, everyone (friend and foe) within 30 feet of the caster receives the effect of a *heal* spell.

40–43 The spell does not function. Instead, a *deeper darkness* effect and a *silence* effect cover a 30-ft. radius around the caster for 2d4 rounds.

44–47 The spell does not function. Instead, a *reverse gravity* effect covers a 30-ft. radius around the caster for 1 round.

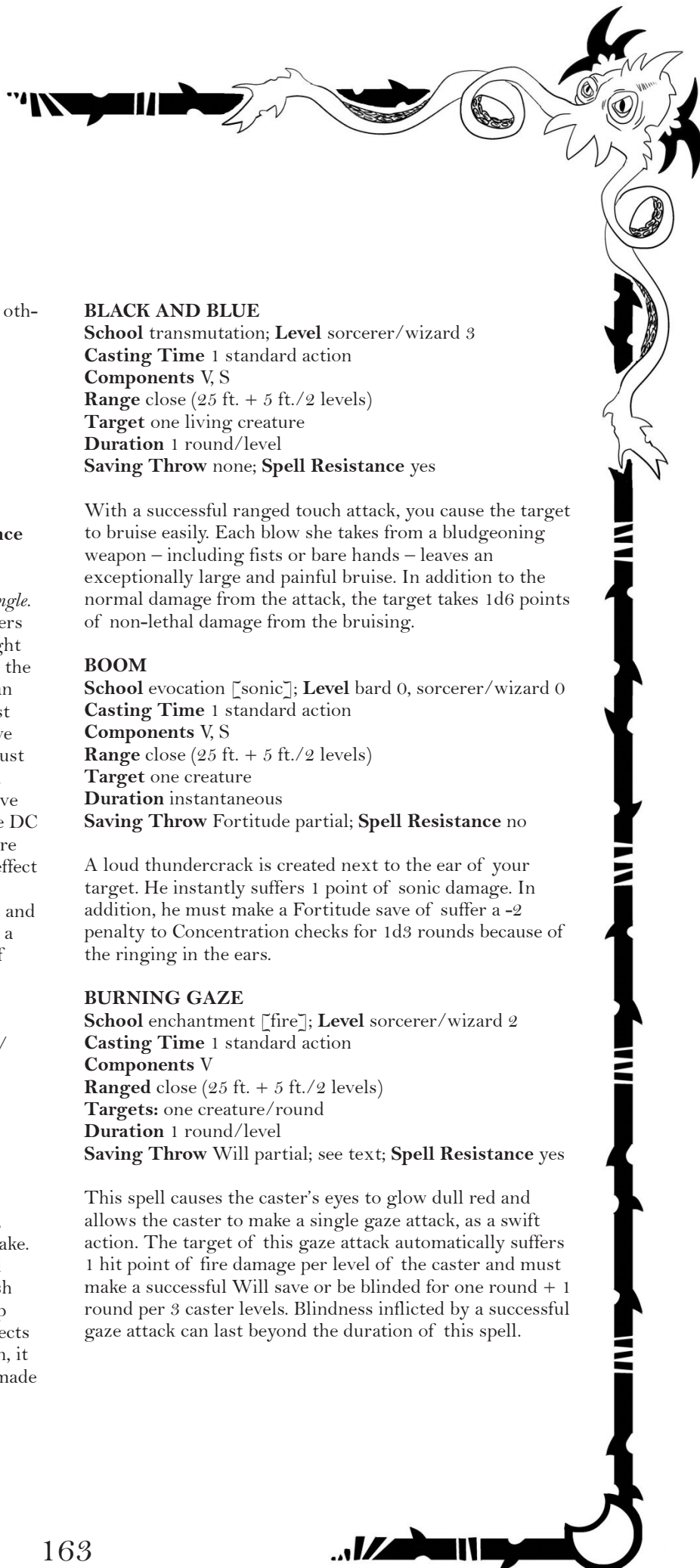
48–51 The spell functions but shimmering colors swirl around the caster for 1d4 rounds. Treat this as a *glitterdust* effect with a save DC of 10 + the level of the spell that generated this result.

52–59 Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is expended, an item loses charges, and the effect counts against an item's or spell-like ability's use limit.

60–71 Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.

72–98 The spell functions normally.

99–100 The spell functions strongly. Saving throws against the spell incur a –2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with this feat, there is no further effect.



Appendix II: New Spells

Any new spells, or abilities that mimic a new spell not otherwise detailed in the core rules, are detailed below.

AQUATIC ENTANGLE

School transmutation; **Level** druid 1

Casting Time 1 standard action

Components V, S, DF

Range Long (400 ft. + 40 ft./level)

Area 40 ft. diameter spread

Duration 1 minute/level

Saving Throw Reflex partial; see text; **Spell Resistance** Yes

This spell is an aquatic version of the druid spell *entangle*. It calls forth sea grasses and seaweed to snare swimmers and underwater travelers. Small ships can also be caught in the area of effect. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts.

Any ship caught must be smaller than 30 ft. in length, and to escape, the navigator of the vessel must succeed on a successful DC 20 Survival or Navigation skill check (if Navigation exist in your game).

AWE

School illusion [mind-affecting, fear]; **Level** sorcerer/wizard 1

Casting Time 1 swift action **Components** V, S

Range personal

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

With this spell, you call forth a display of your power, which manifests in ways all can see and none can mistake. The exact effect varies depending on the situation and your mood – thunder may echo and lightning may flash from your staff, you may be wreathed in flames or deep shadows, or a great light may surround you. Many effects are possible, but regardless of the spell's manifestation, it grants you a +10 bonus on a single Intimidate check made immediately after the spell is cast.

BLACK AND BLUE

School transmutation; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

With a successful ranged touch attack, you cause the target to bruise easily. Each blow she takes from a bludgeoning weapon – including fists or bare hands – leaves an exceptionally large and painful bruise. In addition to the normal damage from the attack, the target takes 1d6 points of non-lethal damage from the bruising.

BOOM

School evocation [sonic]; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** no

A loud thundercrack is created next to the ear of your target. He instantly suffers 1 point of sonic damage. In addition, he must make a Fortitude save or suffer a -2 penalty to Concentration checks for 1d3 rounds because of the ringing in the ears.

BURNING GAZE

School enchantment [fire]; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V

Ranged close (25 ft. + 5 ft./2 levels)

Targets: one creature/round

Duration 1 round/level

Saving Throw Will partial; see text; **Spell Resistance** yes

This spell causes the caster's eyes to glow dull red and allows the caster to make a single gaze attack, as a swift action. The target of this gaze attack automatically suffers 1 hit point of fire damage per level of the caster and must make a successful Will save or be blinded for one round + 1 round per 3 caster levels. Blindness inflicted by a successful gaze attack can last beyond the duration of this spell.



CAUSE/CURE BENDS

School necromancy; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** Yes

By casting this spell and making a touch attack, the wizard either causes a humanoid target to double over in pain from high-pressure gas bubbles forced into their bloodstream, or cures said affliction as it occurs naturally in divers. The target is unable to move for 1d4 hours and takes 1d10 points of damage unless they succeed a Fortitude save.

COVETOUS AURA

School abjuration; **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range personal

Area 25-ft. radius emanation centered on you

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

Anytime a harmless (so noted by a spell's saving throw description) spell of 3rd level or lower is cast within the *covetous aura's* area of effect, you may choose to immediately gain the benefit of that spell as if it had also targeted you. The intended target still gains the effect of the spell. You gain the benefits of this duplicated spell only if the caster is in range of the *covetous aura*.

DESTROY ISLAND

School transmutation; **Level** Epic (Spellcraft DC 38)

Casting Time 65 days

Components V, S

Range one mile

Area 30,000 ft.

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can literally sink a small island back into the sea. The island destroyed by this spell can be up to 30,000 square feet. The island disappears back into the ocean over a period of one minute.

DIVINE MARK

School universal; **Level** cleric 0, druid 0, paladin 1, ranger 1

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect one personal rune or mark, all of which must fit within 1 sq. ft.

Duration permanent

Saving Throw none; **Spell Resistance** no

This spell functions exactly as *arcane mark* does for sorcerers and wizards.

DOUBLE TAKE

School transmutation; **Level** sorcerer/wizard 0

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Double take allows you re-roll one Perception check. You must take the second roll, even if it was worst than your first.

FALSE BLINK

School illusion (figment); **Level** sorcerer/wizard 0

Casting Time 1 immediate action

Components V, S, M (an eyelash)

Range personal

Target one creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** no

For a brief moment just before the target attacks you with a weapon or ranged touch attack, you appear to blink out of existence to him. As you don't actually go anywhere, the target can make a Will save to see through your illusion. If he fails, his attack upon you is at a -1 penalty.

FOOL'S GOLD

School transmutation; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target coins touched

Duration 1 hour + 10 min./level

Saving Throw none, see text; **Spell Resistance** no

You can temporarily turn copper or silver pieces into gold. The spell affects 2d4 coins + 1 per caster level (maximum +5). A successful Appraise check at the spell's save DC will reveal that the coins are not truly gold.

FRIENDLY FACE

School enchantment (charm) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

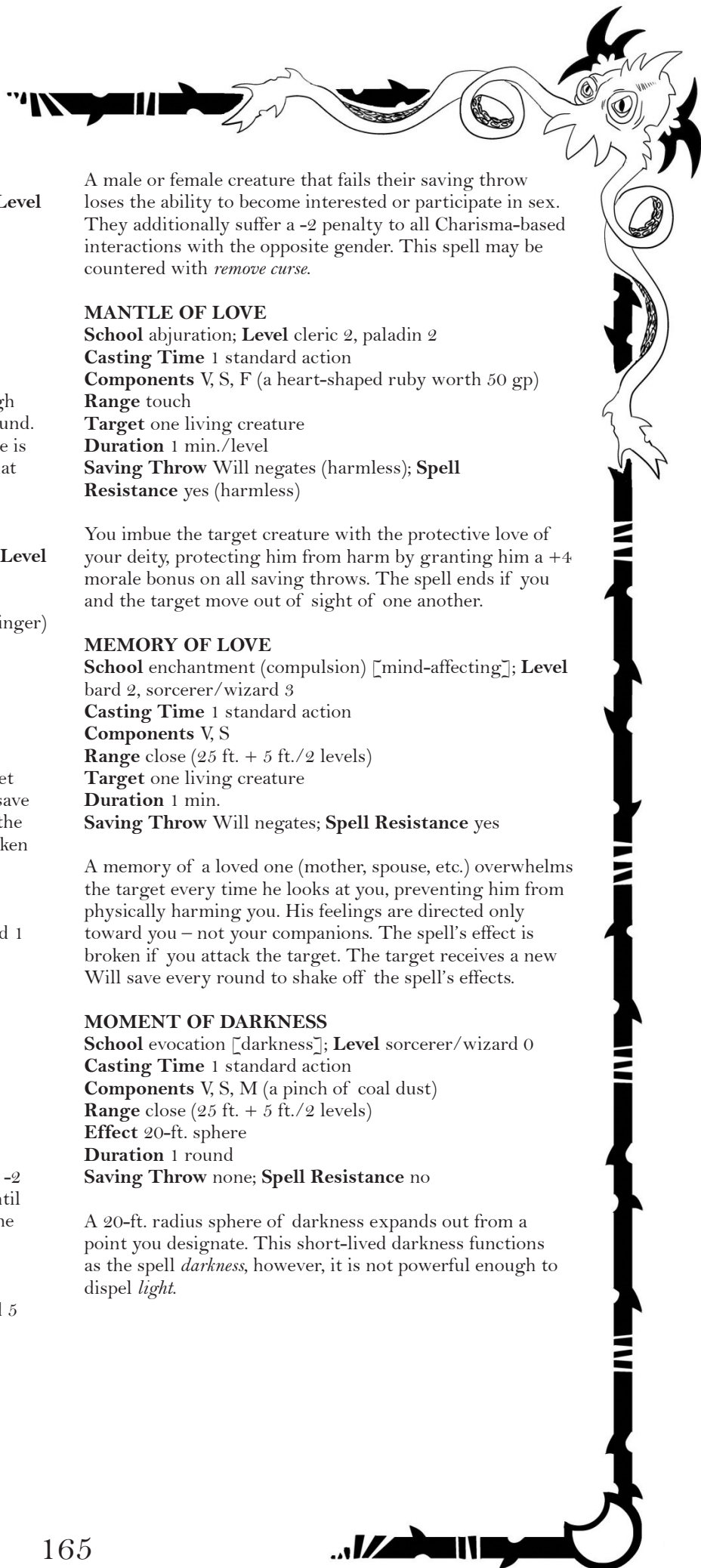
Range personal

Target you

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Everyone you meet sees you as friendly and non-threatening. Those who fail a Will save improve their reaction toward you one step in the positive direction, thus improving your chances at making a successful Diplomacy check. Those who succeed on their save do not react toward you any more negatively than they normally would. Starting at 5th caster level, you improve their reaction two steps in the positive direction.



GIGGLE

School enchantment (compulsion) [mind-affecting]; **Level** bard 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

The target suddenly finds something humorous enough to start giggling, and the laughter lasts for one full round. While the target can still move and attack normally, he is unable to speak, or use bardic abilities or cast spells that rely on verbalization, until he stops giggling.

HEARTACHE

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a silk string tied around your finger)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 min.

Saving Throw Will negates; **Spell Resistance** yes

You trigger in the target a memory of love lost or rejection. This overwhelming memory leaves the target shaken for one minute, though she will receive a new save on each round to shake off the effects of the spell. If the target makes her initial Will save, she will only be shaken for one round.

HOT FOOT

School evocation [fire]; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a pinch of sulfur dust or a tindertwig)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw no; **Spell Resistance** yes

With a successful ranged touch attack, magical flames spring to life on the target's feet. The flames deal 1d3 points of fire damage per round, and give the target a -2 penalty to AC, ability checks, skill checks and saves until the spell ends or the fire is otherwise extinguished. The target can use a full round action to douse the flames.

IMPOTENCY

School transmutation; **Level** cleric 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (withered stalk of grain)

Range touch

Target one creature

Duration permanent

Saving Throw Will negates; **Spell Resistance** no

A male or female creature that fails their saving throw loses the ability to become interested or participate in sex. They additionally suffer a -2 penalty to all Charisma-based interactions with the opposite gender. This spell may be countered with *remove curse*.

MANTLE OF LOVE

School abjuration; **Level** cleric 2, paladin 2

Casting Time 1 standard action

Components V, S, F (a heart-shaped ruby worth 50 gp)

Range touch

Target one living creature

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

You imbue the target creature with the protective love of your deity, protecting him from harm by granting him a +4 morale bonus on all saving throws. The spell ends if you and the target move out of sight of one another.

MEMORY OF LOVE

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 min.

Saving Throw Will negates; **Spell Resistance** yes

A memory of a loved one (mother, spouse, etc.) overwhelms the target every time he looks at you, preventing him from physically harming you. His feelings are directed only toward you – not your companions. The spell's effect is broken if you attack the target. The target receives a new Will save every round to shake off the spell's effects.

MOMENT OF DARKNESS

School evocation [darkness]; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a pinch of coal dust)

Range close (25 ft. + 5 ft./2 levels)

Effect 20-ft. sphere

Duration 1 round

Saving Throw none; **Spell Resistance** no

A 20-ft. radius sphere of darkness expands out from a point you designate. This short-lived darkness functions as the spell *darkness*, however, it is not powerful enough to dispel *light*.



MUSCLE SPASM

School transmutation; **Level** cleric 0, druid 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round

Saving Throw Reflex partial; **Spell Resistance** yes

You cause the target's muscles to twitch and cramp for 1 round. If the target fails their Reflex save, they drop any held items; if they make their save, they manage to hold on to everything, but still suffer the muscle spasms.

NECROTIC CLAWS

School necromancy; **Level** cleric 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (claw of a bat)

Range personal

Target you

Duration 1 round/level (D)

This fearsome spell transforms the hands of the caster into twisted, skeletal claws. The claws are very sharp and deal 1d8 hit points of damage with a successful melee attack (and are considered a magic weapons for purposes of DR). The magic of the claws is such that, on a natural roll of 8 for damage, the victim suffers one point of bleed damage as well. The caster is considered armed while making unarmed attacks while this spell is in effect. The claws are typically used in close combat, but they can also be used for climbing, granting a +5 bonus to Climb checks.

Variant: Some monstrous spellcasters who already possess a claw attack can cast this as *necrotic jaws* and gain the bonus as a bite attack.

ONE TRACK MIND

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

The target will continually repeat his last action before the spell was cast for the duration of the spell, whether it was swinging a weapon at a target that may no longer be in front of him, casting a spell that he may no longer have available, drinking from a potion vial that is now empty, etc. The target gets a new save each round to shake off the effects of the spell.

