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MONSTER ENCYCLOPEDIA



VOLUME TWO

DARK BESTIARY



Volume II: Dark Bestiary

J.C. Alvarez

Editor
Richard Ford

Studio Manager
Ian Barstow

Interior Illustrations
Eric Bergeron, Danilo Moretti, Kythera, David
Esbri Molinas, Sean Parnell, Aaron Siddall, Jamie
Sims, Christophe Swal, Simon Taylor

Production Manager
Alexander Fennell

Proofreading
Ron Bedison, Mark Quennell

Cover Illustration
Vitor Ishimura, Celso Matthias

Playtesters
Mark Gedak, Kent Little

Cover & Logo Design
Anne Stokes

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MONGOOSE PUBLISHING

Mongoose Publishing, PO Box 1018, Swindon, SN3 1DG, United Kingdom

info@mongoosepublishing.com

About Monsters

Since their inception as an element of fantasy gaming, monsters have become little more than an obstacle for heroes to overcome. Even those well-thought out monsters with a complex background, story and motivation are, when all is said and done, put there to be defeated, so the Players get their experience and return home a few levels richer. Maybe not now; maybe the monster is the whole saga's final villain and everyone will get to fight it in an epic battle at the end of the campaign. Yet it will be fought, there is no doubt about that; if it will be fought, it is because the characters are expecting to beat it someday. Let us face the awful truth – villains are put there so the hero can defeat them in the end... period. This is of course quite reasonable considering that adventures are about heroes (even if they stop a few alignments short of the literal term) and the creatures they destroy on the way should be there for them to reassert themselves as heroes and nothing more. After all, what is a hero if he cannot overcome a few dangers, right?

The problem lies precisely there – roleplaying games see so many of these heroes and monsters that they become routine, causing Players and Games Masters alike to forget that the measure of a hero is the quality of the obstacles he must overcome. Roleplaying games feature so many of these obstacles, so frequently, that it becomes easy to lose sight of what made a monster worthy of being slain by a hero in the first place. The vision of monsters as a collection of traits, special abilities and combat tactics has only worsened the situation, causing bad guys everywhere, from tavern brawlers to ancient undead dragons, to get much less respect than they deserve.

In the beginning, way before they were made into a gaming gimmick, monsters represented terror. They were an embodiment of everything humanity did not understand or acknowledge. They were the creeping feeling under people's thoughts, which everyone tried to deny and push down – the thought that there existed something more out there, something dangerous and horrible that does not belong to our civilised, organised and controlled world. Heroes were those who dared face these monsters instead of simply pretending they did not exist.

Now, let us remember what roleplaying is about. Whether one is a hardcore munchkin, a method actor or a violent ex-convict looking for an outlet, roleplaying is

about thrills and emotions. Let's face it, even the most diehard hack-and-slasher will admit beating a dangerous, frightening, unbeatable terror in a nerve-racking struggle is usually significantly more thrilling than hewing away at some two-inch pretty miniature's hit points until the Games Master says 'it stops moving, you may move on to the next pretty miniature'.

The point of all this is that monsters should always be horrible, always awful, always terrifying. Even if they are fated to meet their doom at the hands of Players, monsters should be designed, depicted and played as if they were intended to win, showing their mortal victims no mercy and giving them no chance, so that when the heroes finally defeat them it is truly a rewarding accomplishment. From half-a-Hit-Die cannon fodder to unthinkable cosmic horrors capable of sending shivers down a god's spine, an encounter with a monster should be a memorable – and bloodcurdling – experience. *Monster Encyclopaedia I* has a wealth of useful information on this subject, helping Games Masters to introduce their monsters as a true event, not just a 'random encounter' on a cardboard grid. *The Dark Bestiary* attempts to continue where *Monster Encyclopaedia I* left off, maintaining the view that monsters should be introduced in the campaign as a special moment, not a set of random numbers. To support this view, we have gathered some of the vilest, darkest monsters we could think of, both from our sick minds and from so far unexplored mythological sources.

By following the guidelines found in *Monster Encyclopaedia I* and introducing really terrifying creatures (which is the purpose of this book), Players and Games Masters are sure to make monster encounters a much richer, satisfying and plain frightening gaming experience.

Epic Monsters

Some of the monsters included herein are suitable only for epic characters and adventures, having Challenge Ratings of 30 or even higher. The most powerful of these monsters have epic spell-like abilities, described in the *Epic Level Handbook*. If the Games Master has access to the *ELH*, he is free to use its contents to replace or add to the abilities of these monsters as he sees fit.

Monsters by Type (and Subtype)

Aberration: Abominion, anomalous, bete noir, dracolamia, ethra, debrishes, fierin, gor'rog, khodumodumo, lyncotropix, mind maggot, orbeiron, wickedwing.

(Air): Blue gogg, breeze dragon, c'coa, dark couatl, darkness elemental, eerie dragon, hurricane elemental, iff, wild titan.

Animal: Axehawk.

(Aquatic): Dragon whale, wassernixe.

(Cold): Kigatilik, orl bugbear, storm slayer, winterwind raven, yetiggar.

Construct: Alebrije, ghastly golems, hollow host, onyx, oztotl.

Dragon: Armoredon, dragon dog, dragon whale, dragons, blaze dragon, breeze dragon, hecaton dragon.

(Earth): Arid dragon, ashen dragon, blaze dragon, darkstone dragon, filth elemental, glithim, iff, quicksand quirk, sword dragon, titanium dragon.

Elemental: Calamity elementals, elemental horrors, glithim, hellferae, iff, quicksand quirk.

Elemental (Air): Darkness elemental, hurricane elemental, iff.

Elemental (Earth): Filth elemental, glithim, iff, quicksand quirk.

Elemental (Fire): Hellferae, iff, inferno elemental.

Elemental (Water): Blood elemental, dracolamia, maelstrom elemental, quicksand quirk, tears elemental.

(Evil): Abyss marauder, Acheloan triton, agharrma, camatzotz, c'coa, chaos dragon, dark couatl, demons, dev genie, devils, dread giant, dreadrider, fallen archon, fury, gara'saka, half-rakshasa, kanaima, kurke weevil, pyrausta, quazo'orr, titans, ululant, velendroth, voidling, zesthion.

(Extraplanar): Abyss marauder, agharrma, camatzotz, chaos dragon, demons, devils, faceless one, fury, gara'saka, myrgs, pyrausta, shinn elf, star inquisitor, titans, velendroth.

Fey: Adh-sidhe, forest fiend, grass devil, mezadevs, nymphag, old man winter, season slayers, toadstooge, vetala, wassernixe.

(Fire): Acherim giant, blaze dragon, dark couatl, hellferae, iff, inferno elemental, pyrausta, red gogg.

Giant: Abaasy, demon ogre, giants, thing troll, cinder, thing trolls, titanic giants, mimic troll, yetiggar.

(Goblinoid): Bugbears, gargling, gobk.

Humanoid: Bronzefolk, bugbears, dwerg, elves, gatzagoregat, gobk, ling, sahitim, scalefolk.

(Incorporeal): Abiku, kanaima, whispering presence, wispwraith.

Magical Beast: Aitvaras, archaic one, axehawk, bambalobs, beastagore, behemammoth, blood gerbil, boar of Automedon, chimae, dementia scorpion, fowlfowl, galasian leviathan, goathorn gorilla, horse horror, kigatilik, koshi serpent, manicora, membra, moondala, priman, screech spirit, scyllamia, spirit elk, Stymphalian bird, tamazulim, t'ao tieh, treesnake, walchupog, wingviper, winterwind raven.

Monstrous Humanoid: Aiainan, bork, centaurs, gargling, gruntes, haggard one, hags, monster mother, nahrash, nuckelavee, sireki, spirit-cursed, tworc, typhoeon, vampiric hag.

Ooze: Cruel coral.

Outsider (Air): C'coa, blue gogg, dark couatl, wild titan.

Outsider (Chaotic): Abyss marauder, chaos dragon, demons, gara'saka, kanaima, pyrausta, titans.

Outsider (Earth): Green gogg.

Outsider (Evil): Abyss marauder, Acheloan triton, agharrma, camatzotz, c'coa, chaos dragon, dark couatl, demons, dev genie, devils, dreadrider, fallen archon, fury, gara'saka, half-rakshasa, kanaima, kurke weevil, pyrausta, quazo'orr, titans, velendroth, voidling, zesthion.

Outsider (Extraplanar): Abyss marauder, agharrma, camatzotz, chaos dragon, demons, devils, faceless one, fury, gara'saka, myrgs, pyrausta, star inquisitor, titans, velendroth.

Outsider (Fire): Dark couatl, pyrausta, red gogg.

Outsider (Lawful): Agharrma, devils, fury, velendroth.

Outsider (Native): Acheloan triton, c'coa, dark couatl, dev genie, dreadrider, facadas, goggs, kanaima, kurke weevil.

Plant: Tendrillass, ululant.

(Reptilian): Scalefolk.

(Shapechanger): Faceless one.

Undead: Abiku, ankou, death hunter, dragonskin, dread familiar, skullwearer, whispering presence, wispwraith, wraith wolf.

(Water): Acheloan triton, blood elemental, breeze dragon, iff, maelstrom elemental, quicksand quirk, tears elemental, wild titan.

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Monsters, A to Z

The following are the statistics and descriptions for more than 200 monsters suitable for a generic d20 fantasy game. Most of them are new, while some of them are reinterpretations of folklore and mythological material. As usual, the statistics represent the most common individual of each monster species; the Games Master is allowed and encouraged to vary these statistics, making them more powerful as per each creature's advancement guidelines or adding different abilities as he wishes.

Abaasy

Large Giant (Earth)

Hit Dice: 11d8+44 (93 hp)

Initiative: +2

Speed: 40 ft. (8 squares), burrow 5 ft.

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

Base Attack/Grapple: +8/+19

Attack: Iron lash +15 melee (1d6+7) or slam +14 melee (1d8+7)

Full Attack: Iron lash +15/+10 melee (1d6+7) and slam +9 melee (1d8+3) and bite +9 melee (1d4+3)

Space/Reach: 10 ft. /10 ft. (20 ft. with iron lash)

Special Attacks: Freezing gaze, iron attacks, iron lash

Special Qualities: Darkvision 60 ft., damage reduction 5/adamantine, low-light vision

Saves: Fort +11, Ref +5, Will +1

Abilities: Str 24, Dex 15, Con 19, Int 7, Wis 7, Cha 11

Skills: Craft (weaponsmithing) +3, Hide +2*, Intimidate +8, Listen +2, Move Silently +6, Spot +4

Feats: Alertness, Blind-Fight^B, Skill Focus (Craft (weaponsmithing)), Stealthy, Weapon Focus (iron lash)

Environment: Any underground

Organisation: Solitary or Gang (2-7)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 12-16 HD (Large), 17-33 HD (Huge)

Level Adjustment: +4

You come upon a gang of large, humanoid creatures. In the dim underground light you cannot distinguish all of their features, but their hair appears to be made of whiptails and their sharp fangs shine with a metallic glint in the darkness. Each of the creatures has only one blank, pale eye,

which shines as a frozen lake. They immediately charge you, hungrily roaring and brandishing vicious iron lashes.

Abaasy are horrid ogre-like monsters that stalk underground tunnels in search of prey, preferably live humanoids. Their long hair, nails and teeth are made of an iron-like substance, which suggests they may be related to earth elementals. They always tie their manes in seven whip-like braids, imitating the iron-shod lashes they use as weapons. However, their most distinguishing feature is their pupil-less, pale eyes, which shine with a gloomy blue light.

Abaasy speak their own dialect of Giant. A few of the more intelligent ones also speak Common.

Combat

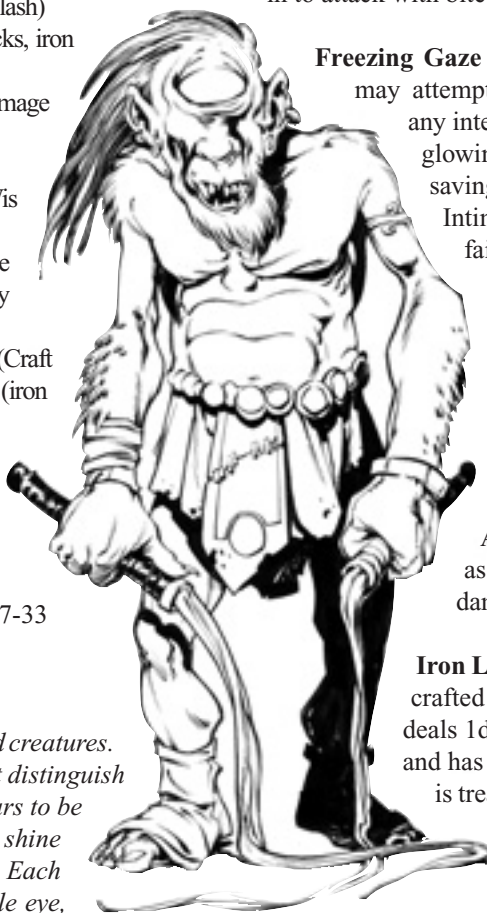
Abaasy are brutal bullies, always attempting to overpower their victims via intimidation and sheer size. When forced to engage in melee combat, Abaasy prefer to use their iron lashes to punish their prey from a distance, before closing in to attack with bite and fists.

Freezing Gaze (Su): As a move action, an Abaasy may attempt a special Intimidate check against any intelligent creature looking directly at its glowing eyes. The target is entitled to a Will saving throw (DC equal to the abassy's Intimidate check result). If the save fails, the target is stunned for 1 round.

A victim that succeeds at this save cannot be affected by that specific abassy's freezing gaze attack for the next 24 hours.

Iron Attacks (Ex): The iron-shod claws and teeth of an abassy allow it to penetrate natural defences easily. All of an abassy's natural attacks count as cold iron for purposes of bypassing damage reduction.

Iron Lash: Abaasy wield special iron lashes crafted by themselves. An abassy's iron lash deals 1d6 lethal damage with a successful hit and has a hardness of 10 and 30 hit points. It is treated as a melee weapon with a 20 foot reach, though it can be used against foes anywhere within this reach, including adjacent foes. Abaasy can make can make trip attacks with an iron



lash; if an abaasy is tripped during its own trip attempt, it can drop the iron lash to avoid being tripped. When using an iron lash, an abaasy gets a +4 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

Skills: An abaasy gains a +4 racial bonus on all Intimidate and Spot checks.

*An abaasy gains a +4 bonus on Hide checks when underground or in lowlight or darker conditions.

Abaasy as Characters

Abaasy characters possess the following racial traits.

- ✦ Ability modifiers: +14 Strength, +4 Dexterity, +8 Constitution, -4 Intelligence, -4 Wisdom.
- ✦ Large size. As Large creatures, abaasy receive the following modifiers: -1 penalty to Armour Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- ✦ Space/Reach: 10 feet/10 feet.
- ✦ An abaasy's base land speed is 40 feet.
- ✦ Burrowing: An abaasy can use its iron claws for burrowing through the earth. Base burrowing speed: 5 feet.
- ✦ Low-light vision.
- ✦ Darkvision out to 60 feet.
- ✦ Racial Hit Dice: An abaasy begins with eleven levels of giant, which provide 11d8 Hit Dice, a base attack bonus of +8 and base saving throw bonuses of Fort +7, Ref +3 and Will +3.
- ✦ Racial Skills: An abaasy's giant levels give it skill points equal to 14 x (2+ Int modifier, minimum 1). Its class skills are Hide, Intimidate, Listen, Move Silently and Spot.
- ✦ Racial Feats: An abaasy's giant levels give it four feats.
- ✦ Bonus Feat: All abaasy gain Blind-Fight as a bonus feat, in addition to their racial feats.
- ✦ Special Attacks (see above): Freezing gaze, iron attacks.
- ✦ Special Qualities (see above): Damage reduction 5/adamantine.
- ✦ Weapon and Armour Proficiency: An abaasy is automatically proficient with all simple and martial weapons, as well as the abaasy iron lash (see above). It has no proficiency with any armour or shields.
- ✦ +8 natural armour bonus.
- ✦ Automatic Languages: Giant. Bonus Languages: Common, Dwarven, Goblin, Sylvan, Terran, Undercommon.
- ✦ Favoured Class: Barbarian.
- ✦ Level Adjustment +5.

Small Undead (Incorporeal)

Hit Dice: 1d12 (6 hp)

Initiative: +1

Speed: Fly 40 ft. (8 squares) (average)

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

Base Attack/Grapple: +0/-

Attack: Incorporeal touch +1 melee (1d4 plus 1d2 Constitution drain)

Full Attack: Incorporeal touch +1 melee (1d4 plus 1d2 Constitution drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, energy damage, possession

Special Qualities: Darkvision 60 ft., incorporeal traits, *invisibility*, +2 turn resistance, undead traits

Saves: Fort +0, Ref +1, Will +3

Abilities: Str -, Dex 12, Con -, Int 8, Wis 13, Cha 12

Skills: Heal +5, Listen +5, Spot +5

Feats: Ability Focus (possession)

Environment: Warm forests

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: 2-3 HD (Small)

Level Adjustment: —

A mysterious black mist leaves the child's corpse gradually and calculatedly, as if it was aware of its actions. The smoke slowly forms a dark cloud, inside which you think you see the face of a demon...

These awful undead creatures roam the jungles seeking small humanoids, such as children, to devour their life essence. For this purpose, they have the ability to possess the bodies of small creatures and slowly kill them from the inside. In its natural form, an abiku appears as a black thick mist, inside which can be gleaned demonic white eyes and monstrous jaws.

Combat

An abiku fights by attempting to touch and thus possess the nearest victim. If there are no Small humanoids to possess nearby, the abiku attempts to flee; however, it is still capable of using its incorporeal touch attack to defend itself if necessary.

Create Spawn (Su): Any Small humanoid slain by the abiku's energy drain ability (see below) becomes an abiku himself 1d6 hours after death. Abiku spawn retain none of the abilities or memories of their former life.



Energy Damage (Su): An abiku's touch deals 1d2 Constitution damage from any living creature unless the target succeeds at a Fortitude save (DC 11, Charisma based).

Invisibility (Sp): An abiku can become invisible at will as per *improved invisibility*; thus it can attack without becoming visible.

Possession (Su): By successfully making a touch attack against a Small living humanoid, an abiku can attempt to possess its body. The target is allowed a Will save (DC 13, Charisma based); if this save fails, the abiku can physically enter and merge with the target creature's body. If the save succeeds, the creature cannot be affected by the same abiku's possession ability for the next 24 hours. A possessed creature is considered helpless; not even the abiku can move or control the possessed creature. Every day the creature remains possessed by an abiku, it suffers 1d2 points of Constitution damage unless it succeeds at a Fortitude save (DC 11, Charisma based). An abiku may maintain possession of a body indefinitely, unless forced out. The abiku is automatically forced out of the host body once its Constitution reaches zero (at which point the host body dies).

Abomination

Large Aberration

Hit Dice: 26d8+65 (247 hp)

Initiative: +5

Speed: 40 ft. (8 squares)

AC: 25 (–1 size, +1 Dex, +15 natural), touch 10, flat-footed 25

Base Attack/Grapple: +19/+31

Attack: Slam +27 melee (1d8+8) or bite +26 melee (1d8+8)

Full Attack: 2 slams +27 melee (1d8+8) and bite +24 melee (1d8+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fear, improved grab

Special Qualities: Aberrant mind, damage reduction 5/–, Darkvision 60 ft., regeneration 7, rage, resistance to acid 10, cold 10, electrical 10 and fire 10, spell resistance 24

Saves: Fort +15, Ref +9, Will +13

Abilities: Str 26, Dex 13, Con 21, Int 5, Wis 7, Cha 13

Skills: Intimidate +12, Listen +7, Spot +7

Feats: Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved sunder, Multiattack, Power Attack, Weapon Focus (slam)

Environment: Any

Organisation: Solitary

Challenge Rating: 17

Treasure: None

Alignment: Always chaotic evil

Advancement: 27–52 HD (Huge)

Level Adjustment: —

No amount of experience could have prepared you for this sight. This monster is pure nightmare given form, with a head that appears to be no more than a mass of tentacles and eyes atop a warty, purple humanoid body the size of a troll. When it opens its slavering mouth and advances, visions of hell assail you.

Abominations are undoubtedly created by magic although what kind of magic is impossible to know. They are made to destroy everything they see and no living thing – not even another abomination – is safe from their violent appetite for destruction. Abominations look like large naked purple ogres, with an extremely muscular torsos and limbs. They are completely hairless, but their purple skin is full of lumps and warts. Their large foreheads have four pairs of small yellow eyes stacked above their thick-lipped, fanged mouths and a ring of short tentacles surrounds their upper skull.

Combat

Regardless of their wide array of combat alternatives, abominations are simple beings; their combat strategy is as straightforward as can be (charge into battle, pound on enemy until it stops moving, seek next enemy, repeat).

Abominions are literally fearless; they are too dumb and powerful to recognise danger. Therefore they never flee a battle, always fighting until they kill or die.

Aberrant Mind (Ex): The mind of an abominion is bizarre by mortal standards. An abominion is utterly immune to all mind-affecting abilities, spells and effects, including all forms of Enchantment and magical or mundane fear, unless they come from a godlike or epic source and specifically target aberrations.

Fear (Su): Any living, intelligent creature gazing into an abominion must succeed at a Will save (DC 24, Charisma based) or become frightened for 2d4 rounds. Creatures with 6 HD or less become panicked instead, if they fail the save. If the save succeeds, the target cannot be affected by the same abominion's fear effect for the next 24 hours.

Improved Grab (Ex): An abominion that successfully hits with a slam attack can attempt to start a grapple as a free action without provoking an attack of opportunity.

Rage (Ex): During its turn, an abominion can enter a rage at will, as a free action. While under the effects of a rage, the abominion receives a +4 bonus to its Strength

and Constitution scores, a +2 bonus to Will saves and a -2 penalty to Armour Class. This state of rage lasts until the abominion dies or there is no living creature in sight. The abominion cannot end this rage voluntarily and the hit points it gains from increased Constitution are not lost first the way temporary hit points are.

Abyss Marauder

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 8d8+32 (68 hp)

Initiative: +5

Speed: 60 ft. (12 squares)

AC: 23 (-1 size, +5 Dex, +9 natural), touch 14, flat-footed 18

Base Attack/Grapple: +8/+18

Attack: Pincer +13 melee (1d8+6) or bite +13 melee (1d6+6)

Full Attack: 6 pincers +13 melee (1d8+6) and bite +8 melee (1d6+3)

Space/Reach: 10 ft. /10 ft.

Special Attacks: Fear, sneak attack +4d6

Special Qualities: *Blur*, darkvision 60 ft., damage reduction 3/-

Saves: Fort +10, Ref +11, Will +8

Abilities: Str 23, Dex 20, Con 19, Int 12, Wis 15, Cha 15

Skills: Balance +26, Climb +25, Hide +16, Jump +19, Listen +13, Move Silently +16, Spot +15, Survival +20, Tumble +26

Feats: Dodge, Mobility, Spring Attack

Environment: Cold deserts and swamps (lower planes)

Organisation: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always chaotic evil

Advancement: 9-16 HD (Large), 17-24 HD (Huge)

Level Adjustment: —

From nowhere it comes, a ruddy blur of movement across the mist. You can barely make out its features, but that certainly looked like a lot of claws and pincers when it ran past you. The thing's hoarse cry sounds like a mix of hiss and roar. Then two orbs of sick reddish light open in the haze and the thing leaps at you in a savage clawing frenzy.

Abyss marauders are extraplanar horrors that sometimes come to the Prime Material plane to stalk, hunt and devour mortals. They combine preternatural cunning with the simple mind of a predator. When visiting the mortal plane, abyss marauders prefer foggy and misty areas.

Abyss marauders look like a multi-limbed cross between a red humanoid demon and some kind of mollusc, with a chitinous shell and eight vicious looking limbs, which can alternatively be used as claws or legs, depending on





the monster's position. Abyss marauders have demonic, horned heads, with two glowing red eyes and large mouth pincers.

Abyss marauders speak Abyssal.

Combat

Abyss marauders have a well developed and studied combat technique, consisting of hit-and-run tactics intended to keep their enemies scared and defenceless. They make full use of their Spring Attack feat and Tumble skill to hit without being hit back, trusting their preferred misty environments and natural concealment abilities to stay one step ahead of their opponents.

Fear (Su): Any living, intelligent creature within 60 feet of an abyss marauder must succeed at a Will save (DC 16, Charisma based) or become shaken for one hour. This aura is in constant effect; the abyss marauder does not need to spend an action to activate the ability, nor can it suppress it at will.

Sneak Attack: An abyss marauder has the sneak attack ability exactly as an 8th level rogue, dealing +4d6 additional damage on a successful sneak attack.

Blur (Sp): As long as it moves at least 60 feet (12 squares) during any given round, an abyss marauder is automatically under the effects of a *blur* effect, as per the spell of the same name. This *blur* effect is lost if the abyss marauder does not move at least 60 feet in any given round, for any reason.

Skills: An abyss marauder gains a +8 racial bonus on all Balance, Climb and Tumble checks. It can always take 10 on Climb checks, even if distracted or endangered.

Adh-sidhe

Medium Fey

Hit Dice: 8d6+16 (44 hp)

Initiative: +3

Speed: 40 ft. (8 squares), fly 60 ft. (average)

AC: 17 (+3 Dex, +4 chain shirt), touch 13, flat-footed 14 (16 (+3 Dex, +3 deflection), touch 16, flat-footed 13)

Base Attack/Grapple: +4/+5

Attack: Rapier +7 melee (1d6+1/18-20) or claw +7 melee (1d4+1 plus torturing touch) or longbow +7 ranged (1d8/x3) (incorporeal touch +7 melee (1d6 plus torturing touch))

Full Attack: Rapier +7 melee (1d6+1/18-20) and claw +2 melee (1d4 plus torturing touch) or 2 claws +7 melee (1d4+1 plus torturing touch) or longbow +7 ranged (1d8/x3) (incorporeal touch +7 melee (1d6 plus torturing touch))

Space/Reach: 5 ft. /5 ft.

Special Attacks: Fear aura, grim justice, soul rend, torturing touch

Special Qualities: Darkvision 60 ft., damage reduction 10/cold iron, incorporeal form, low-light vision, spell resistance 19

Saves: Fort +4, Ref +9, Will +10

Abilities: Str 13 (-), Dex 17, Con 14, Int 12, Wis 18, Cha 17

Skills: Intimidate +14, Knowledge (arcana) +12, Knowledge (nature) +12, Listen +15, Search +12, Spot +15, Survival +15 (+17 when following tracks or in aboveground natural environments)

Feats: Ability Focus (soul rending), Improved Initiative, Weapon Finesse

Environment: Dark forests

Organisation: Solitary, hunting party (2-3) or coven (4-13)

Challenge Rating: 8

Treasure: None

Alignment: Always lawful evil

Advancement: 9-16 HD (Medium)

Level Adjustment: +4

You come upon an eerie sight of disquieting beauty. It looks like a very beautiful, human sized faerie with fine and delicate, even gaunt, features. Despite its apparent frailty, the creature's eyes shine with the unmistakable gleam of a killer, and the ghostly rags it is dressed in reveal a

muscular and agile frame beneath. In the forest darkness, the creature's utterly white form seems to shine by itself and in fact you are not entirely sure it does not actually emit some ghostly light. The being looks at you as if you were guilty of some horrid crime and then disappears, leaving nothing but the gloomy, lonely darkness behind – and the silent promise it will return...

Adh-sidhe are evil fey, whose sole purpose in life is to hunt, torture and slay other evil beings. They can alternately look as beautiful faerie youths or horribly deformed hags, depending on whether they want to lure or frighten their victims. Whatever their guise, adh-sidhe always have a superior, noble demeanour and a veil of sadistic revenge over their countenance. They dress in threadlike rags and wield ghostly versions of weapons favoured by their fey kin (such as swords and bows).

Adh-sidhe speak Common and Sylvan.

Combat

Adh-sidhe prefer using their torturing touch and soul rend abilities to chastise their opponents instead of physical combat. For this reason, they usually attack in incorporeal form; they only become solid when there is a specific need for them to affect the physical world.

Fear aura (Su): Adh-sidhe can cause a fear effect at will, forcing any living creature gazing upon them to succeed at a Will save (DC 17, Charisma based) or become shaken or frightened (the adh-sidhe's choice) for 3d4 rounds. If the save succeeds, the creature cannot be affected by the same adh-sidhe's fear ability for 24 hours. An adh-sidhe can turn its fear aura on or off at will.

Grim Justice: Adh-sidhe gain a +2 bonus on all attack and damage rolls made against evil creatures. They also gain a +2 bonus on all opposed skill checks made against evil creatures. Despite its evil alignment, an adh-sidhe's weapons and natural attacks count as good weapons for the purpose of overcoming damage reduction, since they are created specifically to hunt evil.

Soul Rend (Su): As a full-round action, an adh-sidhe may attempt a special soul rend attack against an evil creature that was successfully affected by the adh-sidhe's fear aura or torturing touch abilities the previous round. The target must succeed at a Will save (DC 19, Charisma based); if the adh-sidhe is touching the victim at the moment (usually requiring a successful melee touch attack), the save DC is increased by 4 (to 23). If the save fails, the victim is instantly paralysed by the adh-sidhe. For every full round the adh-sidhe spends concentrating on a creature paralysed by *soul rending*, the target suffers 1 point of Charisma



drain. If the adh-sidhe stops concentrating, the victim is freed. Once the victim's Charisma drops to 0, it is utterly dead at the hands of the adh-sidhe.

Torturing Touch (Su): The natural attacks of an adh-sidhe deal 1d4 points of Charisma damage against evil targets. The adh-sidhe can use this ability even while incorporeal.

Incorporeal Form (Su): An adh-sidhe can become incorporeal at will. While in incorporeal form, the adh-sidhe gains the incorporeal subtype with all its associated traits and uses the statistics shown in parentheses in its statistic block.

Agharrma

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 11d8+77 (126 hp)

Initiative: +2

Speed: 60 ft. (12 squares)

AC: 22 (–1 size, +2 Dex, +11 natural), touch 11, flat-footed 20

Base Attack/Grapple: +11/+23

Attack: Masterwork halberd +19 melee (2d8+12/x3) or hoof +18 melee (1d8+8) or slam +18 melee (1d6+8) or horns +11 melee (1d6+8) or composite longbow (+2Str bonus) +12 ranged (1d10+2/x3)

Full Attack: Masterwork halberd +19/+14/+9 melee (2d8+12/x3) and 2 hooves +16 melee (1d8+4) and 2 slams +16 melee (1d6+4) or 4 slams +18 melee (1d6+4) and 2 hooves +16 melee (1d8+4) or composite longbow (+2 Str bonus) +12/+7/+2 ranged (1d10+2/x3)

Space/Reach: 10 ft. /10 ft.

Special Attacks: Acid spray, fear aura, paralysing gaze

Special Qualities: Damage reduction 10/magic or good, darkvision 60 ft., fast healing 3, spell resistance 18

Saves: Fort +14, Ref +9, Will +9

Abilities: Str 27, Dex 14, Con 24, Int 14, Wis 15, Cha 15

Skills: Concentration +21, Gather Information +4, Hide +12, Intimidate +16, Knowledge (arcana) +16, Knowledge (local) +16, Knowledge (the planes) +16, Listen +16, Move Silently +16, Search +16, Spot +16, Survival +2 (+4 in other planes or following tracks)

Feats: Cleave, Multiattack, Point-blank Shot, Power Attack

Environment: Evil-aligned planes

Organisation: Solitary or squadron (2-4)

Challenge Rating: 12

Treasure: None

Alignment: Always lawful evil

Advancement: 12-16 HD (Large), 17-22 HD (Huge)

Level Adjustment: —

A thousand chills run up your spine as the hellish horror gallops towards you. It seems to be a centaur, although its human torso shows four arms instead of two and there's a short tapir's trunk where its human face should be. The creature has four small horns on the back of its skull, which seem to signify some kind of military rank – particularly because when it advances towards you, it does not act like it is attacking but arresting you.

The agharrma are a police force among fiends, operating in certain lower planes where not even devils or demons hold any power. An agharrma looks like a tapir-headed, fiendish centaur, with four arms on its humanoid torso and four horns on its head. They often wield vicious-looking

melee weapons such as demonic clubs or pikes to enforce their law, although their size and musculature make them more than capable of handling any disturbance with their bare hands.

Agharrma and velendrothim (page 239) often work together, with a single agharrma directing a squad of velendrothim against troublemakers.

Agharrma speak Abyssal, Common and Infernal.

Combat

An agharrma usually charges headlong into melee combat, with all the confidence its vast strength abilities allow. It only uses ranged weapons or special attacks when it intends to make an example of its target.

An agharrma's weapons and natural attacks count as both lawful and evil for the purposes of overcoming damage reduction.

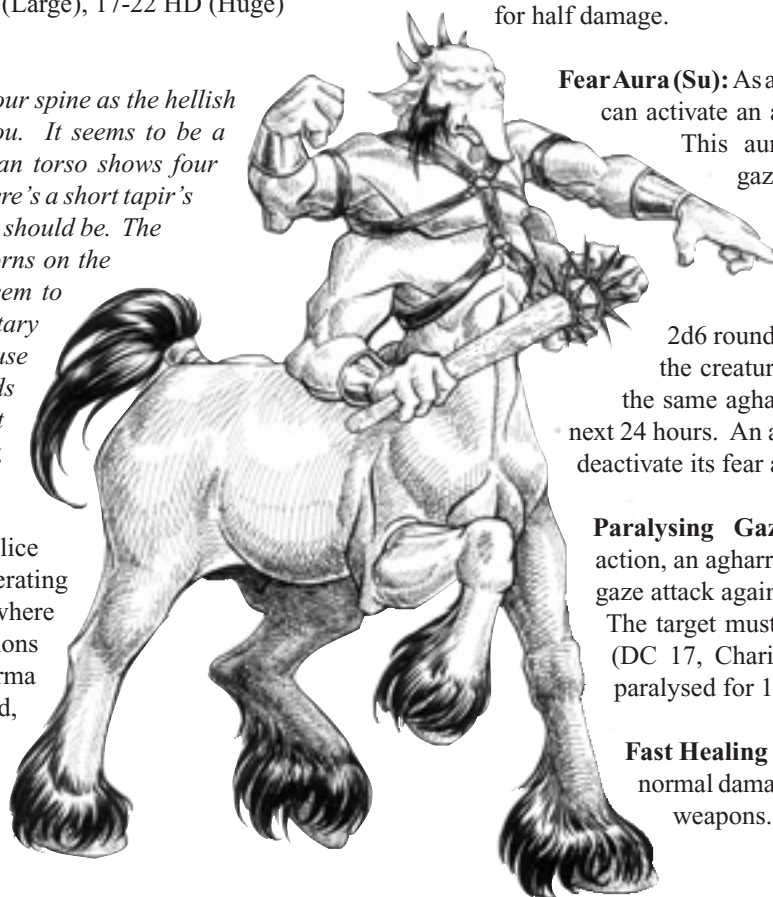
Acid Spray (Ex): Once every 1d4 rounds, an agharrma can shoot forth a jet of infernal acid from its tapir-like snout against a single target within 10 feet, as a standard action. The target suffers 6d4 acid damage from this attack; a Reflex save (DC 22, Constitution based) is allowed for half damage.

Fear Aura (Su): As a free action, an agharrma can activate an aura of imposing terror.

This aura forces any creature gazing upon the agharrma to succeed at a Will save (DC 17, Charisma based) or become shaken for 2d6 rounds. If this save succeeds, the creature cannot be affected by the same agharrma's fear aura for the next 24 hours. An agharrma can activate or deactivate its fear aura at will.

Paralysing Gaze (Su): As a move action, an agharrma can use a paralysing gaze attack against a single living target. The target must succeed at a Will save (DC 17, Charisma based) or become paralysed for 1d4 rounds.

Fast Healing (Ex): Agharrma receive normal damage from good and magic weapons.



Aiainan

Medium Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 20 ft.

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

Base Attack/Grapple: +3/+7

Attack: Claw +7 melee (1d4+4) or bite +7 melee (1d6+4)

Full Attack: 2 claws +7 melee (1d4+4) and bite +5 melee (1d6+2)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Pheromones

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +3, Ref +6, Will +5

Abilities: Str 19, Dex 17, Con 14, Int 7, Wis 14, Cha 9

Skills: Climb +13, Hide* +8, Jump +15, Listen +6, Move Silently +7, Spot +6, Survival +3, Swim +5, Tumble +10

Feats: Acrobatic, Multiattack

Environment: Any forest

Organisation: Solitary, pair, pack (3-8) or band (11-30)

Challenge Rating: 2

Treasure: 1/10 coins, 35% goods, 25% items

Alignment: Always neutral evil

Advancement: 4-6 HD (Medium), 7-9 HD (Large)

Level Adjustment: +2

They are everywhere above you; humanoid shapes hidden in the trees, leaping from branch to branch and from shadow to shadow with their gangly limbs. You can hear their howling, although you cannot see their faces. They seem to be big furry monkeys, but there is obviously something more to them...

Aiainani are a race of ape-like monsters found only in dark, bushy forests. They are arboreal, nocturnal and carnivorous. It is speculated they were once a human people, devolved into their present state through some ancient curse. A typical aiainan looks like a Medium ape whose lanky body is completely covered with black fur, with a human-like face surrounded by a lion's black mane. The creature has long fangs and sharp fingernails; a thin black ring surrounds each of its bestial, pupil-less eyes.

Aiainani speak their own language (Aiainani).

Combat

Aiainani prefer to swarm on their enemy in a clawing and shredding frenzy. However, they are not by any means afraid of going one-on-one in melee against any enemy, even those larger than themselves.

Pheromones (Ex): An aiainan constantly emits a cloud of pheromones, the effects of which depend on the aiainan's attitude. If an aiainan is hostile or unfriendly, its pheromones force any living creature within 30 feet to succeed at a Fortitude save (DC 13, Constitution based) each round or become nauseated for the duration of that round. If the aiainan is indifferent, helpful or friendly, any living creature coming within 30 feet of it must succeed at a Fortitude save (DC 13, Constitution based) each round or become friendly towards the aiainan for the duration of that round.

Skills: An aiainan gains a +4 racial bonus on Hide, Listen, Move Silently, Spot and Tumble checks.

*The Hide bonus goes up to +8 in heavily wooded and/or dark areas. An aiainan gains a +8 racial bonus on Climb and Jump checks. It can always take 10 on a Climb check, even if rushed or threatened.



Aitvaras

Tiny Magical Beast

Hit Dice: 2d10+2 (13 hp)

Initiative: +4

Speed: 30 ft. (6 squares), climb 20 ft., fly 60 ft. (average)

AC: 20 (+2 size, +4 Dex, +4 natural), touch 16, flat-footed 16

Base Attack/Grapple: +2/-9

Attack: Bite +8 melee (1d3-3) or claw +8 melee (1d2-3)

Full Attack: 2 claws +8 melee (1d2-3) and bite +3 melee (1d3-3)

Space/Reach: 2½ ft. /0 ft.

Special Attacks: Breath weapon

Special Qualities: Darkvision 60 ft., *dimension door*, low-light vision, telepathy 60 ft.

Saves: Fort +4, Ref +7, Will +1

Abilities: Str 5, Dex 19, Con 12, Int 13, Wis 12, Cha 12

Skills: Balance +13, Climb +12, Hide +18, Jump +13, Listen +6, Move Silently +10, Search +3, Sleight of Hand +17, Spot +6

Feats: Weapon Finesse

Environment: Any

Organisation: Solitary

Challenge Rating: 1

Treasure: Standard

Alignment: Always neutral evil

Advancement: 3 HD (Tiny), 4-6 HD (Small)

Level Adjustment: +3 (Improved Familiar)

This creature appears as a mix of cat, rooster and small dragon, having black fur, black feathers and black scales. It looks at you with a friendly expression in its little evil green eyes.