If the target's last action was casting a spell, he will only successfully cast the spell again if he still has that spell prepared or available, and has any necessary components.

PACIFIST

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 10 min./level

Saving Throw Will resists; **Spell Resistance** yes

The target is suddenly convinced that killing is wrong and will avoid combat whenever possible. If forced into combat, the target will do her best to deliver only non-lethal damage and will cast only spells that cause no physical damage.

PHOBIA

School enchantment (compulsion) [fear, mind-affecting];

Level bard 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a dead spider)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

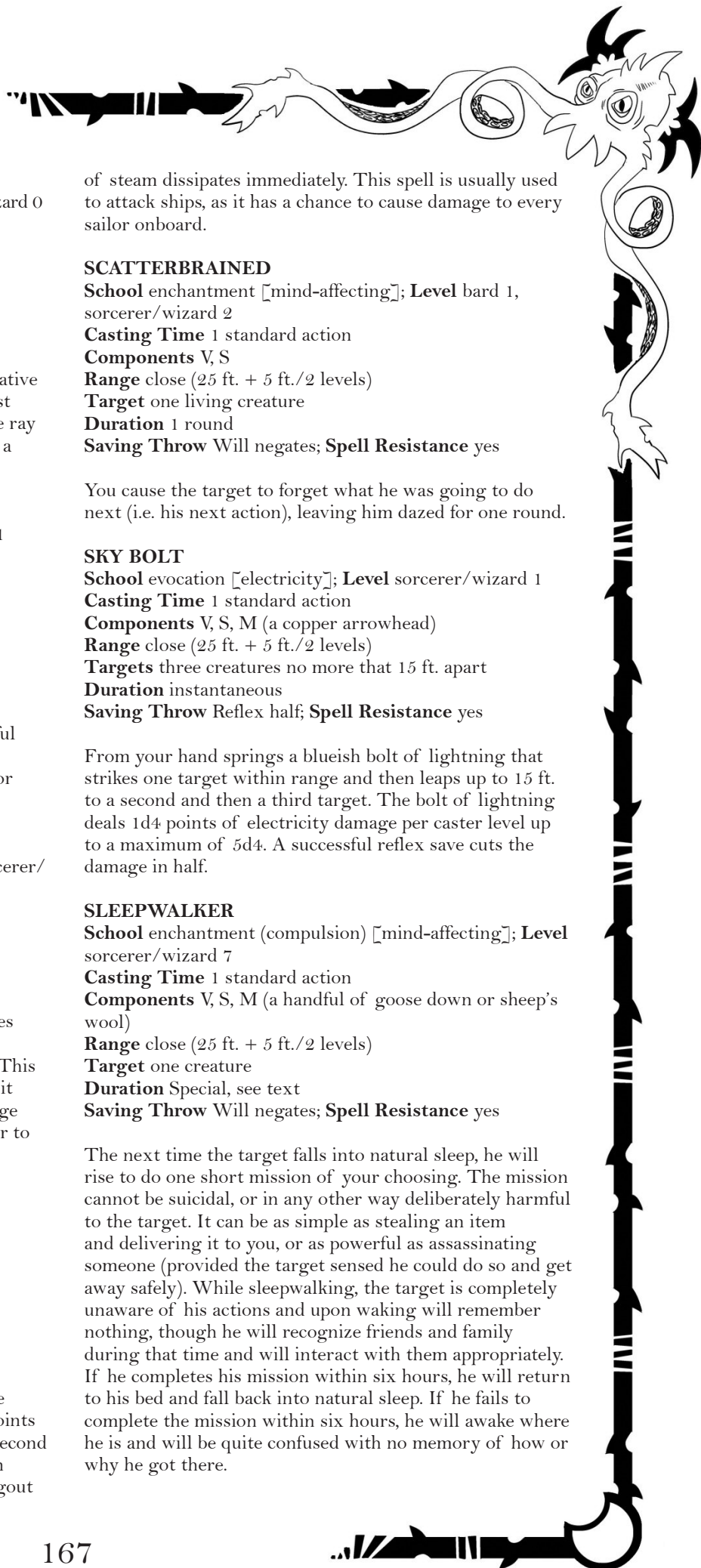
Duration 1 min./level

Saving Throw Will partial, see text; **Spell Resistance**

The target suddenly develops a phobia of a creature or object of your choice from the list provided.

Whenever presented with the source of her phobia, the target must make a Will save or be frightened as long as the phobia-inducer is within visual range (with a successful save, she will only be shaken). A frightened target will try to get as far away from the source of her phobia as possible. If the source of her phobia moves within 5 feet of the target, even in a non-threatening manner, the target must make another Will save or be left cowering (with a successful save, she will only be frightened) as long as the source remains in that close proximity.

- Aichmophobia (fear of knives and other sharp objects)
- Ailurophobia (fear of cats and other felines)
- Anthropophobia (fear of people)
- Arachnophobia (fear of spiders)
- Arsonophobia (fear of fire)
- Bogyphobia (fear of goblinoids)
- Dracophobia (fear of dragons)
- Equinophobia (fear of horses)
- Metallophobia (fear of metal)
- Rhabdophobia (fear of magic and specifically spellcasters)



RAY OF DECAY

School necromancy [evil]; **Level** cleric 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** no

When this spell is cast, a ray of dark and sizzling negative energy shoots from the caster's finger. The caster must succeed at a ranged touch attack and, if successful, the ray deals 1d3 points of negative energy damage. There is a stench of decay which extends from the new wound.

RAY OF LIGHT

School conjuration (creation); **Level** cleric 0, paladin 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect ray

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A single ray of bright golden light flies from your fingertips toward a designated target. With a successful ranged touch attack, any creature that is powerless or suffers any other type of penalty in sunlight – living or undead – is shaken for 1 round.

REVERSE GENDER

School transmutation (polymorph); **Level** bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a small mirror)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 hour/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell reverses the gender of the target creature. This has no effect on the creature's ability scores, although it could deny a character access to gender specific prestige class abilities. It is most often used to allow a character to go where their original gender may not be allowed.

SCALDING SEA

School evocation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area 10-ft. radius/level

Duration 1 round/level

Saving Throw Reflex half; **Spell Resistance** yes

This spell causes a cloud of super-heated steam to rise from the surface of the water, dealing an initial 1d6 points of damage to anything within its area of effect. The second round, the steam inflicts 2d6 points of damage, and an additional 1d6 each additional round, after which the gout

of steam dissipates immediately. This spell is usually used to attack ships, as it has a chance to cause damage to every sailor onboard.

SCATTERBRAINED

School enchantment [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

You cause the target to forget what he was going to do next (i.e. his next action), leaving him dazed for one round.

SKY BOLT

School evocation [electricity]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a copper arrowhead)

Range close (25 ft. + 5 ft./2 levels)

Targets three creatures no more than 15 ft. apart

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

From your hand springs a blueish bolt of lightning that strikes one target within range and then leaps up to 15 ft. to a second and then a third target. The bolt of lightning deals 1d4 points of electricity damage per caster level up to a maximum of 5d4. A successful reflex save cuts the damage in half.

SLEEPWALKER

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a handful of goose down or sheep's wool)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration Special, see text

Saving Throw Will negates; **Spell Resistance** yes

The next time the target falls into natural sleep, he will rise to do one short mission of your choosing. The mission cannot be suicidal, or in any other way deliberately harmful to the target. It can be as simple as stealing an item and delivering it to you, or as powerful as assassinating someone (provided the target sensed he could do so and get away safely). While sleepwalking, the target is completely unaware of his actions and upon waking will remember nothing, though he will recognize friends and family during that time and will interact with them appropriately. If he completes his mission within six hours, he will return to his bed and fall back into natural sleep. If he fails to complete the mission within six hours, he will awake where he is and will be quite confused with no memory of how or why he got there.



SLIP OF THE TONGUE

School enchantment [mind-affecting]; **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

The target gets words and phrases mixed up, and is unable to express herself clearly. She is left unable to cast spells with a verbal component for the duration of *slip of the tongue*, and also suffers a -2 penalty to all Charisma-based ability and skill checks.

STORM OF VITRIOL

School evocation [acid]; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S

Range one mile

Area 100-ft. radius

Duration instantaneous

Saving Throw Fortitude half; **Spell Resistance** no

You blast a large area with burning droplets of vitriol, corroding and dissolving anything in the area. This spell does 1d6 points of acid damage per caster level (15d6 maximum) and 1d6 damage for every 2 caster levels of force damage (10d6 maximum; Fortitude save for half damage). Anyone who takes damage from the vitriol must make a second Fortitude save (same as the spell DC) or take 1d3 points of temporary Dexterity damage from the poisonous fumes. Creatures that do not breathe (such as undead) or which are immune to acid are immune to the secondary effect.

TOUCH ME NOT

School abjuration; **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V

Range personal

Target you

Duration 1 round/level

Saving Throw Will half; **Spell Resistance** yes

Your body is charged with protective energy. You gain a +2 deflection bonus to AC, and any opponent that touches or grapples you takes 1d8 points of damage +1 point per caster level (to a maximum of +5). The opponent may make a Will save for half damage. Allies can touch you without harm. You cannot use the spell to make touch attacks – the opponent must touch or grapple you.

UNCONSCIOUS AGENDA

School enchantment (compulsion) [language-dependent, mind affecting]; **Level** bard 6, sorcerer/wizard 6

Casting Time 10 minutes

Components V

Range Close (25 ft. + 5 ft./2 levels)

Target One humanoid

Duration One week/level or until discharged (D)

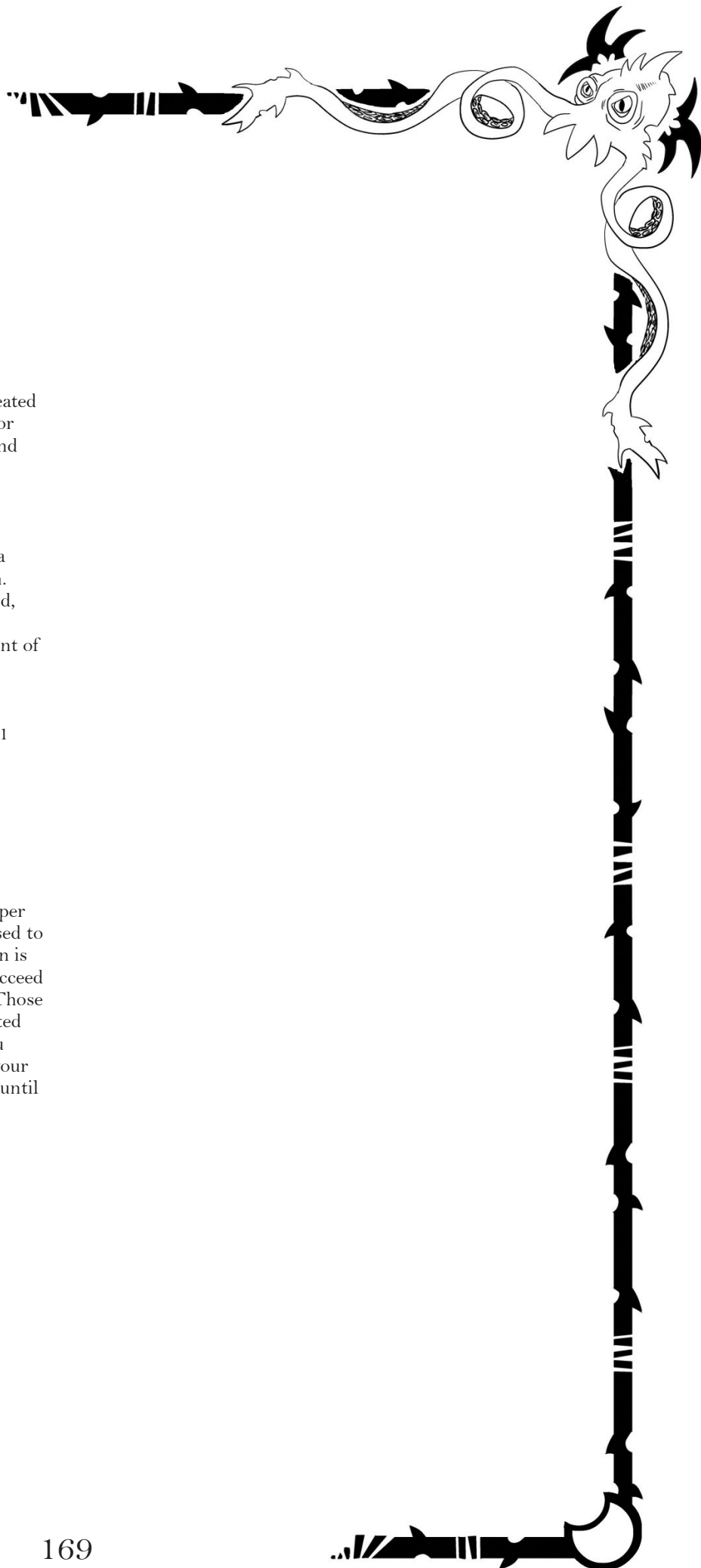
Saving Throw Will negates; **Spell Resistance** yes

This spell plants a subconscious directive in the target's mind that forces him to act as you dictate when specific circumstances arise. The target humanoid can be either conscious or unconscious, but must understand your language. Upon casting this spell you must state a course of action you wish the target to take. This course of action must be described in 20 words or less. You must then state the condition under which you wish the target to take this action, also describing it in 20 words or less. Actions or conditions more elaborate than 20 words cause the spell to fail. *Unconscious agenda* cannot compel a target to kill himself, though it can compel him to perform exceedingly dangerous acts, face impossible odds, or undertake almost any other course of activity. You cannot issue new commands to the target after the spell is cast.

If the target fails his save against this spell, he is not compelled to act in any way, has no knowledge of the details of the spell affecting him, and has no memory of the last 10 minutes (although he might come to notice the missing time or the presence of the caster). He can function as he wishes until the events you detailed as the condition take place. Upon experiencing the prerequisite condition, the target is forced to perform the course of action you described as per the spell *dominate person*. For the next hour, the target acts as you dictated, doing all it can to fulfill your command. If, at the end of the hour, the target still has not completed your command, the target is released from the enchantment and the spell ends. Once the course of action is completed the spell ends. The target has full memory of acts performed during this hour.

For example, a wizard might cast *unconscious agenda* upon a farmer, giving him the order "murder the king" to be acted upon "when you hear church bells strike noon." Thus, the next time the target hears church bells strike noon, the enchantment activates and for the next hour he does all he can to murder the king in the most effective way possible, with the spell ending either when the king is dead or the hour passes. How the target acts is wholly relative to the individual and the circumstances. This could lead the target to perform an assassination attempt or, if he's some distance away from where he thinks the king is, ride for one hour at full speed towards the land's capital.

It's difficult to detect an *unconscious agenda*. Casting *detect magic* on someone affected by this spell only reveals an aura of enchantment magic if the caster of *detect magic* has a higher caster level than the caster of *unconscious agenda*. Even if the spell is detected, it can only be removed by *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish*. *Dispel magic* does not affect *unconscious agenda*.



UNDERTOW

School evocation [force]; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components: V, S

Range: 100 ft.

Area: 10-ft. radius/level

Duration: 1 round/level.

Saving Throw: Fortitude negates

Spell Resistance: Yes

Any swimmer caught in the powerful tug of water created by this spell must succeed on an immediate Fort save or be pulled underwater to a depth of 10 feet. Every round thereafter, until the spell's duration lapses, the victim is permitted a Strength check (DC 18) to break free of the *undertow*. Remember, a submerged creature can hold its breath for a number of rounds equal to twice its Constitution score. Thereafter, it must succeed on a Fortitude save (DC 10+1 per round) or start to drown. Drowning PCs are reduced to 0 hp in the second round, and then to -10 on the third unless they get to air. Of course, the target must first be within a suitable amount of water in order for this spell to have any effect.

WAR PAINT

School transmutation; **Level** cleric 1, druid 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target face paint touched

Duration special; see text

Saving Throw special see text; **Spell Resistance** no

You imbue normal face paint – enough to paint 1 face per caster level – with divine energy. When the paint is used to draw tribal designs upon the face, the resulting pattern is so fierce and intimidating that all who view it must succeed a Will save or be shaken for 1 round per caster level. Those who are successful on their Will saves cannot be affected by *war paint's* effects again for 1 full day. Creatures you name as allies are not at risk of becoming shaken by your appearance. The paint's power lasts a full 24 hours or until purposefully removed, washed, or worn off.



Appendix III: Universal Monster Rules

The following rules are standard and are referenced (but not repeated) in monster stat blocks. Each rule includes a format guide for how it appears in a monster's listing and its location in the stat block.

Ability Damage and Drain (Ex or Su) Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. While ability damage can be healed naturally, ability drain is permanent and can only be restored through magic.