An aitvaras is a strange monster with a mischievous nature and the custom of seeking human allies. Once the creature finds a human master or partner to attach itself to, it serves as a pet, guardian and thief, all rolled into one. Whatever the aitvaras steals it gives to its master, in exchange for food and shelter. It can also be commanded to kill, although its combat abilities are not much to speak of. The aitvaras appears as a Tiny black dragon with feathered wings, a



rooster's crest, and the eyes, ears and tail of a cat. It of course makes an excellent familiar for evil spellcasters.

Aitvaras speak their own language and Draconic.

Combat

An aitvaras is a weak combatant, preferring a quick retreat with its opponent's belongings rather than a face-to-face confrontation.

Breath Weapon (Ex): Once every 1d4 rounds, an aitvaras can breathe a cone of fire 5 feet long and 2½ feet wide at the end. Any creatures caught within this cone suffer 2d4 points of fire damage, with a Reflex save (DC 12, Constitution based) allowed for half damage. An aitvaras cannot use its breath weapon more than three times per day.

Dimension Door (Su): An aitvaras can use *dimension door* on itself at will, as the spell of the same name at caster level 7th. An aitvaras cannot carry more than 5 pounds while using this ability and cannot use it on a target other than itself.

Telepathy (Su): Aitvaras can communicate telepathically with any intelligent creature within 60 feet.

Skills: An aitvaras gains a +8 racial bonus on Balance, Climb and Jump checks. It gains a +4 racial bonus on Hide, Listen, Move Silently and Spot checks. An aitvaras gains a +8 racial bonus on Sleight of Hand checks. It can always take 10 on Climb checks, even if rushed or threatened. An aitvaras uses its Dexterity modifier instead of its Strength modifier for Climb and Jump checks.

Alebrije

Tiny Construct

Hit Dice: 3d10 (16 hp)

Initiative: +3

Speed: 20 ft. (4 squares), fly 10 ft. (poor)

AC: 20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17

Base Attack/Grapple: +2/-5

Attack: Claw +7 melee (1d3+1 plus madness) or bite +7 melee (1d3+1 plus madness)

Full Attack: 2 claws +7 melee (1d3+1 plus madness) and bite +5 melee (1d3 plus madness)

Space/Reach: 2½ ft. /0 ft.

Special Attacks: Madness

Special Qualities: Construct traits, darkvision 60 ft., low-light vision

Saves: Fort +1, Ref +4, Will +0

Abilities: Str 12, Dex 17, Con -, Int 3, Wis 8, Cha 9

Skills: Hide +14, Jump +22
Feats: Multiattack, Weapon finesse
Environment: Any
Organisation: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always chaotic evil
Advancement: 4-9 HD (Small)
Level Adjustment: +4 (Improved Familiar)

Its tiny, spindly body is covered with multicoloured scales. Its stunted wings are halfway between a dragon's and a bat's. Its disproportionately large claws are tinted with red paint simulating blood. Atop all of this lies a horned, misshapen humanoid head with big bulging eyes and a huge, bulbous and hairy protruding nose, surrounded by black geometric designs appearing as a mix of honeycomb and spiral motif, surely meant to appear as facial tattoos. The thing's most startling feature is its almost lifelike, twisting red tongue, extending nearly one foot beyond its swollen red lips. Suddenly, to your horror, what at first seemed to be a lifeless, dreadful demonic effigy half leaps, half flies towards you with a crazed jumble of laughter, sizzling and hooting.

Alebrijes (pronounced Ah-lay-BREE-hays) are disgusting, gaudy statuettes representing colourful gargoyles or imps. They are created by dark craftsmanship but having no supernatural power of their own, except in some exceptional cases where a true spirit of the lower planes decides to inhabit and animate the hellish figurine. In such occasions, an alebrije looks somewhat like a quasit in a clown suit, or a gargoyle defaced by very creative, sensitive and thorough vandals.

No one knows how an alebrije gains sentience, though it appears to be somehow related to the creature's madness ability and its incredible power over imagination. The most widespread theory is the presence of a beastly spirit from some outer plane, taking over the figurine and giving it a predatory, animal instinct. Some sages even speculate that alebrijes are not constructs at all, but instead a lesser breed of gargoyle, pretending to be lifeless until prey comes within sight.

Combat

An alebrije has no combat strategy to speak of, leaping madly into the fray without thought or hesitation. It does not seem to use its madness attack tactically or even consciously, acting as crazy as the victims of its power.

Madness (Su): The touch of an alebrije causes a specific kind of hallucinatory madness on targets. Any living, intelligent creature successfully hit by an alebrije's claws



or bite attack must succeed at a Fortitude save (DC 12, Strength based) or begin hallucinating as his senses are overloaded by the supernatural poison in the alebrije's claws. In game effects, this equals a *confusion* effect at caster level 5th.

Skills: An alebrije's stunted wings do not allow flight, but they give the creature a +16 circumstance bonus on Jump checks. An alebrije uses its Dexterity modifier instead of its Strength modifier for all Jump checks and can take 10 on any Jump check regardless of circumstances.

Ankou

Medium Undead

Hit Dice: 18d12+3 (120 hp)

Initiative: +8

Speed: 30 ft. (6 squares), plus see cart speed below

AC: 24 (+4 Dex, +10 natural), touch 14, flat-footed 20

Base Attack/Grapple: +9/+24

Attack: Touch +13 melee (1d12 plus death touch)

Full Attack: Touch +13 melee (1d12 plus death touch)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Death grip, death touch, *detect thoughts*, gripping gaze, *obscuring mist*, rebuke undead, skeleton spawn



Special Qualities: Damage reduction 10/magic or silver, darkvision 60 ft., *detect evil*, spell resistance 30, turn resistance +8, undead traits, unnatural aura

Saves: Fort +6, Ref +10, Will +16

Abilities: Str 14, Dex 18, Con —, Int 15, Wis 20, Cha 21

Skills: Intimidate +21, Listen +23, Move Silently +20, Search +17, Ride +20, Sense Motive +21, Spot +23, Survival +20

Feats: Ability Focus (death grip), Alertness, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Toughness, Weapon Finesse

Environment: Any

Organisation: Solitary or cart (1 plus 2-4 fiendish heavy horses and 2-8 4th level human fighter skeletons)

Challenge Rating: 14

Treasure: None

Alignment: Always neutral evil

Advancement: 19-36 HD (Medium)

Level Adjustment: —

As the mists gather and swirl around the road, you see a black cart approaching, drawn by four dark horses. The

cart driver appears to be a gaunt humanoid dressed in a black hooded cloak, but as it comes closer you perceive he holds the reins with skeletal hands. Beneath the cowl two points of evil light begin to shine...

Ankou are the grim collectors of the spirits of death; they travel the misty roads at night, looking for sinners to load on their creaking carts. An ankou looks like a skeletal, grey humanoid with shining eye sockets, riding a cart drawn by four black horses and dressed in a long black cloak intended to cover its true skeletal nature. A phantasmal mist always accompanies the arrival of the ankou.

Ankou understand Common, but they never speak.

Combat

An ankou attacks only creatures that have committed evil actions; against those it deems to be innocent, the ankou prefers to retreat via its *plane shift* ability. When it has chosen a target, the ankou attempts to force surrender via its *gripping gaze* attack and immediately takes the subdued target to the plane of shadow. The ankou does not use other combat tactics unless absolutely necessary.

Death Grip (Su): An ankou's base attack bonus equals its full Hit Dice when grappling. If it wins a grapple against an opponent, the victim must roll a Will save (DC 26, Charisma based) or become *paralysed* by the ankou's grip, in which case the ankou automatically achieves a pin. A creature pinned by an ankou must succeed at another Will save each round or suffer 2d6 points of Charisma drain. If

The Ankou's Cart

An ankou usually appears riding a dark cart made of death and darkness. If the ankou appears alone, it can summon this cart as a free action; the cart arrives the next round. The ankou's cart is a Huge object with Armour Class 18 (–2 size, –5 Dex, +15 natural), a hardness of 15, 30 hit points for each wheel and 150 hit points for its body.

The cart is usually pulled by 2-4 fiendish horses. When pulled in this fashion, the cart gains a base fly speed of 120 feet. If the ankou is riding it, both the cart and its horses gain the Move Silently skill at the ankou's skill modifier.

Plane Shift (Su): As long as the ankou is riding it, an ankou's cart can *plane shift* to the plane of shadow. Anything and anyone aboard the cart, including the ankou and the horses pulling it, is transported as well.

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the save succeeds, the Charisma drain is reduced to one half (1d6) and the victim is freed. Creatures reduced to 0 Charisma by an ankou's death grip are irrevocably dead and ready to be loaded on the creature's grim cart.

Death Touch (Su): The touch of an ankou deals 1d3 points of Charisma damage (no save). A creature reduced to 0 Charisma by an ankou's death touch dies after one round.

Detect Thoughts (Sp): An ankou can spend a standard action to attempt to read the thoughts of any living, intelligent creature within 1000 feet as per the *detect thoughts* spell at caster level 18th. The target is allowed a Will save (DC 17) to avoid the effects, as usual.

Gripping Gaze (Su): Any living creature meeting the eyes of an ankou must succeed at a Will save (DC 24, Charisma based) or become paralysed with fright for 2d4 rounds. This is a mind-affecting, fear effect.

Obscuring Mist (Sp): An ankou is permanently surrounded by an *obscuring mist* effect at caster level 11th. Successful *dispel magic* and similar effects may cancel this *obscuring mist* for 1 round per caster level; after this time, the mist rises and completely surrounds the ankou again. The ankou can turn this effect on and off at will.

Rebuke Undead (Su): An ankou has the ability to rebuke/command undead as an 18th level evil cleric.

Skeleton Spawn (Su): As a standard action, an ankou can choose any creature it has slain via its *death grip* or *death touch* attacks and cause it to rise again as a skeleton. The creature gains the skeleton template as usual but it also has turn resistance +4 when in the ankou's presence.

Detect Evil (Sp): Despite being an evil creature itself, an ankou can *detect evil* at will, as a paladin can.

Unnatural Aura (Su): Any normal animals within 100 feet of an ankou become shaken (no save) and adamantly unwilling to move in the ankou's general direction until the ankou moves away more than 100 feet. Any normal animals within 30 feet of an ankou must succeed at a Will save (DC 24, Charisma based) or become panicked until they are more than 100 feet away from the ankou.

Skills: An ankou's Move Silently bonus is granted to its cart and the horses pulling it as long as the ankou is riding the cart.

Medium Aberration

Hit Dice: 1d8+5 (9 hp)

Initiative: +0

Speed: 30 ft.

AC: 10, touch 10, flat-footed 10

Base Attack/Grapple: +0/+0

Attack: Unarmed +0 melee (1d3)

Full Attack: Unarmed +0 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Anomalous traits

Special Qualities: Anomalous traits

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 11, Dex 11, Con 14, Int 11, Wis 6, Cha 6

Skills: Intimidate +2, Tumble +4

Feats: Toughness

Environment: Any

Organisation: Solitary, pair or gang (3-6)

Challenge Rating: ½

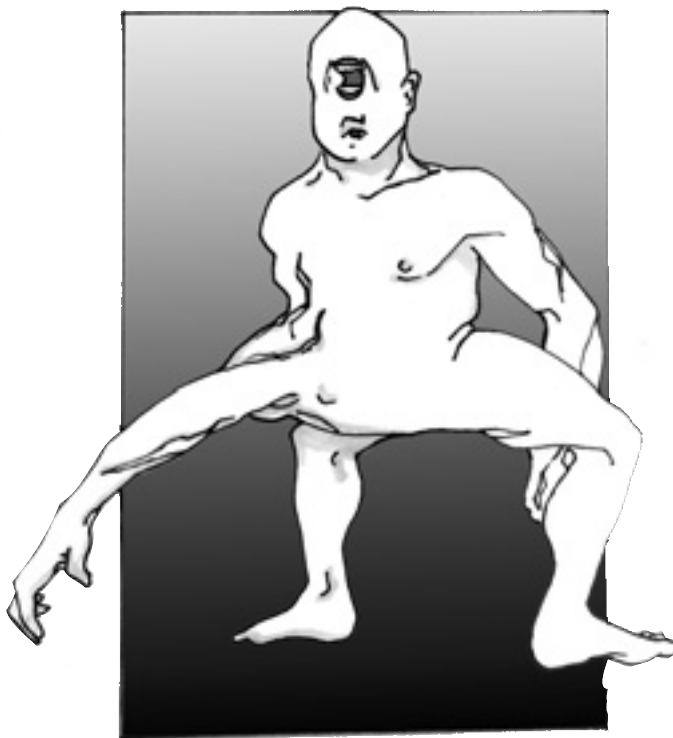
Treasure: Standard

Alignment: Usually evil (any)

Advancement: By character class

Level Adjustment: +0

The thing looks human – at a first glance. Then you realise it is horribly deformed, if it ever had a normal form. Everything is out of place on this pitiful thing's body: its head, arms, legs, even chest and buttocks; all of it misplaced as if a mad, hateful deity had made a jigsaw puzzle out of a human being's body. The pathetic being gives you a



look of utter odium and then leaps at you, its uneven limbs twitching as it does.

Anomalous are, or were, human beings built or modified by dark and primitive forms of alchemy attempting – and spectacularly failing – to create or improve humanoid life. No two anomalous are alike, except in the fact that everything in their bodies seems to be misplaced. Thus, an anomalous might have its eyes where its nipples should be, a foot instead of a head and a set of genital organs over each knee; another might have its mouth on the palm of its right hand, a gluteus where its left hand should be and its (mouth-less) head sticking out of its chest. Anomalous do not like to wear clothing, perversely enjoying the exhibition of their own deformity

Anomalous speak Common.

Combat

As anomalous dislike clothing, so they disdain armour and weapons, although some have been forced to wield at least simple weapons by their masters or by circumstance.

Anomalous Traits: Every anomalous is different, and they have different special attacks and qualities depending on

their specific deformities. Randomly determine or choose 1d2+1 anomalous traits from the table below for each anomalous:

Anomalous as Characters

Anomalous characters possess the following racial traits.

- ✦ Ability modifiers: +4 Constitution, –4 Wisdom, –4 Charisma.
- ✦ An anomalous' base land speed is 30 feet.
- ✦ Darkvision out to 60 feet.
- ✦ Racial Hit Dice: An anomalous' first class level replaces its first aberration Hit Die; it may choose different skills and feats as allowed by its character class.
- ✦ *Anomalous traits (Ex)*: choose 1d2+1 anomalous traits from the Anomalous Traits table.
- ✦ Misshapen frame: anomalous do not have normal humanoid bodies; thus armour for them must be specially ordered, at three times the armour's normal cost. The increased cost for masterwork armour, if any, is not multiplied.
- ✦ Automatic Languages: Common. Bonus Languages: Abyssal, Infernal, Draconic, Undercommon.
- ✦ Favoured Class: Fighter.

Anomalous Traits

D100 roll	Anomalous trait	The anomalous...
01-10	Arm on chest	Receives a +4 bonus on Sleight of Hand checks
11-20	Arm on back	Gains Quick Draw as a bonus feat
21-25	Arms besides legs	Gains a +10 increase to its base speed
26-35	Arms instead of legs and vice versa	Gains a +4 bonus on Move Silently checks, a +1 bonus on unarmed damage and a –2 penalty on attack rolls
36-40	Ears inside hands	Receives a +2 bonus on Listen checks and saves against sound-based attacks
41-50	Eyes on both front and back	Cannot be flanked or flat-footed and receives a –2 penalty on all saves against gaze attacks
51-55	Eyes on feet	Is considered blinded when taking a full move action, requires at least a move action to see its surroundings, gains a +4 bonus on Search and Survival checks made to follow tracks and receives a +4 bonus on saves against gaze attacks
56-60	Eyes inside hands	Gains a +2 bonus on Heal checks, Search checks made at close distance and saves against gaze attacks; in addition, it is considered blinded when using both hands to hold a secondary weapon, shield or two-handed weapon
61-65	Misplaced brain	Receives a –2 penalty to its Dexterity score and is 50% protected against critical hits
66-70	Misplaced heart	Is 25% protected against critical hits
71-80	One arm in place of one leg and vice versa	Gains a +4 bonus on Tumble checks and a +2 bonus on Move Silently checks
81-85	Protruding bones	Gains +1d3 additional unarmed damage
86-90	Teeth on one hand	Gains a +2 bonus on Climb checks, Grapple checks and Disarm checks made to avoid being disarmed; also receives a –2 penalty on Charisma checks and Cha-based skill checks that require the character to speak
91-95	Veins inside bones	Gains Endurance as a bonus feat
96-00	Additional trait	Roll twice ignoring any repeated results

Archaic One

Gargantuan Magical Beast

Hit Dice: 22d10+198 (319 hp)

Initiative: -3

Speed: 60 ft. (12 squares), swim 40 ft.

AC: 18 (-4 size, -3 Dex, +15 natural), touch 3, flat-footed 18

Base Attack/Grapple: +22/+44

Attack: Bite +28 melee (2d8+15)

Full Attack: Bite +28 melee (2d8+15)

Space/Reach: 20 ft. /15 ft.

Special Attacks: Deathly presence, desolate gaze, diseased breath, spells

Special Qualities: Damage reduction 15/epic, darkvision 60 ft., immortal boredom, immunity to fear and poison, low-light vision, resistance to acid 30, cold 30, fire 20 and electrical 20, *true seeing*

Saves: Fort +24, Ref +10, Will +27

Abilities: Str 30, Dex 5, Con 29, Int 23, Wis 31, Cha 21

Skills: Appraise +31, Concentration +34, Intimidate +30, Knowledge (arcana) +33, Knowledge (history) +31, Knowledge (any one) +31, Sense Motive +46, Spellcraft +35, Swim +18

Feats: Ability Focus (desolate gaze), Blind-Fight, Diehard, Endurance, Great Fortitude, Iron Will, Magical Aptitude, Skill Focus (Sense Motive)

Environment: Cold marshes and swamps

Organisation: Solitary

Challenge Rating: 14

Treasure: Triple standard

Alignment: Always neutral evil

Advancement: 23-44 HD (Gargantuan), 45-66 HD (Colossal)

Level Adjustment: —

Suddenly you realise the grey, stone-like mound is not a mound at all; it is in fact the enormous, dusty and evidently ages-old shell of a giant turtle. There is no colour at all in the chitinous marking; no trace of life or breath under the cobweb filled crust. Then suddenly the thing's breath comes out in sinister black fumes from below the shell and you know you face a creature of utmost, ancient evil...

Archaic ones are unimaginably old giant turtles whose timeless lifespan and excessive knowledge have led them to ultimate madness. Their existences have been so long and dull that all life, all hope and all goodness have been shed out of their being, leaving only a hateful, wretched thing in place of their formerly wise souls. Their appearance reflects this sickness; an extremely aged and grey shell, covering the endless wrinkles of a dry, parched colourless reptilian skin, completed by a horribly weathered head whose glassy eyes do not show the slightest hint of compassion, sensitivity or concern of any kind.

Archaic ones speak their own language, plus Abyssal, Common, Draconic, Infernal, Sylvan and Undercommon.

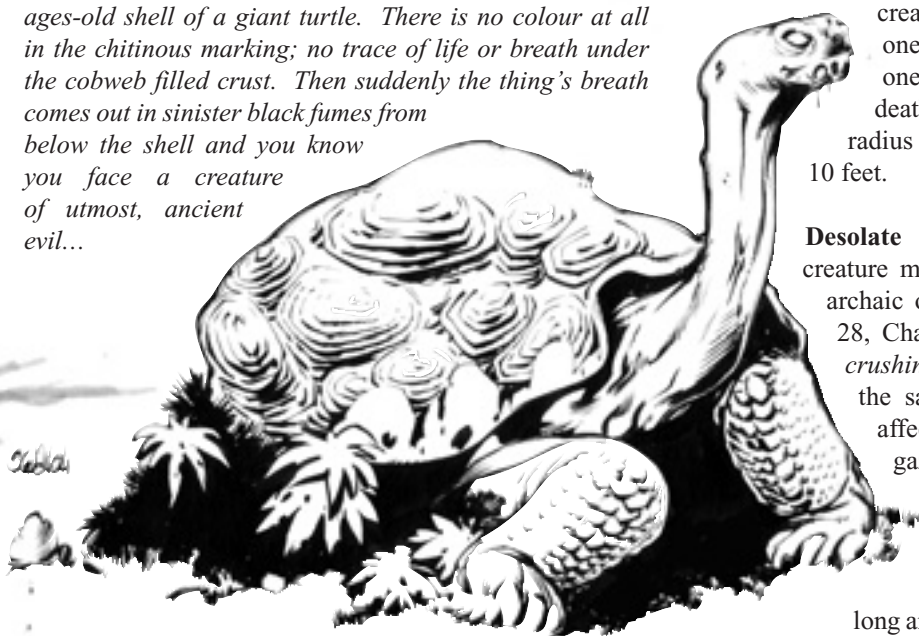
Combat

An archaic one enters combat with the same passive indifference it applies to everything else. It would require a world-shattering incident to stir an archaic one to action and a party of hostile adventurers hardly qualifies. Thus, most archaic ones simply wait for the adventurers to expend themselves against their natural defences. In most cases, not even certain death can force an archaic one to flee or fight, but it may perhaps be pushed to use its magical abilities and breath weapon for a bit of amusement.

Deathly Presence (Ex): The body and soul of an archaic one are so unwholesome its very presence is poisonous to the environment. While inside the range of an archaic one's deathly presence, no natural healing is possible; all spells and effects with the healing descriptor restore only half the indicated amount of hit points and all morale bonuses gained from any source stop working as the recipient is infected by the downcast, wretched area of the creature. Any living being in the area ages one day for every hour spent in the archaic one's deathly presence. An archaic one's deathly presence affects the area within a radius equal to the archaic one's Hit Dice x 10 feet.

Desolate Gaze (Su): Any living, intelligent creature meeting the abysmally dull gaze of an archaic one must succeed at a Will save (DC 28, Charisma based) or be affected as per a *crushing despair* spell at caster level 22nd. If the save succeeds, the creature cannot be affected by the same archaic one's desolate gaze for the next 24 hours.

Diseased Breath (Ex): As a standard action, an archaic one can breathe a cone of noxious gas, 20 feet long and 10 feet wide at the end. Any creature



within this cone must succeed at a Fortitude save (DC 30, Constitution based) or become nauseated for 2d6 rounds.

Spells: An archaic one can cast clerical spells as if it had access to the Death and Evil clerical domains, but not to the base clerical spell list; that is, the creature can cast all spells from the Death and Evil clerical domains, once per day each.

Immortal Boredom (Ex): An archaic one has lived and seen so much it is hardly impressed by anything. An archaic one gains a +8 racial bonus on all Will saves and Sense Motive checks. Also, all Intimidate checks made against an archaic one suffer a -8 circumstance penalty.

True Seeing (Sp): An archaic one can see through all kinds of illusions and disguises as if it was under the constant effect of a *true seeing* spell at caster level 22nd.

Skills: An archaic one gains a +8 racial bonus on Sense Motive and Swim checks. It can use the run action while swimming, provided it moves on a straight line. An archaic one can always take 10 on Swim checks, even if rushed or threatened (both possibilities being very unlikely when dealing with an archaic one).

Archon, Fell

Medium Outsider (Evil)

Hit Dice: 22d8+110 (209 hp)

Initiative: +10

Speed: 50 ft. (10 squares), fly 150 ft. (good)

AC: 41 (+6 Dex, +20 natural, +5 +3 *blinding heavy steel shield*), touch 16, flat-footed 35

Base Attack/Grapple: +22/+30

Attack: +5 *flaming bastard sword* +36 melee (1d10+13 plus 1d6 fire damage /17-20) or +3 *unholy composite longbow* (+3 Str bonus) +31 ranged (1d8+6/x3) or slam +30 melee (1d10+13)

Full Attack: +5 *flaming bastard sword* +36/+31/+26/+21 melee (1d10+13/17-20 plus 1d6 fire damage) or +3 *unholy composite longbow* (+3 Str bonus) +31/+26/+21/+16 ranged (1d8+6/x3) or 2 slams +30 melee (1d10+13)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Aura of menace, *doom horn*, spell-like abilities, spells

Special Qualities: Damage reduction 15/epic or good, darkvision 60 ft., good vulnerability, low-light vision, immunity to acid, cold and petrification, regeneration 10, electrical and fire resistance 10, spell resistance 27

Saves: Fort +18, Ref +19, Will +19

Abilities: Str 26, Dex 22, Con 20, Int 22, Wis 22, Cha 22

Skills: Bluff +31, Concentration +30, Diplomacy +8, Heal +31, Hide +31, Intimidate +33, Knowledge (any one) +31, Listen +31,

Move Silently +31, Perform (wind instruments) +31, Search +31, Spellcraft +31, Spot +31, Survival +31 (+33 following tracks), Swim +33

Feats: Cleave, Great Cleave, Improved Critical (bastard sword), Improved Initiative, Improved Sunder, Power Attack, Track, Weapon Focus (bastard sword)

Environment: Evil aligned planes

Organisation: Solitary

Challenge Rating: 21

Treasure: +5 *flaming bastard sword*, +3 *unholy composite longbow* (+3 Str bonus) and +3 *blinding heavy steel shield*

Alignment: Always evil (any)

Advancement: 23-44 HD (Medium), 45-66 HD (Large)

Level Adjustment: —

The body of this powerful, regal-looking humanoid is a perfect work of godly design. The entity's long hair cascades down its back in fiery waves; its powerful limbs move with heavenly grace; its beautiful visage fulgurates with the inner light of the Celestial Realm – and it is also laughing insanely as it raises its flaming sword towards you and blows a single, terrible note from its horn of doom...

Fell archons are the definition of tragic corruption – formerly the representation of all that is good and noble in the universe, they have become furious agents of the forces they once opposed with every fibre of their being. Fell archons are created by cruel divine curses or by their own sins, most often pride.

A fell archon looks as a grim winged humanoid with fiery eyes and a black or red mane. It would appear as a typical archon or angel except that the taint of evil is evident all over its body and disposition; its magnificent appearance turned into a dreadful vision of cosmic ruthlessness and perverted power. Fell archons always carry flaming swords and doom horns, which were once celestial instruments but now serve only to spell the ruin any creature within earshot.

Fell archons speak Abyssal, Celestial, Common, Draconic, Ignan, Infernal and Undercommon. They lost the *tongues* ability they once possessed when they stopped caring about other races.

Combat

A fell archon is among the most powerful beings in existence, its corrupted soul being as mighty as that of the strongest demons, yet much more terrible for once having been a paragon of good. As a result, it is also incalculably proud, rushing into battle with unqualified abandon, sure of its superiority over nearly everything it faces.

Fell archons wield +5 *flaming bastard swords* and +3 *unholy composite longbows* with a +3 Strength bonus. In melee they carry +3 *blinding heavy steel shields*. The natural attacks and weapons of a fell archon are considered epic and evil for the purposes of overcoming damage reduction.

Aura of Menace (Su): Fell archons retain their good counterparts' aura of righteous fury, though in fell archons it has become twisted, hateful and blindly destructive. Any creature (whether hostile or peaceful) coming within a 20-foot radius of a fell archon must immediately succeed on a Will save (DC 29, Charisma based, including +2 racial bonus) or receive a -2 penalty on attack rolls and saving throws, as well as a -2 penalty to its Armour Class, as long as it remains within sight of the fell archon. A creature that has succeeded at this save cannot be affected again by the same fell archon's aura for 24 hours.

Doom horn: A fell archon's horn is a terrible instrument, whose notes have the ability to crumble walls, kill birds and beasts, topple mountains, poison the air, churn the waters and break the endurance and sanity of any living creature unfortunate enough to hear it. The *doom horn* combines the properties of a *horn of greater blasting* (save DC increased to 27) and a *horn of evil* (both items described in chapter 7 of the *DMG*); plus it forces every creature listening to it to make a Will save (DC 27, Charisma based) or become panicked for 2d6 rounds.

Spell-Like Abilities: At will—*animate objects*, *bestow curse* (DC 19), *contagion* (DC 19), *continual flame*, *detect snares and pits*, *death knell* (DC 18), *discern lies* (DC 20), *dismissal*, *freedom* (DC 25), *greater dispel magic*, *greater teleport* (self plus 200 pounds only), *hold person* (DC 18), *invisibility* (self only), *polymorph* (self only), *power word stun*, *resist energy*, *see invisibility*, *sound burst* (DC 18), *speak with dead* (DC 19), *summon monster VII*, *true seeing*, *unholy blight* (DC 20), *waves of fatigue*; 3/day—*blade barrier* (DC 22), *destruction*, *earthquake* (DC 24), *harm* (DC 22), *mass charm monster* (DC 24), *permanency*,

waves of exhaustion; 1/day—*blasphemy* (DC 23), *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 23), *wish*. Caster level 20th (21st for spells with the evil descriptor). The save DCs are Charisma based.

Spells: Fell archons can cast divine spells as 20th level evil clerics, with access to the Destruction and Evil domains. The save DCs are Wisdom based. Caster level is 21st for spells with the evil descriptor.

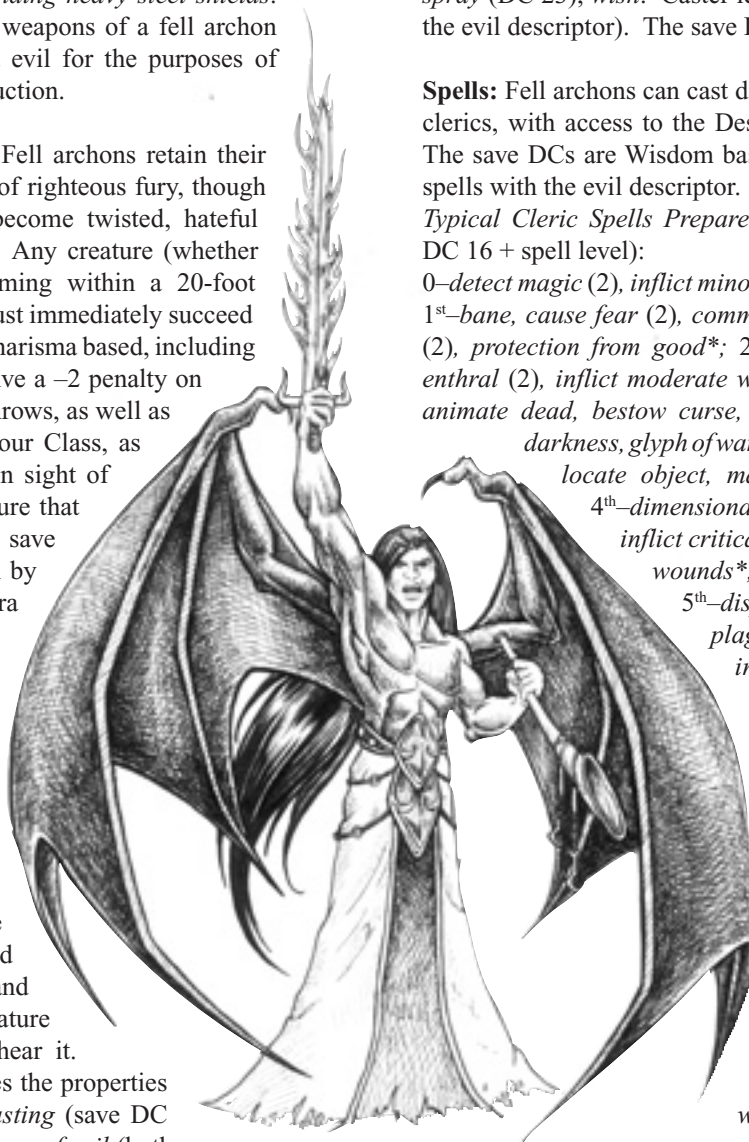
Typical Cleric Spells Prepared (6/8/8/7/7/7/6/5/5/5; save DC 16 + spell level):

0—*detect magic* (2), *inflict minor wounds* (2), *resistance* (2); 1st—*bane*, *cause fear* (2), *command* (2), *curse water*, *doom* (2), *protection from good**; 2nd—*darkness* (2), *desecrate**, *enthrall* (2), *inflict moderate wounds* (2), *shatter* (2); 3rd—*animate dead*, *bestow curse*, *blindness/deafness*, *deeper darkness*, *glyph of warding*, *inflict serious wounds*, *locate object*, *magic circle against good**; 4th—*dimensional anchor*, *giant vermin*, *inflict critical wounds* (2), *inflict critical wounds**, *poison* (2), *spell immunity*; 5th—*dispel good*, *flame strike*, *insect plague*, *mark of justice*, *mass inflict light wounds**, *plane shift*, *slay living*, *unhallow*; 6th—*antilife shell*, *create undead* (2), *forbiddance*, *harm**, *mass inflict moderate wounds* (2); 7th—*blasphemy*, *control weather*, *disintegrate**, *greater scrying*, *mass inflict serious wounds*, *repulsion*; 8th—*create greater undead*, *discern location*, *earthquake*, *fire storm*, *mass inflict critical wounds*, *unholy aura**; 9th—*energy drain*, *implosion* (2), *implosion**, *storm of vengeance* (2).

*Domain spell.

Good Vulnerability (Ex): Fell archons are particularly vulnerable to good-aligned attacks and effects, since the memory of goodness stings their souls to the core. Fell archons receive a -2 penalty to Armour Class against attacks from creatures or weapons with an aura of good, and a -2 penalty on attack rolls and saving throws against spells and effects with the good descriptor.

Regeneration (Ex): A fell archon takes normal damage from epic weapons and from spells or effects with the good descriptor.



Armoredon

Colossal Dragon

Hit Dice: 24d12+339 (495 hp)

Initiative: -2

Speed: 60 ft. (12 squares)

AC: 20 (-8 size, -2 Dex, +20 natural), touch 0, flat-footed 20

Base Attack/Grapple: +24/+58

Attack: Bite +34 melee (6d6+27)

Full Attack: Bite +34 melee (6d6+27)

Space/Reach: 40 ft./20 ft.

Special Attacks: Cinder shower, tail sweep, trample 4d8+27

Special Qualities: Damage reduction 15/epic, darkvision 60 ft., immunity to magical sleep, paralysis and poison, living furnace, low-light vision, resistance to acid 20, cold 20, electrical 20 and fire 20

Saves: Fort +30, Ref +12, Will +13

Abilities: Str 47, Dex 3, Con 38, Int 3, Wis 9, Cha 12

Skills: Hide -2*, Intimidate +14, Listen +12, Spot +12

Feats: Awesome Blow, Diehard, Endurance, Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Snatch, Toughness

Environment: Temperate and warm deserts

Organisation: Solitary

Challenge Rating: 21

Treasure: None

Alignment: Always neutral evil

Advancement: 25-72 HD (Colossal)

Level Adjustment: —

First, a thundering roar fills the desert sky and shakes the sand with its power. Then, you see the hulk of a four-legged lizard-like creature, the approximate size of an elephant herd, approaching at a speed that belies its massive bulk. The monster's body is entirely covered with bony ridges and plates, each one as large as a bull; a stream of smoke and hot ashes follows in its wake, making it look like the horror is on fire.

An armoredon looks like a monstrous, bloated dragon about 80 feet long, a quarter of which is the monster's swiping tail. The armoredon has a bony crest running from the back of its head to the tip of

its tail, which turns into layers of massive bone plates near the beast's mid-section. Steam and embers are constantly pouring out of the crevices between these plates; these are in fact desert debris accumulated in the creature's endless armour chinks and fissures, caused to boil and sizzle – and sometimes to burn – by the armoredon's intense body heat.

Combat

In the rare cases where an armoredon actually notices a hostile creature enough to consider it, it prefers to charge head on, biting and trampling away regardless of what else is around.

Cinder Shower (Ex): As a full-round action, an armoredon can violently shake its body, sending the endless sparks and fiery bits under its shell flying around it. Every creature within 30 feet of an armoredon using this ability suffers 5d6 fire damage, with a Reflex saving throw (DC 36, Constitution based) allowed for half damage.

Tail Sweep (Ex): As a standard action, an armoredon can make a sweep with its massive tail, brushing away any

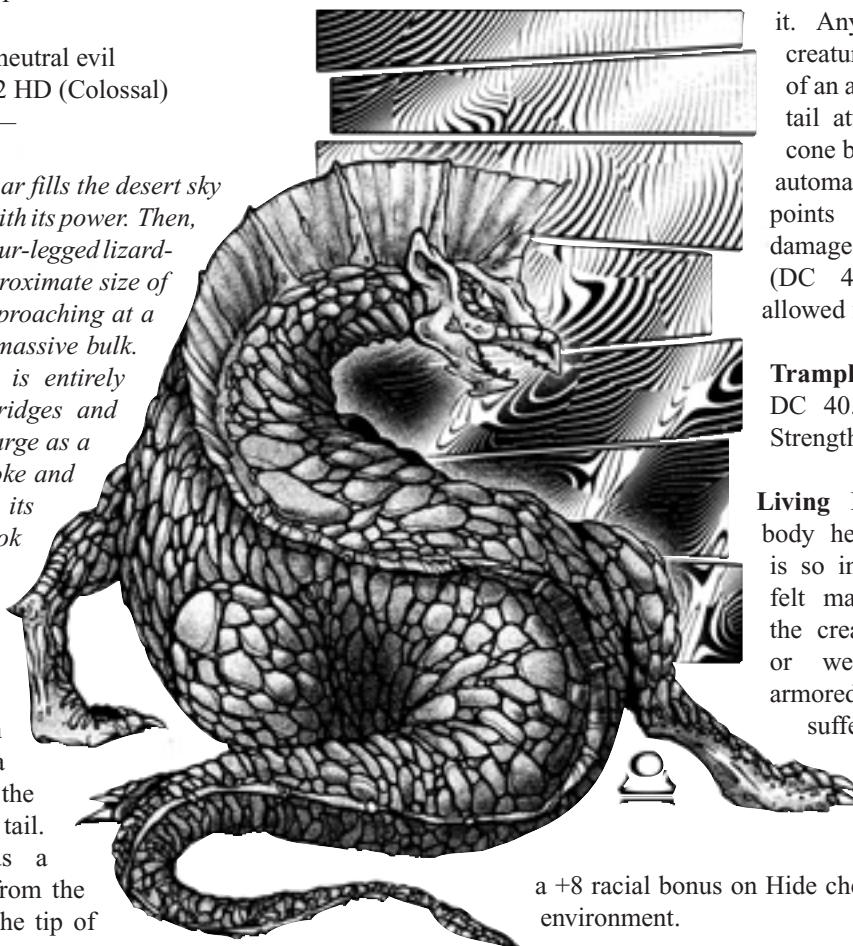
creature currently behind it. Any Medium or smaller creature caught in the path of an armoredon's sweeping tail attack (a 20 feet long cone behind the armoredon) automatically suffers 3d8+27 points of bludgeoning damage, with a Reflex save (DC 40, Strength based) allowed for half damage.

Trample (Ex): Reflex half, DC 40. The save DC is Strength based.

Living Furnace (Ex): The body heat of an armoredon is so intense that it can be felt many feet away from the creature. Any creature or weapon touching an armoredon automatically suffers 2d6 points of fire damage.

Skills: *An armoredon receives

a +8 racial bonus on Hide checks when in a desert environment.



Axehawk

Small Animal

Hit Dice: 3d10 (19 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 90 ft. (perfect)

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

Base Attack/Grapple: +3/+0

Attack: Wing +7 melee (1d8+1/x3) or talons +7 melee (1d4+1) or bite +7 melee (1d3+1)

Full Attack: 2 wings +7 melee (1d8+1/x3) or talons +7 melee (1d4+1) and bite +2 melee (1d3)

Space/Reach: 5 ft. /5 ft.

Special Attacks: —

Special Qualities: Damage reduction 2/—, darkvision 60 ft., low-light vision

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 12, Dex 17, Con 13, Int 5, Wis 12, Cha 10

Skills: Listen +3, Spot +13

Feats: Flyby Attack, Weapon finesse

Environment: Elemental planes of air

Organisation: Solitary or pair

Challenge Rating: 1

Treasure: 1/10 coins, 40% goods, 40% items

Alignment: Always neutral evil

Advancement: 4-6 HD (Small), 7-9 HD (Medium)

Level Adjustment: +0 (cohort)

The first impression you have is of a battleaxe swooping down on you from the skies. Then you realise the 'weapon' has a beaked head and a line of feathers below its double 'edge', in addition to a feathered tail on one end of its 'handle'. Soon you realise you behold not a flying weapon, but a bird of prey – and a vicious looking one at that.

Axehawks are rancorous raptors from the plane of air, whose curved wings and sharp-edged feathers give them the appearance of self-propelling double-edged axes. Their eyes have a heartless, steely quality, making the creatures appear as true murdering fiends – which is not far from the truth.

Combat

An Axehawk prefers to plummet down on enemies and slice them as it passes by, using its wickedly sharp wing feathers and its Flyby Attack feat. When an axehawk uses its talons, it combines both talons into a single attack.

Skills: An axehawk gains a +8 racial bonus on Spot checks.



Bambalob

Bambalobs are fierce forest creatures, closely tied to the primal dark forces of nature. There are two types of bambalob – the larger, stronger, 'common' bambalob and the smaller, lesser bambalob. Both bambalob types are fearsomely vicious and violent, stopping at nothing once they have decided to destroy something.

Combat

Both bambalob types have the following special attacks:

Ferocity (Ex): A bambalob is so fierce and violent it can go on fighting without penalty, even when disabled or dying.

Rage (Ex): A bambalob can willingly enter a bloodthirsty rage, becoming a true example of fury and savagery. While on a rage, the bambalob receives a +4 bonus to its Strength and Constitution scores, a +2 bonus to Will saves and a –2 penalty to Armour Class. This state of rage lasts until the bambalob dies or there are no living enemies in sight. The additional hit points the bambalob gains from this Constitution increase are not lost first the way temporary hit points are. A bambalob cannot end a rage voluntarily, nor is it fatigued at the end of a rage.

Bambalob

Large Magical Beast

Hit Dice: 9d10+51 (100 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +9/+20



Attack: Claw +15 melee (1d8+7)

Full Attack: 2 claws +15
melee (1d8+7) and bite
+13 melee (1d6+3)

Space/Reach:
10 ft./10 ft.

Special

Attacks:

Fear, ferocity,
improved
grab, rage

Special

Qualities:

Damage
reduction 4/-,
darkvision 60 ft.,
fast healing 3, low-
light vision

Saves: Fort +13, Ref
+7, Will +4

Abilities: Str 25, Dex 12,
Con 21, Int 5, Wis 12, Cha 12

Skills: Hide +9*, Listen +3, Spot +3

Feats: Great Fortitude, Multiattack, Toughness (x2)

Environment: Temperate forest and marsh

Organisation: Solitary, pair or pack (3-6)

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 10-13 HD (Large), 14-27 HD (Huge)

Level Adjustment: +4 (cohort)

Out of the bushes comes a black beast that looks as darkness given form. Its rough shape resembles that of a bear, but it is much darker, deeper and formless than any mundane animal you know. Where the beast's face should be, you see only two minute points of light, which you assume must be the monster's eyes – if anything that big can see the world through such small openings.

It has been suggested bambalobs are the physical embodiment of the dark forces of the forest, a tangible manifestation of all that is evil and monstrous in the woods. The huge body of a bambalob is so dark and misshapen that reports of its appearance vary greatly, but it is generally agreed that they have the general shape and size of a particularly large bear, with fur of the deepest black and a set of insignificant yellow eyes buried among the thick fuzz of its head, from which protrudes a nearly invisible, bull-like muzzle.

Combat

A bambalob attacks as the amorphous chaotic monstrosity it is, focused on destroying anything that moves, entering a rage at the slightest provocation and engulfing other creatures as if it was the very darkness it seems to be a part of.

Fear (Ex): A Large, hostile mass of featureless darkness is a terrifying sight indeed. Any creature within 20 feet of an attacking bambalob must succeed at a Will save (DC 15, Charisma based) or become frightened for 1d6 rounds. If the save succeeds, the creature cannot be affected by the same bambalob's fear ability for the next 24 hours.

Improved Grab (Ex): A bambalob that hits with a claw attack can start a grapple as a free action, without provoking an attack of opportunity.

Skills: A bambalob receives a +4 racial bonus on Hide checks.

*In areas of thick undergrowth or low-light conditions, the Hide bonus rises to +12.

Lesser Bambalob

Small Magical Beast

Hit Dice: 4d10+15 (37 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

AC: 18 (+2 Dex, +6 natural),
touch 12, flat-footed 16

Base Attack/Grapple:
+4/+2

Attack: Bite +8 melee
(1d8+3)

Full Attack: Bite +8
melee (1d8+3)

Space/Reach: 5 ft.
/5 ft.

Special Attacks:

Ferocity, rage

Special Qualities:

Damage reduction
2/-, darkvision 60 ft.,
low-light vision

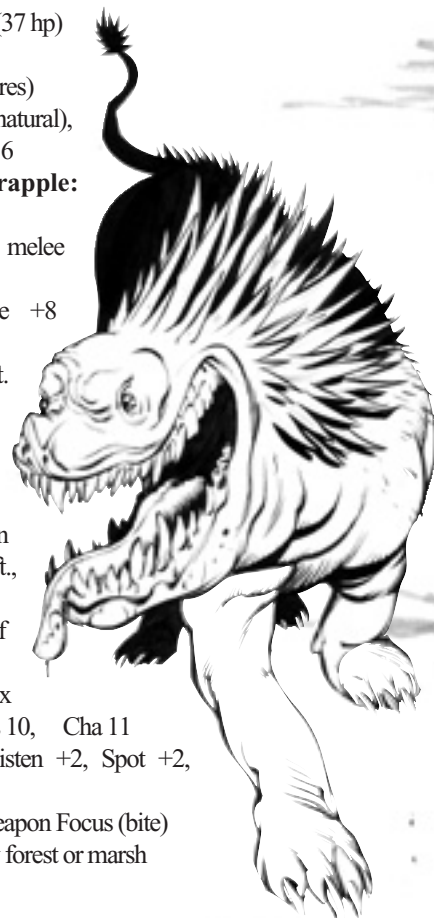
Saves: Fort +7, Ref
+6, Will +1

Abilities: Str 14, Dex
15, Con 17, Int 3, Wis 10, Cha 11

Skills: Hide +7, Listen +2, Spot +2,
Survival +2

Feats: Toughness, Weapon Focus (bite)

Environment: Any forest or marsh



Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-12 HD (Medium)

Level Adjustment: +2 (cohort)

A dog-sized quadruped leaps out of the undergrowth grunting, roaring and sniffing every direction without closing its disproportionately huge, gaping maw. Its two rows of teeth repeatedly snap open and close as it ambles towards you, shaking its wild mane as if its own ferocity was too much to keep inside.

A lesser bambalob is a squat, thick quadruped mammal the size of a dog, with a hairy mane not unlike that of a porcupine and four stubby legs ending in four fingered hands. The creature's huge fanged mouth is easily twice as big as the rest of its head, its excessively wide lower jaw contrasting with an upper lip tapering to a bat-like snout right between the creature's demonic eyes.



Trampling and cavorting it comes, its foul breath rotting the leaves, its savage claws and fangs shattering the branches. When it appears in full view, you have no doubt this fiend was not spawned by nature but by fell magic. Its eyes are full of fire and murder, its distended nostrils full of poison and hate. You are not sure whether this creature was spawned as it is now, or it was once a stag and then, by design or evolution, decided to become savage hunter instead of prey.

A beastagore is a demonic deer – the hellish corruption of a forest animal. It appears as a particularly large black stag, whose hooves end in vicious claws. The beast's maw is lined with jagged fangs, ending in two large tusks protruding sideways. A beastagore's body, head and limbs, as well as its large horns, are lined with sharp and twisted bony ridges.

Combat

A beastagore prefers to use a charge attack to enter a battle, defending itself with a frenzied, full-attack routine afterwards. It only uses its poison breath when very angry.

Poison Breath (Ex): Three times per day, as a standard action, a beastagore can concentrate the noxious fumes of its breath on a black cloud of poison with an area of 5 cubic feet. Any living creature within this area must succeed at a Fortitude save (DC 18, Constitution based) or be poisoned (initial and secondary damage 1d6, Str).

Combat

As their larger cousins, lesser bambalobs practice no combat strategy at all, being all rage and viciousness. They have been known to attack creatures much larger than themselves.

Beastagore

Large Magical Beast

Hit Dice: 10d10+30 (85 hp)

Initiative: +6

Speed: 60 ft. (12 squares)

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

Base Attack/Grapple: +10/+20

Attack: Gore +15 melee (1d8+6) or bite +15 melee (1d4+6) or claw +15 melee (1d6+6) or tail +15 melee (1d3+6)

Full Attack: Gore +15 melee (1d8+6) and 2 claws +13 melee (1d6+3) and tail +13 melee (1d3+3)

Space/Reach: 10 ft. /5 ft.

Special Attacks: Poison breath, skewer

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +10, Ref +9, Will +4

Abilities: Str 23, Dex 15, Con 17, Int 5, Wis 12, Cha 14

Skills: Listen +7, Spot +7, Survival +6

Feats: Alertness, Improved Initiative, Multiattack, Power Attack

Environment: Temperate forests

Organisation: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral evil

Advancement: 11-15 (Large), 16-30 HD (Huge)

Level Adjustment: +3 (cohort)

Skewer (Ex): A beastagore may use its gore attack to start a grapple. If a beastagore begins its turn grappling an opponent, it may automatically make an extra gore attack against that opponent in addition to its normal grapple attack. This skewer attack is not subject to the usual -4 penalty on natural attacks made during a grapple.

Behemammoth

Colossal Magical Beast

Hit Dice: 50d10+809 (1084 hp)

Initiative: -2

Speed: 80 ft. (16 squares)

AC: 20 (-8 size, -2, Dex, +20 natural), touch 0, flat-footed 20

Base Attack/Grapple: +50/+86

Attack: Stomp +63 melee (6d6+20) or bite +62 melee (4d6+30)

Full Attack: 2 stomps +63 melee (6d6+20) or bite +62 melee (4d6+30)

Space/Reach: 150 ft. /50 ft.

Special Attacks: Terrify, towering bite, trample 6d6+30, tremor

Special Qualities: Damage reduction 15/epic, darkvision 60 ft., immunity to acid, mind-affecting effects and poison, low-light vision, regeneration 7, resistance to cold 30, electrical 30 and fire 30

Saves: Fort +45, Ref +25, Will +18

Abilities: Str 50, Dex 7, Con 42, Int 3, Wis 15, Cha 16

Skills: Listen +20, Spot +20, Swim +37

Feats: Ability Focus (terrify), Ability Focus (trample), Awesome Blow, Blind-Fight, Cleave, Diehard, Endurance, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Snatch, Toughness (x3), Weapon Focus (stomp)

Environment: Any

Organisation: Solitary (possibly unique)

Challenge Rating: 20

Treasure: None

Alignment: Chaotic evil

Advancement: 51+ HD (Colossal)

Level Adjustment: —

The earth shudders. The mountains shake. Boulders roll down like pebbles. Trees are uprooted like twigs. Water and vapour sprout from newly formed geysers. Red-hot rocks spurt from suddenly opening cracks, reaching down to the deepest pits below the earth. Then the shadow of the creature looms, blotting out the sun; its massive jaws bawl and it drowns out the wind and earthquake. As it comes nearer, it gets larger. No matter how close it gets, it still grows and grows until everything is obscured by the creature. A hirsute, elephantine body, a single hair of which could make a hundred feet of the strongest

rope. Four shaggy legs, each of them as wide as the tallest tower. Atop it all, a head can be seen, far up there in the distance. Its lower jaw is hairy too, but a glimpse of a gigantic bare skull can be inferred where its upper muzzle should be.

The behemammoth (although it is possible more than one may exist) is the largest land creature in existence, being hundreds of feet tall and many more feet long. The gods of evil created it as the universe began, with the purpose of wreaking havoc and destruction upon the world. It looks as a shaggy, more-than-Colossal, four-legged mammal, bearing a vague resemblance to a mastodon. The incredibly long hairs covering the monster's entire body hang as vines from a swamp. Its head resembles that of a crocodile, but it is proportionately shorter and broader. The creature's lower jaw dangles with the same long russet hairs covering the rest of its body; however, the single piece conforming its upper muzzle and cranium is like a crocodile's bare skull, neatly placed as a mask over its head.

Combat

The behemammoth does not fight; it destroys. When faced with opposition, the behemammoth uses no combat moves or techniques, simply walking over everyone and everything until all are devastated.

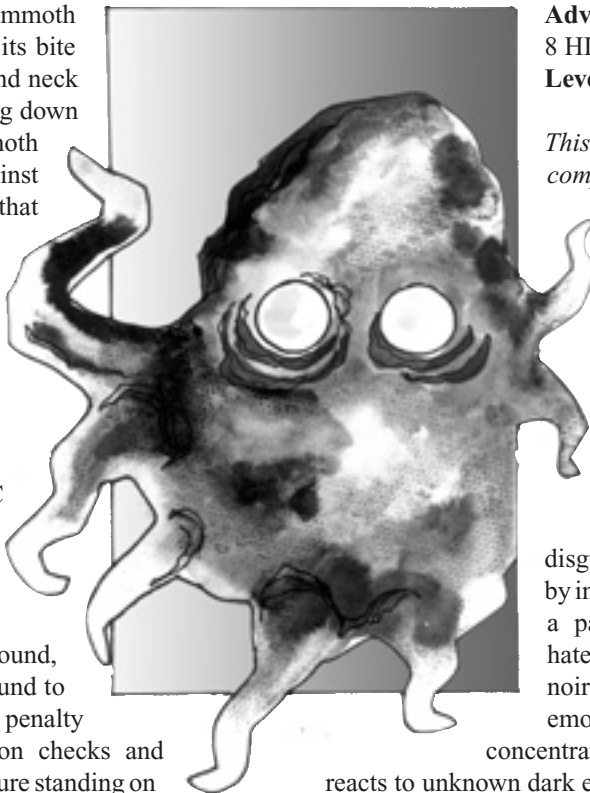
Terrify (Ex): Huge or smaller creatures catching sight of the behemammoth must succeed at a Will save (DC 40, Charisma based) or become frightened for one full minute. Creatures with less than 6 HD become panicked instead if they fail this save. If a creature succeeds at this save, it becomes shaken for one minute, after which it cannot be affected by the same behemammoth's terrify ability for the next 24 hours.



Towering Bite (Ex): The behemammoth is not normally capable of using its bite attack in combat, since its head and neck configuration stop it from reaching down to bite enemies. The behemammoth can only use its bite attack against enemies of Colossal size or those that are somehow positioned at the same height as its maw. By the same token, the behemammoth cannot make a stomp or trample attack against any creature on which it is able to use its bite attack.

Trample (Ex): Reflex half, DC 57. The save DC is Strength based.

Tremor (Ex): By moving at least its base speed for a full round, the behemammoth causes the ground to tremble and shake, applying a -4 penalty on the attack rolls, Concentration checks and Armour Class of every living creature standing on the ground within 100 feet of the behemammoth. The behemammoth cannot choose whether to use tremor – this effect is automatically caused every round the behemammoth spends moving at least its base speed.



Advancement: 4-5 HD (Medium), 6-8 HD (Large), 9-12 HD (Huge)
Level Adjustment: —

This is a monstrous atrocity, seemingly composed of the most hateful elements the gods could have conceived of. The more you look at it, the less physical shape it seems to have, as it slowly becomes a distressing, maddening presence inside your head, rather than a solid creature before your eyes...

The bete-noir is a dreadful creature born from hatred and disgust. Whenever an area inhabited by intelligent living beings experiences a particularly strong aura of sheer hate, there is a possibility a bete-noir will manifest from the strong emotions of the local populace. The

concentrated loathing in the atmosphere reacts to unknown dark energies, creating a bete-noir from the mix.

A bete-noir truly is hatred and abhorrence distilled into living form, so it is impossible not to feel disgust when encountering one; the more a mortal feels such hate for the creature, the more powerful it becomes, until it transforms into an immense, unbeatable abomination feeding on the concentrated hate of the very population affected by its presence.

The true form of a bete-noir is that of a shapeless, featureless black mass with two bulging, milky-white bug eyes and a ring of short tentacles that come into and out of its body. However, the bete noir has the ability to appear as whatever the viewer hates the most; thus very few characters have seen the creature as it really is.

A bete-noir speaks Abyssal and Common. It is also able to communicate telepathically with any intelligent creature within 60 feet.

Combat

A bete-noir attacks by unleashing its many hate-producing abilities on its opponents, hoping to generate enough hatred and loathing to feed from.

Hatred Surge (Su): As a standard action, a bete-noir may suffuse a victim with an all-consuming rage. The target creature must succeed at a Will save (DC 15, Charisma

Bete-Noir

Medium Aberration

Hit Dice: 3d8+9 (22 hp)

Initiative: +2

Speed: 40 ft. (8 squares), fly 20 ft. (poor)

AC: 22 (+2 Dex, +10 natural), touch 12, flat-footed 20

Base Attack/Grapple: +2/+1

Attack: Touch +4 melee (revulsion)

Full Attack: Touch +4 melee (revulsion)

Space/Reach: 5 ft./5 ft.

Special Attacks: Hatred surge, revulsion

Special Qualities: Abhorrence absorption, darkvision 60 ft., hidden disgust, loathsome shape, telepathy 100 ft.

Saves: Fort +4, Ref +3, Will +4

Abilities: Str 9, Dex 15, Con 16, Int 10, Wis 13, Cha 19

Skills: Hide +24, Sense Motive +15

Feats: Ability Focus (loathsome shape), Weapon Finesse

Environment: Any

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

based) or immediately attack the nearest living creature (other than the bete-noir), regardless of whether it is a friend or foe. If the only living creature the target can perceive is the bete-noir, the effects of this ability are cancelled.

Revulsion (Su): Any creature touching or touched by a bete-noir must succeed at a Will save (DC 15, Charisma based) or be affected as per a *confusion* spell, at caster level 7th, from the sheer disgust of the creature's hateful contact.

Abhorrence Absorption (Su): Every round a bete-noir is within 30 feet of a hostile creature (regardless of whether this hostility is specifically directed against the bete-noir) it gains 1d4 temporary hit points. As a full-round action, the bete-noir may voluntarily lose five of these temporary hit points and instead gain one Hit Die (with the corresponding increase in hit points, base attack bonus and saving throws), one rank in each of its skills and 1 point in its Strength, Constitution and Charisma scores. A bete-noir cannot advance beyond 12 Hit Dice in this fashion.

Hidden Disgust (Su): A bete-noir is constantly surrounded by a supernatural aura of darkness and formlessness, giving it a +12 magical bonus on all Hide checks (included in above statistics) and granting concealment benefits (20% miss chance) at all times.

Loathsome Shape (Su): A bete-noir has the innate ability to appear as whatever the viewer hates the most. Any intelligent creature within sight of a bete-noir using this ability must succeed at a Will save (DC 17, Charisma based) or believe he is facing whatever he despises most, becoming immediately hostile towards the bete-noir. The creature's innate insight and telepathy support the effects of this ability, imposing a -4 penalty on the target's saving throw.

Skills: A bete-noir gains a +4 racial bonus on Hide checks and a +8 racial bonus on Sense Motive checks. Its *hidden disgust* ability gives a bete-noir a +12 circumstance bonus on Hide checks, besides allowing it to make Hide checks even when under direct observation.



Base Attack/Grapple: +1/-15

Attack: Bite +10 melee (1d3-4/19-20) or claw +10 melee (1d2-4)

Full Attack: Bite +10 melee (1d3-4/19-20) and 2 claws +5 melee (1d2-4)

Space/Reach: 1 ft. /0 ft.

Special Attacks: Attach, tail lash

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +2, Ref +7, Will +1

Abilities: Str 2, Dex 21, Con 10, Int 4, Wis 12, Cha 7

Skills: Climb +13, Hide +17, Jump +17, Listen +9

Feats: Improved Critical (bite)^B, Improved Initiative, Weapon Finesse^B

Environment: Temperate and warm hills

Organisation: Hunting pack (11-30) or swarm (81-100)

Challenge Rating: ½

Treasure: 1/10 coins, 10% goods, 10% items

Alignment: Always neutral evil

Advancement: 1-2 HD (Diminutive), 3 HD (Tiny)

Level Adjustment: +0 (Improved Familiar)

Dozens of these creatures leap out of the holes on the rock wall. They look as gaunt, almost skeletal gerbils, with long fanged maws and hooked arms. They swarm everywhere, their animal eyes illuminated by a primitive, evil intelligence.

Blood gerbils mix the animal instincts of a predator with an evil, sadistic disposition, gained from the dark magic that created them. A blood gerbil looks like an exceedingly slim, emaciated gerbil whose forepaws end in sharp bone hooks instead of fingers. The creature's muzzle resembles that of a lizard's, with fangs so large that they stick out of the blood gerbil's jaws even when it closes them.

Blood Gerbil

Diminutive Magical Beast

Hit Dice: ½ d10 (2 hp)

Initiative: +9

Speed: 10 ft. (2 squares), climb 5ft.

AC: 20 (+4 size, +5 Dex, +1 natural), touch 19, flat-footed 15

Combat

Blood gerbils are pack hunters, and as such they have no fear of rushing over a larger opponent; even Medium creatures are overwhelmed by a suitably numerous pack of attached blood gerbils. This, in addition to their innate viciousness, makes blood gerbils dangerous opponents for anyone.

Attach (Ex): A blood gerbil that hits with a bite attack remains attached to the opponent's body, automatically dealing 1d2 damage every round as long as it remains attached. To detach a blood gerbil by grappling, a pin must be achieved against it. When a blood gerbil is successfully detached from an opponent, its vicious jaws tear the flesh open, automatically dealing 1d2 additional points of damage to the target. While attached, a blood gerbil loses its Dexterity bonus to Armour Class (AC 15).

Tail Lash (Ex): As a move action, a blood gerbil may violently whirl its body and slap an opponent with its tail. The opponent must be a living creature on the same area as the blood gerbil. The target must succeed on a Fortitude saving throw (DC 15, Dexterity based) or become stunned for one round. Creatures that are not affected by critical hits (such as oozes or plants) are not subject to this attack.

Skills: A blood gerbil gains a +8 racial bonus on all Climb, Jump and Listen checks. It uses its Dexterity modifier instead of its Strength modifier on Climb and Jump checks.

Boar of Automedon

Huge Magical Beast

Hit Dice: 15d10+78 (160 hp)

Initiative: +0

Speed: 60 ft. (12 squares)

AC: 16 (-2 size, +8 natural), touch 8, flat-footed 16

Base Attack/Grapple: +15/+34

Attack: Gore +24 melee (2d6+16)

Full Attack: Gore +24 melee (2d6+16)

Space/Reach: 15 ft./10 ft.

Special Attacks: Fear, ferocity, powerful charge, stench

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +14, Ref +9, Will +6

Abilities: Str 33, Dex 10, Con 21, Int 3, Wis 13, Cha 12

Skills: Listen +9, Spot +9, Swim +17

Feats: Alertness, Awesome Blow, Improved Bull Rush, Improved Overrun, Power Attack, Toughness

Environment: Temperate plains and freshwater

Organisation: Solitary

Challenge Rating: 9

Treasure: ½ coins, 25% goods, 10% items

Alignment: Always chaotic evil

Advancement: 16-25 HD (Huge), 26-45 HD (Gargantuan)

Level Adjustment: —

Suddenly the river waters darken, churn and sputter, after which a monstrous creature leaps out of them as if spat out by the poisoned stream. It is a boar, but an unthinkable large one; its slimy snout is as large as a swamp; its lice-ridden, coarse fur fills your entire view; its wet stench overpowers every other sensory input. It opens its huge jaws, dripping greenish drops of saliva the size of your fist from its hideous yellow tusks, and emits a low, ear-wrenching grunt of anger. You have no doubt this was a beast spawned in hell or, at least, somewhere close to it.

Boars of Automedon are corrupted, bloated boar-like monsters, whose evil bent drives them to destroy everything in their path for the sheer pleasure of it, even if their main purpose is to get food. Besides this, there is nothing to distinguish these monsters from normal boars except for their immense size and their nastier features.

Combat

A boar of Automedon has the same strategy as a normal boar, charging its enemies at full strength from the beginning.

Fear (Su): Any living creature within sight of a charging boar of Automedon must succeed at a Will save (DC 18, Charisma based) or become shaken for 2d6 rounds. If the save succeeds, the creature cannot be affected by the same boar of Automedon's fear aura for the next 24 hours.

Ferocity (Ex): A boar of Automedon is such a fierce and vicious enemy that it continues to fight without penalty even when disabled or dying.



Powerful Charge (Ex): A boar of Automedon deals 4d6+32 points of damage when charging.

Stench (Ex): The odour of a boar of Automedon is so overwhelming that any living creature within 20 feet of the creature must succeed on a Fortitude save (DC 28, Strength based) or become nauseated for one round. After one round has passed, the creature becomes accustomed to the boar's stench and suffers no further penalty.

Bork

Large Monstrous Humanoid

Hit Dice: 4d8+12 (30 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

AC: 20 (-1 size, +1 Dex, +7 natural, +3 hide armour), touch 10, flat-footed 19

Base Attack/Grapple: +4/+13

Attack: Halberd +8 melee (2d6+7/x3) or composite longbow (+3 Str bonus) +4 ranged (2d6+3/x3)

Full Attack: Halberd +8 melee (2d6+7/x3) or composite longbow (+3 Str bonus) +4 ranged (2d6+3/x3)

Space/Reach: 10 ft. /5 ft.

Special Attacks: Ferocity, rage

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +4, Ref +5, Will +5

Abilities: Str 20, Dex 12, Con 17, Int 7, Wis 13, Cha 9

Skills: Intimidate +4, Listen +2, Spot +2

Feats: Cleave, Power Attack

Environment: Temperate hills

Organisation: Solitary or squad (2-4)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually evil (any)

Advancement: By character class

Level Adjustment: +3

Charging into battle with the total abandon of a born warrior, a rider leaps out of the orc ranks. Then you realise it is not a rider, but a monstrous creature with the upper body of an orc and the lower body and legs of a large boar. The creature breaks rank and gallops towards you, twirling a particularly large halberd above its head.

A bork is an aberrant mutation created by the

wisest and vilest orc shamans, mingling the essence of orcs with the strength and form of boars. The resulting creature has the body of a boar, with the torso and arms of an orc warrior where the boar's head should be. The orc part of a bork is even more brutal and animalistic than a normal orc, with a longer, hairier torso and limbs. Borks usually dress in custom-made hide or leather armour, including a suitably monstrous helmet and an imposing assortment of grisly war trophies, clan symbols and badges of rank (such as orcs have). They always carry a Large halberd and ornate longbow.

Borks speak Common and Orc.

Combat

Borks enter melee making wide, terrifying sweeps with their immense halberds. A bork prefers to avoid the use of ranged weapons if it can.

Ferocity (Ex): Thanks to its boar blood, a bork can go on fighting without penalty even when disabled or dying.

Rage (Ex): Once per day, a bork can enter a rage as per the barbarian class ability.

Borks as Characters

Bork characters possess the following racial traits.

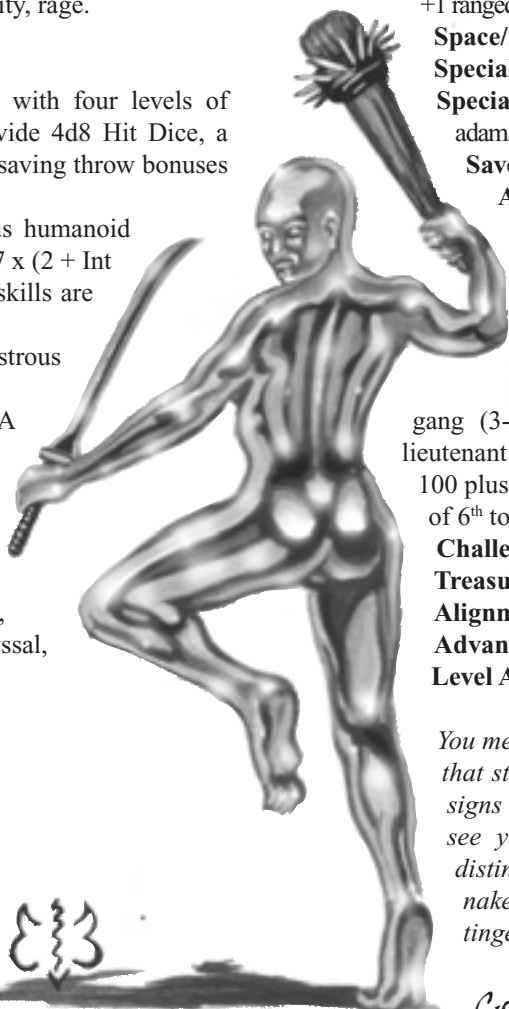
✦ Ability modifiers: +10 Strength, +2 Dexterity, +6 Constitution, -4 Intelligence, +2 Wisdom, -2 Charisma.

✦ Large size. As Large creatures, borks receive the following modifiers: -1 penalty to Armour Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.

✦ Space/Reach: 10 feet/10 feet.



- ✦ A bork's base land speed is 60 feet.
- ✦ Special attacks (see above): Ferocity, rage.
- ✦ Low-light vision.
- ✦ Darkvision out to 60 feet.
- ✦ Racial Hit Dice: A bork begins with four levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4 and base saving throw bonuses of Fort +1, Ref +4 and Will +4.
- ✦ Racial Skills: A bork's monstrous humanoid levels give it skill points equal to $7 \times (2 + \text{Int modifier, minimum } 1)$. Its class skills are Intimidate, Listen and Spot.
- ✦ Racial Feats: A bork's monstrous humanoid levels give it two feats.
- ✦ Weapon and Armour Proficiency: A bork is automatically proficient with all simple and martial weapons, with light and medium armour and with shields.
- ✦ +7 natural armour bonus.
- ✦ Automatic Languages: Common, Orc. Bonus Languages: Abyssal, Goblin, Infernal, Sylvan.
- ✦ Favoured Class: Barbarian.
- ✦ Level Adjustment +3.



Bronzefolk

Bronzefolk are either the remnants of, or throwbacks to, an age in which humanity was more corrupt, violent, vicious and sinful in the Gods' eyes.

Bronzefolk follow no morals or rules and they only find enjoyment when causing pain and mischief. They look like roughly built humans with a skin entirely made of living bronze. They rarely wear any clothing or armour, but are always well armed, carrying at least two melee weapons (typically a short sword and club) and a ranged weapon (usually a crossbow or a sling).

Bronzefolk speak Common and Draconic.

Bronzefolk, 1st Level Warrior

Medium Humanoid

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +1/+2

Attack: Greatclub +2 melee (1d10+1) or crossbow +1 ranged (1d8/19-20)

Full Attack: Greatclub +2 melee (1d10+1) or crossbow +1 ranged (1d8/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: –

Special Qualities: Damage reduction 5/adamantine

Saves: Fort +4, Ref +0, Will -2

Abilities: Str 13, Dex 11, Con 14, Int 10, Wis 7, Cha 6

Skills: Intimidate +6, Listen +2, Spot +2

Feats: Alertness

Environment: Any

Organisation: Solitary, pair, press gang (3-12), band (8-48 plus one 3rd level lieutenant and one 5th level leader) or tribe (10-100 plus two 4th level lieutenants and one chief of 6th to 8th level)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +1

You meet a gang of surly, boorish humanoids that start hurling insults and showing other signs of outright hostility as soon as they see you approach. The only thing that distinguishes these creatures from a mob of naked, armed street bullies is their bronze-tinged, unmistakably metallic skin.

Combat

Bronzefolk fight en masse but not as a team; they are disorganised bullies, striking madly and uncontrollably. Their priority does not seem to be winning the battle, but causing as much pain as possible to their enemies.

Bronzefolk Traits (Ex): Bronzefolk characters possess the following racial traits.

Ability modifiers: +4 Constitution, -2 Wisdom, -2 Charisma.

- ✦ Medium size.
- ✦ The base land speed of bronzefolk is 30 feet.
- ✦ Low-light vision.
- ✦ Racial Hit Dice: Bronzefolk trade the features of their humanoid Hit Die for their first PC or NPC class level.
- ✦ +4 racial bonus on Intimidate checks. Bronzefolk are tough bullies at heart, plus their bronze skin makes them an imposing sight to other humanoids.
- ✦ +5 natural armour bonus.

- + Damage reduction 5/adamantine. The skins of bronzefolk have some of the qualities of the metal they resemble.
- + Automatic Languages: Common, Draconic. Bonus Languages: Any.
- + Favoured Class: Barbarian.
- + Level Adjustment +1.

Bugbear, Orl

Four winged humanoids fly down the mountain, armed with hunting bows and wearing breastplates. They are furry from head to toe, with huge goblinoid heads atop their bodies. Both their fur and feathers are of the purest white. Their expressions are a mix of contempt and disapproval; their stance suggests imminent violence.

Orls, often called 'winged tyrants' by those living near their lands, are a winged, white, polar strain of bugbear with a militaristic approach and extremely intolerant views. Orls see themselves as the police of the mountains, ruthlessly pursuing and punishing everyone they deem unworthy of a free life. Their incredible organisation, discipline and combat skills have allowed them to establish vast kingdoms of terror in many mountainous regions of the world. An orl looks like a white, Medium or Large burly humanoid with a massive goblin's head, a set of imposing white-feathered wings and white fur covering its entire body. Orls prefer to carry greatclubs and longbows in combat; they usually wear liveried breastplates as their only attire.

Orls speak Goblin, Common and Giant.

Orl

Medium Humanoid (Cold)

Hit Dice: 4d8+8 (26 hp)

Initiative: +2

Speed: 30 ft. (8 squares), fly 40 ft. (poor)

AC: 21 (+2 Dex, +5 breastplate, +4 natural), touch 12, flat-footed 19

Base Attack/Grapple: +3/+5

Attack: Composite longbow (+2 Str bonus) +5 ranged (1d8+2/x3) or greatclub +5 melee (1d10+3)

Full Attack: Composite longbow (+2 Str bonus) +5 ranged (1d8+2/x3) or greatclub +5 melee (1d10+3)

Space/Reach: 5 ft. /5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., immunity to cold, scent, vulnerability to fire

Saves: Fort +3, Ref +6, Will +2

Abilities: Str 15, Dex 14, Con 14, Int 11, Wis 12, Cha 13

Skills: Hide -2*, Intimidate +3, Listen +7, Move Silently +2, Search +4, Spot +7, Survival +5

Feats: Hover, Point-Blank Shot

Environment: Cold hills and mountains

Organisation: Solitary, squad (2-5), troop (5-8 plus 1 sergeant of 1st or 2nd level) or company (11-20 plus two 3rd level sergeants and one orl captain)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +3

Orl Captain, 5th Level Ranger

Medium Humanoid (cold)

Hit Dice: 4d8+12 plus 5d8+15 (67 hp)

Initiative: +4

Speed: 30 ft. (6 squares), fly 40 ft. (poor)

AC: 22 (+4 Dex, +4 masterwork chain shirt, +4 natural), touch 14, flat-footed 18

Base Attack/Grapple: +8/+12

Attack: Composite longbow (+2 Str bonus) +13 ranged (1d8+2/x3) or greatsword +12 melee (2d6+6/19-20)

Full Attack: Composite longbow (+2 Str bonus) +11/+11/+6 ranged (1d8+2/x3) or greatsword +12/+7 melee (2d6+6/19-20)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Combat style, favoured enemies

Special Qualities: Darkvision 60 ft., immunity to cold, scent, vulnerability to fire, wild empathy

Saves: Fort +8, Ref +12, Will +4

Abilities: Str 18, Dex 19, Con 17, Int 11, Wis 14, Cha 13

Skills: Hide +9*, Intimidate +7, Listen +14, Move Silently +13, Search +8, Spot +14, Survival +10 (+12 following tracks)

Feats: Alertness, Endurance^B, Hover, Point-Blank Shot, Track^B, Weapon Focus (longbow)

Environment: Cold hills and mountains

Organisation: Solitary, pair, squad (2-4), troop (3-6) or company (one plus 11-20 orls and two 3rd level sergeants)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +3

Combat

Orls fight like a military unit, sending skirmishers forward while archers take the rear, focusing on disabling spellcasters and attempting to encircle and flank enemies at all times. Orl spellcasters and ranged combatants remain airborne and as far from their opponents' range as long as they can.

Skills: An orl gains a +4 racial bonus on all Listen, Move Silently and Spot checks.

*An orl gains a +8 racial bonus on Hide checks when in snow environments.

Orl Captain

Orl captains are usually rangers, trained both to hunt intruders and to capture slaves and prisoners for orl camps.

Combat

An orl captain is a master strategist and a superlative archer, often leading large numbers of orl bowmen into battle. Given its position of leadership, an orl captain is unlikely to risk itself on the front lines; however, it can be a fearsome vanguard fighter if need be. Orl captains usually carry masterwork greatswords and masterwork composite longbows (+2 Str bonus). They wear masterwork chain shirts.

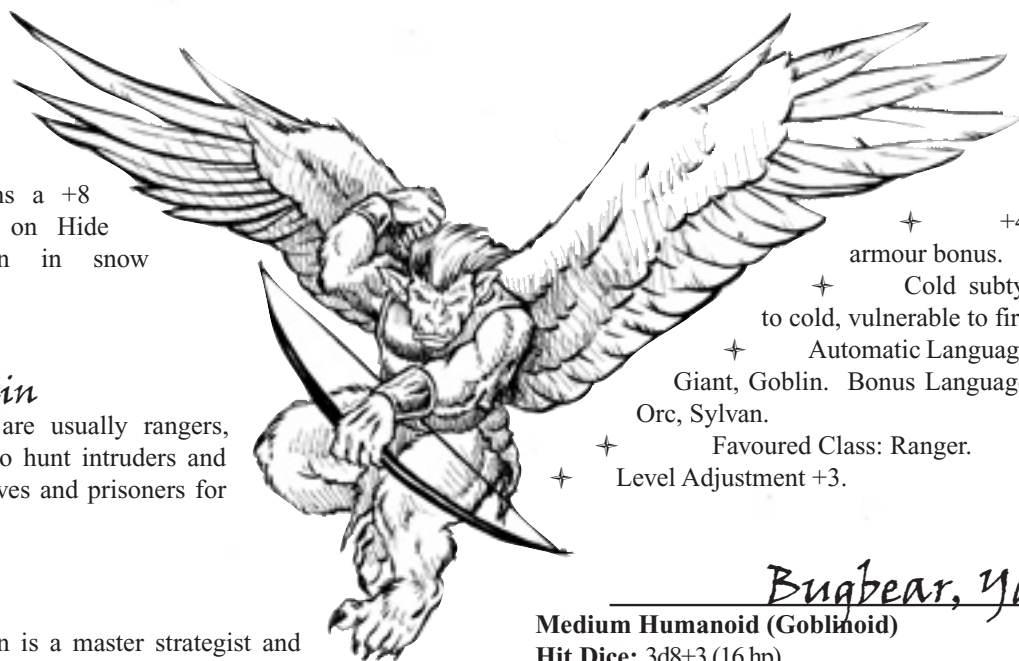
Combat Style (Ex): An orl captain enjoys the benefits of the Rapid Shot feat when wearing light or no armour.

Favoured Enemies (Ex): An orl captain receives a +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks against humans and a +2 bonus on the same skill checks against elves. By the same token, it gains a +4 bonus on damage rolls against humans and a +2 bonus on damage rolls against elves.

Orl Bugbears as Characters

Orl characters possess the following racial traits.

- + +4 Strength, +4 Dexterity, +4 Constitution, +2 Wisdom, +2 Charisma.
- + Medium size.
- + The base land speed of orls is 30 feet.
- + Darkvision out to 60 feet.
- + Racial Hit Dice: orl bugbears begin with four levels of humanoid, which provide 4d8 Hit Dice, a base attack bonus of +3 and base saving throw bonuses of Fort +1, Ref +4 and Will +1.
- + Racial Skills: The humanoid levels of orl bugbears give them skill points equal to 4 x (2 + Int modifier). Their class skills are Hide, Intimidate, Listen, Move Silently, Search, Spot and Survival.
- + Racial Feats: An orl bugbear's humanoid levels give it two feats.