Format: 1d4 Str drain; *Location:* Special Attacks and individual attacks.

All-Around Vision (Ex) Any creature with this special ability sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A creature with all-around vision cannot be flanked.

Format: all-around vision; *Location:* Senses

Amphibious (Ex) Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Format: amphibious; *Location:* SQ.

Bleed (Ex) A creature with this ability causes wounds that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The amount of damage each round is determined in the creature's entry.

Format: bleed (2d6); *Location:* Special Attacks and individual attacks.

Blindsense (Ex) Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied

its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Format: blindsense 60 ft.; *Location:* Senses.

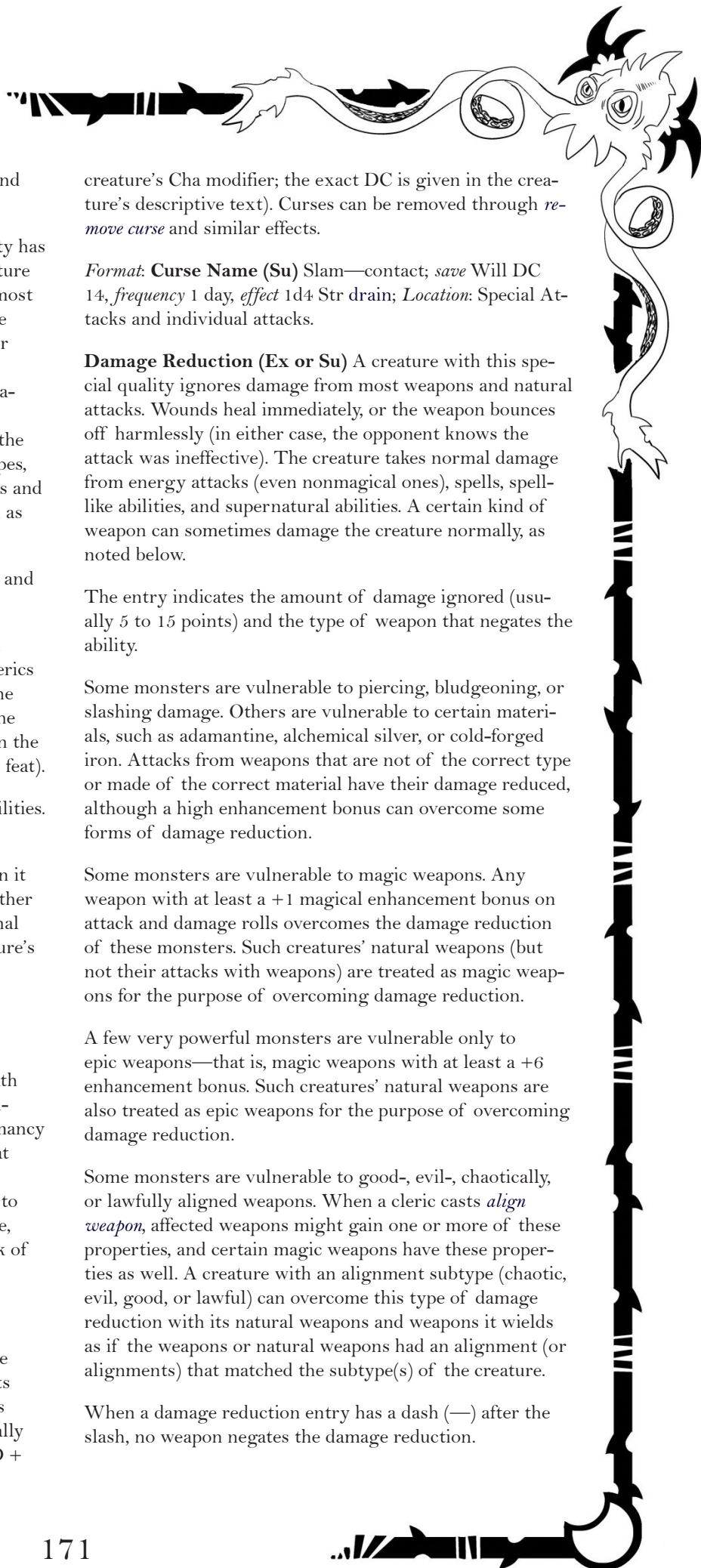
Blindsight (Ex) This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Format: blindsight 60 ft.; *Location:* Senses.

Breath Weapon (Su) Some creatures can exhale a cone, line, or cloud of energy or other magical effects. A breath weapon attack usually deals damage and is often based on some type of energy. Breath weapons allow a Reflex save for half damage (DC 10 + 1/2 breathing creature's racial HD + breathing creature's Con modifier; the exact DC is given in the creature's descriptive text). A creature is immune to its own breath weapon unless otherwise noted. Some breath weapons allow a Fortitude save or a Will save instead of a Reflex save. Each breath weapon also includes notes on how often it can be used, even if this number is limited in times per day.

Format: breath weapon (60-ft. cone, 8d6 fire damage, Reflex DC 20 for half, usable every 1d4 rounds); *Location:* Special Attacks; if the breath is more complicated than damage, it also appears under Special Abilities with its own entry.

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 burning creature's racial HD + burning creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.



Format: burn (2d6, DC 15); *Location:* Special Attacks and individual attacks.

Change Shape (Su) A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Format: change shape (wolf, *beast form I*); *Location:* SQ, and in special abilities for creatures with a unique listing.

Channel Resistance (Ex) A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

Format: channel resistance +4; *Location:* Defensive Abilities.

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given in the creature's entry and is typically equal to the amount of damage caused by the creature's melee attack.

Format: constrict (1d8+6); *Location:* Special Attacks.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Format: construct traits; *Location:* Immune.

Curse (Su) A creature with this ability bestows a curse upon its enemies. The effects of the curse, including its save, frequency, and cure, are included in the creature's description. If a curse allows a saving throw, it is usually a Will save (DC 10 + 1/2 cursing creature's racial HD +

creature's Cha modifier; the exact DC is given in the creature's descriptive text). Curses can be removed through *remove curse* and similar effects.

Format: **Curse Name (Su)** Slam—contact; *save* Will DC 14, *frequency* 1 day, *effect* 1d4 Str drain; *Location:* Special Attacks and individual attacks.

Damage Reduction (Ex or Su) A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

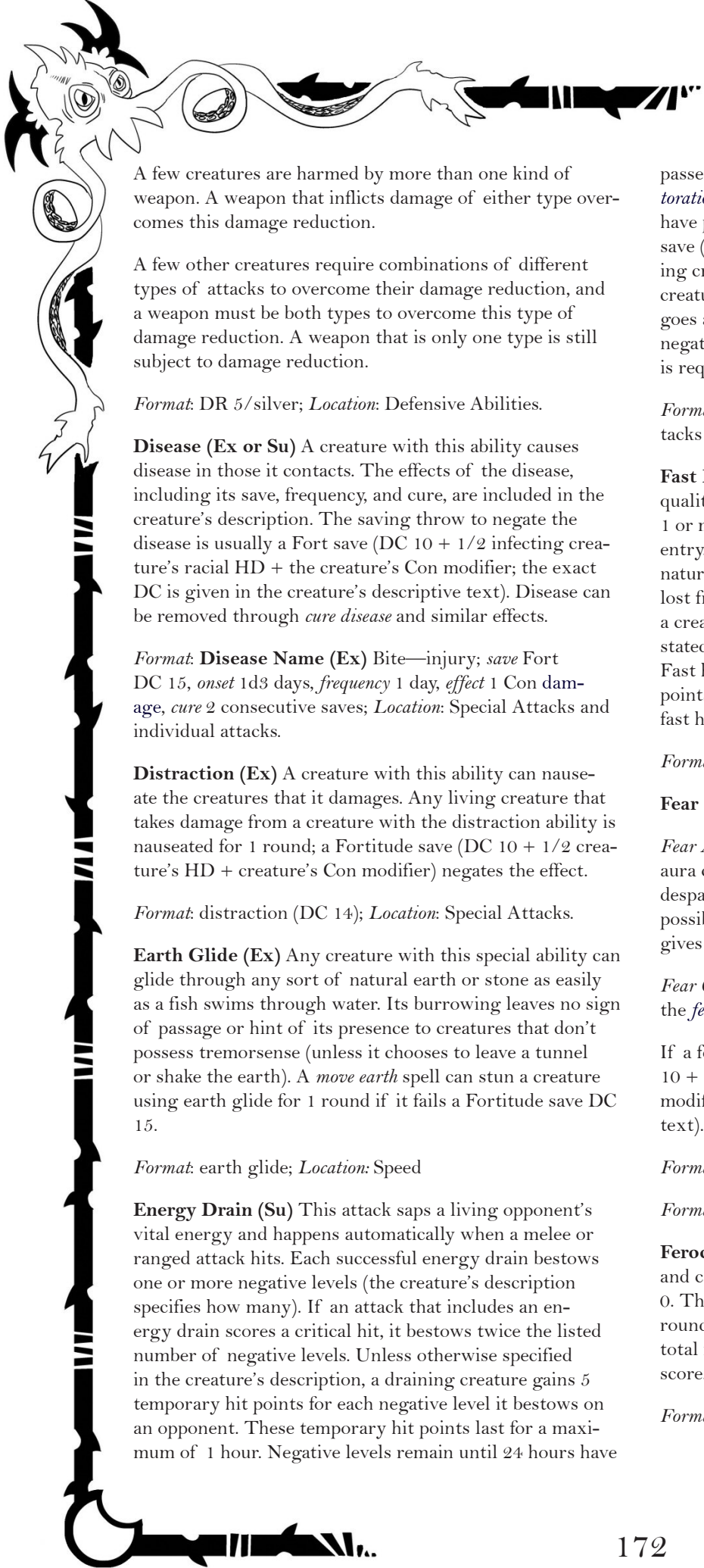
Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantite, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to good-, evil-, chaotically, or lawfully aligned weapons. When a cleric casts *align weapon*, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that matched the subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.



A few creatures are harmed by more than one kind of weapon. A weapon that inflicts damage of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction, and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Format: DR 5/silver; *Location:* Defensive Abilities.

Disease (Ex or Su) A creature with this ability causes disease in those it contacts. The effects of the disease, including its save, frequency, and cure, are included in the creature's description. The saving throw to negate the disease is usually a Fort save (DC 10 + 1/2 infecting creature's racial HD + the creature's Con modifier; the exact DC is given in the creature's descriptive text). Disease can be removed through *cure disease* and similar effects.

Format: **Disease Name (Ex)** Bite—injury; *save* Fort DC 15, *onset* 1d3 days, *frequency* 1 day, *effect* 1 Con damage, *cure* 2 consecutive saves; *Location:* Special Attacks and individual attacks.

Distraction (Ex) A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Format: distraction (DC 14); *Location:* Special Attacks.

Earth Glide (Ex) Any creature with this special ability can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of passage or hint of its presence to creatures that don't possess tremorsense (unless it chooses to leave a tunnel or shake the earth). A *move earth* spell can stun a creature using earth glide for 1 round if it fails a Fortitude save DC 15.

Format: earth glide; *Location:* Speed

Energy Drain (Su) This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels (the creature's description specifies how many). If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. Unless otherwise specified in the creature's description, a draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have

passed or until they are removed with a spell, such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + draining creature's Cha modifier; the exact DC is given in the creature's descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Format: energy drain (2 levels, DC 18); *Location:* Special Attacks and individual attacks.

Fast Healing (Ex) A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Format: fast healing 5; *Location:* hp.

Fear (Su or Sp) Fear attacks can have various effects.

Fear Aura (Su) The use of this ability is a free action. The aura can freeze an opponent (as in the case of a mummy's despair) or function like the *fear* spell. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of the area.

Fear Cone (Sp) and Ray (Su) These effects usually work like the *fear* spell.

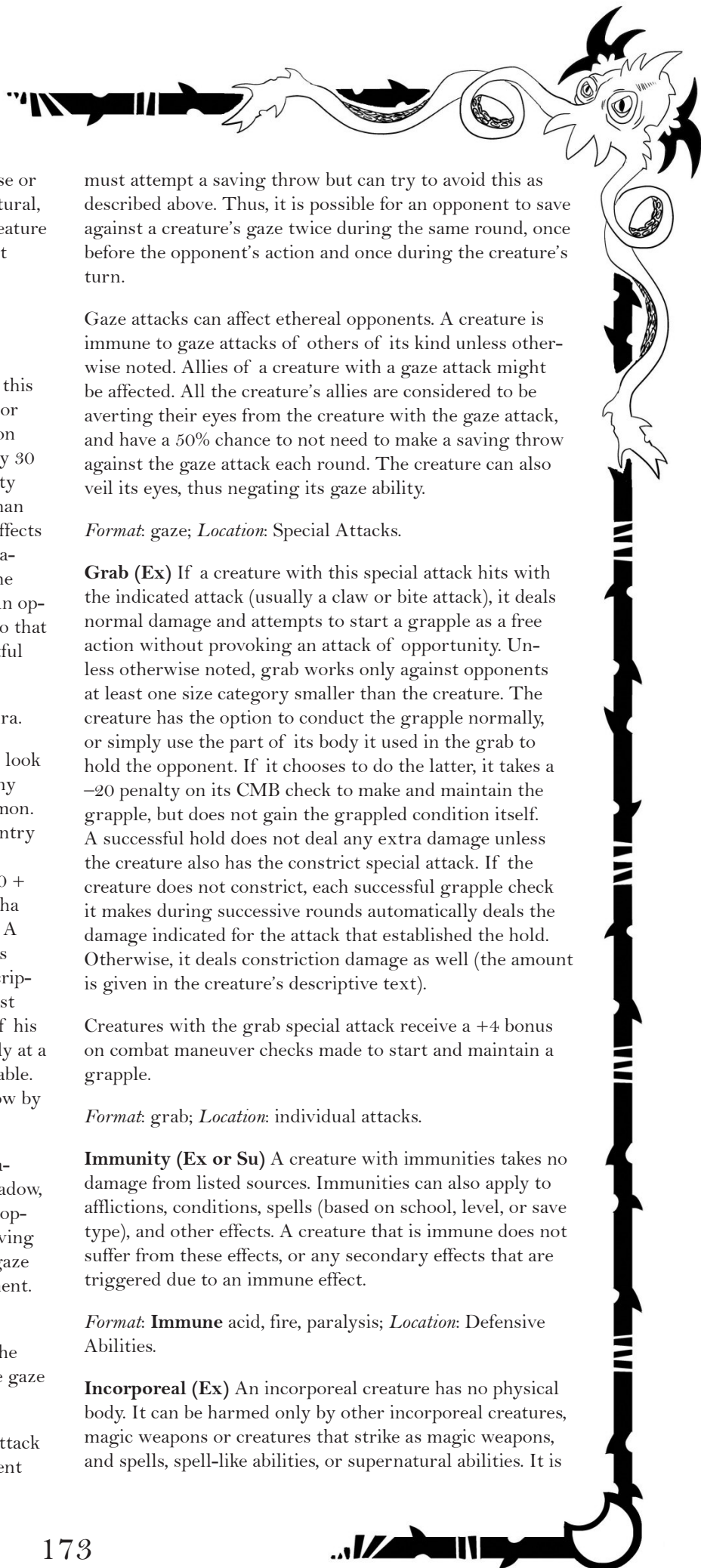
If a fear effect allows a saving throw, it is a Will save (DC 10 + 1/2 fearsome creature's racial HD + creature's Cha modifier; the exact DC is given in the creature's descriptive text). All fear attacks are mind-affecting fear effects.

Format: fear aura (30 ft., DC 17); *Location:* Aura.

Format: fear cone (50 ft., DC 19); *Location:* Special Attacks.

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Format: ferocity; *Location:* Defensive Abilities.



Flight (Ex or Su) A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Format: fly 30 ft. (average); *Location:* Speed.

Frightful Presence (Ex) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + frightful creature's Cha modifier; the exact DC is given in the creature's descriptive text). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Format: frightful presence (60 ft., DC 21); *Location:* Aura.

Gaze (Su) A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect: petrification, death, and charm are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent

must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

Format: gaze; *Location:* Special Attacks.