+ +4 natural armour bonus.

+ Cold subtype: Immune to cold, vulnerable to fire.

+ Automatic Languages: Common, Giant, Goblin. Bonus Languages: Dwarven, Orc, Sylvan.

+ Favoured Class: Ranger.

+ Level Adjustment +3.

Bugbear, Yawahu

Medium Humanoid (Goblinoid)

Hit Dice: 3d8+3 (16 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +2/+4

Attack: Spear +4 melee (1d8+3/x3) or spear +3 ranged (1d8+2/x3) or shortbow +3 ranged (1d6/x3)

Full Attack: Spear +4 melee (1d8+3/x3) or spear +3 ranged (1d8+2/x3) or shortbow +3 ranged (1d6/x3)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +2, Ref +2, Will +3

Abilities: Str 14, Dex 12, Con 12, Int 13, Wis 11, Cha 13

Skills: Concentration +4, Hide +6, Listen +3, Move Silently +6, Spot +3, Survival +3

Feats: Spell Focus (Necromancy), Stealthy

Environment: Warm forests

Organisation: Solitary, pair or family (2-7)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +4

The bugbear you see before you does not wear the trappings of a typical member of its race; in fact it does not even seem like a normal bugbear. First of all it is somewhat smaller than normal bugbears, plus it has much less fur over its goblinoid body, although it wears its hair unbelievably long and unkempt. The creature's eyes are bloodshot and its visage shows no fear or weakness of any kind. The creature is unarmed and dressed only in a leather loincloth, although its gaze hints at great supernatural power that belies its primitive demeanour.



The yawahu are a special strain of bugbear with the ability to manifest supernatural and spell-like abilities, not unlike ogre mages. Yawahu bugbears do not learn their magical abilities from books or mentors; they are born with them. Therefore, they eschew sciences and knowledge of any kind. If anything, they are even more primitive and brutish than their more common cousins. Yawahu bugbears look like smaller, white-skinned members of their race, with blood red eyes, sharper claws and almost as little body hair as humans, as opposed to a common bugbear's furrier frame. Conversely, they grow very long, red or black manes.

Yawahu bugbears speak Goblin, Common and Sylvan.

Combat

Yawahu are more tricksters than fighters, preferring to lure opponents into magical traps of their own devising before entering physical combat.

Spell-Like Abilities: At will – *burning hands* (DC 12), *disguise self*; 1/day – *blindness/deafness* (DC 13), *ghoul touch* (DC 14), *invisibility*, *ray of enfeeblement* (DC 13), *ray of exhaustion* (DC 15), *tiny hut*. Caster level 5th. Save DCs are Charisma based.

Yawahu Bugbears as Characters

Yawahu bugbear characters possess the following racial traits.

- + Ability modifiers: +4 Strength, +2 Dexterity, +2 Constitution, +2 Intelligence, +2 Charisma.
- + Medium size.
- + The base land speed of yawahu bugbears is 30 feet.
- + Darkvision out to 60 feet.
- + Racial Hit Dice: Yawahu bugbears begin with three levels of humanoid, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +1, Ref +1 and Will +3.
- + Racial Skills: The humanoid levels of yawahu bugbears give them skill points equal to 6 x (2 + Int modifier). Their class skills are Concentration, Hide, Listen, Move Silently, Spot and Survival.
- + Racial Feats: A yawahu bugbear's humanoid levels give it two feats.
- + +3 natural armour bonus.
- + Special attacks (see above): Spell-like abilities.
- + Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Sylvan.
- + Favoured Class: Sorcerer.
- + Level Adjustment +4.

C'coa

Medium Outsider (Air, Native)

Hit Dice: 8d8+24 (60 hp)

Initiative: +9

Speed: 50 ft. (10 squares), fly 80 ft. (perfect)

AC: 21 (+5 Dex, +6 natural), touch 15, flat-footed 16

Base Attack/Grapple: +8/+10

Attack: Bite +13 melee (1d6+2) or claw +13 melee (1d4+2)

Full Attack: Bite +13 melee (1d6+2) and 2 claws +11 melee (1d4+1)

Space/Reach: 5 ft. /5 ft.

Special Attacks: *Control weather*, hailstone gaze

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunity to cold and electricity, resistance to fire 10, spell resistance 16

Saves: Fort +9, Ref +11, Will +8

Abilities: Str 14, Dex 21, Con 16, Int 13, Wis 15, Cha 17

Skills: Balance +22, Concentration +14, Escape Artist +16, Hide +16, Jump +6, Listen +13, Move Silently +20, Spot +17, Survival +13, Tumble +16

Feats: Improved Initiative, Multiattack, Weapon Finesse

Environment: Any mountains

Organisation: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 9-12 HD (Medium),

13-24 HD (Large)

Level Adjustment: +4

(cohort)

The creature leaps with satisfaction over the crops ruined by the storm, seemingly enjoying the destruction brought about by its power. It looks like a big striped cat, its eyes aglow with lightning and sparks.



C'coa are monstrous spirits with a limited degree of control over storms and rain. They bring down hail and lightning to scare humans off and then steal their food and cattle. A c'coa looks like a Medium grey cat with black stripes; its eyes constantly emit sparks of lightning.

C'coa speak Auran.

Combat

A c'coa prefers to use its weather controlling abilities before anything else, to the point it will often withdraw from physical combat even against obviously weaker opponents.

Control Weather (Sp): Once every 1d4 rounds, a c'coa may use *control weather* as the spell at caster level 15th, except that casting time is always one full-round action for the c'coa.

Hailstone Gaze (Su): Three times per day a c'coa may shoot hailstones from its eyes in a cone 100 feet long by 20 feet wide at the base. Creatures caught in the path of these hailstones suffer 4d6 bludgeoning damage plus 1d6 cold damage. A successful Reflex save (DC 17, Constitution based) reduces the bludgeoning damage to one-half; a successful Fortitude save (DC 17, Constitution based) negates the cold damage.

Skills: A c'coa gains a +4 racial bonus on all Balance, Move Silently and Spot checks.

Camatzotz

Gargantuan Outsider (Evil, Extraplanar)

Hit Dice: 18d8+129 (210 hp)

Initiative: +9

Speed: 40 ft. (8 squares), fly 120 ft. (poor)

AC: 22 (-4 size, +5 Dex, +11 natural), touch 11, flat-footed 17

Base Attack/Grapple: +18/+41

Attack: Bite +26 melee (4d6+16/18-20 plus disease)

Full Attack: Bite +26 melee (4d6+16/18-20 plus disease)

Space/Reach: 20 ft./20 ft.

Special Attacks: Darkness, deadly bite, disease, fear, swallow whole

Special Qualities: Blindsight 80 ft., damage reduction 15/epic, darkvision 60 ft., fast healing 8, spell resistance 27

Saves: Fort +20, Ref +16, Will +13

Abilities: Str 33, Dex 20, Con 24, Int 7, Wis 15, Cha 20

Skills: Hide +22*, Intimidate +24, Listen +30, Move Silently +28, Spot +34, Survival +25

Feats: Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Snatch, Toughness

Environment: Lower planes

Organisation: Solitary

Challenge Rating: 16

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 19-36 HD (Gargantuan), 37-54 HD (Colossal)

Level Adjustment: —

Suddenly a shadow covers everything and you see the hideous spread of a gigantic vampire bat's black wings dominating the view. The creature has monstrous red eyes and vicious jaws that could chew a whole human being in a single bite. It appears to have a black furred humanoid body.

A camatzotz is an evil bat-spirit of the underworld, unable to come to the mortal plane unless summoned by dark magic; once that happens, though, a camatzotz is a scourge on creation, declaring war on everyone and everything. Camatzotzil appear as Gargantuan bat-apes, with simian bodies covered with coarse black hair and 80-foot wingspans.

Camatzotzil speak Abyssal, Common, Infernal and Sylvan.

Combat

A camatzotz will repeatedly attempt to maim enemies with its bite attack, seeking to finish them off with its deadly bite ability before they can react. The camatzotz takes full advantage of its *darkness* ability, preferring opponents that cannot see it while it uses its blindsense ability and Blind-Fight feat to maintain the upper hand.

Darkness (Su): As a free action, a camatzotz can surround itself by a cloud of *darkness*, as the spell at caster level 20th.

Deadly Bite (Ex): A camatzotz' bite attack is unnaturally sharp, giving it a critical threat range of 18-20. Furthermore, if a camatzotz scores a critical hit, it always counts as massive damage, requiring the target to succeed at a Fortitude save (DC 15) or die from shock, regardless of how many points of damage it actually dealt. A creature killed by a camatzotz' bite – and not swallowed whole; see below – is always beheaded or cut in half as the monster bites off the missing body part. This may seriously hinder some attempts at raising or resurrecting the target.

Disease (Su): Supernatural disease – bite, Fortitude DC 26 (Constitution based), incubation period one hour, damage 1d6 Str and 1d6 Con.

Fear (Su): A camatzotz is constantly surrounded by an aura of fear, requiring living creatures within sight of it to make successful Will saves (DC 24, Charisma based) or become panicked for 2d6 rounds. If a creature succeeds at this save, it cannot be affected by the same camatzotz' fear aura for the next 24 hours.

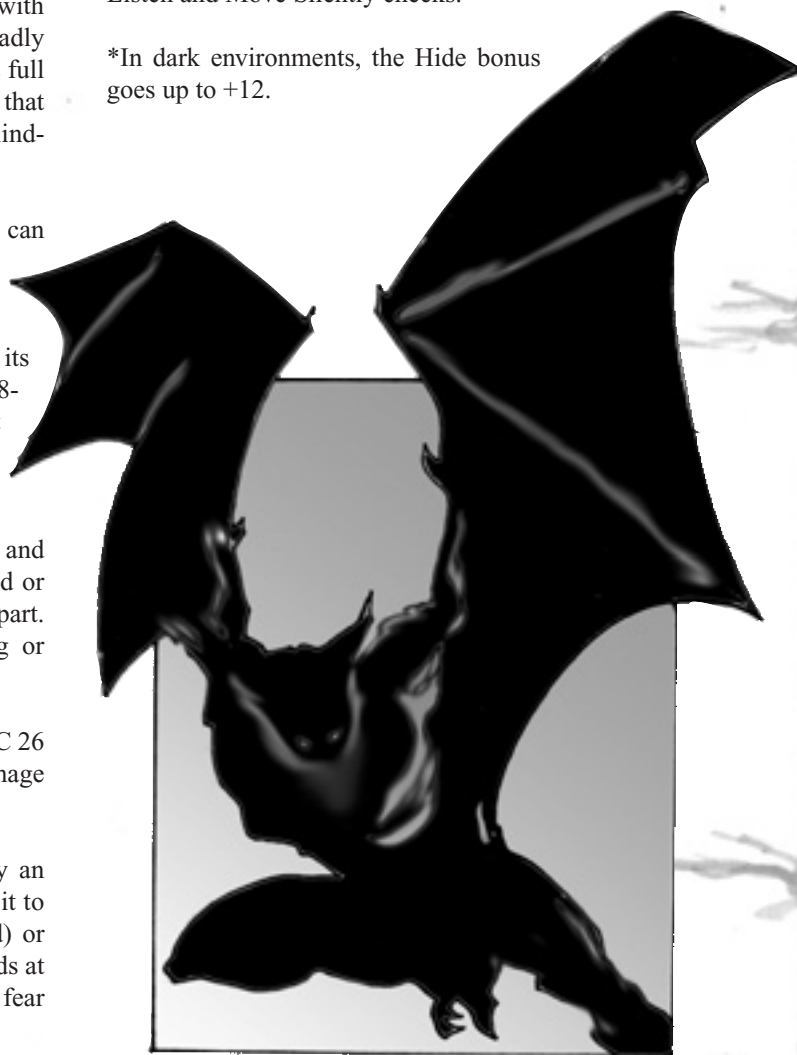
Improved Grab (Ex): A camatzotz that successfully hits with a bite attack may start a grapple as a free action, without provoking an attack of opportunity.

Swallow Whole (Ex): A camatzotz that begins its turn grappling an opponent may attempt to swallow its enemy by succeeding at a special grapple check. If the camatzotz wins this grapple, the target is instantly swallowed by the camatzotz. A swallowed target dies in one round from the deadly environment of the camatzotz' body, unless the camatzotz is slain before one round has passed. A camatzotz body can hold no more than one creature of Large or smaller size.

Blindsense (Ex): A camatzotz can detect opponents within 80 feet, by means of sound waves. Opponents still have 100% concealment if the camatzotz cannot see them.

Skills: A camatzotz gains a +8 racial bonus on all Hide, Listen and Move Silently checks.

*In dark environments, the Hide bonus goes up to +12.



Centaur, Doom

Large Monstrous Humanoid

Hit Dice: 10d8+40 (85 hp)

Initiative: +7

Speed: 60 ft. (12 squares)

AC: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

Base Attack/Grapple: +10/+22

Attack: Greatsword +17 melee (2d8+12/19-20) or hoof +17 melee (1d6+8) or +1 *composite longbow* (+3 Str bonus) +14 ranged (2d6+4/x3 plus poison)

Full Attack: Greatsword +17/+12 melee (2d8+12/19-20) and 2 hooves +15 melee (1d6+4) or +1 *composite longbow* (+3 Str bonus) +14/+9 ranged (2d6+4/x3 plus poison)

Space/Reach: 10 ft. /5 ft.

Special Attacks: Poison arrows, poison blood, racial hate

Special Qualities: Darkvision 60 ft.

Saves: Fort +7, Ref +10, Will +9

Abilities: Str 26, Dex 16, Con 19, Int 14, Wis 15, Cha 15

Skills: Hide +10*, Intimidate +10, Listen +9, Move Silently +10, Search +10, Spot +9, Survival +10

Feats: Improved Initiative, Multiattack, Point-Blank Shot, Weapon Focus (longbow)

Environment: Temperate forests

Organisation: Solitary, pair or hunting party (3-6)

Challenge Rating: 6

Treasure: Standard plus Large +1 *composite longbow* (+3 Str bonus)

Alignment: Usually neutral evil

Advancement: 11-20 HD (Large)

Level Adjustment: +4

It draws near at great speed, galloping through the night as a harbinger of death and ruin. It is a centaur, of that you have no doubt; however, its dark fur and pallid skin mark it as a member of a different strain, its deathly amber eyes reflecting nothing but evil and hatred. Its black cloak waves behind it as it knocks a black arrow and aims it directly at you, never slowing its onslaught...

Doom centaurs are an evil strain of their race, stronger and smarter than common centaurs, possibly with some fiendish blood; in fact, the very blood of doom centaurs is a sickly green poison. Doom centaurs look as exceptionally large members of their race, always with black fur in their horse half. Their tails and manes can be silver, black or dark blonde and their skin can be either deathly white, pale blue

or completely black, with a few fair-skinned specimens appearing occasionally. Their attitude is always grim and hostile; they regard all humanoids, particularly elves and humans, as prey.

Doom centaurs speak Abyssal, Centaur, Common and Sylvan.

Combat

A doom centaur prefers to fight from a distance, preferably killing its enemies before they even realise it is there. It only enters melee combat if it becomes enraged, there is no other alternative or it faces humans or elves.

Poison Arrows (Ex): The arrows of a doom centaur are coated in the creatures' own blood, poisoning the target on a successful hit. The poison's damage and save DC are the same as for the doom centaur's poison blood (see below).

Poison Blood (Ex): Any creature that somehow comes into contact with a doom centaur's blood (such as by being splashed by an open wound, for example) must succeed at a Fortitude save (DC 19, Constitution based) or become poisoned (initial and secondary damage, 1d8 Con).

Racial Hate: Doom centaurs hate humans and elves with a vengeance. A doom centaur receives a +1 bonus on all attack and damage rolls made against humans or elves.

Skills: A doom centaur gains a +4 racial bonus on Hide checks.

*In dark areas, the Hide bonus rises to +8.

Centaur, Savage

Large Monstrous Humanoid

Hit Dice: 5d8+18 (40 hp)

Initiative: +1

Speed: 60 ft. (12 squares)

AC: 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Base Attack/Grapple: +5/+14

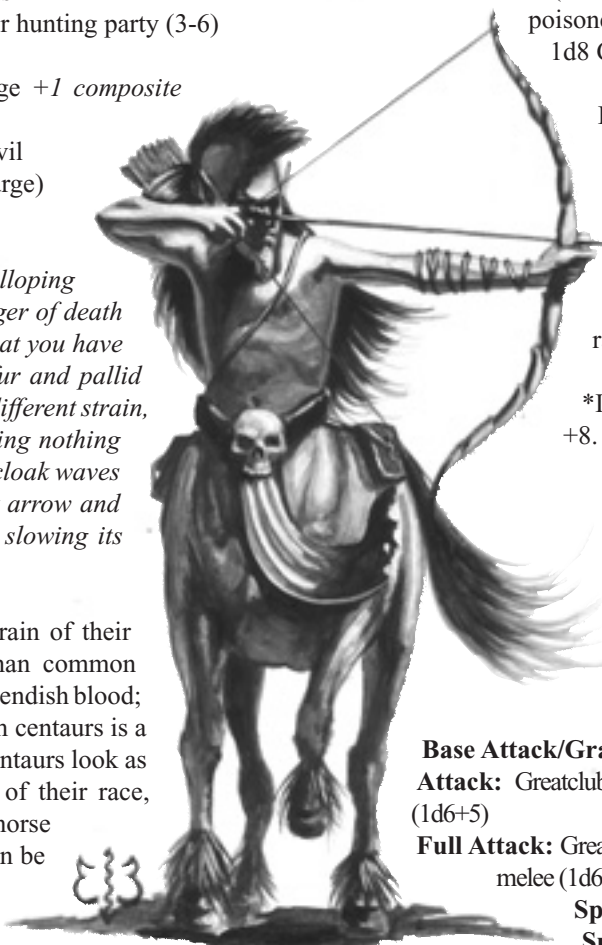
Attack: Greatclub +9 melee (2d6+7) or hoof +9 melee (1d6+5)

Full Attack: Greatclub +9 melee (2d6+7) and 2 hooves +4 melee (1d6+2)

Space/Reach: 10 ft. /5 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft.





Saves: Fort +4, Ref +5, Will +2

Abilities: Str 20, Dex 13, Con 16, Int 8, Wis 7, Cha 10

Skills: Intimidate +8

Feats: Power Attack, Toughness

Environment: Temperate forests

Organisation: Solitary, pair, gang (3-12) or horde (8-32)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +2

They advance in a rumbling herd, screaming, trampling, spitting, raging, cursing and leaving a trail of ruin and confusion in their wake. They look as atavistic centaurs, with hairy frames, stooped gaits and brutish countenances.

It is not clear whether savage centaurs are primitive versions of their best known relatives, or rather a degenerate subspecies, sunk back into savagery by their iniquitous behaviour. Savage centaurs are a living portrait of all the flaws and vices of the centaur race, their bestiality and rudeness made evident in their apish forms; even their horse halves are much larger and hairier than those of normal centaurs

Savage centaurs speak Common and Sylvan.

Combat

Savage centaurs attack everything and everyone in their path, but not always with the intention of killing, sometimes being content with vandalism and general mayhem.

Savage Centaurs as Characters

Savage centaur characters possess the following racial traits.

- + Ability modifiers: +10 Strength, +2 Dexterity, +6 Constitution, -2 Intelligence, -4 Wisdom.
- + Large size. As Large creatures, savage centaurs receive the following modifiers: -1 penalty to Armour Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- + Space/Reach: 10 feet/5 feet.
- + A savage centaur's base land speed is 60 feet.
- + Darkvision out to 60 feet.
- + Racial Hit Dice: A savage centaur begins with five levels of monstrous humanoid, which provide 5d8 Hit Dice, a base attack bonus of +4, and base saving throw bonuses of Fort +1, Ref +4 and Will +4.
- + Racial Skills: A savage centaur's monstrous humanoid levels give it skill points equal to $8 \times (2 + \text{Int modifier, minimum } 1)$. Its class skills are Intimidate, Listen and Spot.
- + Racial Feats: A savage centaur's monstrous humanoid levels give it two feats.
- + Weapon and Armour Proficiency: A savage centaur is automatically proficient with all simple and martial weapons. It has no proficiency with any kind of armour or shields.
- + +5 natural armour bonus.
- + Automatic Languages: Common, Sylvan. Bonus Languages: Elven, Giant, Gnome, Goblin, Orc.
- + Favoured Class: Barbarian.
- + Level Adjustment +2.

Chaos Dragon

Gargantuan Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 18d8+144 (225 hp)

Initiative: +8

Speed: 60 ft. (12 squares), fly 260 ft. (good).

AC: 36 (-4 size, +4 Dex, +26 natural), touch 10, flat-footed 32

Base Attack/Grapple: +18/+44

Attack: Tail +29 melee (2d8+14 plus poison) or bite +28 melee (1d10+14) or claw +28 melee (1d8+14)

Full Attack: Tail +29 melee (2d8+14 plus poison) and bite +23 melee (1d10+7) and 2 claws +23 melee (1d8+7)

Space/Reach: 30 ft./20 ft.

Special Attacks: Chaosfire, improved grab, poison, spell-like abilities

Special Qualities: Damage reduction 15/lawful, darkvision 60 ft., immunity to acid and poison, resistance to cold 20, electricity 20 and fire 20, spell resistance 25, telepathy 100 ft.

Saves: Fort +19, Ref +17, Will +17

Abilities: Str 39, Dex 18, Con 26, Int 18, Wis 22, Cha 22

Skills: Bluff +30, Escape Artist +20, Hide +8, Intimidate +24, Jump +17, Knowledge (arcana) +19, Knowledge (the planes) +27, Listen +21, Move Silently +20, Perform (dance) +21, Search +20, Sense Motive +22, Spellcraft +22, Spot +21, Survival +21 (+23 on other planes or following tracks), Swim +30, Tumble +27

Feats: Ability Focus (chaosfire), Combat Expertise, Combat Reflexes, Hover, Improved Initiative, Lightning Reflexes, Weapon Focus (tail)

Environment: Planes of chaos

Organisation: Solitary or pair

Challenge Rating: 20

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: 19-36 HD
(Gargantuan), 37-54 HD
(Colossal)

Level Adjustment: —

You see two strange dragon-like creatures, flying and looping around each other in a winding random pattern. Their horse-shaped visages end in majestic fin-like crests, spreading out like a fan against the backs of their heads. They show no emotion and make no sound, but their eyes reflect madness – and evil.

Also called purple dragons, these creatures are not actual dragons but rather chaotic evil outsiders hailing from a single pocket plane where their race rules supreme. Chaos dragons appear as Gargantuan maroon-purple dragons, with serpentine wingless bodies. Their heads are horse-like, crowned by a semicircular crest, not unlike a membranous fan, behind the dragons' eyes.

Chaos dragons speak Abyssal, Auran, Common and Draconic. They can also communicate telepathically with any intelligent creature within 100 feet.

Combat

Chaos dragons attack illogically and unpredictably, apparently more concerned with throwing opponents off-

guard and driving them crazy than with actually harming them. A favourite tactic of theirs is to dart in and out of a melee while fighting defensively, taking the most advantage of their Combat Expertise feat and Tumble ranks. The mouth and claws of chaos dragons are too slight in relation to their body size, so they rarely use them in combat, preferring to rely on their barbed, poisonous tails.

Chaosfire (Su): Once every 1d10 rounds, a chaos dragon may breathe a cone of magical fire 30 feet long and 60 feet wide at the end. Creatures caught on its path suffer 10d10 points of magical damage; a Reflex save (DC 27; Constitution based) is allowed for half damage. Creatures vulnerable to fire are affected by chaos fire as if it was normal fire; creatures immune or resistant to fire are fully affected by chaosfire as if it was not fire but magical damage.

Improved Grab (Ex): A chaos dragon that successfully hits with a tail attack may initiate a grapple as a free action without provoking an attack of opportunity.

Poison (Ex): The tail of a chaos dragon can inject a maddening poison on the bodies of any creature successfully hit by it. Poison save DC 27 (Constitution based), initial and secondary damage 2d6 Wis.

Spell-Like Abilities: At will—*confusion* (DC 20), *dispel law* (DC 21), *hallucinatory terrain* (DC 20), *magic circle against law* (DC 27), *major creation*, *mirror image*, *lesser planar binding* (DC 21), *mirage arcana* (DC 21). 3/day—*cloak of chaos* (DC 24), *insanity* (DC 23), *permanent image*, *planar binding* (DC 22), *plane shift* (DC 23), *spell turning*, *word of chaos* (DC 23). 1/day—*binding* (DC 24), *dimensional lock* (DC 24), *greater planar binding* (DC 24), *maze*, *time stop*, *trap the soul* (DC 24), *weird* (DC 25). Caster level 18th. Save DCs are Charisma based.

Telepathy (Su): Chaos dragons can communicate telepathically with any intelligent creature within 100 feet.



Skills: A chaos dragon gains a +8 racial bonus on Bluff checks. Its lithe body gives it a +8 racial bonus on Tumble checks. Finally, its strong link to extraplanar existence gives a chaos dragon a +8 racial bonus on Knowledge (the planes) checks.

The Realm of the Chaos Ring

All chaos dragons hail from the same demiplane, a pocket dimension inhabited by chaotic outsiders and trapped mortals, where chaos dragons reign supreme. This pocket plane is called the Chaos Ring; there, chaos dragons subject mortal intruders and prisoners to unimaginable tortures, all the while playing with the plane's environment and inhabitants as their personal toys. In spite of this – or perhaps for this very reason – chaos dragons are worshipped as deities not only by their realm's natives, but also by mortal clerics and cultists from the Prime Material plane. If the Games Master wishes to allow it, characters in his campaign world may actually worship chaos dragons and their realm, the Chaos Ring, as true deities.

Chaos Dragons as Deities

As deities, chaos dragons represent the eternal ring of entropy and destruction that shall eventually engulf the universe, when nonsense defeats all reason and life. Worshippers of chaos dragons expect the Chaos Ring to take over reality and endeavour to further its coming.

Alignment of Followers: chaotic evil or chaotic neutral.

Favoured Weapon: Whip ('Tail of Chaos').

Symbol: A ring of maroon-purple fire.

Domains: Chaos, Destruction, Evil, Magic, Trickery.

Chimae

The chimae are vile monsters, created by dark powers to serve as a mockery of the animal kingdom and their symbolic virtues. They are a mix of the features of a snake and one other animal, usually a ram or a lion; however, the characteristics of the second animal are invariably corrupted and deformed, physically altered by their attachment to the body of a snake. Powerful evil creatures often use chimae as guardians for ancient treasures or unholy temples.

All chimae speak their own language.

Chimae, Lion

Large Magical Beast

Hit Dice: 9d10+21 (70 hp)

Initiative: +6

Speed: 30 ft. (6 squares), climb 20 ft.

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

Base Attack/Grapple: +9/+18

Attack: Bite +14 melee (1d10+5) or stinger +13 melee (1d6+5 plus poison)

Full Attack: Bite +14 melee (1d10+5) and stinger +8 melee (1d6+2 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 1d10+7, improved grab, poison

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +8, Ref +8, Will +5

Abilities: Str 20, Dex 15, Con 15, Int 3, Wis 14, Cha 10

Skills: Climb +13, Listen +8, Spot +8, Swim +9

Feats: Alertness, Improved Initiative, Toughness, Weapon Focus (bite)

Environment: Underground

Organisation: Solitary, pair or clutch (2-4)

Challenge Rating: 6

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: 10-14 HD (Large), 15-27 HD (Huge)

Level Adjustment: +2 (cohort)

Before you slithers a gigantic serpent with the head and mane of a lion. It violently writhes and contorts as it creeps towards you, while its lion's head howls as if it was attached to the snake body against its will.



In a lion chimae, the pride of the lion and wisdom of the serpent are twisted, corrupted and forced to serve as slaves of lower plane hierarchs. A lion chimae looks like a Huge green-scaled serpent with a lion's head, the fur and mane of which are also green. The lion's mane runs the whole length of the snake's body, ending in a lion-like tail that hides a venomous stinger under its hairy tip.

Combat

A lion chimae attempts to constrict a single opponent and repeatedly poison him with its stinger. When faced by multiple enemies, it alternates between its bite and stinger attacks.

Improved Grab (Ex): A lion chimae that hits with a bite attack may start a grapple as a free action, without provoking an attack of opportunity. If it wins a grapple, it establishes a hold and can constrict. A lion chimae that starts its round grappling a foe may make a stinger attack at a +14 attack bonus against the grappled enemy every round.

Poison (Ex): Fortitude save DC 16 (Constitution based), initial and secondary damage 1d8 Strength.

Skills: A lion chimae gains a +8 racial bonus on all Climb checks. It can always take 10 on Climb checks, even if distracted or endangered.



When the snake charges, you notice it has a ram's head, with fleece and horns as black as the darkstone scales of its enormous ophidian body. As it darts towards you, you are surrounded by the gloomy stench of cold, dark death.

The ram chimae is a symbol of death and decay, a guardian of underworld sanctuaries and secret tombs. It appears as a Huge black anaconda with an equally black ram's head, which features the slit eyes and forked tongue of its ophidian half.

Combat

A ram chimae prefers to attack its prey by charging at full strength and then entwining its body around a victim to constrict the life out of it.

Improved Grab (Ex): A ram chimae may start a grapple as a free action, without provoking an attack of opportunity. If it wins a grapple, it establishes a hold and can constrict.

Powerful Charge (Ex): A ram chimae deals 2d8+8 points of damage when successfully hitting with a charge attack.

Skills: A ram chimae gains a +8 racial bonus on Climb checks. It can always take 10 on Climb checks, even if distracted or endangered.

Chimae, Ram

Large Magical Beast

Hit Dice: 7d10+10 (48 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

AC: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

Base Attack/Grapple: +7/+14

Attack: Gore +10 melee (1d8+4)

Full Attack: Gore +10 melee (1d8+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 1d8+4, improved grab, powerful charge

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +6, Ref +8, Will +3

Abilities: Str 17, Dex 17, Con 13, Int 3, Wis 12, Cha 8

Skills: Climb +11, Listen +6, Spot +6

Feats: Improved Initiative, Toughness, Weapon Focus (gore)

Environment: Underground

Organisation: Solitary, pair or clutch (2-4)

Challenge Rating: 4

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: 8-11 HD (Large), 12-21 HD (Huge)

Level Adjustment: +2 (cohort)

Couatl, Dark

Large Outsider (Air, Evil, Fire, Native)

Hit Dice: 8d8+16 (52 hp)

Initiative: +8

Speed: 20 ft. (4 squares), fly 80 ft. (perfect)

AC: 21 (-1 size, +4 Dex, +8 natural), touch 13, flat-footed 17

Base Attack/Grapple: +8/+15

Attack: Bite +10 melee (1d8+4 plus poison)

Full Attack: Bite +10 melee (1d8+4 plus poison)

Space/Reach: 10 ft. /5 ft.

Special Attacks: Call lightning, constrict 2d6+4, improved grab, poison, spells

Special Qualities: Darkvision 60 ft., fiery form, telepathy 80 ft.

Saves: Fort +8, Ref +10, Will +9

Abilities: Str 17, Dex 19, Con 14, Int 19, Wis 16, Cha 16

Skills: Bluff +17, Concentration +14, Hide +20, Intimidate +23, Jump +5, Knowledge (arcana) +16, Listen +15, Move Silently +24, Spellcraft +18, Spot +15, Survival +15, Tumble +16

Feats: Hover, Improved Initiative, Persuasive

Environment: Warm hills and mountains

Organisation: Solitary, pair or flight (2-5)

Challenge Rating: 9

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 9-12 HD (Large), 13-24 HD (Huge)

Level Adjustment: +6

You gaze entranced at the dancing snakelike body floating ten feet above the ground. It twists, curls and weaves as if dancing to a secret hellish tune, its black scales showing glitters of silver and green as it does so. Yet the snake's head has not moved from place, staring at you with its immeasurably wise, reptilian eyes as if its head was nailed to a spot in mid-air as its body contorts and loops behind and around it. Suddenly, the creature spreads two black-feathered wings and somersaults to the firmament, but the sudden darkening of the sky and changes in the weather tell you it was not retreating...

Deep in dark caves, high in stormy peaks and volcanoes, live spirits of fire and ruin from the evil aerial realms. These sinister creatures are the dark couatl, created to bring calamity and chaos upon the world.

Dark couatl, also called xiu-couatl, are worshipped as evil gods by the same tribes that venerate their noble counterparts. They look like green-black flying, feathered snakes. Their gaze is utterly cold and sinister, even more so than would be assumed for a supernaturally intelligent, fiendish serpent.

Dark couatl speak Abyssal, Common, Draconic and Infernal.

Combat

Dark couatl attack without warning or provocation, dispensing mayhem upon mortals for the sheer pleasure of it. They prefer to unleash a barrage of destructive spells before closing in on melee combat.

Call Lightning (Su): Once per day, a dark couatl can use *call lightning*, as the spell at caster level 16th. The save DC is 17 (Charisma based).

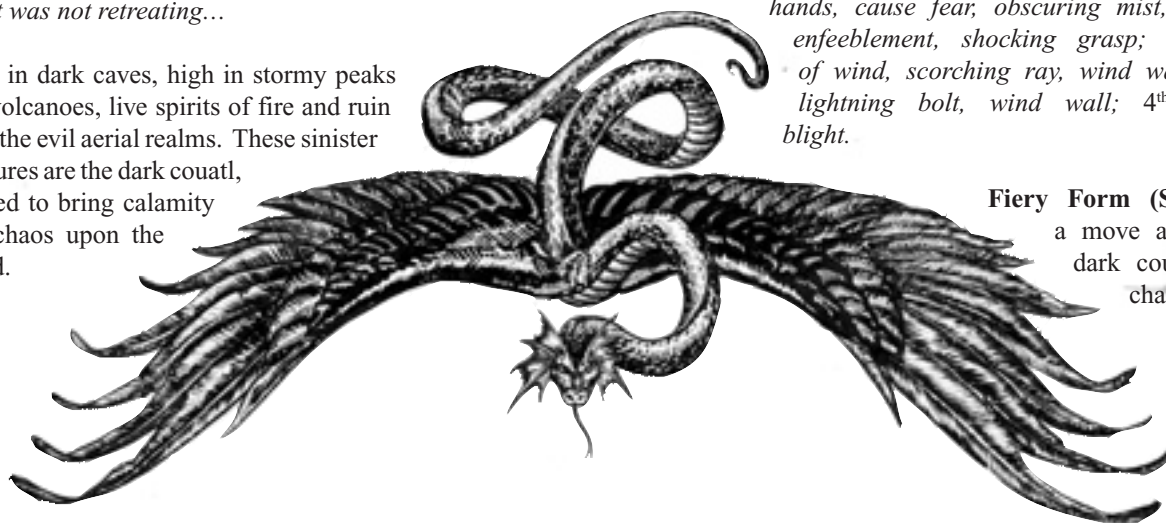
Improved Grab (Ex): A dark couatl that hits with a bite attack may start a grapple as a free action, without provoking an attack of opportunity. If it wins a grapple it establishes a hold and can constrict.

Poison (Ex): Save DC 16 (Constitution based); initial and secondary damage, 1d6 Str.

Spells: A dark couatl casts spells as an 8th level sorcerer. It can choose its known spells from the sorcerer/wizard list, as well as from the Air, Fire and Evil domain spell lists. Any spells chosen from cleric domains count as arcane spells for the dark couatl, therefore they need no divine focus. Save DCs are Charisma based. *Typical Spells Known* (6/7/7/6/3; save DC 13 + spell level):

0—*dancing lights, daze, detect magic, flare, ghost sound, mage hand, prestidigitation, touch of fatigue*; 1st—*burning hands, cause fear, obscuring mist, ray of enfeeblement, shocking grasp*; 2nd—*gust of wind, scorching ray, wind wall*; 3rd—*lightning bolt, wind wall*; 4th—*unholy blight*.

Fiery Form (Su): As a move action, a dark couatl can change its



shape to that of a living column of black fire, smoke and lightning. While in this state, the dark couatl can fly at a base speed of 240 feet, gains damage reduction 10/cold or magic, and it becomes immune to fire and lightning. Any creature touching a dark couatl in fiery form must succeed at a Reflex save (DC 17, Strength based) or suffer 1d6 points of fire damage plus 1d6 points of electrical damage.

Telepathy (Su): A couatl is capable of communicating telepathically in Abyssal, Common, Draconic or Infernal, with a range of 80 feet.

Skills: A dark couatl gains a +8 racial bonus on all Hide and Move Silently checks. It gains a +4 bonus on Intimidate checks.

Cruel Coral

Medium Ooze (Aquatic)

Hit Dice: 4d10+16 (38 hp)

Initiative: +3

Speed: 10 ft. (2 squares), swim 30 ft.

AC: 9 (-1 Dex), touch 9, flat-footed 9

Base Attack/Grapple: +3/+14

Attack: Slam +6 melee (1d4+4)

Full Attack: Slam +6 melee (1d4+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Attach, blood drain, improved grab

Special Qualities: Blindsight 60 ft., ooze traits

Saves: Fort +5, Ref +0, Will +2

Abilities: Str 16, Dex 9, Con 18, Int 8, Wis 13, Cha 6

Skills: Swim +18

Feats: Blind-Fight, Improved Initiative

Environment: Any saltwater

Organisation: Solitary or colony (2-5)

Challenge Rating: 3

Treasure: 1/10th coins, 25% goods, 25% items

Alignment: Usually neutral evil

Advancement: 5-8 HD (Large), 9-12 HD (Huge)

Level Adjustment: —

This patch of red protoplasm floats towards you as if it was alive. Soon you have no doubt that it is; in fact there seems to be some kind of bloodthirsty will behind it.

Cruel coral is a form of evil composite entity, made of thousands of fiendish polyps with a hive mind that is as wicked and cunning as that of a demon. A cruel coral feeds on the blood of the creatures it touches, which leaves its victims dried and colourless and at the same time maintains the abomination's stunning red coloration and health. A cruel coral looks like a Large patch of moving, soft coral.

Combat

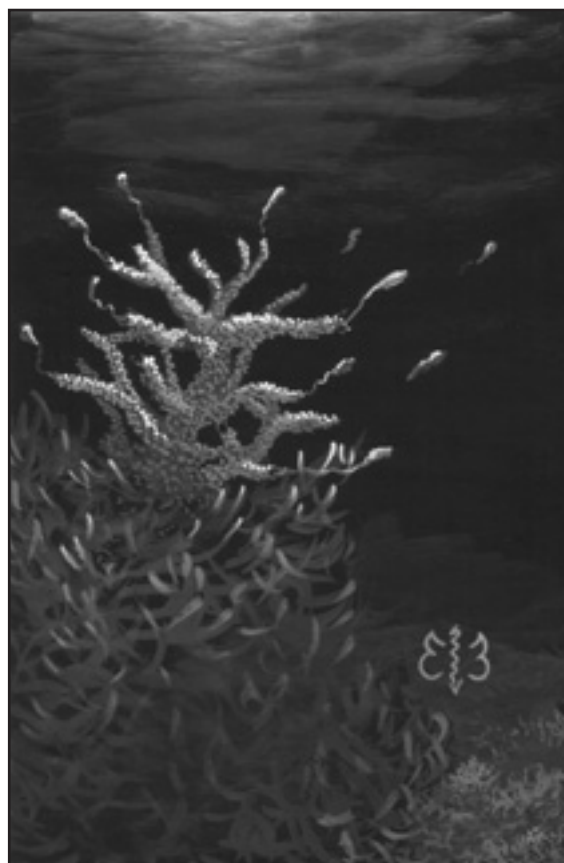
A cruel coral attacks by attaching a pseudopod to a victim and then draining its life energy.

Attach (Ex): A cruel coral that begins its round grappling an opponent is considered attached to its opponent's body, automatically dealing grapple damage every round as long as it remains attached.

Blood Drain (Ex): An attached cruel coral automatically deals 1d4 Constitution damage to a grappled victim, in addition to any grapple damage resulting from its attach ability. For every point of Constitution thus drained, the cruel coral gains 1 temporary hit point. A creature reduced to 0 Constitution by a cruel coral's blood drain attack is left a dried husk, irrevocably dead.

Improved Grab (Ex): A cruel coral that hits with a bite attack can start a grapple as a free action, without provoking an attack of opportunity. If it wins the grapple, it is considered attached (see above). A cruel coral's sticky suckers give it a +8 racial bonus on grapple checks.

Skills: A cruel coral gains a +8 racial bonus on all Swim checks. It can always take 10 on Swim checks, even if rushed or threatened.



Death Hunter

Death hunters are a special form of mighty undead created by evil druids via a secret ritual. They are former evil-aligned rangers who consecrate their immortal soul to vengeful spirits of nature, so they may return after death to stalk and murder the enemies of their land. They look like skeletal tribal rangers, dressed with rotten furs and crude hide or leather armour. They wear an assortment of fierce-looking magical weapons, particularly swords, axes and longbows. A ghostly blue flame shines within the creature's eye sockets.

A death hunter may speak any language it knew in life.

Sample Death Hunter

This death hunter uses a 10th level human ranger as the base creature.

Death Hunter, 10th Level Human Ranger

Medium Undead (Augmented Humanoid)

Hit Dice: 10d12 (65 hp)

Initiative: +9

Speed: 30 ft. (6 squares)

AC: 24 (+5 Dex, +5 natural, +4 armour), touch 15, flat-footed 19

Base Attack/Grapple: +10/+13

Attack: +1 *handaxe* +17 melee (1d6+4/19-20/x3 plus 1d6 fire) or touch +15 melee (1d8 plus 1d8 Str) or +1 *composite longbow* (+3 Str bonus) +16 ranged (1d8+4/x3 plus 1d6 fire)

Full Attack: +1 *handaxe* +15/+10 melee (1d6+4/19-20/x3 plus 1d6 fire) and +1 *handaxe* +15/+10 melee (1d6+2/19-20/x3 plus 1d6 fire) or touch +15 melee (1d8 plus 1d8 Str) or +1 *composite longbow* (+3 Str bonus) +16/+11 ranged (1d8+4/x3 plus 1d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Combat style, favoured enemies (humans +6, elves +4, dwarves +2), flaming weapons, spells, weakening touch

Special Qualities: Animal companion, damage reduction 10/good, immunity to cold and electricity, darkvision 60 ft., evasion, fell familiars, spell resistance 25, swift tracker, turn immunity, undead traits, wild empathy, woodland stride

Saves: Fort +7, Ref +12, Will +6

Abilities: Str 16, Dex 20, Con –, Int 12, Wis 16, Cha 11

Skills: Hide +25, Knowledge (nature) +25, Listen +25, Move Silently +25, Search +25, Spot +24, Survival +24 (+26 outdoors or following tracks)

Feats: Dodge, Endurance^B, Improved Critical (handaxe), Improved Initiative, Track^B, Leadership, Weapon Finesse, Weapon Focus (handaxe)

Environment: Any Cold

Organisation: Solitary or troupe (1 plus animal companion and fell familiars)

Challenge Rating: 13

Treasure: Standard plus 2 +1 *handaxes* and +1 *composite longbow* (+3 Str bonus)

Alignment: Always evil (any)

Advancement: By character class

Level Adjustment: +6

Amidst the blizzard, you make out the silhouette of what appears to be a northern ranger or huntsman. He is heavily armed and bedecked with furs, leather and a number of what seem to be grisly hunting trophies, such as severed human and animal heads. Then he turns his ghastly, glowing blue eyes towards you and you feel an uncontrollable chill down your spine as you realise the warrior has no skin or muscles at all, whether on his face or his limbs. The creature's long blonde hair and beard come out of a dry, fleshless skull; it grips its hunting bow and sword with sharp bony fingers. Even the furs it is dressed in are rotting and diseased – this is no live wilderness hunter; this is one of the undead. Its graceful and expert movements, though, have little to do with the stumbling gait of common zombies or skeletons – this undead hunter has the experience and skill of a true slayer... and intends to test them against you.

Combat

A death hunter prefers to strike at its prey with flaming arrows and then send its undead animals after it. In melee, it fights with two flaming handaxes. This death hunter wears a masterwork chain shirt.

Combat Style (Ex): A death hunter gains the benefits of the Two-Weapon Fighting and Improved Two-Weapon Fighting feats when wearing light or no armour.

Favoured Enemies: A death hunter gains a +6 bonus to damage rolls and opposed skill checks made against humans. This same bonus also works against elves, but only at +4, and against dwarves at +2.

Flaming Weapons (Su): Any weapon wielded by a death hunter gains the flaming special quality for as long as the death hunter is wielding it. The death hunter must take a free action to activate this power.

Spells: A death hunter casts spells as a 10th level ranger. Save DCs are Wisdom based. *Typical Spells Memorised* (2/2; save DC 13 + spell level):
1st–*entangle*, *magic fang*; 2nd–*spike growth*, *wind wall*.

Weakening Touch (Su): Any creature successfully hit by a death hunter's touch attack must succeed at a Fortitude save (DC 18, Strength based) or suffer 1d8 points of Strength damage. Any creature reduced to 0 Strength by a death hunter dies on the spot, its bones and muscles congealed by the creature's life draining power.

Animal Companion (Ex): A death hunter is accompanied by an animal (usually a wolf) with the ghost template. In addition to the modifications for the ghost template, the death hunter's animal companion has +2 Hit Dice, a +2 bonus to its natural armour, a +1 bonus to its Strength and Dexterity scores and the evasion special ability. In addition, the death hunter can order and push its animal companion as a free action, with a +4 bonus on the Handle Animal check. Any spells cast by the death hunter on itself affect the animal companion as well.

Evasion (Ex): A death hunter that successfully saves against an attack allowing a Reflex save for half damage suffers instead no damage from the attack.

Fell Familiars (Su): The followers and cohorts attracted by a death hunter's Leadership feat are always normal or dire animals of the appropriate Hit Dice, augmented by the skeleton or zombie template. In the case of a death hunter with a leadership score of 11, this allows for a 7th level cohort (such as a skeletal dire boar) and six 1st level followers (such as skeletal dogs).

Swift Tracker (Ex): A death hunter can move at its normal speed while tracking, and takes only a -10 (as opposed to -20) penalty when tracking at twice its normal speed.

Turn Immunity (Ex): A death hunter cannot be affected by turn/rebuke undead abilities or effects.

Woodland Stride (Ex): A death hunter can move through any kind of undergrowth at its normal speed without suffering damage or penalties to its speed. Magically created undergrowth or terrain still affects the death hunter normally.

Skills: A death hunter gains a +8 racial bonus on Hide, Listen, Move Silently, Search, Spot and Survival checks.

A death hunter has all the special abilities and traits of the base creature, except as follows:

Size and Type: The creature's type changes to undead (augmented humanoid). Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Hit Dice: Change all current and future Hit Dice to d12s.

Armour Class: Increase the base creature's natural armour bonus by +5.

Attack: A death hunter gains a touch attack in addition to any other attacks it had previously. It retains the ability to use any weapons it was proficient with. If given the choice, a death hunter usually prefers to attack with a weapon, rather than using a touch attack.

Damage: A death hunter's touch attack deals 1d8 points of negative energy damage, plus it delivers a weakening touch effect (see below).

Special Attacks

Add the following special attacks to any already possessed by the base creature:

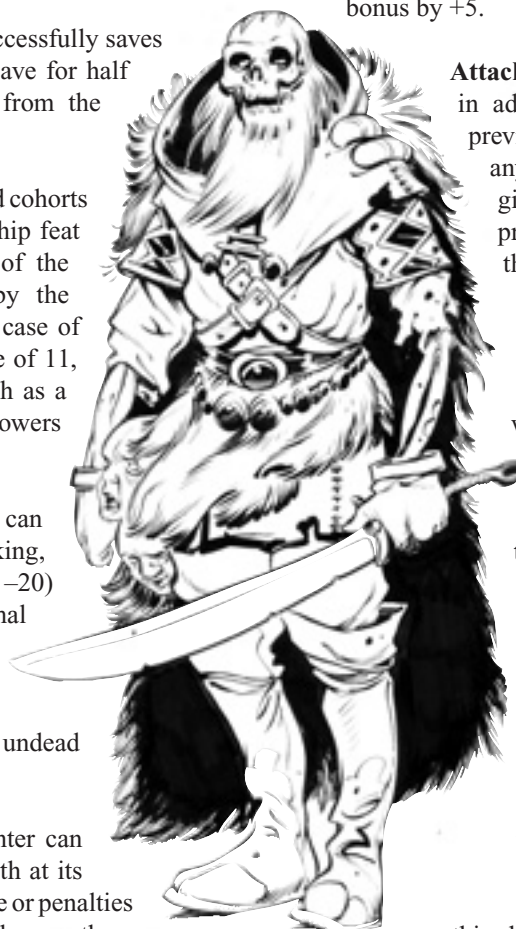
Flaming Weapons (Su): As a free action, a death hunter can cause any weapon it is wielding to be enveloped in blue flames, giving it the flaming special ability (as described in Chapter 7 of the *DMG*) until it is sheathed or the death hunter stops touching it. There is no limit to the times per day a death hunter can use this ability.

Weakening Touch (Su): The touch of a death hunter forces the target to succeed at a Fortitude save (DC equal to 10 + ½ the death hunter's Hit Dice + the death hunter's Strength modifier) or suffer 1d8 points of Strength damage.

Special Qualities

Add the following to any special qualities already possessed by the base creature:

Damage Reduction (Su): A death hunter gains damage reduction 10/good.



Creating a Death Hunter

'Death hunter' is an acquired template that can be added to any non-monstrous, evil aligned humanoid creature with six or more levels of ranger, heretofore referred to as the 'base creature'. The base creature acquires a skeletal appearance, with cold points of blue flame burning inside its eye sockets.

Detect Good (Su): A death hunter gains the supernatural ability to use *detect good* at will, as the spell at caster level 6th, as a standard action.

Immunities (Su): A death hunter gains cold and electrical immunity in addition to the immunities gained from becoming undead (see below).

Fell Familiars (Su): All followers and cohorts gained by the death hunter's Leadership feat (see below) are undead beasts – animals or dire animals of a Hit Dice equivalent to the corresponding follower or cohort level, augmented by the skeleton or zombie template.

Spell Resistance (Su): A death hunter gains spell resistance equal to 15+its Hit Dice.

Spells: A death hunter retains any spellcasting abilities it had in life, excluding the ability to cast *cure* or *healing* spells, as well as spells with the good descriptor.

Turn Immunity: A death hunter is completely unaffected by all kinds of turn/rebuke undead effects.

Undead Traits: A death hunter becomes immune to ability damage, critical hits, death effects, death from massive damage, disease, energy drain, exhaustion and fatigue effects, healing spells and effects, mind-affecting effects, natural healing, nonlethal damage, paralysis, poison, *raise dead*, *reincarnation*, *resurrection*, sleep effects, stunning and any effect that requires a Fortitude save unless it also works on objects or is harmless. The death hunter also gains darkvision out to 60 feet. It loses its Constitution score, using its Charisma modifier for Concentration checks; it also loses the need and ability to eat, breathe or sleep.

Saves: Same as the base creature.

Abilities: Adjust the base creature's abilities as follows: +2 Str, +4 Dex, +2 Wis. Being undead, a death hunter has no Constitution score.

Skills: Death hunters gain a +8 racial bonus on Hide, Listen, Move Silently, Search, Spot and Survival checks. Otherwise same as the base creature.

Feats: A death hunter gains the following bonus feats in addition to any possessed by the base creature, if the base creature did not have them already: Dodge, Endurance^B, Improved Critical (any), Improved Initiative, Track^B, Leadership, Weapon Finesse, Weapon Focus (any).

Environment: Same as base creature, usually cold lands.

Organisation: Solitary or troupe (the death hunter plus its followers)

Challenge Rating: Same as base creature +3.

Treasure: Standard.

Alignment: Same as base creature (always evil).

Advancement: By character class (usually ranger).

Level Adjustment: Same as the base creature +6.

Death Hunter Characters

All death hunters were evil rangers once. Usually, they choose humans or other humanoid subtype as their favoured enemy and two-weapon fighting as their combat style. If the base creature used to have a familiar or animal companion, the animal gains the ghost template and an evil alignment. If the base creature had the ability to turn undead, it loses this ability but gains rebuke undead instead. The death hunter loses the Wild Empathy class ability, since all living creatures are now frightened of it.

Debrish

Debrishes are monstrous spherical beings of clearly extraplanar origin (although they do not count as outsiders), whose reasons and means for being in the Prime Material are unknown. Whatever their nature or origins, they seem to have a staggering flair for destruction and mayhem. There are three different debrish types, the specific physical descriptions of which are given below.

Debrish Traits: All debrish types share the following special qualities.

- ✦ **Blindsight (Ex):** All debrishes are effectively blind, they are able to locate their enemies and prey by unknown means, perhaps ocular organs hidden somewhere inside their bodies.
- ✦ Immunity to mind-affecting spells and effects. The minds of debrishes are too alien to be affected by any known means.
- ✦ Immunity to poison and disease. The strange metabolism of debrishes is proof against all toxins.

All debrishes speak their own garbled, gibbering language.

Fearball Debrish

Medium Aberration

Hit Dice: 7d8+31 (62 hp)

Initiative: +2
Speed: 30 ft. (6 squares)
AC: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18
Base Attack/Grapple: +5/+15
Attack: Bite +7 melee (1d4+3)
Full Attack: Bite +7 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fear, glue, slime blast
Special Qualities: Blindsight, damage reduction 5/—, immunity to disease, mind-affecting effects and poison
Saves: Fort +8, Ref +6, Will +5
Abilities: Str 15, Dex 15, Con 19, Int 5, Wis 10, Cha 10
Skills: Listen +5, Spot +5
Feats: Great Fortitude, Lightning Reflexes, Toughness
Environment: Damp underground
Organisation: Solitary or mob (2-4)
Challenge Rating: 4
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 8-14 HD (Large), 16-21 HD (Huge)
Level Adjustment: —

The abomination facing you seems to be a dog sized, round meatball with legs and a fanged mouth. As soon as it sees you, it begins gibbering and slavering as it advances toward you with tiny, jerking leaps.

Fearballs are spheres of slime-covered, brownish alien matter, five feet in diameter, with no other features than a fanged mouth and two retractable, spindly legs. They appear to have no upper limbs or anything resembling eyes. Their bodies are both crusty and sticky to the touch.

Combat

Fearballs attack by causing fear, biting or shooting slime from their bodies.

Fear (Su): A fearball can spend a full round gibbering and jumping up and down to cause a special fear effect on witnesses. Any living, intelligent creature within sight of a fearball using this ability must succeed at a Will save (DC 13, Charisma based) or become frightened for 2d4 rounds. If the save succeeds, the creature cannot be affected by the same deprish's fear ability for the next 24 hours.

Glue (Ex): Fearballs are entirely covered with a viscous, sticky substance that gives them a +8 racial bonus on grapple checks and causes weapons touching them to become stuck to their bodies. Any creature striking a fearball with a melee weapon must immediately make a grapple check against the fearball or become automatically grappled, even if it is not the fearball's turn.

Fireball Debrish

Small Aberration (Fire)

Hit Dice: 5d8+10 (32 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +3/—1

Attack: Bite +7 melee (1d3 plus 1d6 fire)

Full Attack: Bite +7 melee (1d3 plus 1d6 fire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fiery touch, fire blast

Special Qualities: Blindsight, damage reduction 5/cold or magic, immunity to disease, fire, mind-affecting effects and poison, vulnerability to cold

Saves: Fort +3, Ref +6, Will +3

Abilities: Str 11, Dex 17, Con 14, Int 3, Wis 8, Cha 7

Skills: Listen +3, Spot +3

Feats: Lightning Reflexes, Weapon Finesse

Environment: Underground

Organisation: Solitary or mob (2-5)

Challenge Rating: 3

Treasure: 1/10th coins, 25% goods, 25% items

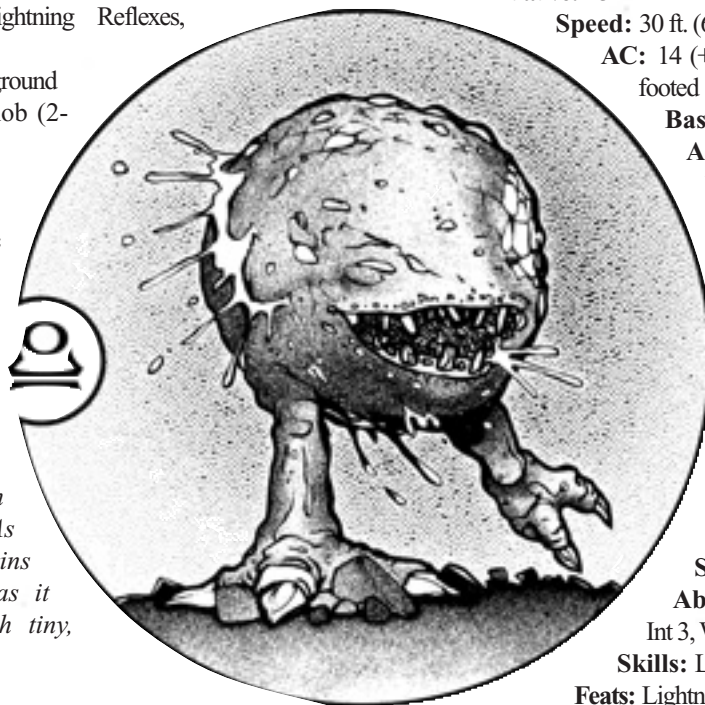
Alignment: Usually chaotic evil

Advancement: 6-10 HD (Medium), 11-15 HD (Large)

Level Adjustment: —

You are in front of what seems to be a fireball with legs and a mouth. It frantically scampers about, smacking its jaws and gibbering irrationally. Wherever the thing goes, it leaves a scattering of small sparks and embers behind.

Fireballs resemble exactly what their nickname suggests: living spheres of burning flame, albeit with two fiery legs, a toothed maw and no arms or eyes.





Combat

Fireball debrishes use their bite and flaming blasts as their only means of attack.

Fiery Touch (Ex): Any object or creature touched by or touching a fireball debrish has a chance of catching on fire, as detailed in chapter 8 of the *DMG*.

Fire Blast (Ex): As a full round action, a fireball debrish can make a flaming ranged attack, as a *scorching ray* spell at caster level 5th.

Vulnerability to cold (Ex): A fireball debrish reduced to 60% or less of its hit points by cold damage transforms immediately into a furball debrish (see below).

Furball Debrish

Small Aberration

Hit Dice: 3d8+9 (22 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +2/-3

Attack: Bite +7 melee (1d3)

Full Attack: Bite +7 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Hairball

Special Qualities: Blindsight, immunity to disease, mind-affecting effects and poison

Saves: Fort +4, Ref +7, Will +2

Abilities: Str 9, Dex 19, Con 16, Int 3, Wis 8, Cha 7

Skills: Hide +14, Listen +1, Spot +1

Feats: Lightning Reflexes, Weapon Finesse

Environment: Underground

Organisation: Solitary or mob (2-7)

Challenge Rating: 2

Treasure: 1/10th coins, 25% goods, 25% items

Alignment: Usually chaotic evil

Advancement: 4-6 HD (Small), 7-9 HD (Medium)

Level Adjustment: —

The shaggy, dirty sphere of reddish fur jumps up and down on its little clawed legs, all the while grunting and gibbering with the fanged mouth constituting the only facial features over its hairy round body.

Furballs are indeed nothing more than slimy, scummy balls of sticky red fuzz, with a fanged maw and two hairy legs as their only physical traits.

Combat

Furball debrishes fight exclusively by biting and shooting hairballs (see below), as they have no other natural attack forms.

Hairball (Ex): As a standard action, a furball debrish may attempt to shoot a hairball from its shaggy body against an opponent within 30 feet. The furball must succeed at a ranged touch attack, with a -4 penalty, against the target. Any living creature successfully hit by this attack and must succeed at a Fortitude save (DC 14, Constitution based) or be infected with filth fever (see chapter 8 on the *DMG*).

Skills: A hairball gains a +4 racial bonus on Hide checks.



Dementia Scorpion

Diminutive Magical Beast

Hit Dice: 1/2d10+1 (3 hp)

Initiative: +6

Speed: 10 ft. (2 squares), climb 10ft.

AC: 20 (+4 size, +2 Dex, +4 natural), touch 16, flat-footed 18

Base Attack/Grapple: +1/-16

Attack: Sting +7 melee (1d2-5 plus incubation)

Full Attack: Sting +7 melee (1d2-5 plus incubation) and 2 claws +2 melee (1d2-5)

Space/Reach: 1 ft./0 ft.

Special Attacks: Incubation, sting reflex

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., immunity to mind-affecting effects

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 1, Dex 14, Con 13, Int 1, Wis 15, Cha 8

Skills: Climb +10, Hide +24*, Jump +12, Move Silently +10

Feats: Improved Initiative^B, Weapon Finesse

Environment: Any warm

Organisation: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Usually neutral evil

Advancement: 1-2 HD (Tiny)

Level Adjustment: —

This is a particularly large, hairy black scorpion. The stinger on its tail is bloated as if carrying something besides poison.

Dementia scorpions are nightmarish creatures with the ability to induce paranoia on humanoid victims. Their stingers do not inject poison, but a catch of eggs that slowly drive the host mad as they incubate inside. A dementia scorpion appears as a Diminutive monstrous black scorpion, with rough black hair all over its shell. The creature's tail stinger is exceptionally swollen, as it carries the monster's paranoia-inducing eggs.

Combat

Dementia scorpions aim their stingers directly towards the heart or neck of their enemies, so as to allow their hellish injection to travel quickly through the victim's bloodstream. If confronted by ranged attacks, they do their best to close into melee distance as soon as possible.

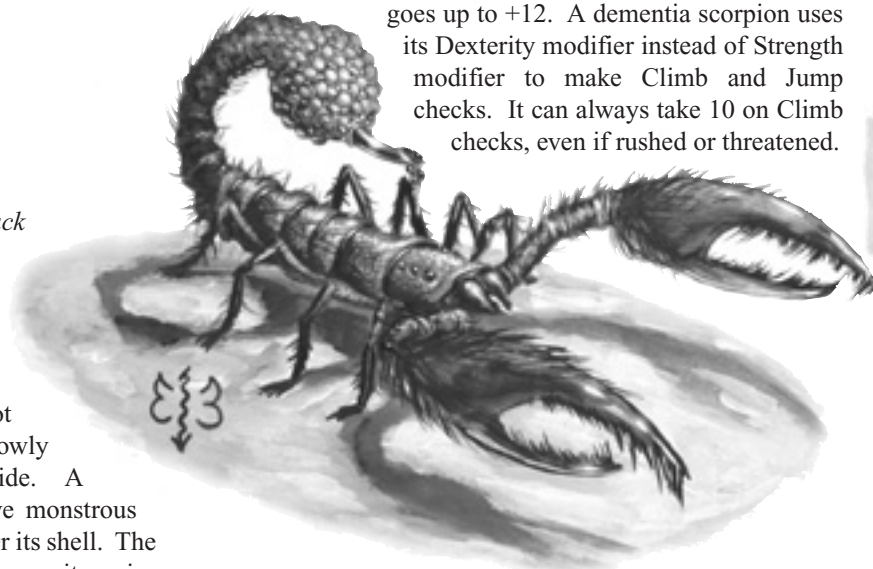
Incubation (Ex): Any creature successfully hit by a dementia scorpion's stinger attack must succeed at a Fortitude save (DC 11, Constitution based) or be injected with the monster's eggs. These eggs act as a disease on the victim's body – injected, incubation time 1 day, damage 1d6 Wis. A victim thus reduced to 50% or less of its

Wisdom score is affected as per the *insanity* spell as long as the disease continues. A victim reduced to 0 Wisdom in this fashion dies horribly as the recently hatched dementia scorpions burst through its chest cavity. A *remove disease* or *heal* effect, cast at any stage before the death of the victim, stops the disease and removes the *insanity* effect; however it does not restore lost Wisdom points, which are recovered at the normal rate by resting.

Sting Reflex (Ex): A dementia scorpion may, at any time, make a stinger attack as a reaction against any creature entering its threatened area or making a (successful or unsuccessful) melee attack against it. There is no limit to the stinger attacks per round a dementia scorpion can make in this fashion.

Skills: A dementia scorpion gains a +8 racial bonus on all Climb, Hide, Jump and Move Silently checks.

*In low light or darkness conditions, the Hide bonus goes up to +12. A dementia scorpion uses its Dexterity modifier instead of Strength modifier to make Climb and Jump checks. It can always take 10 on Climb checks, even if rushed or threatened.



Demon

Demons are outsiders inhabiting the chaotic-evil aligned lower planes. Those included herein share the following traits (unless otherwise noted in a creature's entry).

- ✦ Electrical and poison immunity.
- ✦ Resistance to acid 10, cold 10 and fire 10.
- ✦ *Summon (Sp):* Some of the demons described below have the ability to summon others of their kind (the success chance and type of demon summoned are noted in each monster description). Due to the obvious dangers associated with the use of this power, demons rarely use it unless desperate.
- ✦ The ability to communicate telepathically with any intelligent creature within at least 60 feet.

Abashakt

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 20d8+120 (210 hp)

Initiative: +12

Speed: 30 ft. (6 squares)

AC: 28 (+8 Dex, +10 natural), touch 18, flat-footed 20

Base Attack/Grapple: +20/+27

Attack: +3 *wounding whip* +30 melee (1d3+10 plus 1 Con plus torture)

Full Attack: +3 *wounding whip* +30/+25/+20/+15 melee (1d3+10 plus 1 Con plus torture)

Space/Reach: 5 ft./5 ft.

Special Attacks: Empathic nudge, spell-like abilities, *summon demon*, torture

Special Qualities: Damage reduction 15/cold iron and good, darkvision 60 ft., electrical and poison immunity, resistance to acid 10, cold 10 and fire 10, spell resistance 30, telepathy 100 ft., *true seeing*

Saves: Fort +18, Ref +20, Will +21

Abilities: Str 25, Dex 26, Con 23, Int 31, Wis 29, Cha 32

Skills: Appraise +33, Bluff +44, Concentration +29, Diplomacy +44, Disguise +34 (+36 when acting in character), Escape Artist +31 (+33 when escaping from bonds), Gather Information +34, Hide +31, Intimidate +46, Knowledge (arcana) +33, Listen +42, Move Silently +31, Perform (any one) +34, Sense Motive +40, Spellcraft +35, Spot +42, Use Magic Device +34 (+36 with scrolls), Use Rope +31 (+33 when binding someone)

Feats: Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Persuasive, Power Attack

Environment: Chaotic evil planes

Organisation: Solitary

Challenge Rating: 20

Treasure: Double standard plus +3 *wounding whip*

Alignment: Always chaotic evil

Advancement: 21-30 HD (Medium), 31-60 HD (Large)

Level Adjustment: —

When the smoke clears, you see a naked male humanoid sprawled upon a granite throne. He is exceedingly handsome but vulgar; regarding you with rude contempt as he insincerely welcomes you to his abode. His penetrating gaze is empty and treacherous; his long black mane cannot hide a set of minute demon's horns. He raises a cup of wine, spills it all over its mouth and gets up to meet you.

Abashaktim are among the mightiest of demons, rivalling even balors in power. However, what other demons possess in raw combat prowess, the abashakt make up for in cunning and strategy. An abashakt looks like a Medium, naked, male humanoid, with perfect physical features except for the two horns protruding from its forehead and its longish canine teeth. All abashaktim have high foreheads, sunken eyes and long, straight black manes used to hide their horns. They are usually found indulging in

some typically demonic vice, such as sex, drinking, drugs or other excesses.

Abashaktim speak Abyssal, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Sylvan, Terran and Undercommon.

Combat

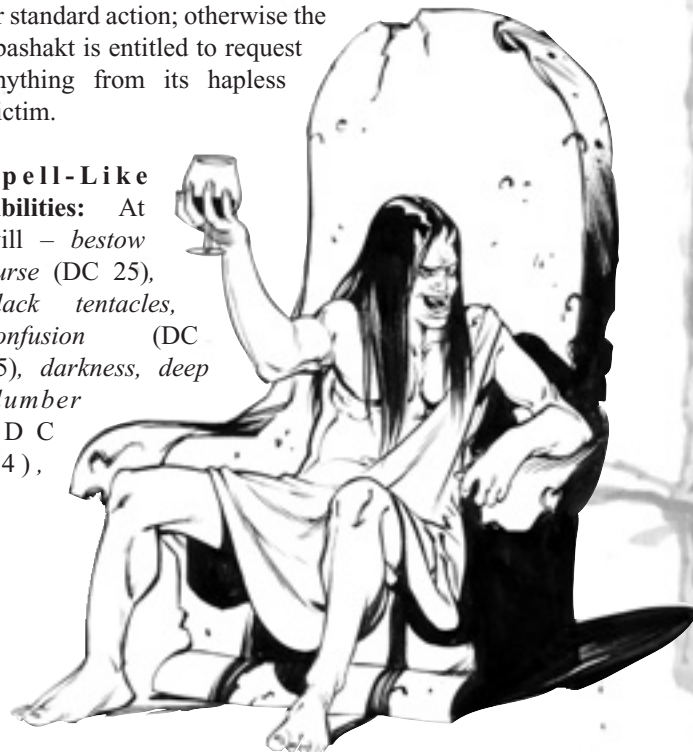
Abashaktim do not like direct combat, preferring to use their many magical abilities and godlike deception skills to trick their opponents. An abashakt loves to humiliate its opponent, in the most abject and perverse ways it can imagine, instead of killing it; although most creatures fervently wish they were dead after being left to an abashakt's care for a while. When forced to fight, abashaktim use their *wounding whips*.

Any weapons wielded by an abashakt are treated as chaotic and evil for the purposes of overcoming damage reduction.

Empathic Nudge (Su): Abashaktim have strong Enchantment auras, which are always active, causing mortal victims to act as the abashakt wills. Once per round, an abashakt can spend a free action to order a target to take a single move or standard action (during the victim's turn). The target is allowed a Will save (DC 31, Charisma based) to resist the effect. If the save fails, the first action the victim takes during its round is exactly what the abashakt suggested. The action suggested by an *empathic nudge* cannot be self-destructive, and can only be a single move or standard action; otherwise the abashakt is entitled to request anything from its hapless victim.

Spell-Like

Abilities: At will — *bestow curse* (DC 25), *black tentacles*, *confusion* (DC 25), *darkness*, *deep slumber* (DC 24),



detect thoughts (DC 23), *greater dispel magic*, *greater invisibility*, *greater teleport*, *hideous laughter* (DC 23), *hold monster* (DC 26), *magic jar* (DC 26), *persistent image* (DC 26), *polymorph*, *telepathic bond*, *touch of idiocy*; 3/day—*dominate person* (DC 26), *feeblemind* (DC 26), *insanity* (DC 28), *mass suggestion* (DC 25), *mind fog* (DC 26), *waves of exhaustion* (DC 28); 1/day—*irresistible dance*, *mass hold monster* (DC 30), *maze*, *project image*. Caster level 20th. Save DCs are Charisma based.

Summon demon (Sp): Once per day an abashakt can summon 2d20 quasits, 1d6 babaus, 1d6 succubi or one marilith. This ability counts as a 9th level spell.

Torture (Ex): Any creature successfully hit by an abashakt's weapons or unarmed attacks must succeed at a Fortitude save (DC 27, Strength based) or become stunned with pain for 1d3 rounds. The abashakt may turn this ability on and off at will, as a free action.

True Seeing (Sp): An abashakt is under the constant effect of *true seeing*, as the spell at Caster level 20th.

Skills: An abashakt gains a +8 racial bonus on all Bluff, Diplomacy, Intimidate, Listen, Sense Motive and Spot checks.



Alignment: Always chaotic evil

Advancement: 9-16 HD (Medium)

Level Adjustment: +4

As soon as you climb aboard, the boatman bursts into maniacal laughter and disappears, leaving nothing but the tattered remains of his dirty tunic. Suddenly, you realise you cannot move and a wracking pain doubles you over and brings you to your knees, almost turning the boat over with your throbbing spasms. As you grab the boat's edge, you realise your hand has become yellow, gaunt and wrinkled, what appear to be black claws slowly taking the place of your fingernails... overtaken by horror, you glance at your reflection on the water... and a yellow-skinned, horned demon with glowing red eyes jeers back at you... now your purpose is clear: you have to find a witless passenger to take your place in Hell...

Boatman demons are an unholy plague that originated on the lower planes and recently spread to the Prime Material. They may be the only demons that are more frequent on the Prime Material than in the lower planes. Their souls are those of mild sinners, given a chance to end their punishment by finding an innocent victim and switching places with them. To this effect, boatman demons have the dreadful ability to pass their condition as a plague, turning humanoids into other boatman demons to take their place. A boatman demon that successfully passes on its plague

Boatman Demon

Medium Outsider (Chaotic, Evil, Native)

Hit Dice: 7d8+14 (45 hp)

Initiative: +8

Speed: 30 ft. (6 squares), boat 40 ft.

AC: 22 (+4 Dex, +8 natural), touch 14, flat-footed 18

Base Attack/Grapple: +7/+20

Attack: Claw +12 melee (1d8+5 plus personality drain) or +2 quarterstaff+14 melee (1d6+9)

Full Attack: 2 claws+12 melee (1d8+5 plus personality drain) or +2 quarterstaff+12/+7 melee and +12 melee (1d6+7 and 1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Holding grasp, personality drain, plague

Special Qualities: Damage reduction 5/cold iron or good, darkvision 60 ft., *disguise self*, electrical and poison immunity, resistance to acid 10, cold 10 and fire 10

Saves: Fort +7, Ref +9, Will +6

Abilities: Str 21, Dex 19, Con 15, Int 11, Wis 13, Cha 15

Skills: Bluff+12, Disguise+12(+14 acting in character), Intimidate +14, Knowledge (geography)+10, Listen +11, Profession (sailor)+15, Spot +11, Swim +15

Feats: Ability Focus (personality drain), Improved Initiative, Two-Weapon Fighting

Environment: Rivers

Organisation: Solitary

Challenge Rating: 6

Treasure: +2 quarterstaff

is destroyed and its soul freed from the lower planes, blissfully merging with nothingness at last.

They appear as normal and harmless humanoid boatmen, until someone books passage aboard their cursed barges. Then, the boatman demon slays its hapless passenger and turns them into a boatman demon like itself, endlessly guiding a cursed raft through the world's rivers and lakes. In their natural form, which they never adopt unless forced into combat, boatman demons appear as gaunt, sickly yellow humanoids, with gangly claws, pointed ears, red eyes, long sharp teeth and two horns. They are always dressed in a peasant's maroon rags, even in demon form.

Boatman demons speak Abyssal, Common and Draconic.

Combat

A boatman waits for its victim to climb aboard its ship before attacking, and then it attempts to do it by surprise so as to find the least resistance when using its holding grasp ability. Boatman demons will often pretend to extend a hand to help a passenger climb aboard, using their personality drain power while their victim touches their hand to step into the ship.

When forced into open combat, boatman demons attempt to grapple and drain their enemies, unless they are faced by multiple opponents, in which case they use their magical quarterstaves. Both the weapons and natural attacks of boatman demons count as chaotic and evil for the purposes of overcoming damage reduction.

Holding Grasp (Ex): The grasp of a boatman demon is unnaturally strong, giving the creature a +8 racial bonus on grapple checks. A boatman demon that hits with a claw attack can begin a grapple as a free action, without provoking an attack of opportunity, plus it retains one free hand to perform other actions while it continues the grapple.

Personality Drain (Su): The touch of a boatman demon forces the target to succeed on a Fortitude save (DC 20, Strength based) or suffer 1d6 points of Strength and Charisma damage, as his physical and spiritual energies are slowly drained by the demon.

Plague (Su): Any living humanoid reduced to 0 Strength and Charisma by a boatman demon's personality drain attack is immediately transformed into a boatman demon himself, and the boatman demon that transformed him is destroyed, forever free from life as a demon. The newly created boatman demon discards all of its memories, personality and material possessions, becoming an evil creature with the sole purpose of finding another dupe to

take its place. Only a *wish* or *miracle* can restore a boatman demon to its previous human form.

Disguise Self (Sp): As a full-round action, a boatman demon can use a *disguise self* effect to appear as a harmless human boatman. This ability is otherwise the same as the *disguise self* spell at caster level 7th. While this effect is activated, the boatman demon gains a +10 magical bonus on Disguise checks made to appear as a common boatman. Intelligent creatures interacting with the boatman are entitled to a Will save (DC 15, Charisma based) to see through the disguise.

Skills: A boatman demon gains a +4 racial bonus on all Profession (sailor) checks.

Carcass Demon (Carnezu)

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 11d8 +110 (159 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

AC: 30 (-1 size, +3 Dex, +18 natural), touch 12, flat-footed 27

Base Attack/Grapple: +11/+24

Attack: Claw +19 melee (1d8+9/19-20) or bite +19 melee (2d6+9) or gore +19 melee (1d10+9)

Full Attack: 2 claws +19 melee (1d8+9/19-20) and bite +17 melee (2d6+4) and gore +17 melee (1d10+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bloodthirsty fury, carve and crack, improved grab, spell-like abilities, *summon demon*

Special Qualities: Damage reduction 10/magic or good, darkvision 60 ft., electrical and poison immunity, regeneration 7, resistance to acid 10, cold 10 and fire 10, scent

Saves: Fort +17, Ref +10, Will +8

Abilities: Str 29, Dex 16, Con 31, Int 9, Wis 13, Cha 19

Skills: Climb +23, Hide +13, Intimidate +18, Jump +23, Listen +19, Move Silently +17, Spot +19

Feats: Cleave, Combat Reflexes, Improved Critical (claw)^B, Multiattack, Power Attack

Environment: Chaotic evil planes

Organisation: Solitary, pair or team (2-4)

Challenge Rating: 13

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 12-22 HD (Large), 23-33 HD (Huge)

Level Adjustment: —

The fearsome creature facing you can be nothing but a true spawn of Hell. It has a large, red muscular body, scattered with countless sharp, horn-like protrusions. Atop this infernal vision sits a skeletal horse's head, with large pointed teeth and a set of imposing horns curving downwards from the thing's jowls.

Carcass demons, also called carnezu, are feral fiends, created to hunt and kill sinners, breaking their bones and sucking their marrow with their infernally strong claws and jawbones. Carcass demons look as Large muscular humanoids with red hairless skin and a horned, fleshless horse skull instead of a head. The creature's body, particularly each of its joints, is lined with protruding bony tips. In fact, its very claws are no more than two or three of these sharp bone blades, jutting out of the stumps of its arms and legs. All of the creature's horns, claws, bones and protrusions are curved downward, giving it the vague overall appearance of a huge snatching claw.

Carcass demons speak Abyssal.

Combat

Carcass demons enjoy battering and torturing those weaker than themselves; they take every opportunity to abuse their size and might in any encounter where this is possible. A carcass demon's attacks count as both chaotic and evil for the purposes of overcoming damage reduction.

Bloodthirsty Fury (Ex): As a free action, a carcass demon can enter a bloodthirsty fury, giving itself increased viciousness and savagery. While on a bloodthirsty fury, a carcass demon deals double damage with all of its natural attacks (quadruple on a critical hit); however, it suffers a -4 penalty to its Armour Class. A bloodthirsty fury lasts for 1d4 rounds; a carnezu can activate it a maximum of three times per day.

Carve and crack (Ex): A carnezu that begins its turn grappling a foe can spend a full-round action to break its opponent's bones and rip its muscles open, automatically dealing 2d6 points of Strength damage to its grappled foe. A creature reduced to 0 Strength by a carnezu's carve and crack ability dies of shock immediately.

Improved Grab (Ex): A carcass demon that hits with a claw attack can begin a grapple as a free action, without provoking an attack of opportunity.

Spell-Like Abilities: 3/day—*fear* (18), *haste*, *inflict critical wounds* (DC 18). Caster level 11th. Save DCs are Charisma based.