Grab (Ex) If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

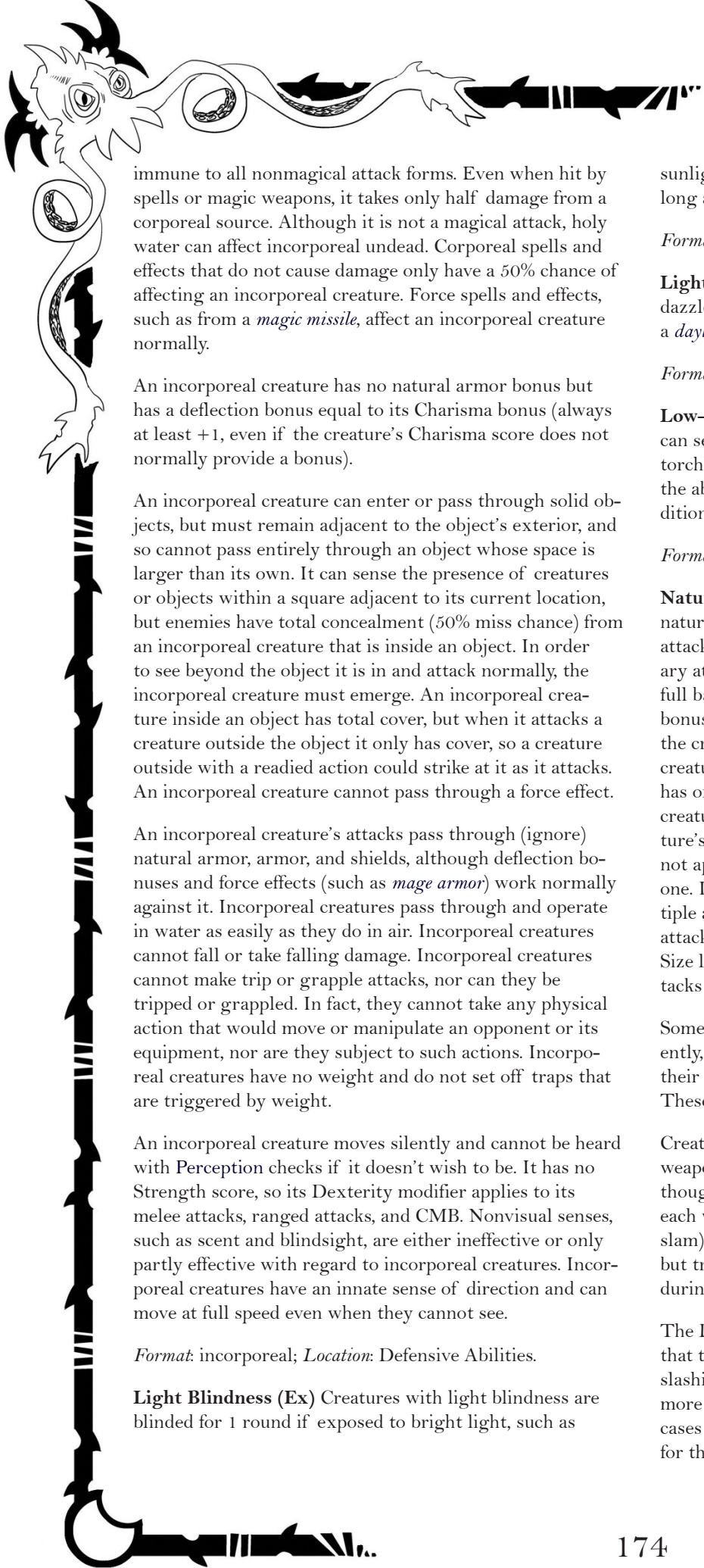
Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Format: grab; *Location:* individual attacks.

Immunity (Ex or Su) A creature with immunities takes no damage from listed sources. Immunities can also apply to afflictions, conditions, spells (based on school, level, or save type), and other effects. A creature that is immune does not suffer from these effects, or any secondary effects that are triggered due to an immune effect.

Format: Immune acid, fire, paralysis; *Location:* Defensive Abilities.

Incorporeal (Ex) An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is



immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Format: incorporeal; *Location:* Defensive Abilities.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as

sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Format: light blindness; *Location:* Weaknesses.

Light Sensitivity (Ex) Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Format: **Weakness** light sensitivity; *Location:* Weaknesses.

Low-Light Vision (Ex) A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Format: low-light vision; *Location:* Senses.

Natural Attacks Most creatures possess one or more natural attacks (attacks made without a weapon). These attacks fall into one of two categories, primary and secondary attacks. Primary attacks are made using the creature's full base attack bonus and add the creature's full Strength bonus on damage rolls. Secondary attacks are made using the creature's base attack bonus -5 and add only 1/2 the creature's Strength bonus on damage rolls. If a creature has only one natural attack, it is always made using the creature's full base attack bonus and adds 1-1/2 the creature's Strength bonus on attack rolls. This increase does not apply if the creature has multiple attacks but only takes one. If a creature has only one type of attack, but has multiple attacks per round, that attack is treated as a primary attack, regardless of its type. Table: Natural Attacks by Size lists some of the most common types of natural attacks and their classifications.

Some creatures treat one or more of their attacks differently, such as dragons, which always receive 1-1/2 times their Strength bonus on damage rolls with their bite attack. These exceptions are noted in the creature's description.

Creatures with natural attacks and attacks made with weapons can use both as part of a full attack action (although often a creature must forgo one natural attack for each weapon clutched in that limb, be it a claw, tentacle, or slam). Such creatures attack with their weapons normally but treat all of their natural attacks as secondary attacks during that attack, regardless of the attack's original type.

The Damage Type column refers to the sort of damage that the natural attack typically deals: bludgeoning (B), slashing (S), or piercing (P). Some attacks deal damage of more than one type, depending on the creature. In such cases all the damage is considered to be of all listed types for the purpose of overcoming damage reduction.

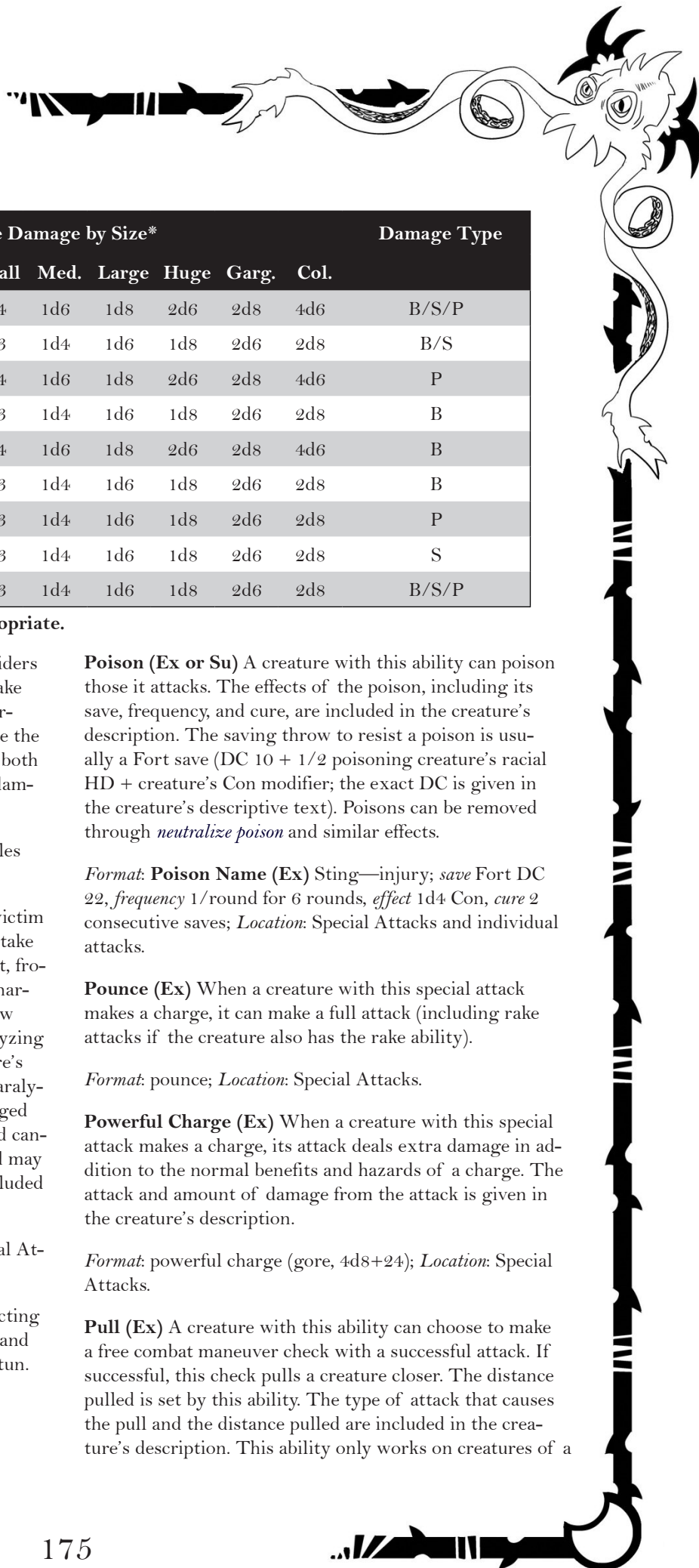


TABLE: NATURAL ATTACKS BY SIZE

Natural Attack	Base Damage by Size*									Damage Type
	Fine	Dim.	Tiny	Small	Med.	Large	Huge	Garg.	Col.	
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B/S/P
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	P
Hoof, Tentacle, Wing	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B
Pincers, Tail Slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	P
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S
Other	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S/P

* Individual creatures vary from this value as appropriate.

Some fey, humanoids, monstrous humanoids, and outsiders do not possess natural attacks. These creatures can make unarmed strikes, but treat them as weapons for the purpose of determining attack bonuses, and they must use the two-weapon fighting rules when making attacks with both hands. See Table: Natural Attacks by Size for typical damage values for natural attacks by creature size.

Format: bite +5 (1d6+1), 2 claws +5 (1d4+2), 4 tentacles +0 (1d4+1); *Location:* Melee and Ranged.

Paralysis (Ex or Su) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (DC 10 + 1/2 paralyzing creature's racial HD + paralyzing creature's Con modifier; the DC is given in the creature's description). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description.

Format: paralysis (1d4 rounds, DC 18); *Location:* Special Attacks and individual attacks.

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Format: plant traits; *Location:* Immune.

Poison (Ex or Su) A creature with this ability can poison those it attacks. The effects of the poison, including its save, frequency, and cure, are included in the creature's description. The saving throw to resist a poison is usually a Fort save (DC 10 + 1/2 poisoning creature's racial HD + creature's Con modifier; the exact DC is given in the creature's descriptive text). Poisons can be removed through *neutralize poison* and similar effects.

Format: **Poison Name (Ex)** Sting—injury; *save* Fort DC 22, *frequency* 1/round for 6 rounds, *effect* 1d4 Con, *cure* 2 consecutive saves; *Location:* Special Attacks and individual attacks.

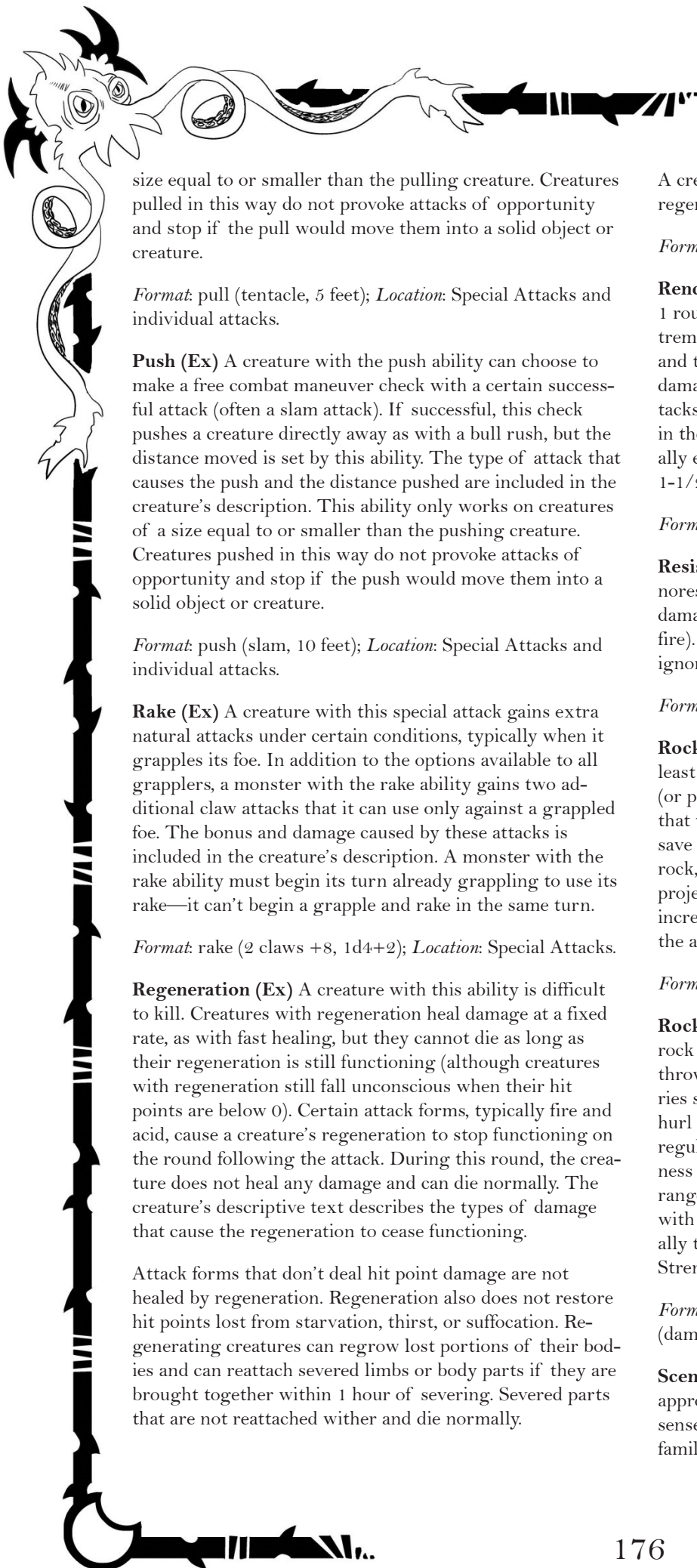
Pounce (Ex) When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Format: pounce; *Location:* Special Attacks.

Powerful Charge (Ex) When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

Format: powerful charge (gore, 4d8+24); *Location:* Special Attacks.

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a



size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Format: pull (tentacle, 5 feet); *Location:* Special Attacks and individual attacks.

Push (Ex) A creature with the push ability can choose to make a free combat maneuver check with a certain successful attack (often a slam attack). If successful, this check pushes a creature directly away as with a bull rush, but the distance moved is set by this ability. The type of attack that causes the push and the distance pushed are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature.

Format: push (slam, 10 feet); *Location:* Special Attacks and individual attacks.

Rake (Ex) A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two additional claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

Format: rake (2 claws +8, 1d4+2); *Location:* Special Attacks.

Regeneration (Ex) A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Format: regeneration 5 (fire, acid); *Location:* hp.

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

Format: rend (2 claws, 1d8+9); *Location:* Special Attacks.

Resistance (Ex) A creature with this special quality ignores some damage of the indicated type each time it takes damage of that kind (commonly acid, cold, electricity, or fire). The entry indicates the amount and type of damage ignored.

Format: Resist acid 10; *Location:* Defensive Abilities.