Summon demon (Sp): Once per day, a carcass demon may attempt to summon 1d4 babaus, 1d2 vrocks or 1 hezrou with a 35% chance of success. This ability counts as a 4th level spell.

Regeneration (Ex): A carcass demon suffers normal damage from cold iron or good-aligned sources.

Skills: A carcass demon gains a +4 racial bonus on Listen and Spot checks.

Fiend Cat

Tiny Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 4d8+8 (26 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

AC: 20 (+2 size, +4 Dex, +4 natural), touch 16, flat-footed 16

Base Attack/Grapple: +4/+4

Attack: Claw +10 melee (1d2) or bite +10 melee (1d3) or gore +10 melee (1d2) or tail +10 melee (1d4)

Full Attack: 2 claws +10 melee (1d2) and bite +8 melee (1d3) and gore +8 melee (1d2) and tail +8 melee (1d4)

Space/Reach: 2½ ft./0 ft.

Special Attacks: Hooking grasp, rake 1d2, spell-like abilities

Special Qualities: Damage reduction 5/cold iron or good, darkvision 60 ft., electrical and poison immunity, low-light vision, resistance to acid 10, cold 10 and

fire 10

Saves: Fort +6, Ref +8, Will +5

Abilities: Str 10, Dex 19, Con 14, Int 5, Wis 13, Cha 16

Skills: Balance +17, Climb +13, Hide +21, Jump +17, Listen +10, Move Silently +13, Spot +10

Feats: Combat Reflexes, Multiattack, Weapon Finesse^B

Environment: Any (Chaotic evil planes)

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-8 HD (Small), 9-12 HD (Medium)

Level Adjustment: +2 (Improved Familiar)





This is a cat-like demonic creature, with yellowish orange fur and a line of small red horns along its head, spine and tail. Nevertheless, what really leaves no doubt as to the creature's infernal nature are its green eyes, which glow evilly as its arches its back and hisses at you...

Fiend cats are freewheeling creatures from the lower planes, owing loyalty to no one, not even the demon lords themselves. Evil wizards may summon them as familiars (through the Improved Familiar feat), but fiend cats also sneak into the Prime Material plane on their own, through any open portals they can find. Fiend cats have the size and basic shape of typical cats, except for the line of red horns running from their heads to their tails. All of a fiend cat's bones – including its horns, claws and teeth—are red as fresh blood.

Fiend cats speak Abyssal.

Combat

When fighting, fiend cats attack with everything at their disposal – claws, bite, tail, horns, anything. Their attacks count as both chaotic and evil for the purposes of overcoming damage reduction.

Hooking grasp (Ex): When a fiend cat attempts a grapple, it frantically attempts to remain attached to its opponent by any means necessary, using the many curved horns covering its body. This gives the creature a +8 racial bonus on grapple checks. If a fiend cat wins a grapple, it establishes a hold and can rake.

Rake (Ex): Attack bonus +10 melee, damage 1d2.

Spell-Like Abilities: 1/day—*haste*, *dimension door*. Caster level 7th.

Skills: A fiend cat gains a +4 racial bonus on Climb, Hide, Move Silently, Listen and Spot checks. It gains a +8 racial bonus on Balance and Jump checks. A fiend cat uses Strength instead of Dexterity for Climb and Jump checks.

Gazilith

Gargantuan Construct (Extraplanar)

Hit Dice: 18d10+60 (159 hp)

Initiative: +0

Speed: 50 ft. (10 squares)

AC: 22 (–4 size, +16 natural), touch 6, flat-footed 22

Base Attack/Grapple: +13/+39

Attack: Slam +23 melee (3d6+14)

Full Attack: 2 slams +23 melee (3d6+14)

Space/Reach: 20 ft. /20 ft.

Special Attacks: Absorb ground, improved grab, trample 6d6+21

Special Qualities: Construct traits, damage reduction 10/–, darkvision 60 ft., immunity to acid, cold, electrical and poison, resistance to fire 10, low-light vision

Saves: Fort +6, Ref +6, Will +6

Abilities: Str 39, Dex 10, Con –, Int 3, Wis 10, Cha 6

Skills: Listen +11, Spot +10

Feats: Ability Focus (trample), Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Snatch

Environment: Chaotic evil planes

Organisation: Solitary or gate (2 or 4)

Challenge Rating: 12

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 19-36 HD (Gargantuan), 37-54 HD (Colossal)

Level Adjustment: —

This immense creature appears as the statue of a brawny horned humanoid, not crafted from a single stone block but from a number of unknown and irregular sources, such as the bricks, rooftops and debris of some infernal city. Its two large horns projecting a looming shadow moments before the rest of its body does. The creature's sculpted eyes are dead and unseeing, but somehow full of evil; its rocky limbs look strong enough to uproot and ruin the very landscape.

The gazilith, or city demons, are actually evil constructs – building blocks and slabs taken from the cities of Hell and given the form and essence of an evil demon. To increase their destructive effectiveness, gazilith are given a semblance of cruel self-awareness; thus they are able to obey orders and to primitively enjoy the suffering they cause.

A gazilith looks like a Huge, incredibly burly humanoid with two enormous horns curving upward; these protrude



frontward from the creature's brow, serving as a battering ram when the gazilith is sent to attack a city or fortress. The entire body of the creature, including its horns and eyes, is made of irregular bricks and square stone blocks taken from different sources.

Gazilith cannot speak, but they understand orders given in Abyssal.

Combat

Gaziliths enter combat by sweeping, crushing and toppling everything in their path. Occasionally they take exception and focus their attention on a particularly bothersome single enemy, bearing all of their terrible power down upon the offender. A gazilith's attacks count as both chaotic and evil for the purposes of overcoming damage reduction.

Absorb Ground (Su): By touching the ground and spending a full-round action, a gazilith can absorb part of the land it stands on, which actually travels physically from the ground and is assimilated into the gazilith's body. By doing this a gazilith regains up to 60 lost hit points. When activated, this ability causes the effects of an *earthquake* spell, at caster level 18th, centred on the gazilith.

Improved Grab (Ex): A gazilith that hits with a slam attack may attempt to start a grapple as a free action, without provoking an attack of opportunity.

Trample (Ex): Reflex half, DC 35. The save DC is Strength based.

Meriginus

Gargantuan Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 24d8+240 (348 hp)

Initiative: +7

Speed: 40 ft. (8 squares)

AC: 29 (-4 size, +3 Dex, +20 natural), touch 9, flat-footed 26

Base Attack/Grapple: +24/+47

Attack: Claw +32 melee (2d8+11) or bite +31 melee (2d6+11)

Full Attack: 2 claws +32 melee (2d8+11) or bite +26 melee (2d6+5)

Space/Reach: 20 ft./20 ft.

Special Attacks: Ferocity, *prismatic spray*, *spell turning*, spell-like abilities, *summon demon*

Special Qualities: Blindsight, damage reduction 15/cold iron and good, electrical and poison immunity, gem eye, regeneration 5, resistance to acid 10, cold 10 and fire 10, telepathy 100 ft.

Saves: Fort +24, Ref +17, Will +20

Abilities: Str 33, Dex 17, Con 31, Int 17, Wis 22, Cha 24

Skills: Climb +38, Concentration +37, Intimidate +42, Jump +38, Knowledge (arcana) +30, Knowledge (the planes) +30, Listen +41, Search +38, Spellcraft +32, Spot +41, Use Magic Device +42

Feats: Ability Focus (prismatic ray), Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Power Attack, Snatch, Weapon Focus (claw)

Environment: Chaotic evil planes

Organisation: Solitary (maybe unique)

Challenge Rating: 21

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: 25-48 HD (Gargantuan), 49-72 HD (Colossal)

Level Adjustment: —

A massive humanoid demon emerges from the fiery pit, roaring furiously and waving its gigantic claws as if the air itself was its enemy. The demon is completely covered in purple scales, with three violet horns sticking out of its head. Instead of eyes, the creature sports a single great gem in the middle of its forehead.

A meriginus (or *the Meriginus*; there have never been reports of more than one of these horrors) is a Gargantuan demon – or race thereof – ruling at least one of the lower

planes of evil. A meriginus appears as a gigantic, scaly, purple humanoid, with clawed limbs, fin-like ears, three horns on its forehead and a long forked tongue sticking out of its fanged mouth. The demon's most remarkable feature is the single monstrous gem located where its eyes should be. A meriginus seems to be perfectly capable of seeing through this gem; it also uses it to focus its many spell-like and supernatural abilities. A meriginus never wears any armour, clothing or weapons.

The meriginus speaks Abyssal, Common, Ignan, Infernal, Terran and Undercommon.

Combat

The meriginus attacks furiously and violently as if it hates everything around it – which may well be the case. It prefers to use its gem's magical abilities when possible, but it gladly claws and tears at anyone coming within striking distance. The meriginus' attacks count as chaotic and evil for the purposes of overcoming damage reduction.

Ferocity (Ex): The meriginus is so full of hate and destructive instinct that it goes on fighting even when disabled or dying.

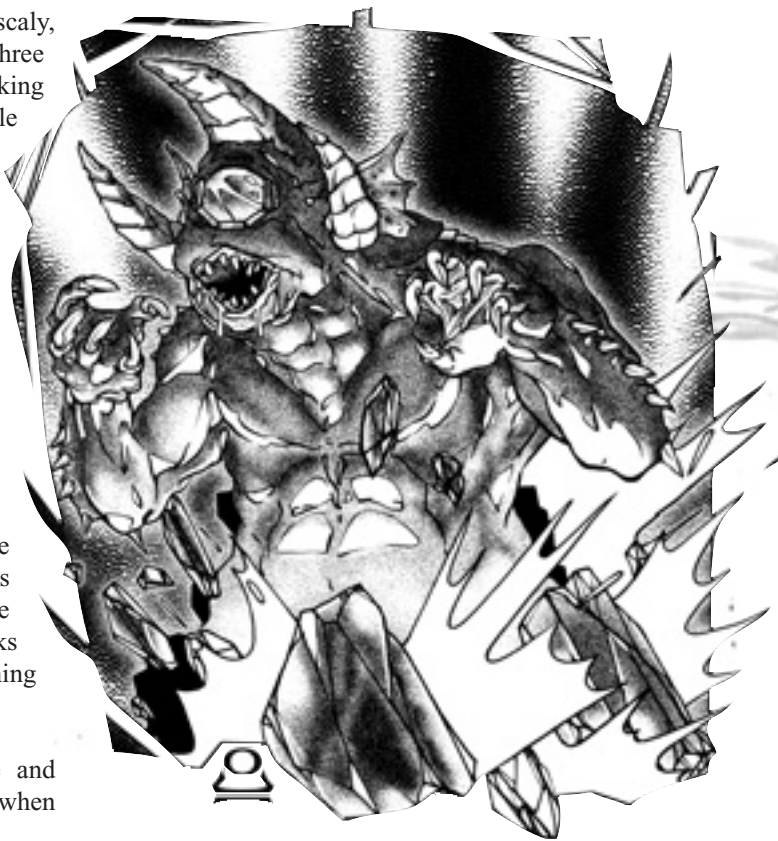
Prismatic Spray (Sp): Once per round, as a standard action, the meriginus can fire a *prismatic spray* from its eye gem. This works exactly as the spell of the same name, at caster level 20th. The save DC is 24.

Spell Turning (Sp): A meriginus is continuously protected by a *spell turning* effect, at caster level 20th, with seven permanent spell turning levels that never decrease when the meriginus is targeted by a spell. The meriginus can turn this ability on or off at will.

Spell-Like Abilities: At will—*cone of cold* (DC 22), *confusion* (DC 21), *eyebite* (DC 23), *greater dispel magic*, *rainbow pattern* (DC 21), *true seeing*, *wall of force*; 1/day—*forcecage* (DC 24), *mage's disjunction* (DC 26), *meteor swarm* (DC 26), *plane shift* (DC 24), *prismatic sphere* (DC 26), *prismatic wall* (DC 25), *telekinetic sphere* (DC 25). Caster level 20th. Save DCs are Charisma based.

Summon demon (Sp): Once per day, the meriginus can summon 4d10 dretches, 2d10 quasits, 2d6 fiend cats, 2d6 quill fiends, 1d8 babaus, 1d6 succubi, 1d4 vrocks, 1d3 hezrou or 1d2 glabrezu. This ability counts as a 9th level spell.

Gem Eye (Ex): The meriginus' gem eye is not a true visual organ, but a prized artefact belonging to the



demon. Removing the gem from the meriginus' head requires a successful sunder attempt with a –4 penalty on the check in addition to all other penalties (if any). The gem has a Hardness of 15 and 10 hit points. If the gem is reduced to 0 hit points, it is not destroyed but pried from the meriginus' forehead instead; once removed, the gem must suffer an additional 20 hit points of damage to be destroyed. If the gem is removed, the meriginus loses all its racial bonuses on skill checks (see below) and the ability to use its *prismatic spray*, *spell turning* and all other spell-like abilities. The meriginus is automatically stunned for the round immediately after removal of the gem. The gem by itself has no magical power, but it can be sold for 25,000 gold pieces. If a meriginus' eye gem is destroyed, the creature can grow a new one in 2d6 days. If the meriginus recovers the gem, it can reattach it to its head as a full-round action. A meriginus that is not permanently destroyed (see below) will move heaven and earth (literally) to locate and severely punish whomever stole or destroyed its eye gem.

Regeneration (Ex): The meriginus suffers normal damage from good-aligned weapons and spells with the good descriptor. A meriginus brought to –10 or less hit points is not dead, but temporarily dismembered. It will reform itself in 1d20 days unless a *miracle* or *wish* spell is cast on the demon's remains. A *harm* spell also destroys the

meriginus permanently but only if its eye gem is destroyed as well.

Skills: A meriginus' eye gem gives it a +8 racial bonus on Intimidate, Listen, Search, Spot and Use Magic Device checks. The meriginus loses these racial bonuses if its eye gem is removed or destroyed (see above).

Quill Fiend

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 5d8+38 (60 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

AC: 27 (+3 Dex, +14 natural), touch 13, flat-footed 24

Base Attack/Grapple: +5/+8

Attack: Tail +8 melee (1d8+3 plus vicious spikes) or bite +8 melee (1d6+3)

Full Attack: Tail +8 melee (1d8+3 plus vicious spikes) and bite +3 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, *summon demon*, vicious spikes

Special Qualities: Damage reduction 10/cold iron or good, darkvision 60 ft., electrical and poison immunity, resistance to acid 10, cold 10 and fire 10, spike shell

Saves: Fort +11, Ref +7, Will +6

Abilities: Str 17, Dex 16, Con 25, Int 4, Wis 14, Cha 14

Skills: Listen +10, Jump +8, Search +8, Spot +10, Survival +10 (+12 following tracks)

Feats: Improved Initiative, Toughness

Environment: Chaotic evil planes

Organisation: Solitary, pair or pack (3-6)

Challenge Rating: 5

Treasure: ¼ coins, 50% goods, 50% items

Alignment: Always chaotic evil

Advancement: 6-10 HD (Medium), 11-15 HD (Large)

Level Adjustment: +3 (cohort)

You see a four-legged, somewhat flattened demon, covered with broad bony spikes from the top of its head to the tip of its tail. The overall

impression is that of a fiendish mix of porcupine and something altogether hellish.

Quill fiends are hungry and beastly demons, eaters of anything they can catch. They look like a kind of glyptodont or spiked turtle, with a bed of bony thorns covering their heads, backs and tails. Their maws appear to always be smiling, showing two rows of sharp pointed teeth. The reptilian skin of a quill fiend is a dirty ochre; its spikes are blood red.

Quill Fiends speak abyssal.

Combat

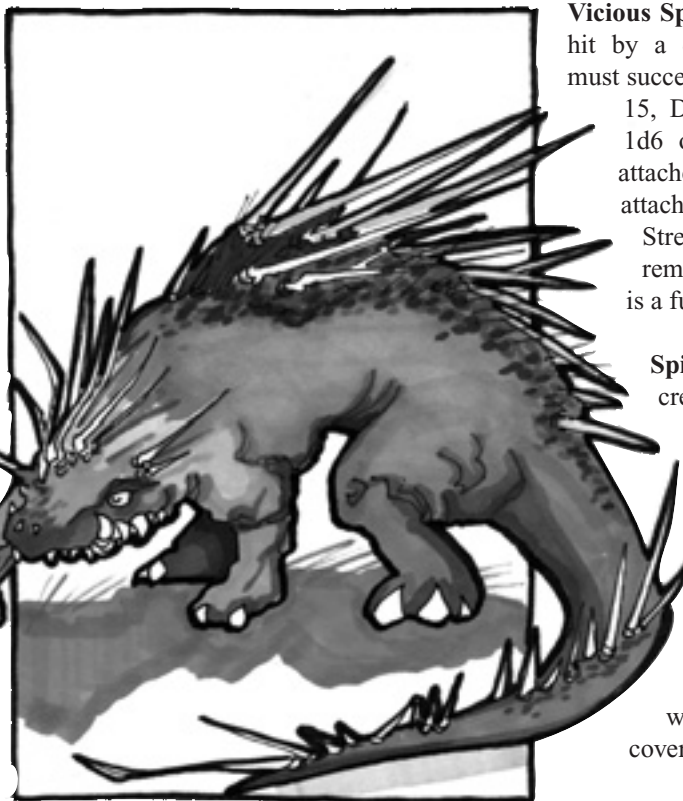
Quill fiends attack by piercing their enemies with their sharp tail spikes, expecting the subsequent blood loss to weaken the target enough for the quill fiend to close in and eat it. A quill fiend's attacks count as both chaotic and evil for the purposes of overcoming damage reduction.

Spell-Like Abilities: At will—*cause fear* (DC 13), *darkness*, *entropic shield*. Caster level 5th. Save DCs are Charisma based.

Summon demon (Sp): Once per day, a quill fiend may attempt to summon another quill fiend with a 35% chance of success. This ability counts as a 3rd level spell.

Vicious Spikes (Ex): Any creature hit by a quill fiend's tail attack must succeed on a Reflex save (DC 15, Dexterity based) or have 1d6 of the monster's spikes attached to its flesh. Each attached spike deals 1 point of Strength damage per round; removing an attached spike is a full-round action.

Spike Shell (Ex): Any creature making a melee attack against a quill fiend must make a Reflex save (DC 15, Dexterity based) per attack, whether it hits or not. If the save fails, the target suffers 1d2 points of piercing damage from contact with the bony spikes covering the quill fiend.



Shigidi (Nightmare Demon)**Small Outsider (Chaotic, Evil, Extraplanar)****Hit Dice:** 8d8+32 (68 hp)**Initiative:** +6**Speed:** 20 ft. (4 squares), fly 40 ft. (average)**AC:** 21 (+1 size, +2 Dex, +8 natural), touch 13, flat-footed 19**Base Attack/Grapple:** +8/+23**Attack:** Touch +16 melee (1d6 Charisma damage)**Full Attack:** Touch +16 melee (1d6 Charisma damage)**Space/Reach:** 5 ft./5 ft.**Special Attacks:** Nightmare touch, heavy grapple, *living nightmare*, spell-like abilities**Special Qualities:** Darkvision 120 ft., electrical and poison immunity, invisibility, resistance to acid 10, cold 10 and fire 10, spell resistance 20**Saves:** Fort +10, Ref +8, Will +9**Abilities:** Str 25, Dex 14, Con 18, Int 14, Wis 17, Cha 19**Skills:** Balance +15, Climb +18, Concentration +15, Escape Artist +13, Hide +15, Intimidate +15, Jump +11, Listen +14, Move Silently +13, Spot +14, Tumble +13**Feats:** Ability Focus (living nightmare), Improved Initiative, Stealthy**Environment:** Warm forests and Chaotic evil planes**Organisation:** Solitary**Challenge Rating:** 8**Treasure:** None**Alignment:** Always chaotic evil**Advancement:** 9-24 HD (Medium)**Level Adjustment:** —

You awake to a strange weight crushing your chest, preventing you from breathing. In the dark it is hard to be sure, but there seems to be a fat, goblin-like humanoid sitting cross-legged on your ribs. It gives out a strange laugh and disappears.

The shigidi is the demon of nightmare and terror. It is worshipped by some savage jungle tribes, where it is summoned by dark shamans to rob others of their breath in the night. A shigidi delights in killing mortals during their sleep and is only too happy to let evil wizards summon it to do so. A shigidi's true form is a naked, squat, misshapen goblinoid with clay-textured skin; however, it usually remains invisible.

Shigidi speak Abyssal, Draconic and Common.

Combat

A shigidi attacks by squatting on the chest of a sleeping humanoid, and crushing the air out of its victim with its sheer weight. If faced by enemies that are awake, the shigidi relies on its spell-like abilities and nightmare touch.

A shigidi's attacks count as both chaotic and evil for the purposes of overcoming damage reduction.

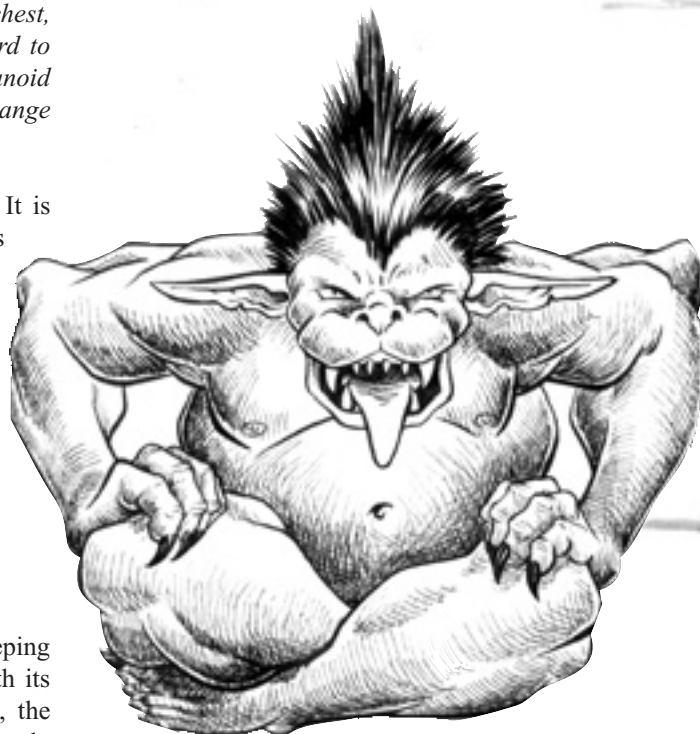
Nightmare Touch (Su): The touch of a shigidi automatically deals 1d6 points of Charisma damage on a successful hit. A creature reduced to 0 Charisma by the touch of a shigidi dies from fright. Creatures immune or resistant to fear effect receive the same resistance or immunity to the shigidi's nightmare touch.

Heavy grapple (Ex): The squat body of a shigidi is much heavier than its size would suggest, and it takes advantage of this weight when grappling. A shigidi counts as a Huge (not Small) creature when calculating its grapple bonus.

Living Nightmare (Sp): During the night, a shigidi can use *nightmare* at will, as the spell at caster level 16th. Save DC 21 (Charisma based)

Spell-Like Abilities: At will—*blindness/deafness* (DC 16), *contagion* (DC 18), *deep slumber* (DC 17), *deeper darkness*, *dream*, *ray of enfeeblement* (DC 15), *ray of exhaustion* (DC 17), *shadow walk*. Caster level 8th. Save DCs are Charisma based.

Invisibility (Su): A shigidi is always invisible, even while attacking. Since this is the creature's natural state, it is not affected by invisibility-dispelling effects such as *invisibility purge*. It can, however, become visible at will.



Shikome

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 3d8+6 (22 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

AC: 21 (+1 Dex, +4 natural, +6 splint mail), touch 11, flat-footed 20

Base Attack/Grapple: +3/+9

Attack: Masterwork sickle +10 melee (1d6+6/18-20) or masterwork falchion +10 melee (2d4+9/18-20) or claw +9 melee (1d4+6)

Full Attack: 2 masterwork sickles +8 melee (1d6+6/18-20) or masterwork falchion +10 melee (2d4+9/18-20) or 2 claws +9 melee (1d4+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Battle fury, mask of beauty, shocking appearance, spell-like abilities

Special Qualities: Damage reduction 5/cold iron or magic, darkvision 60 ft., electrical and poison immunity, resistance to acid 10, cold 10 and fire 10

Saves: Fort +6, Ref +4, Will +3

Abilities: Str 22, Dex 13, Con 16, Int 8, Wis 11, Cha 16

Skills: Bluff +9, Concentration +9, Disguise +9*, Intimidate +15, Escape Artist +1, Listen +6, Spot +6

Feats: Improved Initiative, Power Attack^B, Two-Weapon Fighting

Environment: Chaotic evil planes

Organisation: Solitary, troop (2-12), company (6-36) or battalion (20-120 plus 1-3 mariliths)

Challenge Rating: 4

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 4-6 HD (Medium), 7-9 HD (Large)

Level Adjustment: +3

This evil creature appears as a woman dressed in a long exquisite tunic, wearing a beautiful mask and with a regal hairstyle. She silently pulls two sickles from her headdress, poetry in motion, ready for the fight. Then her mask shatters and you know terror...

Shikome are female warrior demons from the near underworld; they frequently visit the mortal plane to torment mortals and feed on their souls. A shikome's favourite guise is that of a sophisticated noblewoman, with a splendid headdress and delicate facemask. When this mask is removed, however, the Shikome reveals its

true form: that of an armoured, supernaturally ugly hag or ogress, with the strength and fierceness of a hundred human warriors.

Shikome speak Abyssal, Common, Giant, Goblin and Orc.

Combat

Shikome have two distinct combat strategies; when in their stylish warrior woman guise, they use finesse and charm, preferring to ensnare mortals with their Enchantment abilities and then strike, quickly and gracefully, by surprise. When in their true forms, Shikome are veritable dreadnoughts, sweeping through enemy ranks with powerful and devastating strokes. Shikome prefer to kill their victims using their claws, but frequently use weapons for the sake of efficiency. They prefer those weapons with higher critical ranges (such as kukri and falchions). Both a shikome's natural attacks and weapons count as chaotic and evil for the purposes of overcoming damage reduction.

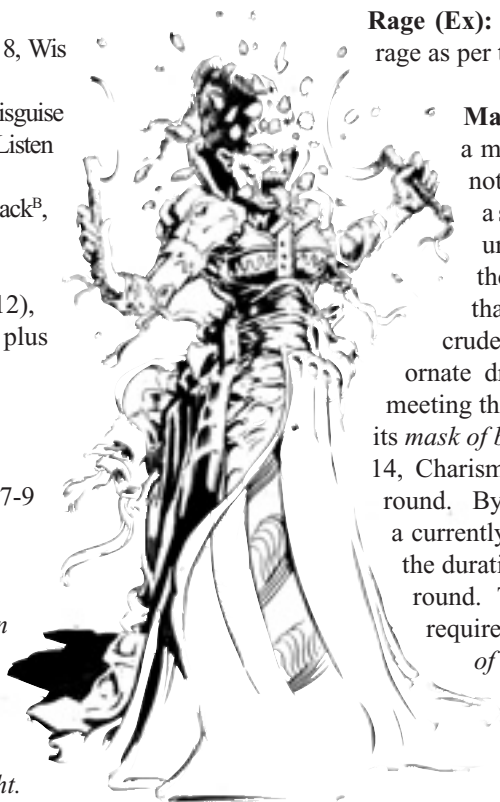
Rage (Ex): Once per day, a shikome can enter a rage as per the barbarian's Rage class ability.

Mask of Beauty (Su): A shikome's mask is a magical wondrous item, however it does not work for anyone but a shikome. While a shikome is wearing this mask, it remains under a *disguise self* effect, which makes the shikome's ogre-like body appear as that of a slender, beautiful maiden and its crude battle armour as a sophisticated and ornate dress. Any living, intelligent creature meeting the eyes of a shikome while it is wearing its *mask of beauty* must succeed at a Will save (DC 14, Charisma based) or become stunned for one round. By spending a standard action gazing at a currently affected target, a shikome can extend the duration of this stun effect by one additional round. To remove a shikome's *mask of beauty* requires a successful Grapple check. The *mask of beauty* has a Hardness of 10 and 10 hit points. It has no power unless worn by a Shikome, but it can be sold for 5,000 gold pieces.

Shocking Appearance

(Ex): Any creature looking upon a shikome

that is not wearing its *mask of beauty* must succeed at a Will save (DC 14, Charisma based) or become shaken for 2d6 rounds. This is a fear-inducing, mind-affecting effect. A creature that successfully makes this save cannot be affected by the same shikome's Shocking Appearance



ability for the next 24 hours. A Shikome can remove its own *mask of beauty* by spending a standard action.

Spell-Like Abilities: At will—*bull's strength*, *cause fear* (DC 14), *charm person* (DC 14), *enthrall* (DC 15), *magic weapon*. Caster level 3rd. Save DCs are Charisma based.

Skills: A shikome gains a +4 racial bonus on Intimidate checks.

*A Shikome gains a +8 racial bonus on Disguise checks made to appear as a beautiful warrior.

Yahlog

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 13d8+120 (178 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

AC: 24 (−1 size, +13 natural, +2 cloak), touch 9, flat-footed 24

Base Attack/Grapple: +13/+25

Attack: Touch +20 melee (1d10 plus bitter touch) or +3 *frost brand greatsword* +23 melee (2d8+15/19-20)

Full Attack: Touch +20 melee (1d10 plus bitter touch) or +3 *frost brand greatsword* +23/+18/+13 melee (2d8+15/19-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Aura of ruin, bitter touch, improved grab, spell-like abilities

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunity to cold, electricity and poison, resistance to acid 10 and fire 10, spell resistance 24, wide cloak

Saves: Fort +17, Ref +8, Will +11

Abilities: Str 26, Dex 10, Con 28, Int 18, Wis 17, Cha 22

Skills: Appraise +20, Bluff +22, Concentration +25, Intimidate +24, Knowledge (arcana) +20, Knowledge (the planes) +20, Knowledge (any one) +20, Listen +19, Move Silently +16, Sense Motive +19, Spellcraft +22, Spot +19

Feats: Cleave, Great Cleave, Improved Initiative, Power Attack, Toughness

Environment: Chaotic evil planes

Organisation: Solitary

Challenge Rating: 15

Treasure: Standard plus Large +3 *frost brand greatsword*

Alignment: Always chaotic evil

Advancement: 14-26 HD (Large), 27-39 HD (Huge)

Level Adjustment: —

With a turn of its wide curved horns, the demon faces you. Its skin is completely white, its intelligent and mocking eyes of deepest black. It wraps its massive body in a thick flowing black robe, with a metallic collar and large shoulder guards. Below the wide sleeves of its wide tunic, white hands with bony demonic fingers appear. The laughter of the creature is colder than a glacial storm.



Yahlogs are fearful demons with the ability to bring icy death in their wake. They look like tall, Large humanoids with white skin and an imposing set of bull's horns, which can have a span of more than five feet between them. The demon's eyes are pitch-black, but are lit with a blue glow when it gets angered. A yahlog's tall body is lean and wiry, but it dresses in a wide, bulky black tunic designed to make it appear much larger than it really is. This tunic is usually topped by baroque, unwieldy adornments such as fur collars, metallic shoulder guards and the like.

Although still chillingly monstrous, the appearance of yahlogs is much less beastly than that of most demons. This, in addition to the yahlogs' regal demeanour and weak chaotic tendencies, has caused many to speculate on their true origins, even suggesting that they are actually a suborder of devil which somehow became demons after being exiled en masse from their lawful evil dimension. Currently the place of yahlogs in the chaotic evil plane is still unclear, although their ability to ruin the environment by their very presence has earned them the fear and respect of most weaker demons.

Yahlogs speak Abyssal, Common, Draconic, Infernal and Undercommon.

Combat

Yahlogs attack with spell-like and supernatural abilities first; when forced into physical combat, they prefer to use their touch ability. However, they are also armed with Large, slightly curved +3 *frost brand greatswords* made of black steel. Both a yahlog's natural and wielded weapons count as chaotic and evil attacks for the purposes of overcoming damage reduction.

Aura of Ruin (Su): The very presence of a yahlog causes nature to wither and die, even in the foul environment of the lower planes. Any living creature within 20 feet of a Yahlog must succeed at a Fortitude save (DC 25, Constitution based) every round or suffer 1 point of cold damage from the demon's aura of freezing death.

Bitter Touch (Su): The touch of a yahlog requires any living creature touched to succeed at a Fortitude save (DC 25, Constitution based) or suffer 1d6 points of Constitution damage as a hellish cold travels through its sinews and bones. This effect counts as both ability damage and cold damage.

Improved Grab (Ex): A yahlog that hits with a touch attack can start a grapple as a free action without provoking an attack of opportunity.

Wide Cloak: A yahlog's ample black cloak grants a +2 deflection bonus to the creature's Armour Class.

Spell-Like Abilities: At will— *blight* (DC 21), *cause fear* (DC 17), *darkness*, *fog cloud*, *sleet storm* (DC 19), *wind wall*. 1/day—*cone of cold* (DC 21), *fear* (DC 20), *freezing sphere* (DC 22), *ice storm* (DC 20). Caster level 13th. Save DCs are Charisma based.

Environment: Cold and temperate mountains

Organisation: Solitary or pair

Challenge Rating: 6

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 9-16 HD (Large), 17-24 HD (Huge)

Level Adjustment: +3

As you gingerly start opening the door, a huge muscular arm slams it wide open. Standing before you on the doorway is a green, warty ogre, with yellowish horns, fangs and claws. Its pupil-less eyes give off a sickly golden light in the darkness; when it sees you, its mouth emits a low, rasping grunt of recognition as it slowly looks down...

Demon ogres are related to ogre mages and other kinds of supernatural and exotic ogre-like monsters, although demon ogres are far less intelligent. In fact, they are even dumber than common ogres, having only a few words in their vocabularies and usually no more than a few directives and/or motivations (*Friend. Foe. Guard Here. Attack. Kill.*). Evil wizards and monsters often use demon ogres as bodyguards, bouncers and treasure keepers.

Demon ogres appear as Large yet squat humanoids, muscular to the point of deformity. Their green skin is utterly hairless and their faces are swollen and overstuffed from their very musculature. Their chubby fingers and toes end in short, vicious claws; they also have small curved

Demon Ogre

Large Giant

Hit Dice: 8d8+43 (79 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

AC: 17 (−1 size, +8 natural), touch 9, flat-footed 17

Base Attack/Grapple: +6/+18

Attack: Claw +13 melee (1d8+8)

Full Attack: 2 claws +13 melee (1d8+8)

Space/Reach: 10 ft. /10 ft.

Special Attacks: Improved grab

Special Qualities: Low-light vision, resistance to acid 10, cold 10, fire 10 and electricity 10, thick mind

Saves: Fort +11, Ref +2, Will +2 (+10 against mind-affecting)

Abilities: Str 27, Dex 11, Con 21, Int 4, Wis 10, Cha 8

Skills: Intimidate +10

Feats: Cleave, Power Attack, Toughness



fangs protruding in all directions out of their massive lower jaws and a few unevenly spaced small horns all over their bald skulls. Otherwise, their slanted pupil-less eyes, their smallish flat noses and the way their entire features are defined by skin folds and accumulations of body fat give demon ogres a perversely baby-like countenance. They usually dress in nothing more than a loincloth, sometimes wearing adornments such as fang necklaces and the like. They rarely carry any weapons, trusting the might of their claws instead.

Demon ogres speak Giant.

Combat

Demon ogres attempt to get their opponents into a bear hug, breaking all of their bones in a single crush.

Improved Grab (Ex): A demon ogre that hits with a claw attack may start a grapple as a free action, without provoking an attack of opportunity.

Thick Mind (Ex): A demon ogre is so dumb it is actually protected against mental attacks. A demon ogre gains a +8 racial bonus on all saves against mind-affecting effects (those allowing a saving throw).

Devil

Devils are outsider fiends from lawful evil-aligned planes, dedicated to corrupting and collecting the souls of mortals for their ongoing war against both angels and demons.

Devil Traits: Most of the devils featured herein share the following traits, unless otherwise noted in a creature's entry:

- ✦ Immunity to fire and poison.
- ✦ Resistance to acid 10 and cold 10.
- ✦ *See in Darkness (Su):* Some devils can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.
- ✦ *Summon (Sp):* Some devils share the ability to summon others of their kind (the success chance and type of devils summoned are noted in each monster description).
- ✦ Telepathy.

All of the devils featured herein speak at least Infernal.

Collector Devil (Ferriggon)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 11d8+66 (115 hp)

Initiative: +10

Speed: 40 ft. (8 squares)

AC: 26 (+6 Dex, +10 natural), touch 16, flat-footed 20

Base Attack/Grapple: +11/+25

Attack: Claw +17 melee (1d4+6) or bite +17 melee (1d4+6)

Full Attack: 2 claws +17 melee (1d4+6) and bite +15 melee (1d4+3)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Capture, fear aura, improved grab, spell-like abilities, *plane shift*, *summon devil*

Special Qualities: Damage reduction 10/good or silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, telepathy 100 ft., *true seeing*

Saves: Fort +13, Ref +13, Will +11

Abilities: Str 22, Dex 22, Con 22, Int 16, Wis 18, Cha 18

Skills: Bluff +24, Concentration +20, Diplomacy +20, Hide +20, Intimidate +26, Jump +18, Listen +26, Move Silently +20, Search +23, Sense Motive +20, Spot +26, Survival +16 (+22 following tracks)

Feats: Improved Initiative, Multiattack, Persuasive, Power Attack, Track^B

Environment: Lawful evil planes

Organisation: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always lawful evil

Advancement: 12-22 HD (Large), 23-33 HD (Huge)

Level Adjustment: —

Crouching atop the pillar of skulls is a fiend – for there is no doubt this creature is a denizen of the lower planes – who looks at you as it absently plays with one of the skulls it sits upon. It has a typical devilish appearance, with a ruddy humanoid body, claws and a forked tail, but its head is truly the stuff of nightmares. The devil's mouth and jaws are completely devoid of flesh and the red skin from the upper half of its head is rolled up just below the nose, making it look like the thing's hide is no more than a mask over its skull. Its eyes are large and bulbous, but it always seems to be squinting, as if it was looking for something. Its hearing organs are enormous fan-like appendages, appearing as the wingspan of some loathsome bird from the lower planes. However, what seems more fearsome is the way this entity looks at you – making you feel not only that it has come only for you, but also that the very purpose of its existence is to find you and take you to Hell...

Collector devils, or ferriggon, exist only to find those souls worthy of Hell and carry them to their deserved fate. The bodies of collector devils are humanoid in shape, with bulging red muscles and strong claws on both hands and feet. To better find its targets, a collector devil has extremely acute senses, reflected in its swollen, always-squinting eyes and its large fan-like ears, each of them easily as wide as its entire head. The facial skin of a collector devil is peeled up just enough to leave the mouth and jawbones bare, giving

the creature the perpetual appearance of a bare skull that is just wearing a mask. All of a ferriggon's teeth are long, pointed and very sharp. It has been suggested the face of a collector devil is indeed a kind of supernatural, devilish mask and the devil's incredible senses are a result of this artificial enhancement.

Ferriggon speak Celestial, Common, Draconic and Infernal.

Combat

Ferriggon relish melee combat, enjoying nothing more than the thrill of pursuing and catching victims. They are as likely to accomplish this by force as by wile, using spell-like abilities as often as their attack routine to ensure the co-operation of their target. A ferriggon rarely attacks to kill, preferring to take its victims alive – although it has no qualms about killing a target that puts up too much resistance. The attacks of a collector devil count as both lawful and evil for the purposes of overcoming damage reduction.

Capture (Ex): A collector devil is specifically bred and trained for grappling and immobilising victims, receiving a +8 racial bonus on all grapple checks. Furthermore, if a collector devil begins its turn grappling an enemy, that enemy must immediately succeed at a Fortitude save (DC 21, Strength based) or become paralysed for 1d4 minutes. This effect is automatic generated every time a collector devil begins its turn grappling an opponent, requiring no additional action from the ferriggon.