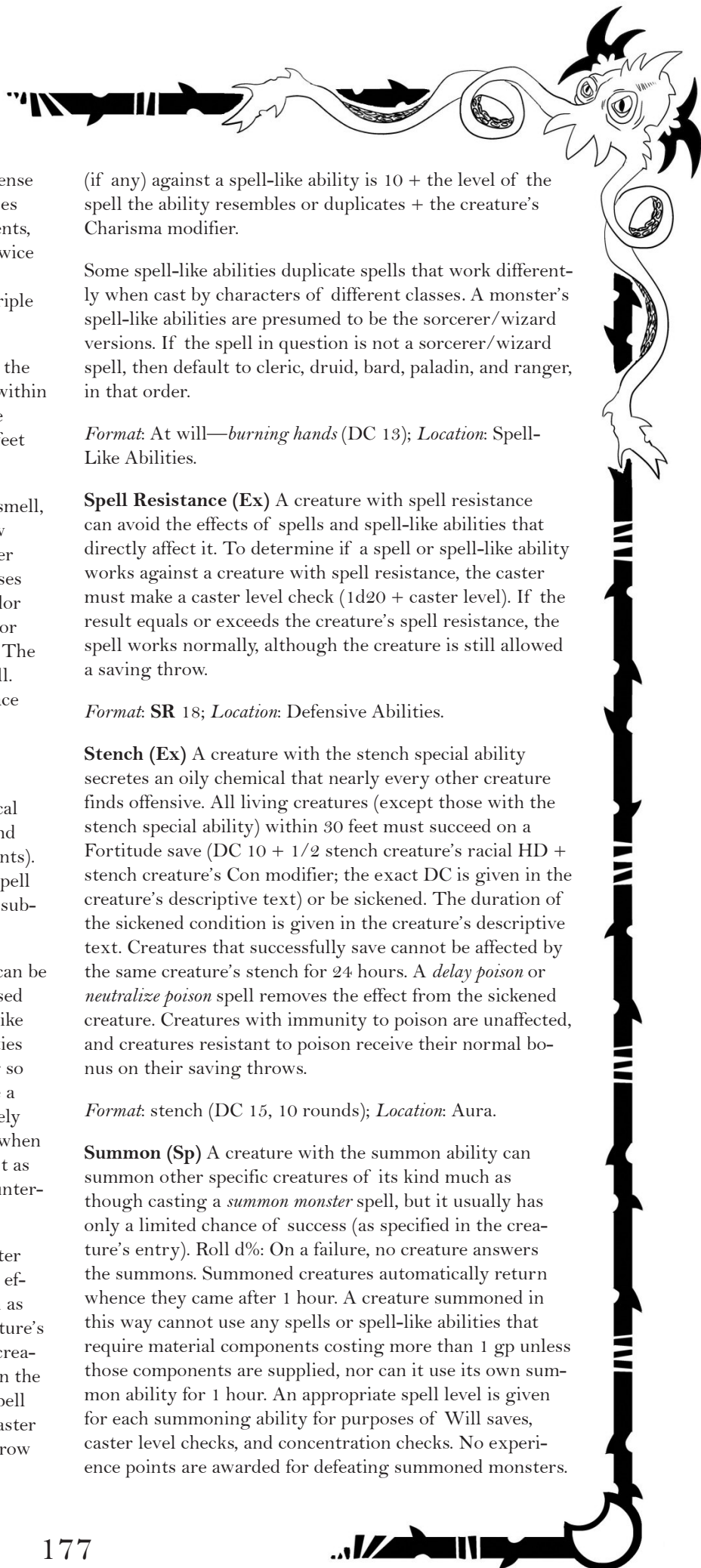
Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Format: rock catching; *Location:* Defensive Abilities.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

Format: rock throwing (120 ft.); *Location:* Special Attacks (damage is listed in Ranged attack).

Scent (Ex) This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.



The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Format: scent; *Location:* Senses.

Spell-Like Abilities (Sp) Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They go away in an *antimagic field* and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

A spell-like ability usually has a limit on how often it can be used. A constant spell-like ability or one that can be used at will has no use limit. Reactivating a constant spell-like ability is a swift action. Using all other spell-like abilities is a standard action unless noted otherwise, and doing so provokes attacks of opportunity. It is possible to make a concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has; sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. If no caster level is specified, the caster level is equal to the creature's Hit Dice. The saving throw

(if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, and ranger, in that order.

Format: At will—*burning hands* (DC 13); *Location:* Spell-Like Abilities.

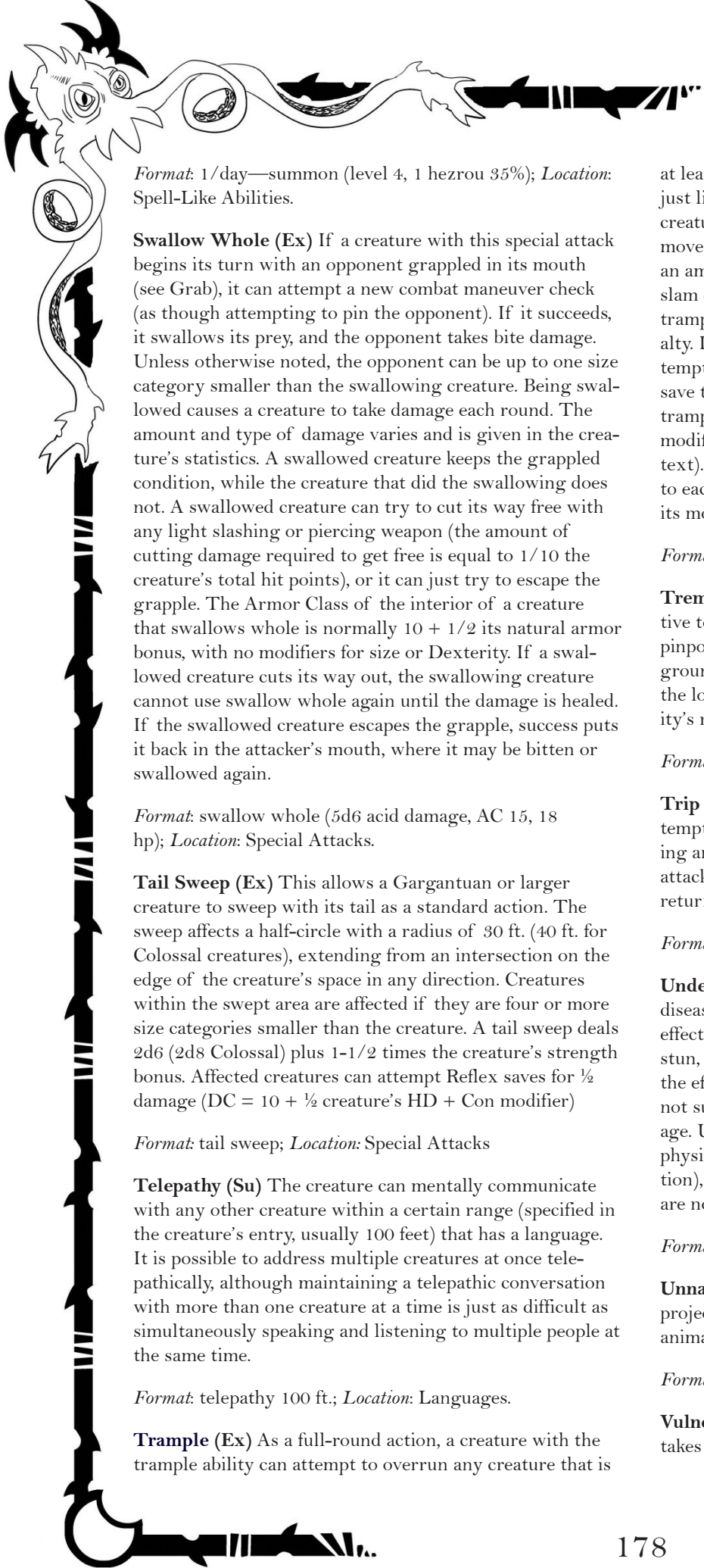
Spell Resistance (Ex) A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Format: SR 18; *Location:* Defensive Abilities.

Stench (Ex) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Format: stench (DC 15, 10 rounds); *Location:* Aura.

Summon (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a *summon monster* spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.



Format: 1/day—summon (level 4, 1 hezrou 35%); *Location:* Spell-Like Abilities.

Swallow Whole (Ex) If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally $10 + 1/2$ its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Format: swallow whole (5d6 acid damage, AC 15, 18 hp); *Location:* Special Attacks.

Tail Sweep (Ex) This allows a Gargantuan or larger creature to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 ft. (40 ft. for Colossal creatures), extending from an intersection on the edge of the creature's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the creature. A tail sweep deals 2d6 (2d8 Colossal) plus $1-1/2$ times the creature's strength bonus. Affected creatures can attempt Reflex saves for $1/2$ damage (DC = $10 + 1/2$ creature's HD + Con modifier)

Format: tail sweep; *Location:* Special Attacks

Telepathy (Su) The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Format: telepathy 100 ft.; *Location:* Languages.

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is

at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + $1-1/2$ times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is $10 + 1/2$ creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Format: trample (2d6+9, DC 20); *Location:* Special Attacks.

Tremorsense (Ex) A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Format: tremorsense 60 ft.; *Location:* Senses.

Trip (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

Format: trip (bite); *Location:* individual attacks.

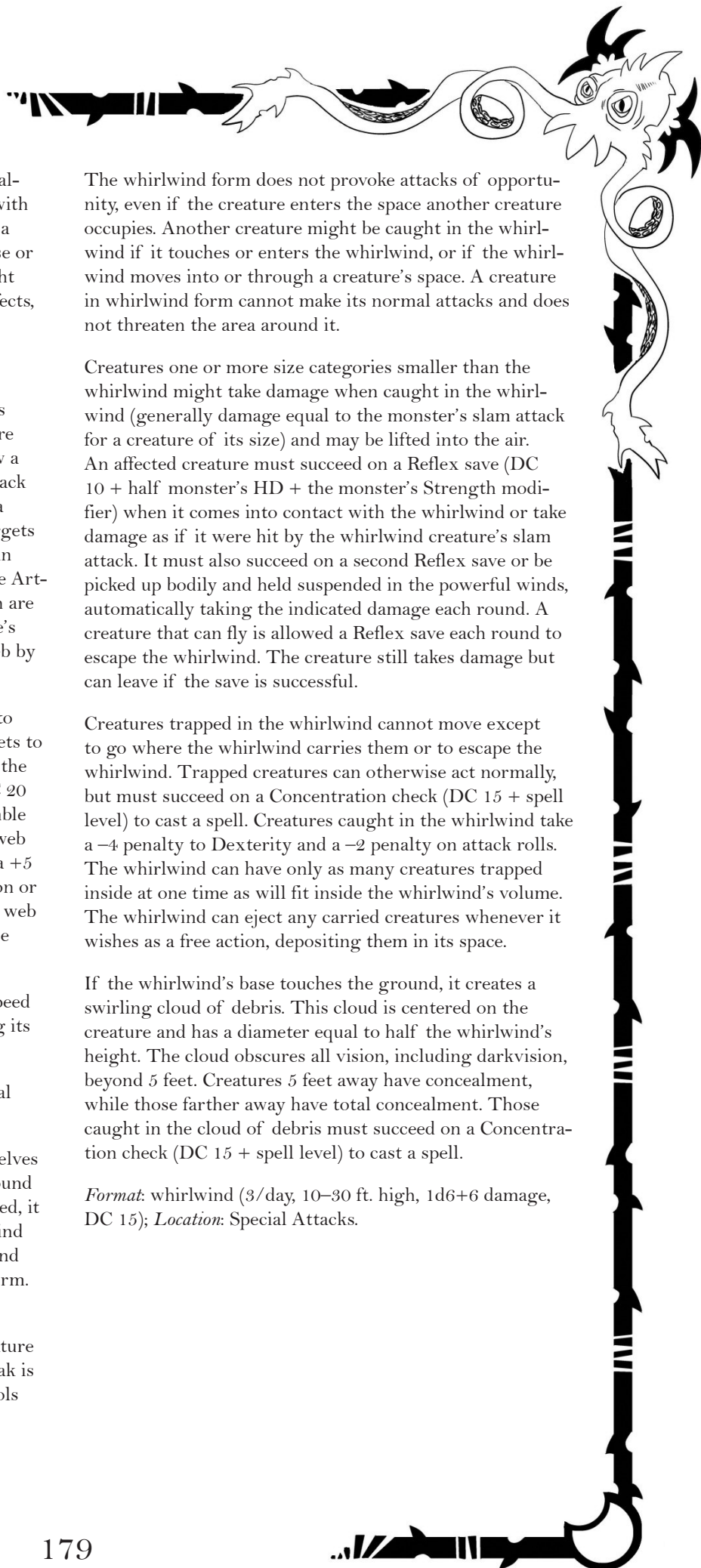
Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Format: undead traits; *Location:* Immune.

Unnatural Aura (Ex) Any creature with this special ability projects a feeling of alienness that unsettles animals. All animals within this aura become panicked and will flee.

Format: unnatural (range); *Location:* Aura

Vulnerabilities (Ex or Su) A creature with vulnerabilities takes half again as much damage (+50%) from a specific



energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a -4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Format: vulnerability to fire; *Location:* Weaknesses.

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to $10 + 1/2$ creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a -4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a $+5$ bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Format: web (+8 ranged, DC 16, 5 hp); *Location:* Special Attacks.

Whirlwind (Su) Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind is always 5 feet wide at its base, but its height and width at the top vary from creature to creature (minimum 10 feet high). A whirlwind's width at its peak is always equal to half of its height. The creature controls the exact height, but it must be at least 10 feet high.

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC $10 + \text{half monster's HD} + \text{the monster's Strength modifier}$) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC $15 + \text{spell level}$) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a Concentration check (DC $15 + \text{spell level}$) to cast a spell.

Format: whirlwind (3/day, 10–30 ft. high, $1d6+6$ damage, DC 15); *Location:* Special Attacks.



Appendix IV: Monsters by Type

Listed below are the monsters that appear in this book, organized alphabetically by type.

Aberration: athach, decapus, delver, destrachan, ethereal filcher, evil eye, grick, jubear, lurker above, phasm, phrenic scourge, possessor, scavenger worm, tentamort

Animal: cooshee, giant dire frog, killer frog

(Aquatic): bunyip, hippocampus, hydrodaemon, locathah, nightswimmer, pond drinker, tsathar

Construct: juggernaut, necrophidius

Dragon: sin dragons

(Earth): stone troglodyte

Fey: battle imp, brownie, grig

(Giant): stone troll, two-headed troll, tunnel brute

Humanoid: locathah, málites, skulk, stone troll, two-headed troll, tunnel brute

Magical beast: aranea, blink dog, bunyip, catoblepas, digester, ethereal marauder, flail snail, giant owl, gorgimera, gray render, greater basilisk, greater shedu, greymalkin, hippocampus, kamadan, krenshar, pyrolisk, sea cat, shedu, sphinxes, spider eater, yrthak

Monstrous humanoid: grimlock, inphidians, lycanthropes, stone troglodyte, tsathar

Ooze: trapper

Outsider: ravid, soul eater

Outsider (air): aerial servant, arrowhawk, belker, herensugue, kirin

Outsider (augmented): abyssal basilisk

Outsider (chaotic): chaos beast, chaosiics, chaosiic lords, demons, howler, titan

Outsider (earth): thoqqua

Outsider (elemental): aerial servant, belker, junk elementals, magmin, thoqqua

Outsider (evil): achaierai, daemons, demons, devils, hellcat, howler, lejnth

Outsider (good): kirin

Outsider (fire): azer, magmin, rast, thoqqua

Outsider (lawful): achaierai, devils, formians, hellcat, inevitable, kirin, lejnth

Outsider (native): gorgoni, triton

Outsider (water): tojanida

Plant: phantom fungus, shrieker, tendriculos, thorny

(Reptilian): inphidians, stone troglodyte

(Shapechanger): aranea, lycanthropes, phasm

Undead: black skeletons, bodak, crypt thing, nightshades

Vermin: pond drinker

Appendix V:

Monsters by Challenge Rating

Listed below are the monsters that appear in this book, organized alphabetically by challenge rating. Variant monsters are not listed and dragons are only listed at their stated age categories.