Fear Aura (Su): Any creature within 10 feet of a hostile ferriggon must succeed at a Will save (DC 19, Charisma based) or become stunned for 1d4 rounds. This is a mind-affecting fear effect. A creature that succeeds at this save cannot be affected by the same ferriggon's fear aura for the next 24 hours.

Improved Grab (Ex): A ferriggon that hits with a claw attack can start a grapple as a free action, without provoking an attack of opportunity.

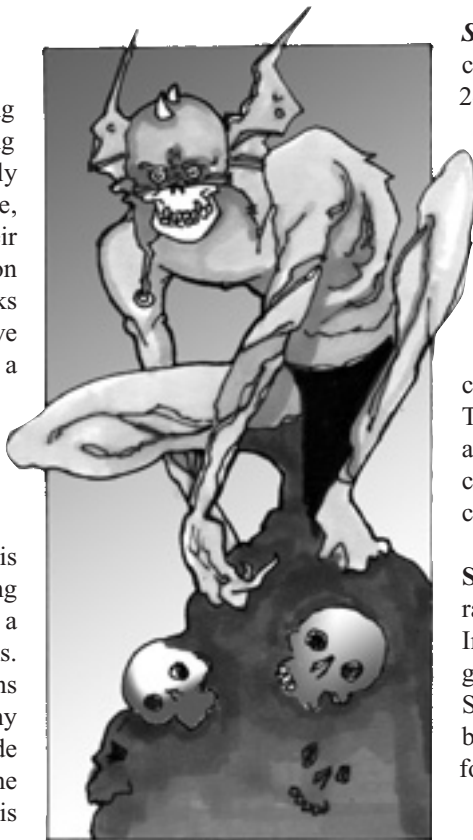
Spell-Like Abilities: At will—*detect thoughts* (DC 16), *enthrall* (DC 16), *locate creature*, *locate object*, *produce flame*, *suggestion* (DC 17). 3/day—*scrying* (DC 18), *wall of fire* (DC 18). Caster level 11th. Save DCs are Charisma based.

Plane Shift (Sp): As a full-round action, a collector devil may return to its evil home plane, carrying up to 500 pounds with it. For another creature (living or dead) to be successfully carried in this fashion, the ferriggon must have achieved a pin against it. A living victim is allowed a Will save (DC 19; Charisma based) to avoid the effect. Otherwise this ability functions like the *plane shift* spell at caster level 11th.

Summon Devil (Sp): Once per day, a collector devil may attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance, one hellcat with a 35% chance or another ferriggon with a 20% chance. This ability counts as a 4th level spell.

True Seeing (Sp): A ferriggon's senses function as a continuous *true seeing* spell, requiring no action or concentration by part of the ferriggon. This ability is otherwise the same as a *true seeing* spell. If it is somehow cancelled or dispelled, the ferriggon can reactivate it as a free action.

Skills: A collector devil gains a +4 racial bonus on all Bluff, Diplomacy, Intimidate and Sense Motive checks. It gains a +8 racial bonus on all Listen, Search and Spot checks, and a +4 racial bonus on Survival checks made when following tracks.



Contractor Devil (Adramelei)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 16d8+128 (200 hp)

Initiative: +8

Speed: 30 ft. (6 squares)

AC: 36 (+8 Dex, +18 natural), touch 18, flat-footed 28

Base Attack/Grapple: +16/+21

Attack: Sceptre +21 melee (1d8+5/x3)

Full Attack: Sceptre +21/+16/+11/+6 melee (1d8+5/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Enchanting gaze, sceptre, spells, spell-like abilities, *summon devil*

Special Qualities: Damage reduction 15/good and silver, darkvision 60 ft., immunity to acid, cold, electrical, fire and poison, mind shielding, spell resistance 26, telepathy 100 ft., *true seeing*

Saves: Fort +18, Ref +18, Will +19

Abilities: Str 20, Dex 26, Con 26, Int 25, Wis 25, Cha 27

Skills: Appraise +32, Bluff +37, Concentration +27, Decipher Script +32, Diplomacy +35, Forgery +34, Gather Information +27, Intimidate +35, Knowledge (arcana) +26, Knowledge (the planes) +26, Listen +26, Sense Motive +34, Spellcraft +28, Spot +26, Survival +7 (+9 in other planes), Use Magic Device +27 (+29 with scrolls)

Feats: Ability Focus (enchanting gaze), Greater Spell Focus (Illusion), Diligent, Iron Will, Persuasive, Spell Focus (Illusion)

Environment: Lawful evil planes

Organisation: Solitary

Challenge Rating: 17

Treasure: Double standard plus sceptre

Alignment: Usually lawful evil

Advancement: 17-48 HD (Large)

Level Adjustment: —

Were it not for the small horns jutting from his forehead, you would not believe this man was actually a fiend from the lower planes. He manages to appear both unaware and absolutely conscious of what you are thinking of him, as he looks among his papers smiling and twirling his moustache. Presently he produces a sheet of parchment, adjusts his lenses and begins to read what seems to be a perfectly legal business contract. Then he smoothes his cassock, adjusts his cravat and leisurely walks towards you, deliberately marking his steps with the tip of his ornate walking stick. He extends the parchment to you, apparently intent on your signing it...

Contractor devils, also called adramelei, are usually charged with the task of getting mortal beings to sign the sale of their souls to the forces of Hell. They always appear as black-haired humanoids, with fashionable haircuts and beards, wearing nice clothes and adopting the behaviour of suave businessmen.

There is a darker side to contractor devils as they, as all of their kind, have a true form resembling monstrous humanoids with scaly skin and gruesome wings. However they take good care to hide this guise from potential clients, maintaining their respectable appearance at all times.

Adramelei speak Abyssal, Celestial, Common, Draconic, Infernal and five more languages of the devil's choice.

Combat

Contractor devils abhor physical combat, preferring to use magic before weapons on any occasion. They strongly favour Enchantments and pacifying magic, since a prisoner or client is much more useful to them than a corpse. If forced into melee, adramelei use their sceptres to stop or

avoid combat rather than actually fighting with them. As a last resort, a contractor devil will attempt to flee rather than fighting up close. A contractor devil's attacks and weapons count as both lawful and evil for the purposes of overcoming damage reduction.

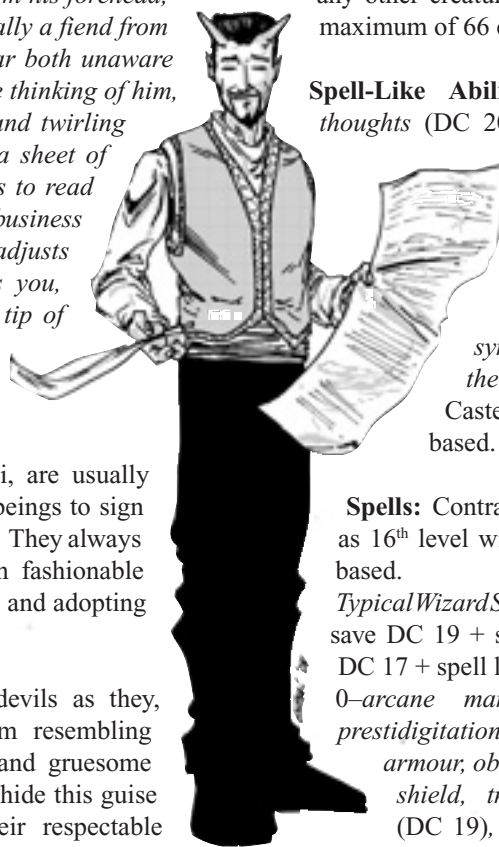
Enchanting Gaze (Su): As a move action, a contractor devil can use an enchanting gaze attack on a single humanoid, with an Intelligence greater than 3, within 30 feet. The target must succeed at a Will save (DC 26, Charisma based) or become either *charmed* (as per the *charm person* spell) or paralysed for 2d6 rounds, at the contractor devil's choice.

Sceptre (Su): An adramelei's sceptre has the functions of both a *rod of absorption* and a *rod of splendour*, except that only a collector devil may activate it; it will not work for any other creature, not even other devils. It has a maximum of 66 charges and a value of 75,000 gp.

Spell-Like Abilities: At will—darkness, detect thoughts (DC 20), dimension door, disguise self, greater dispel magic, greater invisibility, greater teleport, nondetection, suggestion (DC 21), telekinesis (DC 23). 3/day—discern location, fabricate, instant summons, major creation, symbol of persuasion (DC 24), trap the soul (DC 26). 1/day—limited wish. Caster level 16th. Saves are Charisma based.

Spells: Contractor devils can cast arcane spells as 16th level wizards. Save DCs are Intelligence based.

Typical Wizard Spells Memorised (4/6/6/6/5/5/4/4/2; save DC 19 + spell level for Illusion spells; save DC 17 + spell level for all other spells): 0—arcane mark, daze (DC 17), message, prestidigitation; 1st—hypnotism (DC 18), mage armour, obscuring mist, protection from good, shield, true strike; 2nd—hideous laughter (DC 19), hypnotic pattern (DC 21), mirror image, misdirection (DC 19), touch of idiocy, whispering wind; 3rd—clairaudience/clairvoyance, explosive runes (DC 20), illusory script, major image (DC 22)(2), secret page; 4th—bestow curse (DC 21), detect scrying, locate creature, phantasmal killer (DC 23), scrying (DC 21); 5th—dominate person (DC 22), dream, mage's private sanctum, permanency; secret chest; 6th—contingency, geas/quest (DC 23), legend lore, repulsion (DC 23); 7th—prismatic spray (DC 24), sequester (DC 24), spell turning(2); 8th—binding (DC 25), maze.



Summon Devil (Sp): Twice per day a contractor devil can attempt to summon 2d10 lemures, 2d8 drudge devils, 2d6 imps, 2d4 erinyes, 1d2 mercenary devils, one collector devil or one horned devil. This ability counts as an 8th level spell.

Mind Shielding (Su): A contractor devil is completely immune to *discern lies*, as well as to all *detect* spells.

True Seeing (Sp): A contractor devil's senses function as a continuous *true seeing* spell, requiring no action or concentration on the part of the adramelei. This ability is otherwise the same as a *true seeing* spell. If it is somehow cancelled or dispelled, the contractor devil can reactivate it as a free action.

Skills: A contractor devil gains a +8 racial bonus on Bluff, Diplomacy, Forgery and Sense Motive checks. It gains a +4 racial bonus on all Appraise, Decipher Script and Intimidate checks.

Drudge Devil

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 2d8 (9 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +2/+3

Attack: Claw +3 melee (1d6+1 plus disease)

or bite +3 melee (1d4+1 plus disease)

Full Attack: 2 claws +3 melee (1d6+1 plus disease) and bite +1 melee (1d4 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease

Special Qualities: Darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10

Saves: Fort +3, Ref +4, Will +3

Abilities: Str 12, Dex 12, Con 11, Int 7, Wis 11, Cha 7

Skills: Climb +6, Hide +6, Jump

+6, Listen +5, Move Silently +6,

Spot +5 Survival +0 (+2 following tracks)

Feats: Multiattack

Environment: Lawful evil planes

Organisation: Solitary, pair, gang (3-8) or pack (11-20)

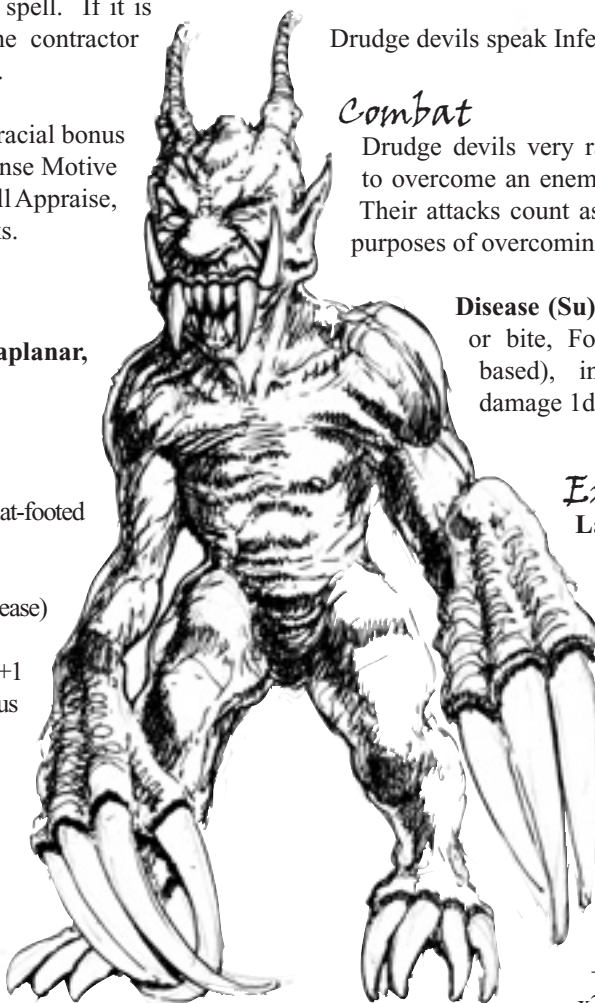
Challenge Rating: 2

Treasure: None

Alignment: Always lawful evil

Advancement: 3-6 HD (Medium)

Level Adjustment: —



You come across a dozen or so little creatures resembling black devils, which growl and snap as they advance towards you. They do not seem to be that dangerous, except for their disproportionately huge claws and mouths.

Drudge devils are base thugs, sent to carry out common tasks all around the lower planes. They are usually organised into press gangs or workgroups (called one or the other depending on their current job). They look like small, thin, entirely black humanoids with horned heads and fiendish features. Their large claws and teeth are remarkably out of proportion with the rest of their bodies.

Drudge devils speak Infernal.

Combat

Drudge devils very rarely attack alone, preferring to overcome an enemy by sheer force of numbers. Their attacks count as both lawful and evil for the purposes of overcoming damage reduction.

Disease (Su): Supernatural disease – claw or bite, Fortitude DC 11 (Constitution based), incubation period one day; damage 1d3 Str.

Executioner Devil

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 10d8+60 (105 hp)

Initiative: +10

Speed: 30 ft. (6 squares)

AC: 27 (–1 size, +6 Dex, +12 natural), touch 15, flat-footed 21

Base Attack/Grapple: +10/+21

Attack: +1 *keen greataxe* +17 melee (1d12+11/19-20/x3) or slam +16 melee (1d6+7)

Full Attack: +1 *keen greataxe* +17/+12 melee (1d12+11/19-20/x3) or 2 slams +16 melee (1d6+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fear aura, precision strike, spell-like abilities, *summon devil*

Special Qualities: Damage reduction 10/good or silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10

Saves: Fort +13, Ref +13, Will +8

Abilities: Str 24, Dex 22, Con 22, Int 10, Wis 13, Cha 16

Skills: Bluff +16, Concentration +19, Disguise +16 (+18 acting), Intimidate +18, Listen +14, Search +13, Sense Motive +14, Spot +14, Survival +1 (+3 following tracks)

Feats: Cleave, Great Cleave, Improved Initiative, Power Attack

Environment: Lawful evil planes

Organisation: Solitary

Challenge Rating: 9

Treasure: +1 keen greataxe

Alignment: Always lawful evil

Advancement: 11-20 HD (Large), 21-30 HD (Huge)

Level Adjustment: —

This strapping, hooded figure is holding a greataxe with only one hand, as easily as if it was a twig. A skirt that seems made entirely of humanoid skulls encircles the figure's waist, reaching almost as low as its feet. Although the hood hides the being's features from you, you can see the evil red light of its eyes, and the two horns coming out of the hood leave little doubt as to its fiendish nature.

Executioner devils have the task of permanently destroying anyone sentenced to death within the lower planes. They are also employed to inflict all kinds of hellish tortures, particularly those involving the beheading of sinners. Executioner devils appear as bulky humanoid, whose features – except for their glowing eyes and curved horns – are permanently hidden under an executioner's hood. They usually carry a cruel looking executioner's weapon, such as a whip or axe. Besides their hood, they rarely wear any clothing, except for grisly adornments and accessories made from the remains of their victims.

Executioner devils speak Infernal.

Combat

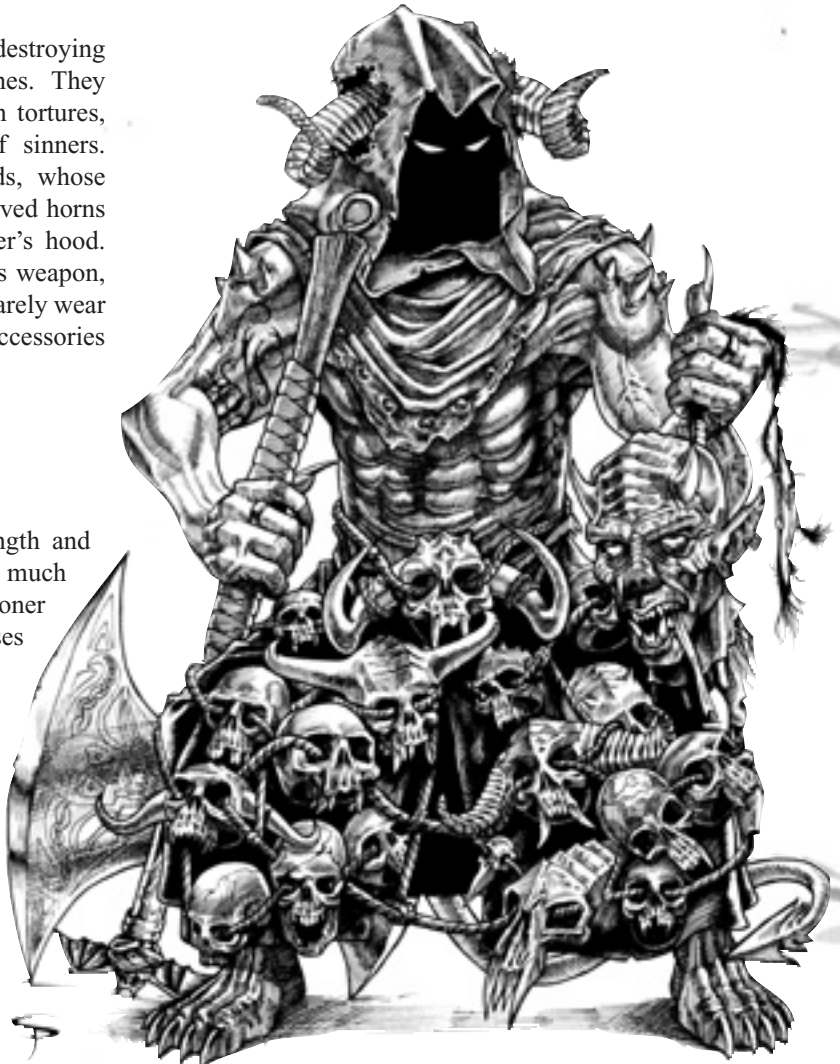
An executioner devil employs both brute strength and great finesse to ensure its melee attacks do as much damage as possible. The attacks of an executioner devil count as both lawful and evil for the purposes of overcoming damage reduction.

Fear Aura (Su): Any creature within 10 feet of a hostile executioner devil must make a Will save (DC 18, Charisma based). A creature with less than 6 levels or HD becomes paralysed with fright if it fails this save; a creature with more than 6 HD or levels that fails the save becomes shaken. In both cases the effect lasts 1d4 rounds. A creature that succeeds at this save cannot be affected by the same executioner devil's fear auras for the next 24 hours. Other devils are not immune to an executioner devil's fear aura.

Precision Strike (Ex): When attacking with any melee weapon, an executioner devil can double the weapon's threat range (thus 20 becomes 19-20, 19-20 becomes 17-20, 18-20 becomes 15-20 and so on). This ability is cumulative with the executioner devil's Improved Critical feat and the abilities of a *keen* weapon.

Spell-Like Abilities: At will—*death knell* (DC 15), *inflict moderate wounds* (DC 15), *shatter* (DC 15). 1/day—*slay living* (DC 18). Caster level 10th. Save DCs are Charisma based.

Summon Devil (Sp): Once per day, an executioner devil can summon 2d10 lemures or 2d6 drudge devils with a 50% chance of success, or one bone devil or one executioner devil with a 35% chance of success. This ability counts as a 4th level spell.



Mercenary Devil

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 13d8+91 (149 hp)

Initiative: +11

Speed: 40 ft. (8 squares), fly 80 ft. (good)

AC: 33 (+7 Dex, +16 natural), touch 17, flat-footed 26

Base Attack/Grapple: +13/+21

Attack: +1 *wounding two-bladed sword* +22 melee (1d8+9/19-20 plus wounding) or +1 *seeking hand crossbow* +21 ranged (1d4+1/19-20 plus paralyzing)

Full Attack: +1 *wounding two-bladed sword* +20/+15/+10 melee and +20 melee (1d8+9/19-20 plus wounding and 1d8+5/19-20 plus wounding) or 2 +1 *seeking hand crossbows* +19 ranged (1d4+1/19-20 plus paralyzing)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear aura, paralyzing bolts, sneak attack, spell-like abilities

Special Qualities: Damage reduction 15/magic or silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10, cold 10 and electrical 10, telepathy 100 ft., *true seeing*

Saves: Fort +15, Ref +15, Will +13

Abilities: Str 26, Dex 24, Con 24, Int 16, Wis 20, Cha 20

Skills: Bluff +21, Concentration +23, Disguise +23 (+25 acting), Gather Information +21, Hide +27*, Intimidate +23, Listen +25, Move Silently +27, Search +23, Spot +25, Survival +21 (+23 following tracks)

Feats: Improved Initiative, Point-Blank Shot, Quick Draw, Track, Two-Weapon Fighting

Environment: Lawful evil planes

Organisation: Solitary or pair

Challenge Rating: 13

Treasure: +1 *wounding two-bladed sword*, two +1 *seeking hand crossbows*

Alignment: Always lawful evil

Advancement: 14-19 (Medium), 20-39 HD (Large)

Level Adjustment: +4 (cohort)

The hunched figure before you is doubtlessly an agent of the lower planes, for only such a creature would display such cold purpose and ferocity. It alternatively folds and unfolds its bat-like wings as its horned head sniffs its surroundings. Its eyes have a glint of immeasurable cunning that clashes with its beastly appearance.

Mercenary devils are usually summoned by mortals to fulfil specific missions of stealth, thievery or murder.

Despite their shapechanging abilities, mercenary devils prefer to remain in their natural form whenever possible. A mercenary devil's true shape is that of a black, horned humanoid, with a barbed tail and bat-like wings. These creatures have a constant crouching or stooped gait, as if they were about to leap upon the observer (which is usually the case). They are the embodiment of cold professionalism and deadly efficiency, a fact reflected by their demeanour and expression.

Mercenary devils speak Abyssal, Celestial, Common, Draconic and Infernal, plus they can communicate telepathically with any living creature within 100 feet.

Combat

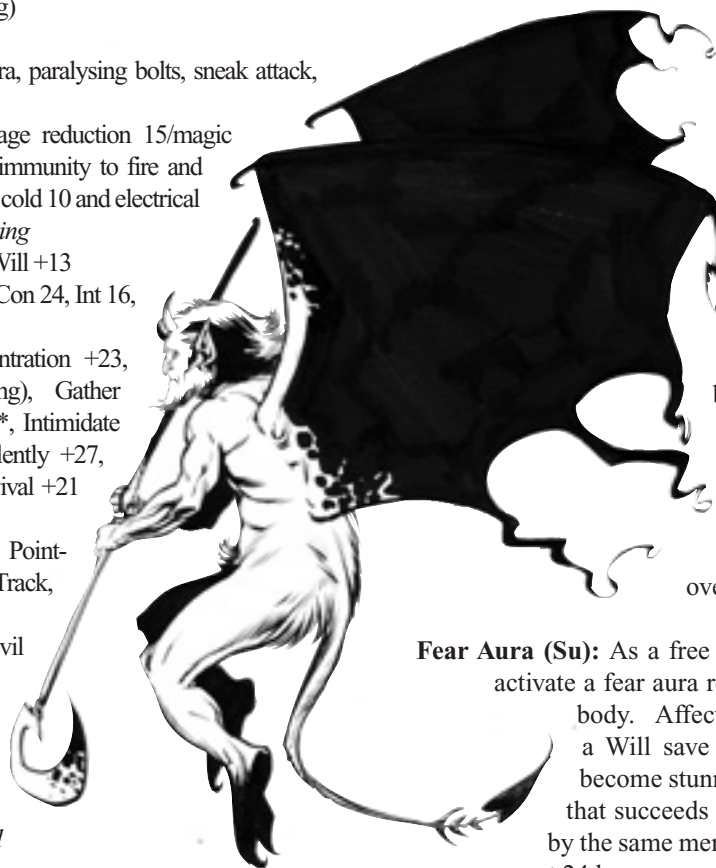
Mercenary devils favour stealth and ranged attacks to close combat, but if pressed into melee they go for it with gleeful abandon. Typically, a mercenary devil carries a +1 *wounding two-bladed sword* and two +1 *seeking hand crossbows* loaded with paralyzing bolts (see below).

The weapons and natural attacks of a mercenary devil count as both lawful and evil for the purposes of overcoming damage reduction.

Fear Aura (Su): As a free action, a mercenary devil can activate a fear aura reaching out 10 feet beyond its body. Affected creatures must succeed at a Will save (DC 21, Charisma based) or become stunned for 1d6 rounds. A creature that succeeds at this save cannot be affected by the same mercenary devil's fear aura for the next 24 hours.

Paralyzing Bolts (Su): The bolts of a mercenary devil's crossbows are coated with a powerful toxin, requiring any living creature successfully hit by them to succeed at a Fortitude save (DC 20) or become paralysed for 2d6 rounds. These bolts do not count as magical ammunition, but can be loaded on any hand crossbow. A mercenary devil typically carries two quivers with 2d6 paralyzing bolts each.

Sneak Attack (Ex): This special attack mimics the rogue class ability of the same name. A mercenary devil deals +6d6 additional damage with a successful sneak attack.



Spell-Like Abilities: At will—*darkness*, *disguise self*, *fog cloud*, *greater invisibility*, *shadow walk* (DC 21), *locate creature*, *locate object*, *nondetection*, *true strike*. 3/day—*hold monster* (DC 20), *prying eyes*, *telekinesis* (DC 20). 1/day—*legend lore*. Caster level 13th. Save DCs are Charisma based.

True seeing (Sp): A mercenary devil's senses are sharp enough to equal a continuous *true seeing* effect at caster level 13th. If the effect is dispelled, the mercenary devil can reactivate it as a free action.

Skills: A mercenary devil gains a +4 racial bonus on Hide, Listen, Move Silently, Search and Spot checks.

*In areas of low light of darkness, the Hide bonus goes up to +12.

Summoning Mercenary Devils

Mercenary devils love to be summoned by mortals for tasks of stealth, thievery and assassination. A mercenary devil can be summoned by a *greater planar binding* spell or by the calling creatures function of a *gate* spell. Special rules apply to dealing with a mercenary devil in both cases. Summoning a mercenary devil is always a lawful and evil act.

Greater planar binding – A mercenary devil summoned by *greater planar binding* to murder somebody, guard a place, obtain secret information or secure a creature or object does not require convincing (i.e., a Charisma check) to obey, nor will it flee if it manages to break free (which the mercenary devil will indeed attempt for the sake of commodity). However, it will always request a high payment and take its anger out on the caster if the contract is not fulfilled.

Gate – A mercenary devil called through a *gate* spell is always ready and willing to oblige – as long as it gets paid for its efforts. In this case, the spell has no XP cost, given the mercenary devil's willingness to cooperate. However, a mercenary devil summoned in this fashion will always request its full payment before performing a task, which it will then carry out to the best of its ability.

Paying a Mercenary Devil

A mercenary devil will require a payment equal to its Hit Dice x 1,000 gold pieces for every day (or fraction thereof) of service. It always requires an advance payment of at least its Hit Dice x 500 gold pieces, expecting the remainder of its fee immediately upon completion of the job or its agreed service time. In exchange, the mercenary devil performs its assigned duties honourably and to the letter. Should the mercenary devil be denied its full payment upon

completion of a task, it invariably and immediately attacks, plus the offender will never again be able to call upon the willing services of any mercenary devil. A mercenary devil can accept magic items as payment, provided their gold piece value is at least equal to its full payment. Payment in living beings is also acceptable, with one Hit Die equalling 1000 gold pieces. The mercenary devil will always attempt to take living beings given as payment back to its home plane, where it shall eat them, play with them or use them as a bargaining tool with other devils as it sees fit.

Pet Devil

Small Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 4d8+14 (32 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

AC: 21 (+1 size, +2 Dex, +8 natural), touch 13, flat-footed 19

Base Attack/Grapple: +4/+6

Attack: Bite +9 melee (2d6+5/19-20)

Full Attack: Bite +9 melee (2d6+5/19-20)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Attack frenzy

Special Qualities: Darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, scent

Saves: Fort +6, Ref +4, Will +4

Abilities: Str 14, Dex 11, Con 14, Int 3, Wis 10, Cha 6

Skills: Listen +7, Search +7, Spot +7, Survival +7 (+13 following tracks)

Feats: Toughness (x2), Track ^B

Environment: Lawful evil planes

Organisation: Solitary, pair, bunch (3-6) or pack (4-16)

Challenge Rating: 4

Treasure: None

Alignment: Always lawful evil

Advancement: 5-8 HD (Medium), 9-12 HD (Large)

Level Adjustment: +0 (cohort)

There are three or four of the creatures, savagely barking and snarling with a fierceness you would never find in an animal created by nature. If these are the animals of Hell, they suit the ecosystem perfectly. These beasts have a vague resemblance to hairless yellow bulldogs, although their mammoth maws take up nearly one-third of their body mass. The monsters are strapped together by studded leather strips and collars tied around the sections of their bodies where their necks should be. The pig-like skin of these brutes is so wrinkled and folded that they appear to have been squashed into their current forms by some playful fiend.

Pet devils are kept as trackers and guardians by nearly everybody in Hell. Although they are actually evil outsiders, they are considered normal animals by lower

plane standards. Pet devils are Small quadrupeds with completely hairless, bile coloured bodies. The only physical traits discernible among the fatty folds and wrinkles of a pet devil's hide are a pair of round, featureless eyes, a set of vestigial pointed ears and, most importantly, a fanged maw big enough to eat itself with a single gulp.

Pet devils speak no language, but they can understand and follow commands given in Infernal.

Combat

Pet devils attack by biting enemies. They often begin with a charge attack at the target's vitals, and then attempt to grapple, rip and tear at the flesh with their teeth.

Attack Frenzy (Ex): When in combat, a pet devil is possessed by a savage frenzy giving it increased offensive power. While attacking, a pet devil gains a +2 morale bonus on attack and damage rolls, plus a +4 morale bonus on Initiative and Grapple checks. These bonuses are included in the above statistics.

Skills: A pet devil gains a +4 racial bonus on all Search checks and a +4 racial bonus on Survival checks made to follow tracks.

Recruiter Devil (Mezzemuth)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 14d8+98 (161 hp)

Initiative: +7

Speed: 30 ft. (6 squares), fly 60 ft. (average)

AC: 32 (+7 Dex, +15 natural), touch 17, flat-footed 25

Base Attack/Grapple: +14/+21

Attack: Slam +21 melee (1d6+7)

Full Attack: Slam +21 melee (1d6+7)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Enchanting gaze, fear aura, spell-like abilities, *summon devil*, voice of persuasion

Special Qualities: Damage reduction 10/magic and good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, spell resistance 24

Saves: Fort +16, Ref +16, Will +16

Abilities: Str 25, Dex 24, Con 24, Int 15, Wis 20, Cha 24

Skills: Bluff +26, Concentration +24, Diplomacy +26, Intimidate +32, Listen +22, Perform (oratory) +24, Search +19, Sense Motive +26, Spot +22, Survival +22 (+24 following tracks)

Feats: Awesome Blow, Improved Bull Rush, Iron Will, Persuasive, Power Attack

Environment: Lawful evil planes

Organisation: Solitary

Challenge Rating: 14

Treasure: None

Alignment: Always lawful evil

Advancement: 15-42 HD (Large)

Level Adjustment: —

Surrounded by dark fog, a devilish figure appears in your way, its arms crossed, its lipless fanged mouth smiling wickedly. Its naked, robust body is entirely blue; its ghastly eyes emit a yellowish light that seems to pierce your very essence. A set of tremendously large horns adorn the devil's head; when it speaks, your soul reels at its words...

Recruiter devils, also called mezzemuths, are often sent to the Prime Material plane to turn the souls of mortals towards evil, using bullying, intimidation and mind control instead of the more typical bargaining or temptation. A recruiter devil appears as a strongly built, blue-skinned humanoid, with two large curved horns on its head and gleaming golden eyes. Its fanged mouth has no lips, so the devil always appears to be smiling.

A recruiter devil can speak Abyssal, Celestial, Common, Draconic and Infernal, plus it can communicate telepathically with any intelligent creature within 100 feet.



Combat

Recruiter devils prefer to attack their enemies by bashing, humiliating and keeping them at bay with their powerful strokes.

Enchanting Gaze (Su): As a move action, a recruiter devil can use an enchanting gaze attack on a single humanoid within 30 feet. The target must succeed at a Will save (DC 24, Charisma based) or become either *charmed* (as per the *charm person* spell) or paralysed for 2d6 rounds, at the recruiter devil's choice.

Fear Aura (Su): As a free action, a recruiter devil can activate a fear aura, extending in a 20 feet radius from its body. Any creature within this area must succeed at a Will save (DC 24, Charisma based) or become stunned for 2d4 rounds. A creature that successfully makes this save cannot be affected by the same recruiter devil's fear aura for the next 24 hours.

Spell-Like Abilities: At will—*crushing despair* (DC 21), *fog cloud*, *greater teleport* (DC 24), *hold monster* (DC 22), *plane shift* (to home plane only) (DC 22). 3/day—*feeblemind* (DC 22), *mind fog* (DC 22). 1/day—*geas/quest* (DC 23). Caster level 14th. Save DCs are Charisma based.

Summon Devil (Sp): Once per day, a recruiter devil can attempt to summon 2d10 lemures, 2d8 drudge devils or 1d6 bearded devils with a 50% chance of success, or attempt to summon one bone devil or one mercenary devil with a 35% chance of success. This ability counts as a 4th level spell.

Voice of Persuasion (Su): The powerful voice of a recruiter devil has a number of devastating effects over the willpower of listeners. These effects are divided in three stages, as follows:

First Stage: If a recruiter devil makes a successful Diplomacy or Intimidate check against a single Unfriendly or Hostile creature, the target must succeed at a Will save (DC 24, Charisma based) or become *enthralled* by the devil's voice, as per the *enthral* spell at caster level 14th.

Second Stage: If a recruiter devil succeeds at a Diplomacy or Intimidate check against a single *enthralled* or Indifferent creature, the target must succeed at a Will save (DC 24, Charisma based) or change its alignment to lawful evil for a number of hours equal to the recruiter devil's total Diplomacy or Intimidate check result. If the affected creature was already lawful evil, it becomes *dominated* as per the *dominate monster* spell at caster level 14th.

Third Stage: If a recruiter devil succeeds at a Diplomacy or Intimidate check against a single *dominated*, Friendly or



Helpful creature, the target must succeed at a Will save (DC 24, Charisma based) or have its alignment changed to lawful evil permanently. At this stage, the affected creature is completely in the thrall of the recruiter devil, willing to die for it and follow it anywhere, even to Hell itself (which usually ends up being the case).

Skills: A recruiter devil gains a +4 racial bonus on all Intimidate and Sense Motive checks.

Torturer Devil

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 10d8+56 (101 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

AC: 33 (+3 Dex, +15 natural, +5 breastplate), touch 13, flat-footed 30

Base Attack/Grapple: +10/+15

Attack: Masterwork spiked chain +16 melee (2d4+7/19-20/x3) or touch +15 melee (1d6 plus pain) or armour spikes +15 melee (1d6+5/19-20/x3) or spiked gauntlet +15 melee (1d4+5/19-20/x3)

Full Attack: Masterwork spiked chain +16/+11 melee (2d4+7/19-20/x3) or touch +13 melee (1d6 plus pain) and armour

spikes +13 melee (1d6+5/19-20/x3) or two spiked gauntlets +13 melee (1d4+5/19-20/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Extra pain, fear aura, spell-like abilities, touch of pain

Special Qualities: Damage reduction 10/magic or good, darkvision 60 ft., immunity to acid, fire and poison, resistance to cold 10 and electrical 10, pitiless, telepathy 80 ft.

Saves: Fort +14, Ref +12, Will +9

Abilities: Str 21, Dex 21, Con 21, Int 15, Wis 15, Cha 15

Skills: Appraise +15 (+17 when appraising metallic items), Concentration +18, Craft (blacksmith) +15, Gather Information +19, Heal +19, Intimidate +25, Listen +15, Sense Motive +23, Spot +15, Use Magic Device +15

Feats: Great Fortitude, Improved Grapple^B, Toughness (x2), Two-Weapon Fighting

Environment: Lawful evil planes

Organisation: Solitary, pair or team (3-6)

Challenge Rating: 10

Treasure: Masterwork spiked chain, spiked breastplate and spiked gauntlets

Alignment: Always lawful evil

Advancement: 11-20 HD (Medium), 21-30 HD (Large)

Level Adjustment: —

This fiend seems half made of metal, so many iron implements and trappings surround its husky frame. The creature's body is lined with iron belts, studs, spikes and chains. Its head is covered by a barbed faceplate. Its right hand wields a spiked shaft, in its left is a black iron gauntlet shaped like a set of serrated tongs. Iron-shod boots appear nailed to its feet. A set of six straight, pointed horns protrude from its head in all directions. It is not clear whether they belong to its head or to the helmet covering it.

All devils have a bit of torturer in them; living and working in Hell tends to have that effect. Torturer devils, though, are true specialists in the art of inflicting immortal-scale, physical and spiritual pain. They know all imaginable manners of tormenting a mortal's body and soul and they have ample opportunity to put them to use daily. A torturer devil appears as a burly, red-skinned Medium humanoid, naked but for an endless array of iron tools and implants, from spiked gauntlets to studded leather to metal belts to iron chains. Its demonic head is crowned by seven pointed horns. Torturer devils wear spiked faceplates to cover their monstrous heads; they also carry large, vicious metal weapons, specifically designed to inflict extra pain.

Torturer devils speak Abyssal, Celestial, Draconic and Infernal.

Combat

Torturer devils have an obvious preference for attack forms and methods that will cause as much pain and damage as possible to their victims. In combat, they wield spiky, unwieldy metal weapons such as spiked chains. The many barbed metal pieces they wear count as a suit of spiked breastplate armour. The natural and weapon attacks of a torturer devil count as both lawful and evil for the purposes of overcoming damage reduction.

Extra Pain (Ex): A torturer devil is bred and trained to cause damage; therefore, it has the ability to make the most of the damaging abilities of the weapons it wields. Any weapon wielded by a torturer devil has its critical threat doubled (thus 20 becomes 19-20, 19-20 becomes 17-20 and 18-20 becomes 15-20), plus the weapon's critical damage multiplier is increased by a factor of 1 (thus x2 becomes x3, x3 becomes x4 and x4 becomes x5).

Fear Aura (Su): As a free action, a torturer devil can generate a fear aura extending 10 feet from its body in all directions. Any creature in the affected area must make a Will save (DC 17, Charisma based); if the save fails, the creature become frightened for 1d4 rounds. A creature



that succeeds at this save cannot be affected by the same torturer devil's fear aura for the next 24 hours.

Spell-Like Abilities: At will—*crushing despair* (DC 16), *cure serious wounds*, *false life*, *hideous laughter* (DC 14), *inflict serious wounds* (DC 15), *keen edge*, *ray of enfeeblement* (DC 14), *ray of exhaustion* (DC 15), *vampiric touch* (DC 15). 1/day—*contagion* (DC 16), *cure critical wounds*, *inflict critical wounds* (DC 17), *nightmare* (DC 17), *phantasmal killer* (DC 16), *symbol of pain* (DC 17). Caster level 10th. Save DCs are Charisma based.