CR 1/3

locathah

CR 1

brownie, cooshee, doll devil, formian worker, grig, grimlock, junk elemental (small), killer frog, krenshar, shrieker, skulk

CR 2

azer, blink dog, ethereal filcher, mâlite warrior, stone troglodyte, thoquua, triton

CR 3

aranea, cobra-back inphidian, common inphidian, dancer charmer inphidian, decapus, ethereal marauder, gorgoni, giant owl, grick, junk elemental (medium), magmin, phantom fungus, pond drinker, pyrolisk, thorny, werebear, wereboar

CR 4

bunyip, crypt thing, flail snail, formian warrior, giant dire frog, howler, kamadan, necrophidius, scavenger worm, sea cat, tentamort

CR 5

achaierai, arrowhawk, black skeletons, greymalkin, junk elemental (large), night adder inphidian, possessor, rast, rattler inphidian, ravid, spider eater, tojanida, weretiger

CR 6

belker, catoblepas, digester, formian taskmaster, greed dragon (young), hieracosphinx, lesser chaosiic, shedu, sloth dragon (young), tendriculos, two-headed troll

CR 7

chaos beast, criosphinx, greater basilisk, hydrodaemon, medial chaosiic, domination devil, envy dragon (young), hellcat, jubear, junk elemental (huge), lurker above, lust dragon (young), phasm, soul eater, stone troll, tunnel brute

CR 8

athach, bodak, destrachan, gorgimera, gluttony dragon (young), gray render, phrenic scourge, pride dragon (young), trapper

CR 9

androsphinx, formian royal guard, greater chaosiic, junk elemental (greater), lejnth, yrthak, zelekhut

CR 10

delver, evil eye, greater shedu, greed dragon (adult), sloth dragon (adult), wrath dragon (young)

CR 11

aerial servant, battle imp, envy dragon (adult), herensugue demon, junk elemental (elder), lust dragon (adult), master chaosiic

CR 12

abyssal basilisk, gluttony dragon (adult), kirin, kolyarut, paigoel demon, pride dragon (adult)

CR 13

ancestor chaosiic, judgement devil,

CR 14

formian queen, nightwing, wrath dragon (adult)

CR 15

feliuss demon, greed dragon (ancient), marut, sloth dragon (ancient)

CR 16

envy dragon (ancient), lust dragon (ancient), nightwalker, shadow angel devil

CR 17

gluttony dragon (ancient), pride dragon (ancient)

CR 18

juggernaut, nightcrawler

CR 19

wrath dragon (ancient)

CR 21

titan

CR 22

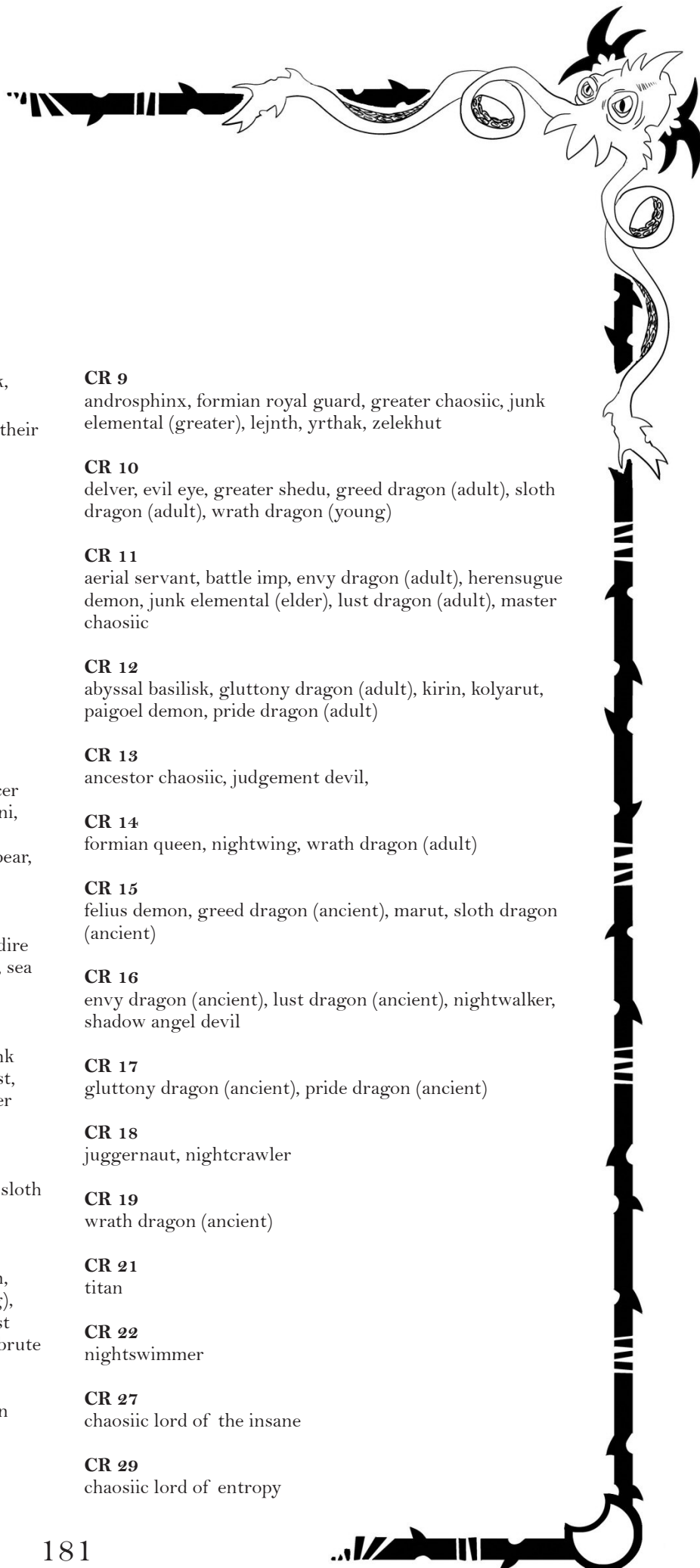
nightswimmer

CR 27

chaosiic lord of the insane

CR 29

chaosiic lord of entropy





Appendix VI: Monsters by Terrain

Listed below are the monsters that appear in this book, organized alphabetically by terrain.

Any

black skeletons, bodak, chaos beast, envy dragon, evil eye, gluttony dragon, greater basilisk, greed dragon, juggernaut, kolyarut, lust dragon, marut, necrophidius, phasm, pride dragon, skulk, sloth dragon, soul eater, titan, wereboar, weretiger, wrath dragon, zelekhut

Desert (Warm)

androsphinx, criosphinx, gorgoni, greater shedu, hieracosphinx, shedu

Forest (Cold)

battle imp, cooshee, jubear, werbear

Forest (Temperate)

aranea, battle imp, brownie, cooshee, decapus, giant owl, greymalkin, grig, jubear, krenshar, spider eater, tendriculos

Forest (Warm)

battle imp, brownie, cobra-back inphidian, common inphidian, cooshee, dancer charmer inphidian, digester, night adder inphidian, rattler inphidian

Hills (Temperate)

athach, gorgimera, greymalkin

Jungle (Temperate)

tendriculos

Mountains (Temperate)

gorgimera, yrthak

Ocean (Cold)

bunyip, hippocampus, triton

Ocean (Temperate)

bunyip, hippocampus, sea cat, triton

Ocean (Warm)

bunyip, hippocampus, locathah, triton

Plains (Temperate)

blink dog, digester, kamadan, pyrolisk

Plains (Warm)

cobra-back inphidian, common inphidian, dancer charmer inphidian, night adder inphidian, rattler inphidian

Planar (Abaddon – Evil)

hydrodaemon

Planar (Abyss – Chaotic Evil)

abyssal basilisk, felius demon, herensugue demon, howler, paigoel demon

Planar (any Evil)

lejnth

Planar (any Lawful)

achaierai

Planar (Corrupting Chaos – Chaotic)

ancestor chaotic, chaotic lord of entropy, chaotic lord of the insane, greater chaotic, lesser chaotic, master chaotic, medial chaotic

Planar (Ethereal Plane)

ethereal marauder

Planar (Hell – Lawful Evil)

doll demon, domination devil, hellcat, judgement devil, shadow angel devil

Planar (Hive – Lawful)

formian queen, formian royal guard, formian taskmaster, formian warrior, formian worker

Planar (Mâl – Evil)

mâlites

Planar (Plane of Air)

aerial servant, arrowhawk, belker, kirin

Planar (Plane of Fire)

azar, magmin, rast, thoqqua

Planar (Plane of Junk)

junk elemental

Planar (Plane of Water)

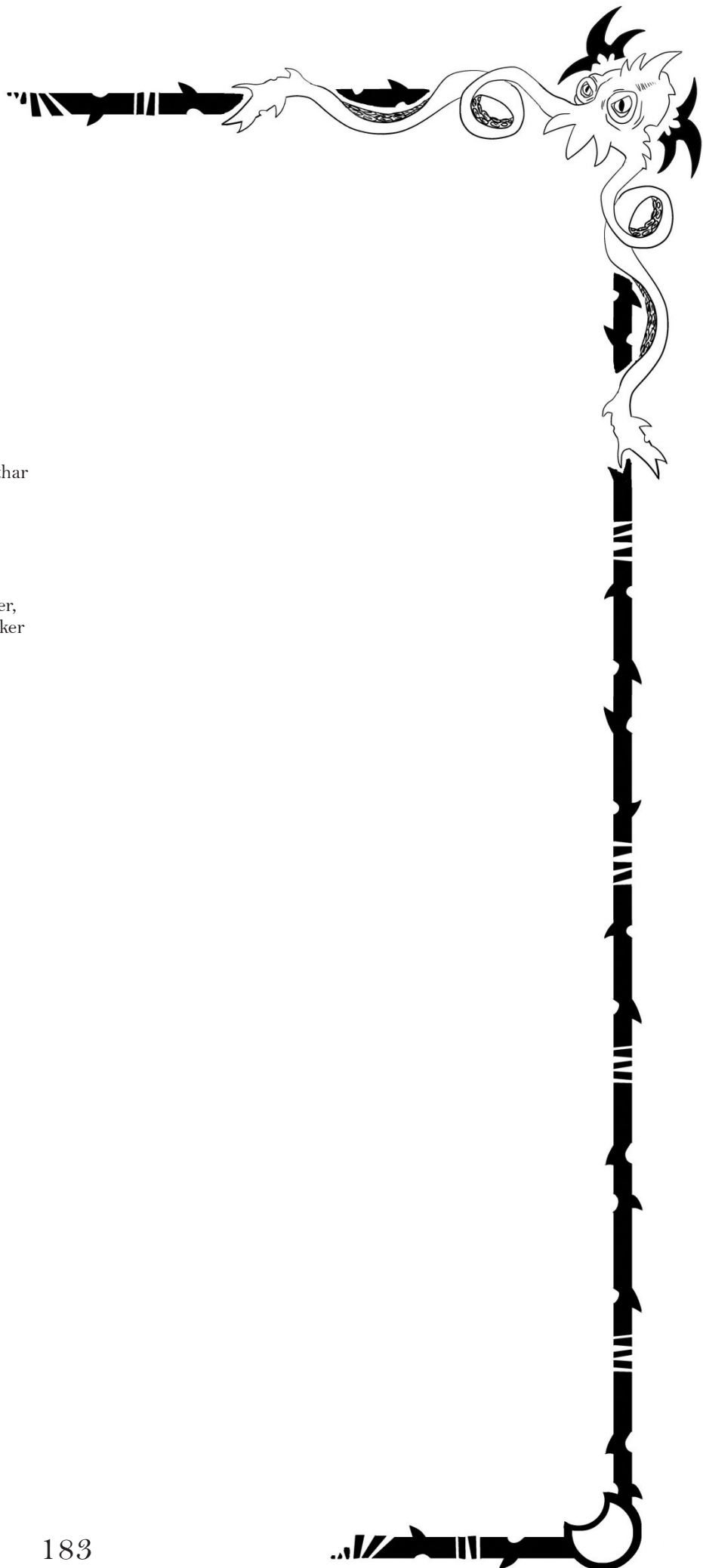
tojanida

Planar (Positive Energy Plane)

ravid

Planar (Shadow Plane)

nightcrawler, nightswimmer, nightwalker, nightwing



River/Lake

hippocampus, pond drinker, triton

Swamp (Cold)

catoblepas

Swamp (Temperate)

catoblepas, giant dire frog, killer frog, tendriculos, tsathar

Swamp (Warm)

catoblepas, giant dire frog, gray render, killer frog,

Underground

crypt thing, decapus, delver, destrachan, ethereal filcher, flail snail, gray render, grick, grimlock, killer frog, lurker above, phantom fungus, phrenic scourge, possessor, scavenger worm, shrieker, tentamort, thorny, tsathar, tunnel brute

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/ or trademark owners who have contributed Open Game content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the license itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/ or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder RPG GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Dread Codex II: The Necromancer’s Tome Copyright 2005, Adamant Entertainment. Author K. Axel Carlsson
Spells & Magic Copyright 2002, Bastion Press, Inc.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Basidiron from the *Tome of Horrors,* © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Cave Fisher from the *Tome of Horrors,* © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Crystal Ooze from the *Tome of Horrors,* © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Dark Creeper from the *Tome of Horrors,* © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the *Tome of Horrors,* © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Dracolisk from the *Tome of Horrors,* © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Froghemoth from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Giant Slug from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Ice Golem from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Iron Cobra from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

Marid from the *Tome of Horrors III*, © 2005, Necromancer Games, Inc.; Author Scott Greene.

Mite from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Nabasu Demon from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Russet Mold from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Shadow Demon from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

Vegepygmy from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Wood Golem from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

The Book of Erotic Fantasy. © 2006, Arthaus, Inc.; Authors: Gwendolyn F.M. Kestrel and Duncan Scott.

The Book of Arcane Magic. © 2009, 4 Winds Fantasy Gaming; Authors: Connie J. Thomson and Robert W. Thomson.

The Book of Divine Magic. © 2009, 4 Winds Fantasy Gaming; Authors: Connie J. Thomson and Robert W. Thomson, with Katheryn Bauer and Sean O'Connor.

The Book of Fiends, © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb

Legions of Hell, © 2001, Green Ronin Publishing; Author: Chris Pramas

Armies of the Abyss, © 2002, Green Ronin Publishing; Authors: Erik Mona and Chris Pramas

Book of the Righteous, © 2002, Aaron Loeb

The Avatar's Handbook, © 2003, Green Ronin Publishing; Authors: Jesse Decker and Chris Thomasson

The Unholy Warrior's Handbook, © 2003, Green Ronin Publishing; Author: Robert J. Schwalb

Open game content from **Classic Play - Book of Dragons** is © 2004, Mongoose Publishing Ltd.

Complete Guide to Dragonkin, by Bret Boyd, © 2004 Goodman Games (contact www.goodman-games.com or info@goodman-games.com)

Original Spell Name Compendium © 2002 Clark Peterson; based on NPC-named spells from the **Player's Handbook** that were renamed in the System Reference Document. The **Compendium** can be found on the legal page of www.necromancergames.com.

Dead Man's Chest © 2005 Necromancer Games, Inc.; Authors: Lance Hawvermale, Rob Mason, Robert Hunter, Patrick Goulah, Greg Ragland, Matt McGee, Chris Bernhardt, Casey W. Christofferson, Chad Coulter, Skeeter Green, and Travis Hawvermale, with additional contributions by Erica Balsley, Lindsey Barrentine, Jay Decker, Rachel Mason, and Nadine Oatmeyer.

Netbook of Feats © 2000 Fantasy Netbook Community Council - Authors: Agust'n Mart'n, Alan Sullivan, Alan Z. Eisinger, Albert Nakano, Anne Trent, B. Marcus Lindberg, Bradley H. Bemis Jr., Brendan Quinn, Brian A. Smith, Carl Cram r, Chris Meravi, Curtis Bennett, Daniel Langdon, David Spitzley, Dominique Crouzet, Eric D. Harry, Ian Cheesman, Jerry M. Chaney II, John O. Lamping, Jose Lira, Joshua Turton, Marcus Lindberg, Mark Koh, Michael J. Kletch, Paul W. King, Peter K. Campbell, Rafael Arrais, Rebecca Glenn, Rick Coen, Robert Michael Ogilvie, Scott Metzger, Sigfried Trent, Steven J. Damon, S bastien Adhikari, Terje Kristian Backman, Timothy S. Brannan, Troy Lenze, Tyson Neumann, William Batok, William Setzer.

Modern System Reference Document © 2002-2004, Wizards of the Coast, Inc.; Authors: Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan! Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Modern20. © 2007, RPGObjects; Author: Charles Rice

1 on 1 Adventures #5: Vale of the Sepulcher, © 2006, Expeditious Retreat Press; Author: Suzi Yee.

1 on 1 Adventures #6: Shroud of Olindor © 2006, Expeditious Retreat Press; Author: Matthew J. Hanson

1 on 1 Adventures #7: Eyes of the Dragon © 2007, Expeditious Retreat Press; Author: Matthew Carson

1 on 1 Adventures #6: Blood Brothers, © 2007, Expeditious Retreat Press; Author: Suzi Yee

1 on 1 Adventures #9: Legacy of Darkness, © 2007, Expeditious Retreat Press; Author: Creighton Broadhurst

1 on 1 Adventures #10: Vengeance of Olindor, © 2008, Expeditious Retreat Press; Author: Matthew J. Hanson

A Magical Medieval Society: Western Europe, © 2003, Expeditious Retreat Press; Authors: Suzi Yee and Joseph Browning.

A DM's Directory of Demiplanes, © 2004 Philip Reed and Michael Hammes. Published by Ronin Arts, www.roninarts.com.

Aasimar & Tiefling: A Guidebook to the Planetouched, © 2004, Green Ronin Publishing; Author: Robert J. Schwalb.

Advanced Bestiary, © 2004, Green Ronin Publishing, LLC; Author: Matthew Sernet.

Advanced Player's Guide, © 2004, White Wolf Publishing, Inc.

Advanced Player's Manual, © 2005, Green Ronin Publishing; Author: Skip Williams.

Algernon Files, © 2004, Blackwyrn Games; Authors: Aaron Sullivan and Dave Mattingly.

Art of the Duel. © 2008, Sinister Adventures; Author: Craig Shackleton.

Assassin's Handbook © 2002, Green Ronin Publishing; Authors: David "Zeb" Cook and Wolfgang Baur.

Bastards & Bloodlines, © 2003, Green Ronin Publishing; Author: Owen K.C. Stephens

Borrowed Time, © 2006, Golden Elm Media; Authors: Bruce Baugh and David Bolack

Blue Rose, © 2005, Green Ronin Publishing; Authors: Jeremy Crawford, Dawn Elliot, Steve Kenson, Alejandro Melchoir, and John Snead.

Blue Rose Companion, © 2005, Green Ronin Publishing; Editor: Jeremy Crawford.

Caliphate Nights, © 2006, Paradigm Concepts; Author: Aaron Infante-Levy

Caryatid Column from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

Challenging Challenge Ratings: Immortal's Handbook, © 2003, Craig Cochrane.

Character Portraits: Fantasy Heroes © 2003, Mongoose Publishing

Class options Volume1: Sorcerer Bloodlines, © 2009, Reality Deviant Publications, author Stefen Styrsky
Conan The Roleplaying Game, © 2003 Conan Properties International LCC; Authorized Publisher Mongoose Publishing Ltd; Author Ian Sturrock.
CORE Explanatory Notice, © 2003, Benjamin R. Durbin
Creatures of Freeport, © 2004, Green Ronin Publishing, LLC; Authors Graeme Davis and Keith Baker.
Crooks!, © 2003, Green Ronin Publishing; Authors Sean Glenn, Kyle Hunter, and Erik Mona.
Cry Havoc, © 2003, Skip Williams. All rights reserved.
Darwin's World © 2002, RPGObjects; Authors Dominic Covey and Chris Davis.
Darwin's World 2nd Edition, © 2003, RPG Objects; Authors Dominic Covey and Chris Davis.
Design Parameters: Immortal's Handbook, © 2003, Craig Cochrane.
Fading Suns d20 ©2001 Holistic Design, Inc.
Fantasci20, © 2008, RPGObjects; Author Charles Rice
Future: Heroes — Cyborgs, © 2004, Philip Reed. Published by Ronin Arts.
Future Player's Companion: Tomorrow's Foundation, © 2005 The Game Mechanics, Inc.; Authors: Gary Astleford, Rodney Thompson, & JD Wiker.
Future Player's Companion: Tomorrow's Hero, © 2005 The Game Mechanics, Inc.; Authors: Gary Astleford, Neil Spicer, Rodney Thompson, & JD Wiker.
Future Player's Companion: Tomorrow's Evolution, © 2005 The Game Mechanics, Inc.; Authors: Gary Astleford, Neil Spicer, & Rodney Thompson.
Future Player's Companion (Print), © 2005 The Game Mechanics, Inc.; Authors: Gary Astleford, Neil Spicer, Rodney Thompson, & JD Wiker.
Galactic Races, © 2001, Fantasy Flight Games.
GameMastery Module W1: Conquest of Bloodsworn Vale, © 2007 Paizo Publishing, LLC. Author: Jason Bulmahn.
Gimmick's Guide to Gadgets, © 2005, Green Ronin Publishing; Author Mike Mearls.
Grim Tales, © 2004, Benjamin R. Durbin, published by Bad Axe Games, LCC.
Grim Tales, Cyberware game mechanics; © 2003, Benjamin R. Durbin, published by Bad Axe Games, LCC.
Grim Tales, Firearms game mechanics; © 2003, Benjamin R. Durbin, published by Bad Axe Games, LCC.
Grim Tales, Horror game mechanics; © 2003, Benjamin R. Durbin, published by Bad Axe Games, LCC.
Grim Tales, Spellcasting game mechanics; © 2003, Benjamin R. Durbin, published by Bad Axe Games, LCC.
Grim Tales, Vehicle game mechanics; © 2003, Benjamin R. Durbin, published by Bad Axe Games, LCC.
Hammer and Helm, © 2002, Green Ronin Publishing; Author Rodney Thompson.
Hot Pursuit, © 2005, Corey Reid, published by Adamant Entertainment, Inc.
Hyperconscious: Explorations in Psionics © 2004 Bruce R Cordell. All rights reserved.
Immortals Handbook, © 2003, Craig Cochrane.
Interface Zero, © 2008, Reality Deviant Publications, Authors Matt Conklin, Hal Maclean, Patrick Smith, David Jarvis
Interface Zero, Modern20 edition, © 2009 reality deviant publications, Authors Charles Rice, Matt Conklin, Hal Maclean, Patrick Smith, David Jarvis
Lava Children from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jim Donohoe.
Labyrinth LordTM © 2007, Daniel Proctor. Author Daniel Proctor.
Lethal Lexicon, © 2007, Octavirate Entertainment.
Lux Aeternum, © 2006, BlackWyrn Games; Author Ryan Wolfe, with Dave Mattingly, Aaron Sullivan, and Derrick Thomas.
Martial Arts20 © 2007, RPGObjects; Author Charles Rice.
Mecha vs. Kaiju, © 2006, Big Finger Games; Author Johnathan Wright
Minions v3.5 © 2003, Bastion Press, Inc
Mobat from the Tome of Horrors. © 2002, Necromancer Games, Inc. Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Modern Player's Companion, © 2003, The Game Mechanics, Inc; Author: Stan!
Moloch from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Monster Geographica: Hill & Mountain © 2005, Expeditious Retreat Press
Monster Geographica: Underground, © 2004, Expeditious Retreat Press
Monster's Handbook, © 2002, Fantasy Flight Publishing, Inc.
Monte Cook Presents: Iron Heroes, © 2005, Monte J. Cook. All rights reserved.
Monte Cook's: Arcana Unearthed, © 2003, Monte J. Cook. All rights reserved.
Mutant FutureTM © 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.
Mutants and Masterminds © 2002, Green Ronin Publishing.
Mutants & Masterminds, Second Edition, © 2005, Green Ronin Publishing; Author Steve Kenson.
Mutants & Masterminds Annual #1, © 2004, Green Ronin Publishing, LLC; Editor Erik Mona.
Mythic Heroes, © 2005, Benjamin R. Durbin, published by Bad Axe Games, LLC.
OGL Horror, © 2003, Mongoose Publishing Limited.
One on One Adventures #1: Gambler's Quest, © 2004, Expeditious Retreat Press, Author William L. Christensen
One on One Adventures #2: The Star of Olindor, © 2005, Expeditious Retreat Press, Author Mathew J. Hanson
One on One Adventures #3: The Forbidden Hills, © 2006, Expeditious Retreat Press, Author: Suzi Yee
One on One Adventures #4: The Sixth Cavalier, © 2006, Expeditious Retreat Press, Author Peter Weekes
One on One Adventures #6.66: The Pleasure Prison of the B'thuvian Demon Whore, © 2006, Expeditious Retreat Press, Author Joseph Browning
One on One Adventures Compendium. © 2009 Expeditious Retreat Press
The Book of Immortals © 2004, Mongoose Publishing.
The Quintessential Druid © 2002, Mongoose Publishing.
Out for Blood, © 2003, Bastion Press; Author E.W. Morton
Possessors: Children of the Outer Gods, © 2003, Philip Reed and Christopher Shy, www.philipreed.com and www.studioronin.com.
Post-Apocalypse20, © 2007, RPGObjects; Author Charles Rice
Relics and Rituals: Excalibur, © 2004, White Wolf Publishing, Inc.
Remarkable Races. © 2009, Alluria Publishing; Author: J. Matthew Kubisz
Rokugan, © 2001 AEG
Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax
Sea of Blood ©2001 Mongoose Publishing
Shaman's Handbook, © 2002, Green Ronin Publishing; Author Steve Kenson.
Silver Age Sentinels d20, © 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.
Skull & Bones ©2003, Green Ronin, Green Ronin Publishing, Authors Ian Sturrock, T.S. Luikart, and Gareth-Michael Skarka.
Spycraft © 2002, Alderac Entertainment Group.
Spycraft Espionage Handbook, © 2002, Alderac Entertainment Group, Inc.; Authors Patrick Kapera and Kevin Wilson.

Spycraft Faceman/Snoop Class Guide, © 2003, Alderac Entertainment Group, Inc.; Authors Alexander Flagg, Clayton A. Oliver.
Spycraft Fixer/Pointman Class Guide, © 2003, Alderac Entertainment Group, Inc.; Authors Scott Gearin.
Spycraft Mastermind Guide, © 2004, Alderac Entertainment Group, Inc.; Steve Crow, Alexander Flagg, B. D. Flory, Clayton A. Oliver.
Spycraft Modern Arms Guide, © 2002, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Tim D'Allard, Rob Drake, Michael Fish, Scott Gearin, Owen Hershey, Patrick Kapera, Michael Petrovich, Jim Wardrip, Stephen Wilcoxon.
Spycraft Soldier/Wheelman Class Guide, © 2003, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Shawn Carman, B. D. Flory, Scott Gearin, Patrick Kapera.
Spycraft U.S. Militaries Guide, © 2004, Alderac Entertainment Group, Inc.; Authors Dave McAlister, Clayton A. Oliver, Patrick Kapera.
Spycraft, © 2005, Alderac Entertainment Group.
Supers20 © 2007, RPGObjects; Author Charles Rice.
Swords of Our Fathers © 2003, The Game Mechanics.
Tagar's Tomes of Troubles: Traps, © 2005, Dog Soul Publishing, Sean C. Frolich and Deborah Balsam.
Tales of the Caliphate Nights, © 2006, Paradigm Concepts, Inc., Author Aaron Infante-Levy
Technothrillers, a True20 Espionage Roleplaying Toolkit, © 2008 Reality Deviant Publications, Authors Michael Daumen, Patrick Smith.
The Cavalier's Handbook, © 2004, Green Ronin Publishing; Author Robert J. Schwalb.
The Heartlands: Land of Reverie, © 2007, Expeditious Retreat Press; Author Joseph Miller.
The Mastermind's Manual, © 2006, Green Ronin Publishing; Author Steve Kenson.
The Mother of All Treasure Tables © 2006, Necromancer Games, Inc.; Designed by Daniel Brakhage, Vicki Potter and the Tabletop Adventures crew including Christopher A. Field, K. H. Keeler, Rodney Lucas, John Walsh, Steve Honeywell, Martin Ralya, Deborah Balsam and Darren Pearce; Tabletop Adventures can be found at www.tabletopadventures.com.
The Noble Wild © 2008 by Lee Garvin and Skirmisher Publishing LLC.
The Pathfinder Chronicles Campaign Setting © 2008, Paizo Publishing; Author: Stan!, Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortez, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, David Schwartz, Leandra Christine Schneider, F. Wesley Schneider, Amber E. Scott, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, JD Wiker.
The Psychic's Handbook, © 2004, Green Ronin Publishing; Author Steve Kenson.
The Quintessential Fighter, © 2001 Mongoose Publishing
The Psychic's Handbook, © 2004, Green Ronin Publishing; Author Steve Kenson.
The Seven Saxons, by Benjamin R. Durbin and Ryan Smalley, © 2005, Bad Axe Games, LLC.
Tome of Horrors Revised. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
True20 Adventure Roleplaying, © 2005, Green Ronin Publishing; Author Steve Kenson.
True20 Bestiary, © 2006, Green Ronin Publishing; Author Matthew E. Kaiser.
True20 Companion, © 2007, Green Ronin Publishing, LLC; Authors Erica Balsley (Horror Adventures), Dave Jarvis (Modern Adventures), Matthew Kaiser (Fantasy and Space Adventures), Steve Kenson (Role Creation), Sean-Preston (Horror Adventures)
Ultimate Equipment Guide, © 2002, Mongoose Publishing.
True20 Cybernetics, © 2006, Green Ronin Publishing; Author Philip Reed.
True20 Expert's Handbook, © 2007, Green Ronin Publishing, LLC; Author Joseph Miller.
Undead Ooze from Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Sword & Sorcery Studios.
Ultramodern Firearms, © 2002, Green Ronin Publishing; Author Charles Mc-Manus Ryan.
Unearthed Arcana © 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.
Untapped Potential: New Horizons in Psionics © 2006 Brian Dupuis, Greg Jacob, Jeremy Smith, Michel Fiallo-Perez, Will Elyea
Wrath & Rage, © 2002, Green Ronin Publishing, Author Jim Bishop
Denizens of Avadnu © 2003, The Inner Circle.
Creature Collection III: Savage Bestiary © 2003, White Wolf Publishing, Inc.
Creature Collection Revised © 2003, White Wolf Publishing, Inc.
Necromancer's Legacy—Thee Compleat Librum ov Gar'Udok's Necromantic Artes Copyright 2002, Mystic Eye Games & Ambient Inc.
Spells & Spellcraft © 2002, Fantasy Flight, Inc.
Secret College of Necromancy, © 2002, Green Ronin Publishing; Authors David "Zeb" Cook and Wolfgang Baur.
Oathbound: Domains of the Forge © 2002, Bastion Press, Inc.
Nyambe: African Adventures © 2002, Trident Inc. d/b/a Atlas Games; author Christopher W. Dolunt.
Ancestral Vault © 2003, Trident Inc. d/b/a Atlas Games; authors Christopher W. Dolunt and Chris Jones.
Paths of the Magi © 2003, Troll Lord Games; Authors Sean K. Reynolds, Jeff Quick, W. Jason Peck, and Mike McArtor.
Arms and Armor v3.5, © 2004, Bastion Press, Inc.
Relics & Rituals 2: Lost Lore © 2002, White Wolf Publishing, Inc.
The Penumbra Fantasy Bestiary © 2003, Trident Inc., d/b/a Atlas Games; editor Michelle A. Brown Nephew.
Dragons © 2001, Alderac Entertainment Group, Authors A. A. Acevedo, J. Darby Douglas III, Peter Flanagan, Andrew Getting, Mike Leader, Mike Mearls, jim pinto, Ree Soesbee, Douglas Sun.
Magic of Rokugan © 2002, Alderac Entertainment Group.
Rokugan © 2001, Alderac Entertainment Group.
Undead © 2001, Alderac Entertainment Group; Authors: Noah Dudley, Andrew Getting, Travis Heerman, Mike Mearls, Jim Pinto, Ree Soesbee, Eric Steiger, Douglas Sun and Rich Wulf.
3E Tower © 2000-2002, John T. Dodson; Author: John T. Dodson.
Mythic Races © 2001, Fantasy Flight, Inc.
Encyclopedia Arcane: Necromancy – Beyond the Grave © 2001, Mongoose Publishing.
The Quintessential Cleric © 2002, Mongoose Publishing.
The Quintessential Wizard © 2002, Mongoose Publishing.
The Primal Codex © 2001, Netherland Games Inc.
Creature Collection © 2000, Clark Peterson
Creature Collection 2: Dark Menagerie © 2001, White Wolf Publishing, Inc.
Hollowfaust: City of Necromancers © 2001, White Wolf Publishing, Inc.
Mithril: City of the Golem © 2001, White Wolf Publishing, Inc.
Relics & Rituals © 2001, Clark Peterson
Librum Equitis Vol 1 © 2001, Ambient, Inc.; Author Matthew Jason Parent
The Compleat Librum ov Gar'Udok's Necromantic Artes © 2002, Ambient Inc.; Authors M Jason Parent, Denise Robinson, Chester Douglas III
Occult Lore © 2002, Trident Inc. d/b/a Atlas Games; authors Keith Baker, Adam Bank, Chris Jones, Scott Reeves, and Elton Robb.

The Wise & the Wicked © 2001, White Wolf Publishing, Inc.
The Divine and the Defeated © 2001, White Wolf Publishing, Inc.
Burok Torn: City Under Siege © 2002, White Wolf Publishing, Inc.
Vigil Watch: Warren of the Ratmen © 2002, White Wolf Publishing, Inc.
Secrets & Societies © 2002, White Wolf Publishing, Inc.
Wilderness & Wasteland © 2002, White Wolf Publishing, Inc.
Scarred Lands Campaign Setting: Ghelspad © 2001, White Wolf Publishing, Inc.
Serpent in the Fold: Serpent Amorpha Cycle, Book I © 2002, White Wolf Publishing, Inc.
Calastia: Throne of the Black Dragon © 2002, White Wolf Publishing, Inc.
Scarred Lands Gazetteer: Termana © 2002, White Wolf Publishing, Inc.
The Serpent and the Scepter: Serpent Amorpha Cycle, Book II © 2002, White Wolf Publishing, Inc.
Hornsaw: Forest of Blood © 2002, White Wolf Publishing, Inc.
The Penumbral Pentagon © 2003, White Wolf Publishing, Inc.
Shelzar: City of Sin © 2003, White Wolf Publishing, Inc.
The Serpent Citadel: Serpent Amorpha Cycle, Book III © 2003, White Wolf Publishing, Inc.
Blood Bayou © 2003, White Wolf Publishing, Inc.
Player's Guide to Wizards, Bards, and Sorcerers © 2003, White Wolf Publishing, Inc.
Player's Guide to Fighters and Barbarians © 2003, White Wolf Publishing, Inc.
Player's Guide to Clerics and Druids © 2003, White Wolf Publishing, Inc.
Player's Guide to Rangers and Rogues © 2003, White Wolf Publishing, Inc.
Scarred Lands Campaign Setting: Termana © 2003, White Wolf Publishing, Inc.
Vigil Watch: Secrets of the Asaatthi © 2003, White Wolf Publishing, Inc.
The Faithful and the Forsaken © 2003, White Wolf Publishing, Inc.
If Thoughts Could Kill © 2002 Bruce R. Cordell. All Rights Reserved.
Broadsides!: Naval Adventuring © 2003, Living Imagination, Inc.
Freeport The City of Adventure, © 2002, Green Ronin Publishing ; Authors Matt Forbeck and Chris Pramas.
The Book of Eldritch Might © 2001-3 Monte J. Cook. All Rights Reserved.
The Book of Eldritch Might II: Songs and Souls of Power © 2002-3 Monte J. Cook. All rights reserved.
The Book of Eldritch Might III: The Nexus © 2003 Monte J. Cook. All rights reserved.
Alchemy & Herbalists © 2002, Bastion Press, Inc.
Arcana: Societies of Magic, © 2001, Kevin Brennan and James Maliszewski
Arms & Armor, © 2001, Bastion Press, Inc.
Artifacts of the Ages: Swords and Staves © 2003, The Game Mechanics, Inc.; Authors JD Wiker and Rich Redman
Bestiary of Loerem, © 2002, Sovereign Press
Bow & Blade: A Guidebook to Wood Elves, © 2003, Green Ronin Publishing; Authors Jesse Decker and Chris Thomasson
Codex Arcanis, © 2001, Paradigm Concepts, Inc.; Author Scott Charlton, Brian Dalrymple, Jarad Fennell, Matt Forbek, Shawn Havranek, Henry Lopez, William Simoni, Eric Weiner, based upon the original concept by Henry Lopez.
Common Ground II – Guard Towers, Private Clubs and Thieves Guild Copyright 2002, Bard's Productions, LLC
Creature Catalog, © 2001, Scott Greene, <http://www.enworld.org/cc>
Crime and Punishment, © 2003, Trident, Inc. d/b/a Atlas Games; Author Keith Baker
d20 Firearm Mechanics, © 2001, Kenneth S. Hood
d20 Skills-n-Feats Martial Arts System, © 2001, Kenneth S. Hood
d20 Skills-n-Feats Psionics System, © 2001, Kenneth S. Hood
Dark Walkers © 2003, Mystic Eye Games; Authors Steven Creech and Kevin Ruesch
Dawnforge © 2003, Fantasy Flight Publishing, Inc.
Deadlands d20 © 2001, Pinnacle Entertainment Group, Inc.
Death in Freeport, © 2000, Green Ronin Publishing
Diomin, © 2000, OtherWorld Creations, Inc.
Dragonstar: Starfarer's Handbook © 2001, Fantasy Flight Publishing, Inc.
Dungeons, © 2000, Alderac Entertainment Group
Dynasties and Demagogues, © 2003, Trident, Inc. d/b/a Atlas Games; Author Chris Aylott
Egyptian Gods, © 2002, Bastion Press
Eldest Sons: The Essential Guide to Elves, © 2002, Paradigm Concepts, Inc.
e-Minions: Cunning Creatures, © 2001, Bastion Press
Encyclopaedia Arcane: Demonology © 2001, Mongoose Publishing
Evil, © 2001, Alderac Entertainment Group
Fading Suns d20, © 2001, Holistic Design, Inc; Authors Bill Bridges and Andy Harmon
Faeries © 2003, Bastion Press, Inc.
Forbidden Kingdoms, Copyright 2002, OtherWorld Creations, Inc.
Forged in Magic, Copyright 2002, Paradigm Concepts, Inc.
From to Steel © 203, MonkeyGod Enterprises LP.
Good, © 2003, Alderac Entertainment Group
Grim-n-Gritty Hit Point and Combat Rules, © 2001, Kenneth S. Hood
Hammer & Helm: A guidebook to Dwarves, © 2002, Green Ronin Publishing; Author Jesse Decker
Interludes: Brief Expeditions to Bluffsides © 2001, Thunderhead Games, Inc.
Into the Black © 2003, Bastion Press, Inc.
Into the Green © 2003, Bastion Press, Inc.
Jade Dragons and Hungry Ghosts, © 2001, Green Ronin Publishing; Authors Wolfgang Baur, David "Zeb" Cook, Erik Mona, Leon Phillips, Chris Pramas, and Steven E. Schend
Love and War, © 2004, Trident, Inc. d/b/a Atlas Games; Author David Chart
Magus, © 2001, Hector Hernandez
Masters of Arms © 2002, Steven Palmer Peterson.
Mercenaries, © 2002, Alderac Entertainment Group
Minions: Fearsome Foes, Copyright 2001, Bastion Press
Monster, © 2002, Alderac Entertainment Group
Nightmares & Dreams: A Creature Collection, © 2001, Mystic Eye Games

Nightmares & Dreams II: A Creature Collection, © 2002, Mystic Eye Games
Oathbound: The Plains of Penance, © 2003, Bastion Press
Oathbound: Wrack & Ruin, © 2003, Bastion Press
Seas of Blood – Fantasy on the High Seas © 2001, Mongoose Publishing
Seven Strongholds © 2002, Trident Inc. d/b/a Atlas Games; author Robin D. Laws
The Tide of Years, © 2001, Michelle A. Brown Nephew
Pale Designs: A Poisoner's Handbook, Copyright 2002, Bastion Press
Path of Faith Copyright 2002, Fantasy Flight Publishing, Inc.
Path of Shadow, Copyright 2002, Fantasy Flight Publishing, Inc.
Path of the Sword Copyright 2002, Fantasy Flight Publishing, Inc.
Plot & Poison: A Guidebook to Drow, Copyright 2002, Green Ronin Publishing; Author Matthew Sernett
Seafarer's Handbook, Copyright 2001, Fantasy Flight Publishing, Inc.
Spycraft, Copyright 2002, Alderac Entertainment Group
Swashbuckler, Copyright 2001, Felix Lim Jr.
Testament: Roleplaying in the Biblical Era copyright 2003, Green Ronin Publishing; Author Scott Bennie
The Codex Compendium, Copyright 2002, Paradigm Concepts, Inc.
The Devil Player's Guide Copyright 2003, Fast Forward Entertainment, Inc.
The Lore of the Gods: The Asgardians, © 2002, Bastion Press
The Lore of the Gods: The Olympians, © 2002, Bastion Press
The Quintessential Rogue, © 2002, Mongoose Publishing
The Tomb of Abysthor © 2001, Necromancer Games, Inc., Authors Clark Peterson and Bill Webb
The Village of Briarton © 2003 by Gold Rush Games; Authors Patrick Sweeney, Christina Stiles; Editing and Additional material by Spike Y. Jones
The Witch's Handbook, © 2002, Green Ronin Publishing; Author Steve Kenson
Tome of Horrors, © 2002, Necromancer Games Inc., Author Scott Greene, based upon original material by Nigel Morgan
Torn Asunder: Critical Hits, © 2003, Bastion Press, Inc.
Tournaments, Fairs, and Taverns, © 2002, Natural 20 Press
Traps & Treachery © 2001, Fantasy Flight Publishing, Inc.
Uncommon Character © 2003, Trident Inc., d/b/a/ Atlas Games
Undead, © 2000, Alderac Entertainment Group
Villains, © 2002, Bastion Press, Inc.
Vitality and Wound Points, A d20 System Conversion Guide, © 2000 by Bradley D Thompson
War, © 2002, Alderac Entertainment Group
Way of the Witch, © 2002, Citizen Games; Authors Janet Pack, Jean Rabe, Megan Robertson, and Christina Stiles
Waysides: Book of Taverns © 2003, Eden Studios, Inc.
Weird Wars, Weird War Two, © 2001, Pinnacle Entertainment Group, Inc.
Wild Spellcraft, © 2002, Natural 20 Press
Dread Codex, © 2005 Adamant Entertainment. Author: Bret Boyd.
The Grand OGL Wiki, <http://grandwiki.wikidot.com> © 2008–2009 Purple Duck Creations; Authors: Mark Gedak, Alex Schroeder, Joel Arellano, George Fields, Yair Rezek, Mike Whalen, Shane O'Connor, Mike Rickard, John Whamond, Bill Browne, Eric Williamson, Slatz Grubnik, Charles R. Wenzler Jr, John Fraser, Jonathon Thompson, Tom.
Eldritch Sorcery ©2005, Necromancer Games, Inc.; Authors Patrick Lawinger, Scott Greene, and David Mannes, with Erica Balsley, Chris Bernhardt, Casey W. Christofferson, Bill Collins, Jim Collura, Chad Coulter, Patrick Goulah, Skeeter Green, Jeff Harkness, Lance Hawvermale, Travis Hawvermale, Richard Hughes, Robert Hunter, Al Krombach, Rob Mason, Matt McGee, Clark Peterson, Michael Proteau, Greg Ragland, Gary Schotter, Joe Walmsley, and Bill Webb.
Monte Cook's Arcana Evolved © 2005 Monte J. Cook. All rights reserved.
The Book of Iron Might © 2004 Monte J. Cook. All rights reserved.
Feats 101 © 2009 Steven D. Russell, Author Steven D. Russell.
The Genius Guide To: Dream Magic. © 2010, Super Genius Games. Author: Owen K.C. Stephens
Giant Lore © 2003, Fantasy Flight Publishing, Inc.
The Iconic Bestiary: Classics of Fantasy © 2005, Lions Den Press; Author Ari Marmell
The Grand OGL Wiki, <http://grandwiki.wikidot.com> © 2008–2009 Purple Duck Creations; Authors: Mark Gedak, Alex Schroeder, Joel Arellano, George Fields, Yair Rezek, Mike Whalen, Shane O'Connor, Mike Rickard, John Whamond, Bill Browne, Eric Williamson, Slatz Grubnik, Charles R. Wenzler Jr, John Fraser, Jonathon Thompson, Tom.
Monster Encyclopaedia Volume 1 © 2004, Mongoose Publishing Ltd.
Character Clip Art & Color Customizing Studio. © 2002, Elmore Productions, Inc.; Authors Larry Elmore and Ken Whitman, art and illustrations by Larry Elmore.
Paths of Power. © 2009, 4 Winds Fantasy Gaming; Authors Sean O'Connor and Patricia Willenborg, with Connie J. Thomson and Robert W. Thomson.
Possessors: Children of the Outer Gods © 2003, Philip Reed and Christopher Shy, www.philipreed.com and www.studioronin.com.
Vilstrak from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
School of Evocation © 2003, Fantasy Flight Publishing, Inc.
Aerial Servant from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Brownie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Bunyip from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Dermot Jackson.
Cooshee from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Crypt Thing from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.
Decapus from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.
Flail Snail from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tilbrook.
Gorgimera from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Greater Basilisk from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Hippocampus from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Erica Balsley, based on original material by Gary Gygax.
Hydrodaemon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Inphidians from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Kamadan from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Lurker Above from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Monstrous Frog from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Necrophidius from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tilbrook.

Pyrolisk from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Ssendam, the Slaad Lord of the Insane from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Charles Stross.

Shedu from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Skulk from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Soul Eater from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by David Cook.

Tentamort from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Mike Roberts.

Thorny from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Trapper from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Two-Headed Troll from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Oliver Charles MacDonald.

Tsathar from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson.

Ygorl, the Slaad Lord of Entropy from the *Tome of Horrors*, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Charles Stross.

Tome of Horrors II ©2004, Necromancer Games, Inc.; Author Scott Greene; Additional Authors: Erica Balsley, Kevin Baase, Casey Christofferson, Jim Collura, Meghan Greene, Lance Hawvermale, Travis Hawvermale, Bill Kenower, Patrick Lawinger, Nathan Paul, Clark Peterson, Bill Webb and Monte Cook.

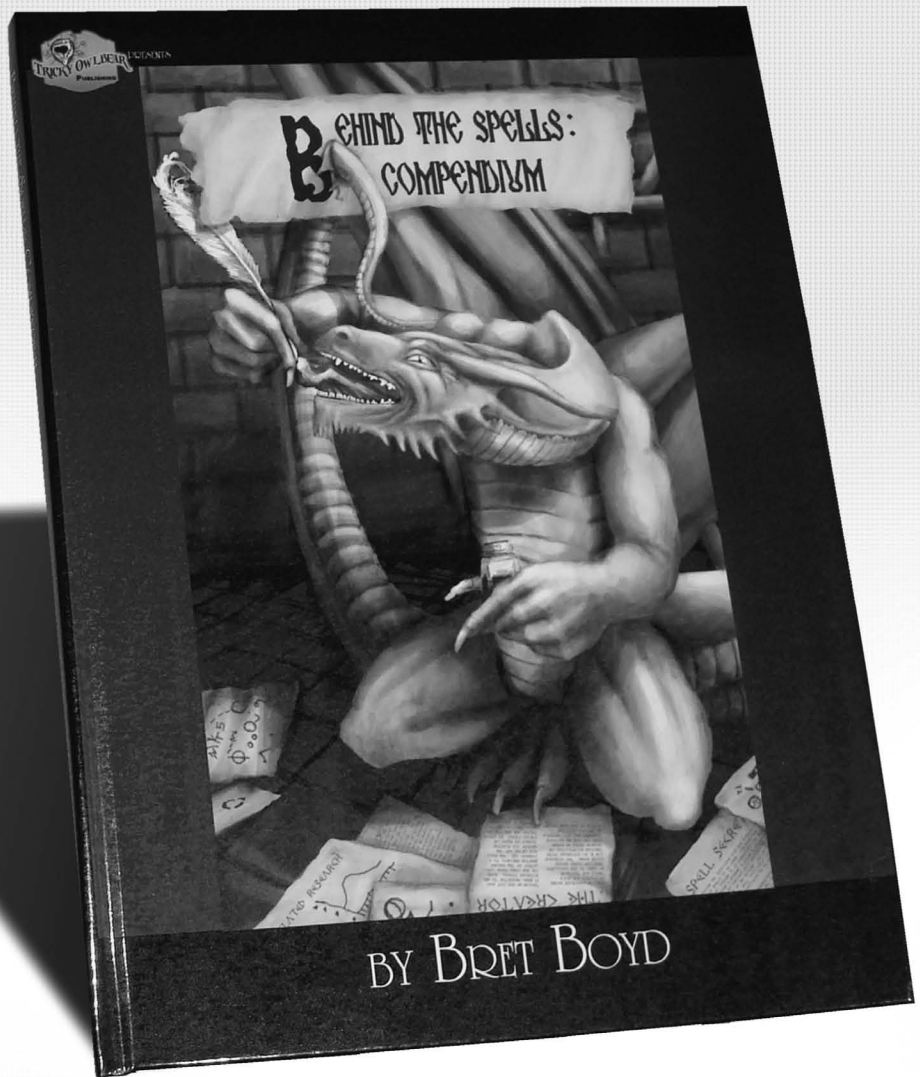
Tome of Horrors III ©2005 Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawringer, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb

Book of Templates: Deluxe Edition © 2003, Silverthorne Games; Authors Ian Johnston and Chris Sims.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Forgotten Foes © 2010 Tricky Owlbear Publishing, Inc.; Authors Mark Gedak and Stefen Styrsky.

It's Here.



BEHIND THE SPELLS: COMPENDIUM

Enjoy the Fiction...

Use the Rules...

Game on.

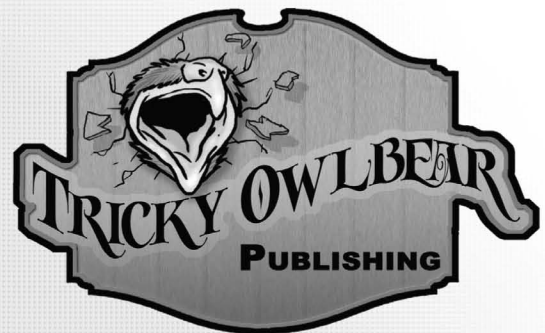
Download the free
podcast for this product at
www.TrickyOwlbear.com/compendium

PDF Available Now from
Paizo.com
YourGamesNow.com
RPGNow.com

or

Print on Demand at Lulu.com

An OGL compilation
of the popular PDF series
with bonus material.



www.TrickyOwlbear.com



For every light, there is a darkness...
For every hero, there is a villain...
For every adventurer, there is a monster...

Forgotten Foes is a 183-page sourcebook featuring both classic and all-new monsters for use with The Pathfinder Roleplaying Game. You'll find old favorites like the *crypt thing* and *grick* alongside newer Third Edition mainstays like the *nightshades*.

We've also combed through 3E-compatible monster books to bring you new versions of the nefarious *inphidians* and the dangerous *sin dragons* - just to name a few!

Each monster comes fully detailed and illustrated along with its own handy lore table for those knowledgeable adventurers who think they might be able to get an advantage before battle.

Over 100 monsters are waiting to see action in your campaign. Just open the cover, add plot, and allow Forgotten Foes to take your game to the next level!



Visit us at www.TrickyOwlbear.com and <http://headlesshydragames.wordpress.com>