Touch of Pain (Su): A torturer devil's touch is painful to the flesh, even that of other devils. Any living creature successfully hit by a torturer devil's pain touch must succeed at a Fortitude save (DC 20, Strength based) or be wracked with unimaginable pain for one full round. This imposes a -4 penalty on all skill checks and a -4 penalty on all attack and damage rolls made by the affected creature, as well as a -4 penalty to its Initiative and Armour Class. In addition, the affected creature suffers 1 point of Strength and Constitution damage. A creature affected by a torturer devil's touch of pain cannot make any skill checks based on an ability other than Strength, except for Intimidate checks.

Pitiless (Ex): A torturer devil is utterly remorseless and so its attitude cannot be affected by Bluff, Diplomacy or Intimidate checks. Furthermore, if the torturer devil fails a Will save against a mind-affecting spell or effect, it immediately gets an additional save to attempt to negate the effects. If the second save fails, the torturer devil is affected normally.

Skills: A torturer devil's innate knowledge of interrogation tactics and physical pain gives it a +4 racial bonus on Gather Information and Heal checks. It also has a +8 racial bonus on Intimidate and Sense Motive checks.

Dracolamia

Medium Magical Beast (Water)

Hit Dice: 7d10+7 (45 hp)

Initiative: +4

Speed: 40 ft. (8 squares), fly 40 ft. (poor), swim 80 ft.

AC: 22 (+4 Dex, +8 natural), touch 14, flat-footed 18

Base Attack/Grapple: +7/+10

Attack: Claw +10 melee (1d6+3) or sceptre +10 melee (1d6+3) or touch (1d3 Wisdom drain)

Full Attack: 2 claws +10 melee (1d6+3) and sceptre +8/+3 melee (1d6+1) or touch (1d3 Wisdom drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Cry of doom, spells, spell-like abilities, wisdom drain



Special Qualities: Darkvision 60 ft., human form, low-light vision

Saves: Fort +6, Ref +9, Will +6

Abilities: Str 16, Dex 18, Con 12, Int 19, Wis 14, Cha 18

Skills: Appraise +18 (+20 when appraising stonework), Concentration +11, Craft (stonemasonry) +21, Disguise +18*, Knowledge (architecture and engineering) +14, Search +4 (+6 when looking for secret doors or compartments), Swim +21

Feats: Iron Will, Multiattack, Skill Focus (Craft (stonemasonry))

Environment: Any (cities)

Organisation: Solitary or pair

Challenge Rating: 8

Treasure: Triple standard

Alignment: Often chaotic evil

Advancement: 8-21 HD (Large)

Level Adjustment: +4

The creature looks down at you from the gate of its sumptuous palace. It has the head and breasts of a woman, with the scaly lower body and four reptilian legs of a dragon. A set of bat-like wings protrudes from the creature's back, its snaky tail curling and twisting as if it had a life of its own. The creature proudly wears an ornate tiara upon its brow.

Dracolamias, also called melusinae (*sing.* melusina) are related to both lamias and sphinxes, although they are

smarter and more refined, concerning themselves with cultural pursuits such as architecture rather than the pursuit of mortal prey. Dracolamias appear as Large blue-green winged dragons with human women's heads and chests. Although they can assume fully human shape at will. Their lairs are often magnificent structures, built by the creatures themselves with their magic. Dracolamias are also pretty fond of head ornaments such as crowns, tiaras and diadems, the more regal the better.

Dracolamias are usually found in civilised sites, such as large cities, temples or museums. They have a passion for building and creating, but their twisted souls, impatient and capricious, lack a true artistic sense and always use magic to complete their work, which imposes a perpetual flaw in their talent.

Dracolamias are not above falling in love with human beings, which has given birth to many a legend of the tragic union between a mortal and a monster. As with their crafts, children created by dracolamias always have some flaw. The children born of dracolamias are often anomalous (see page 17).

Dracolamias speak their own language, plus Common and Draconic.

Combat

Dracolamias prefer to fight using the few offensive spells and spell-like abilities they have, engaging in physical combat only when cornered (which is hard to achieve given the creature's same spells and spell-like abilities).

Cry of Doom (Su): Three times per day, a dracolamia can emit a penetrating wail that causes every living creature within 100 feet of the dracolamia to make a Will save (DC 17, Charisma based). Failure at this save means the creature is cursed as per the *bestow curse* spell at caster level 7. Dracolamias themselves are unaffected by a cry of doom.

Spells: Dracolamias can cast arcane spells as 14th level wizards. Save DCs are Intelligence based.

Typical Wizard Spells Memorised (4/5/5/5/5/3/3/2; save DC 14 + spell level):

0th—*arcane mark, mending, open/close, read magic*; 1st—*animate rope, comprehend languages, hold portal, identify, unseen servant*; 2nd—*magic mouth, mirror image, obscure object, rope trick, whispering wind*; 3rd—*displacement, illusory script, major image, secret page, tongues*; 4th—*fire trap, resilient sphere, shadow conjuration, scrying, summon monster IV*; 5th—*permanency, secret chest, wall of stone*; 6th—*guards and wards, legend lore, mage's lucubration*; 7th—*simulacrum, vision*.

Spell-Like Abilities: At will—*arcane sight, dimension door, greater teleport* (self plus 50 pounds only), *hallucinatory terrain, instant summons, minor creation, stone shape, teleport object* (DC 21). 1/day—*fabricate, mage's magnificent mansion, major creation*. Caster level 14th. Save DCs are Charisma based.

Wisdom Drain (Su): The touch of a dracolamia in its natural form forces a victim to make a Will save (DC 17, Charisma based) or suffer 1d3 points of permanent Wisdom drain. The dracolamia is not healed in any way by using this ability. A dracolamia in human form loses this ability.

Human Form (Su): At will, as a free action, a dracolamia can assume human form indefinitely. While in human form, a dracolamia can relate to humans and even bear human children (although these are usually anomalous creatures). If a dracolamia is submerged in water, it immediately reverts to its natural form.

Skills: A dracolamia gains a +4 racial bonus on Appraise, Craft (stonemasonry) and Disguise checks.

*When in human form, a dracolamia gains a +10 circumstance bonus on Disguise checks made to pass as a human being. It gains a +8 racial bonus on Swim checks. A dracolamia can always take 10 on swim checks, even if rushed or threatened. It can use the run action while swimming, provided it swims on a straight line.

Dragon

The following are some known dragon species that have not been properly classified as metallic or chromatic, yet they display all the characteristics of 'true' dragons (as opposed to other creatures that have the dragon type).

All true dragons increase in size, knowledge and power as they age. The specific size, abilities and power of a dragon vary per dragon subspecies.

All dragons speak Draconic; some may speak Common or other languages, according to their race.

Dragon Combat

A dragon attacks with its powerful claws and bite, and can also use a breath weapon and special physical attacks, depending on its size. It prefers to fight on the wing, staying out of reach until it has worn down the enemy with ranged attacks. Older, more intelligent dragons are adept at sizing up the opposition and eliminating the most dangerous foes first (or avoiding them while picking off weaker enemies).

The tables below provide space and reach statistics for dragons of various sizes, plus the natural weapons a dragon of a certain size can employ and the damage those attacks deal.

Bite: Bite attacks deal the indicated damage plus the dragon's Strength bonus. A dragon also can use its bite to snatch opponents if it has the Snatch feat.

Claw: Claw attacks deal the indicated damage plus $\frac{1}{2}$ the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents if it has the Snatch feat. Claw attacks are secondary attacks, requiring a -5 penalty on the attack roll. Many dragons choose the Multiattack feat to lessen this penalty to -2 .

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus $\frac{1}{2}$ the dragon's Strength bonus (round down) and are treated as secondary attacks.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the indicated damage plus $1\frac{1}{2}$ times the dragon's Strength bonus (round down) and is treated as a secondary attack.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents 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 (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. 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, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they do not escape.

A crush attack deals the indicated damage plus $1\frac{1}{2}$ times the dragon's Strength bonus (round down).

Tail Sweep (Ex): This special attack allows a dragon of at least Gargantuan size 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 $1\frac{1}{2}$ 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).

Grappling: Dragons do not favour grapple attacks, though their crush attack (and Snatch feat, if they know it) use normal grapple rules. A dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds on Concentration checks.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it cannot breathe again until 1d4 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice, with an area as noted on the table below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the dragon's age and variety, and is given in each individual entry. Saves against nondamaging breath weapons use the same DC; the kind of saving throw is noted in the variety descriptions. The save DC against a breath weapon is $10 + \frac{1}{2}$ dragon's HD + dragon's, Con modifier.

Breath weapons come in two basic shapes, line and cone, whose areas vary with the dragon's size.

Dragon Breath Weapons

Dragon Size	Line* (Length)	Cone** (Length)
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium	60 ft.	30 ft.
Large	80 ft.	40 ft.
Huge	100 ft.	50 ft.
Gargantuan	120 ft.	60 ft.
Colossal	140 ft.	70 ft.

*A line is always 5 feet high and 5 feet wide.

**A cone is as high and wide as its length.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC $10 + \frac{1}{2}$ dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and

those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its variety description, gaining bonus spells for a high Charisma score. Some dragons can also cast spells from the cleric list or cleric domain lists as arcane spells.

Spell-Like Abilities: A dragon's spell-like abilities depend on its age and variety. It gains the abilities indicated for its age plus all previous ones. Its age category or its sorcerer caster level, whichever is higher, is the caster level for these abilities. The save DC is 10 + dragon's Cha modifier + spell level. All spell-like abilities are usable once per day unless otherwise noted.

Damage Reduction: Young adult and older dragons have damage reduction. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): All dragons have immunity to *sleep* and paralysis effects. Each variety of dragon has immunity to one or two additional forms of attack no matter what its age, as given in its description.

Spell Resistance (Ex): As dragons age, they become more resistant to spells and spell-like abilities, as indicated in the variety descriptions.

Blindsight (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon cannot actually see still have total concealment against the dragon.

Keen Senses (Ex): A dragon sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Skills: All dragons have skill points equal to $(6 + \text{Int modifier, minimum } 1) \times (\text{Hit Dice} + 3)$. Most dragons purchase the following skills at the maximum ranks possible: Listen, Search and Spot. The remaining skill points are generally spent on Concentration, Diplomacy,

Escape Artist, Intimidate, Knowledge (any), Sense Motive and Use Magic Device at a cost of 1 skill point per rank. All these skills are considered class skills for dragons. Each dragon has other class skills as well, as noted in the variety descriptions.

Feats: All dragons have one feat, plus additional feats based on Hit Dice just like any other creature. Dragons favour Alertness, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Power Attack, Snatch, Weapon Focus (claw or bite), Wingover and any metamagic feat that is available and useful to sorcerers.

Dragon Age Categories

Category	Age (Years)
1 Wyrmling	0-5
2 Very young	6-15
3 Young	16-25
4 Juvenile	26-50
5 Young adult	51-100
6 Adult	101-200
7 Mature adult	201-400
8 Old	401-600
9 Very old	601-800
10 Ancient	801-1, 000
11 Wyrm	1,001-1, 200
12 Great wyrm	1,201 or more

Dragon Overland Movement

True dragons are exceedingly strong flyers and can cover vast distances quickly. A dragon's overland flying speed is a function of its tactical fly speed, as shown on the table below.

Dragons do not tire as quickly as other creatures when moving overland on the ground. If a dragon attempts a hustle or a forced march, check for nonlethal damage once every two hours instead of every hour.

Dragon Overland Flying Speeds

	Dragon's Fly Speed				
	80 feet	100 feet	150 feet	200 feet	250 feet
<i>One Hour</i>					
Normal	12 miles	15 miles	20 miles	30 miles	40 miles
Hustle	20 miles	24 miles	40 miles	60 miles	80 miles
<i>One Day</i>					
Normal	100 miles	120 miles	160 miles	240 miles	320 miles

Dragon Space/Reach, Attacks and Damage

Size	Space/Reach*	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Tiny	2-1/2 ft. /0ft. (5ft. with bite)	1d4	1d3	—	—	—	—
Small	5 ft. /5 ft.	1d6	1d4	—	—	—	—
Medium	5 ft. /5 ft.	1d8	1d6	1d4	—	—	—
Large	10 ft. /5ft. (10ft. with bite)	2d6	1d8	1d6	1d8	—	—
Huge	15 ft. /10ft. (15ft. with bite)	2d8	2d6	1d8	2d6	2d8	—
Gargantuan	20 ft. /15ft. (20ft. with bite)	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	30 ft. /20ft. (30ft. with bite)	4d8	4d6	2d8	4d6	4d8	2d8

*A dragon's bite attack has reach as if the creature were one size category larger. All other attacks are made with the standard reach for the dragon's size.

Arid Dragon

Dragon (earth)

Environment: Warm deserts and plains

Organisation: Wyrmling, very young or young: solitary or clutch (2-5); juvenile or young adult: solitary or pair; adult, mature adult, old, very old or ancient: solitary or family (pair plus 2-5 offspring); wyrm, great wyrm: solitary

Challenge Rating: Wyrmling 3; very young 4; young 6; juvenile 7; young adult 10; adult 11; mature adult 13; old 15; very old 18; ancient 20; wyrm 22; great wyrm 24

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: Wyrmling 5-6 HD; very young 8-9 HD; young 11-12; juvenile 14-15 HD; young adult 17-18 HD; adult 20-21 HD; mature adult 23-24 HD; old 26-27 HD; very old 29-30 HD; ancient 32-33 HD; wyrm 35-36 HD; great wyrm 38+ HD

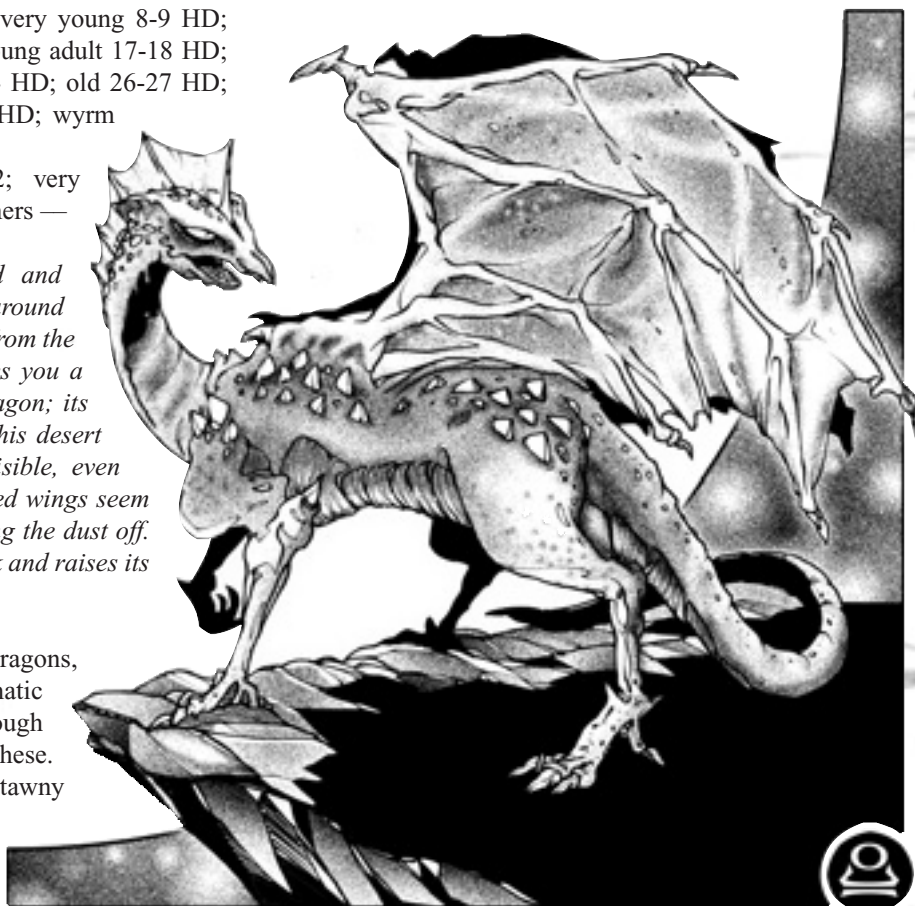
Level Adjustment: Wyrmling +2; very young +2; young +3; juvenile +3; others —

The land begins to tremble, sand and pebbles shaking and slipping all around you; then a creature slowly emerges from the sand in a cataract of rocks. It takes you a few instants to distinguish it is a dragon; its colour is such a perfect match for this desert environment it makes it nearly invisible, even under the open sky. Its sand-coloured wings seem to cut the air as it flaps them, shaking the dust off. Then it twists its long serpentine neck and raises its reptilian head to face you.

Arid dragons, also called sandstone dragons, are a missing link between the chromatic and metallic dragon families, though they probably belong to neither of these. Their bodies are covered with tawny protrusions, blunt yet jagged; these are particularly frequent on the dragon's head, spine and tail, which

are traversed by a knobbing, scaly crest that looks like a collection of sharp horns at some points, particularly at the head and tail tip. Arid dragons stand on four legs and have two large bat-like wings, like some of their metallic and chromatic cousins. Their triangular heads are held by a longish, sinuous neck; their eyes are dull red.

Arid dragons speak Common, Draconic and Terran.



Combat

Arid dragons like to attack by surprise, taking their enemies unaware by emerging swiftly from their hiding place beneath the rocks and sand.

Breath Weapon (Su): An arid dragon's breath weapon is a cone of scorching sand and pebbles.

Camouflage (Ex): An arid dragon's texture and colouration give it a +12 circumstance bonus to Hide checks made in rocky or sandy terrain.

Blur (Sp): An adult or older arid dragon can use *blur*, as the spell of the same name, a number of times per day equal to its age category.

Other Spell-Like Abilities: 3/day—*greater invisibility* (old or older); 1/day—*passwall* (ancient or older), *earthquake* (great wyrm).

Skills: Hide, Move Silently and Tumble are considered class skills for an arid dragon.

Garrulun (Ancient Arid Dragon): CR 20; Gargantuan dragon (earth); HD 31d12+217; hp 418; Init +0, Spd 40 ft., burrow 20ft., fly 150 ft. (clumsy); AC 39, touch 6,

flat-footed 39; Base Atk +31; Grp +54; Atk +39 melee (4d6+11, bite); Full Atk +39 melee (4d6+11, bite), +33 melee (2d8+5, 2 claws), +33 melee (2d6+5, 2 wings), +33 melee (2d8+16, tail slap); Space/reach 20 ft. /15 ft. (bite 20 ft.); SA Breath weapon, crush 4d6+16, frightful presence, spell-like abilities, spells, tail sweep 2d6+16; SQ blindsense 60 ft., damage reduction 15/magic, darkvision 120 ft., immunity to acid, electricity, *sleep* and paralysis, low-light vision, spell resistance 26; AL CE; SV Fort +24, Ref +17, Will +22; Str 33, Dex 10, Con 25, Int 20, Wis 21, Cha 20.

Skills and Feats: Concentration +41, Escape Artist +34, Hide +24*, Intimidate +39, Jump +13, Knowledge (geography) +39, Listen +41, Move Silently +36, Search +39, Sense Motive +39, Spot +41, Survival +5 (+7 to avoid getting lost or follow tracks) Tumble +34; Alertness, Blind-Fight, Cleave, Dodge, Flyby Attack, Improved Initiative, Improved Sunder, Power Attack, Snatch, Stealthy, Weapon focus (bite).

Breath Weapon (Su): 60-ft. cone, damage 20d4 scalding, Reflex half DC 32.

Crush (Ex): Area 20 ft. by 20 ft., Medium or smaller creatures take 4d6+16 points of bludgeoning damage

Arid Dragons By Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	4d12+4 (30)	13	10	13	10	11	10	+4/-3	+7	+5	+4	+4	2d4 (13)	—
Very young	S	7d12+14 (59)	15	10	15	10	11	10	+7/+5	+10	+7	+5	+5	4d4 (15)	—
Young	M	10d12+30 (95)	17	10	17	12	13	12	+10/+13	+13	+10	+7	+8	6d4 (18)	—
Juvenile	M	13d12+39 (123)	19	10	17	12	13	12	+13/+17	+17	+11	+8	+9	8d4 (19)	—
Young adult	L	16d12+64 (168)	21	10	19	14	15	14	+16/+25	+20	+14	+10	+12	10d4 (22)	20
Adult	L	19d12+76 (199)	23	10	19	14	15	14	+19/+29	+24	+15	+11	+13	12d4 (23)	21
Mature adult	H	22d12+110 (253)	27	10	21	16	17	16	+22/+38	+28	+18	+13	+16	14d4 (26)	24
Old	H	25d12+150 (312)	29	10	23	16	17	16	+25/+42	+32	+20	+14	+17	16d4 (28)	25
Very old	H	28d12+168 (350)	31	10	23	18	19	18	+28/+46	+36	+22	+16	+20	18d4 (30)	28
Ancient	G	31d12+217 (418)	33	10	25	18	19	18	+31/+54	+38	+24	+17	+21	20d4 (32)	29
Wyrm	G	34d12+238 (459)	35	10	25	20	21	20	+34/+58	+42	+26	+19	+24	22d4 (34)	32
Great wyrm	G	37d12+296 (536)	37	10	27	20	21	20	+37/+62	+46	+28	+20	+25	24d4 (36)	33

Arid Dragon Abilities By Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., burrow 20 ft., fly 100 ft. (average)	+0	18 (+2 size, +6 natural), touch 12, flat-footed 18	Immunity to acid and electrical	—	—
Very young	40 ft., burrow 20 ft., fly 100 ft. (poor)	+0	20 (+1 size, +9 natural), touch 11, flat-footed 20	—	—	—
Young	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	22 (+12 natural), touch 10, flat-footed 22	—	—	—
Juvenile	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	25 (+15 natural), touch 10, flat-footed 25	—	—	—
Young adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	27 (−1 size, +18 natural), touch 9, flat-footed 27	Damage reduction 5/magic	1 st	18
Adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	30 (−1 size, +21 natural), touch 9, flat-footed 30	Blur	3 rd	20
Mature adult	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	32 (−2 size, +24 natural), touch 8, flat-footed 32	Damage reduction 10/magic	5 th	21
Old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	35 (−2 size, +27 natural), touch 8, flat-footed 35	Greater invisibility	7 th	23
Very old	40 ft., burrow 20 ft., fly 150 ft. (poor)	+0	38 (−2 size, +30 natural), touch 8, flat-footed 38	Damage reduction 15/magic	9 th	24
Ancient	40 ft., burrow 20 ft., fly 150 ft. (clumsy)	+0	39 (−4 size, +33 natural), touch 6, flat-footed 39	Passwall	11 th	26
Wyrn	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	42 (−4 size, +36 natural), touch 6, flat-footed 42	Damage reduction 20/magic	13 th	27
Great wynn	40 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	45 (−4 size, +39 natural), touch 6, flat-footed 45	Earthquake	15 th	29

and must succeed on a Reflex save (DC 32) or be pinned; grapple bonus +54.

Frightful Presence (Ex): 300 ft. radius, HD 30 or less, Will DC 29 negates.

Spell-Like Abilities: 10/day—*blur*; 3/day—*greater invisibility*; 1/day—*passwall*, *earthquake*. Caster level 11th. Save DCs are Charisma based.

Spells: as 11th level sorcerer.

Sorcerer spells known (5/7/7/7/7/4; save DC 14 + spell level): 0—*acid splash*, *dancing lights*, *daze*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *prestidigitation*, *touch of fatigue*; 1st—*burning hands*, *colour spray*, *expeditious retreat*, *true strike*, *ventriloquism*; 2nd—*detect thoughts*, *hypnotic pattern*, *pyrotechnics*, *scorching ray*, *summon swarm*; 3rd—*blink*, *displacement*, *gaseous form*, *wind wall*; 4th—*dimension door*, *fire shield*.

Skills: *Garrulun has a +12 circumstance bonus on Hide checks made in rocky or sandy environments.

Ashen Dragon

Dragon (earth)

Environment: Any mountains and underground

Organisation: Wyrmling, very young, young or juvenile: solitary or pair; young adult, adult, mature adult: solitary, pair or family (pair plus 1-2 offspring); old, very old, ancient, wynn, great wynn: solitary

Challenge Rating: Wyrmling 4; very young 5; young 7; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 21; ancient 22; wynn 24; great wynn 25

Treasure: Triple standard

Alignment: Always neutral evil

Advancement: Wyrmling 7-8 HD; very young 10-11 HD; young 13-14 HD; juvenile 16-17 HD; young adult 19-20 HD; adult 22-23 HD; mature adult 25-26 HD; old 28-29 HD; very old 31-32 HD; ancient 34-35 HD; wynn 37-38 HD; great wynn 40+ HD

Level Adjustment: Wyrmling +2; very young +2; young +2; others —

Amidst a cloud of cinder and smoke, the dark outline of a colossal reptile becomes increasingly clear. It is a dull grey dragon, with evil white eyes and a sinister reptilian smile. With a flap of its great wings, it dissipates and clears

the dust screen; then slowly advances towards you on its four reptilian legs.

These nefarious creatures are among the vilest of the dragon subspecies, holding an eternal, spiteful grudge against all other living things. They make their homes in charred, barren spots such as dead volcanoes or wastelands, where their dull grey colouration helps their natural stealth abilities. An ashen dragon has a long, crocodile-like muzzle; its black membranous crest is slanted backwards and runs down to the beast's midsection, where it disappears. The underside membranes of the creature's bat-like wings are darker than the rest of its body, almost black; its eyes are full of cunning and mocking malice.

Ashen dragons speak Common, Draconic, Terran and Undercommon.

Combat

Ashen dragons are as treacherous in combat as they are in peace, always seeking a way to take unfair advantage over their opponents. Understandably, they are quite fond of using their natural colouration and stealth abilities to this effect.

Breath Weapon (Su): An ashen dragon's breath weapon is a cone of black smoke. Besides dealing the listed damage, the smoke forces any living creature caught in its area to succeed at a Fortitude save or suffer 1 point of Constitution damage per age category of the dragon. Both the hit point damage and ability damage from this breath weapon count as poison effects.

Darkwalking (Su): Ashen dragons receive a *blur* effect, as the spell, every time they enter a dark or dimly lit area. This effect is automatic. Furthermore, ashen dragons can always hide in plain sight, regardless of light conditions.

Darkness (Sp): A juvenile or older ashen dragon can use *darkness*, as the spell of the same name, a number of times per day equal to its age category.

Other Spell-Like Abilities: 1/day—*Enervation* (adult or older), *cloudkill* (old or older), *circle of death* (ancient or older), *horrid wilting* (great wyrm)

Skills: Bluff, Hide and Move Silently are considered class skills for ashen dragons.

Ashen Dragon Abilities By Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., burrow 20 ft., fly 100 ft. (average)	+0	17 (+2 size, +5 natural), touch 12, flat-footed 17	Darkwalking, immunity to acid and cold	—	—
Very young	60 ft., burrow 20 ft., fly 150 ft. (poor)	+0	19 (+1 size, +8 natural), touch 11, flat-footed 19	—	—	—
Young	60 ft., burrow 20 ft., fly 150 ft. (poor)	+0	21 (+11 natural), touch 10, flat-footed 21	—	1 st	—
Juvenile	60 ft., burrow 20 ft., fly 150 ft. (poor)	+0	24 (+14 natural), touch 10, flat-footed 24	Darkness	3 rd	—
Young adult	60 ft., burrow 20 ft., fly 150 ft. (poor)	+0	26 (−1 size, +17 natural), touch 9, flat-footed 26	Damage reduction 5/magic	5 th	21
Adult	60 ft., burrow 20 ft., fly 150 ft. (poor)	+0	29 (−1 size, +20 natural), touch 9, flat-footed 29	Enervation	7 th	23
Mature adult	60 ft., burrow 20 ft., fly 150 ft. (poor)	+0	31 (−2 size, +23 natural), touch 8, flat-footed 31	Damage reduction 10/magic	9 th	25
Old	60 ft., burrow 20 ft., fly 150 ft. (poor)	+0	34 (−2 size, +26 natural), touch 8, flat-footed 34	Cloudkill	11 th	27
Very old	60 ft., burrow 20 ft., fly 150 ft. (clumsy)	+0	37 (−2 size, +29 natural), touch 8, flat-footed 37	Damage reduction 15/magic	13 th	28
Ancient	60 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	38 (−4 size, +32 natural), touch 6, flat-footed 38	Circle of death	15 th	30
Wyrm	60 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	41 (−4 size, +35 natural), touch 6, flat-footed 41	Damage reduction 20/magic	17 th	31
Great wyrm	60 ft., burrow 20 ft., fly 200 ft. (clumsy)	+0	44 (−4 size, +38 natural), touch 6, flat-footed 44	Horrid wilting	19 th	33

Deerkerrush Deathcinder (Great Wurm Ashen Dragon):

CR 25; Gargantuan dragon (earth); HD 39d12+312; hp 565; Init +4; Spd 60 ft., burrow 20 ft., fly 200 ft. (clumsy); AC 44, touch 6, flat-footed 44; Base Atk +39; Grp +64; Atk +49 melee (4d8+13, bite); Full Atk +49 melee (4d8+13, bite), +44 melee (4d6+6, 2 claws), +43 melee (2d8+6, 2 wings), +43 melee (4d6+19, tail slap); Space/reach 30 ft./20 ft. (bite 30 ft.); SA breath weapon, crush 4d8+19, tail sweep 2d8+19, spell-like abilities, spells; SQ blindsense 60 ft., damage reduction 20/magic, darkvision 120 ft., darkwalking, immunity to acid, cold, *sleep* and paralysis, low-light vision, spell resistance 33; AL NE; SV Fort +29, Ref +21, Will +28; Str 37, Dex 10, Con 27, Int 24, Wis 25, Cha 24.

Skills and Feats: Bluff +49, Concentration +35, Diplomacy +51, Escape Artist +42, Hide +36*, Intimidate +51, Knowledge (arcana) +49, Listen +51, Move Silently +44, Search +49, Sense Motive +49, Spot +51, Survival +7 (+9 when following tracks), Use Magic Device +49; Alertness, Blind-Fight, Cleave, Flyby Attack, Improved Initiative, Power Attack, Quicken Spell, Silent Spell, Snatch, Stealthy, Weapon Focus (bite), Weapon Focus (claw).

Breath Weapon (Su): 70 ft. cone, damage 24d8 poison (Reflex half DC 37) plus 12 Con (Fortitude negates, DC 37).

Crush (Ex): Area 30 ft. by 30 ft., Large or smaller creatures take 4d8+19 points of bludgeoning damage and must succeed on a Reflex save (DC 37) or be pinned; grapple bonus +64.

Frightful Presence (Ex): 360 ft. radius, HD 38 or less, Will DC 36 negates.

Tail Sweep (Ex): Half-circle 40 feet in diameter, Large or smaller opponents take 2d8+19 points of bludgeoning damage, Reflex half DC 37.

Darkwalking (Su): Deerkerrush Deathcinder is automatically affected as per a *blur* spell whenever in low-light or darker conditions. This ability is always in effect.

Spell-Like Abilities (Sp): 12/day—*darkness*; 1/day—*circle of death* (DC 23), *cloudkill* (DC 22), *enervation* (DC 21), *horrid wilting* (DC 25). Caster level 12th. Save DCs are Charisma based.

Spells: as 19th level sorcerer.

Sorcerer spells known (6/8/8/8/7/7/7/6/4; save DC 15 + spell level): 0—*acid splash*, *detect magic*, *daze*, *ghost sound*, *message*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue*; 1st—*cause fear*, *chill touch*, *hypnotism*, *magic missile*, *ray of enfeeblement*; 2nd—*blindness/deafness*, *command undead*, *ghoul touch*, *summon swarm*, *web*; 3rd—*gaseous form*, *hold person*, *ray of exhaustion*, *vampiric touch*; 4th—*bestow curse*, *black tentacles*, *contagion*, *crushing despair*; 5th—*blight*, *mind fog*, *nightmare*, *waves of fatigue*; 6th—*disintegrate*, *eyebite*, *shadow walk*; 7th—*finger of death*, *phase door*, *waves of exhaustion*; 8th—*symbol of death*, *temporal stasis*, *trap the soul*; 9th—*energy drain*, *wail of the banshee*.

Skills: *Deerkerrush Deathcinder can always Hide in plain sight, regardless of circumstances.



Ashen Dragons By Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	6d12+6 (45)	11	10	13	12	13	12	+6/-2	+8	+6	+5	+6	2d8 (14)	—
Very young	S	9d12+9 (67)	13	10	13	14	15	14	+9/+6	+11	+7	+6	+8	4d8 (15)	—
Young	M	12d12+24 (102)	15	10	15	14	15	14	+12/+14	+14	+10	+8	+10	6d8 (18)	—
Juvenile	M	15d12+30 (127)	17	10	15	16	17	16	+15/+18	+18	+11	+9	+12	8d8 (19)	—
Young adult	L	18d12+54 (171)	19	10	17	16	17	16	+18/+26	+21	+14	+11	+14	10d8 (22)	22
Adult	L	21d12+84 (220)	23	10	19	18	19	18	+21/+31	+26	+16	+12	+16	12d8 (24)	24
Mature adult	H	24d12+120 (276)	27	10	21	18	19	18	+24/+40	+30	+19	+14	+18	14d8 (27)	26
Old	H	27d12+135 (310)	29	10	21	20	21	20	+27/+44	+34	+20	+15	+20	16d8 (28)	28
Very old	H	30d12+180 (375)	31	10	23	22	23	22	+30/+48	+38	+23	+17	+23	18d8 (31)	31
Ancient	G	33d12+198 (412)	33	10	23	22	23	22	+33/+56	+40	+24	+18	+24	20d8 (32)	32
Wyrm	G	36d12+252 (486)	35	10	25	24	25	24	+36/+60	+44	+27	+20	+27	22d8 (35)	35
Great wyrm	G	39d12+312 (565)	37	10	27	24	25	24	+39/+64	+48	+29	+21	+28	24d8 (37)	36

Darkstone Dragon

Dragon (Earth)

Environment: Warm hills

Organisation: Wyrmling, very young, young or juvenile: solitary or clutch (2-5); young adult, adult, mature adult, old, very old: solitary, pair or family (pair plus 2-5 offspring); ancient, wyrm, great wyrm: solitary

Challenge Rating: Wyrmling 3; very young 5; young 6; juvenile 8; young adult 10; adult 12; mature adult 13; old 16; very old 18; ancient 21; wyrm 22; great wyrm 24

Treasure: Triple standard

Alignment: Always neutral evil

Advancement: Wyrmling 6-7 HD; very young 9-10 HD; young 12-13; juvenile 15-16 HD; young adult 18-19 HD; adult 21-22 HD; mature adult 24-25 HD; old 27-28 HD; very old 30-31 HD; ancient 33-34 HD; wyrm 36-37 HD; great wyrm 39+ HD

Level Adjustment: Wyrmling +2; very young +2; young +2; others —

Instead of the usual reptilian scales, this dragon's body is mostly covered with lustrous, stony plates of a greenish black hue. These taper to a single, solid plate atop the creature's head, whose lizard-like snout is covered with a grid of black stony scales. The creature's bat-like wings

are also covered with this black scale grid. The dragon's eyes are deep black, with an evil jade glint.

Darkstone dragons are not considered members of either the chromatic or metallic dragon families; thus, they are not thought of as 'true' dragons. As arid dragons, it is possible they could be members of a third draconic genre, but so far no solid basis has been provided for this theory. As regards appearance, darkstone dragons resemble white dragons most, having the same single-crest head structure, although darkstones are smarter, larger and mightier. In any event, no chromatic or metallic dragon has a scale pattern similar to the polished stone texture of darkstones.

Darkstone dragons speak Common, Draconic and Terran.

Combat

Darkstone dragons have a very short temper, exploding in anger for any reason; however, they are not overtly violent, preferring to unleash their fury in insidious, domineering ways. Thus they much prefer intimidation and spellcasting to actual combat.

Breath Weapon (Su): A darkstone dragon's breath weapon is a cone of black crystalline shards that cut and pierce the flesh of targets.

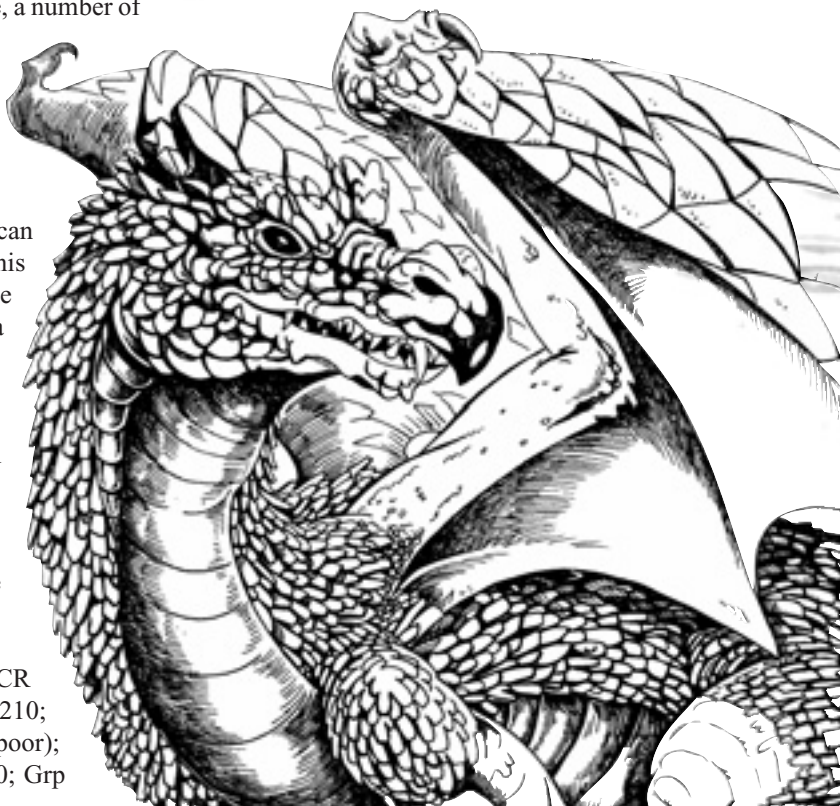
Magic Stone (Sp): An adult or older darkstone dragon can use *magic stone*, as the spell of the same name, a number of times per day equal to its age category.

Other Spell-Like Abilities: 3/day—*spike stones* (old or older), *stone tell* (ancient or older); 1/day—*statue* (great wyrm).

Stonepass (Su): All darkstone dragons can travel through solid rock as if it was air. This gives them a ‘burrow’ speed equal to their base land speed. If completely immersed within a mass of rock, a darkstone dragon is affected as per a *meld into stone* spell, except that it can freely move inside the rock and it may come out of the stone at any point it can reach by its normal movement.

Skills: Bluff, Decipher Script and Spellcraft are considered class skills for darkstone dragons.

Zipac’Anthi (Adult Darkstone Dragon): CR 12; Huge dragon (earth); HD 20d12+80, hp 210; Init +0; Spd 60 ft., burrow 60 ft., fly 150 ft. (poor); AC 31, touch 8, flat-footed 31; Base Atk +20; Grp



Darkstone Dragons By Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	5d12+5 (37)	13	10	13	10	11	10	+5/+2	+7	+5	+4	+4	2d8 (13)	—
Very young	M	8d12+16 (68)	15	10	15	12	13	12	+8/+10	+10	+8	+6	+7	4d8 (16)	—
Young	M	11d12+22 (93)	17	10	15	12	13	12	+11/+14	+14	+9	+7	+8	6d8 (17)	—
Juvenile	L	14d12+42 (133)	19	10	17	14	15	14	+14/+22	+17	+12	+9	+11	8d8 (20)	—
Young adult	L	17d12+51 (161)	21	10	17	14	15	14	+17/+26	+21	+13	+10	+12	10d8 (21)	20
Adult	H	20d12+80 (210)	23	10	19	16	17	16	+20/+34	+24	+16	+12	+15	12d8 (24)	23
Mature adult	H	23d12+115 (264)	25	10	21	16	17	16	+23/+38	+28	+18	+13	+16	14d8 (26)	24
Old	H	26d12+130 (299)	27	10	21	18	19	18	+26/+42	+32	+20	+15	+19	16d8 (28)	27
Very old	H	29d12+174 (362)	29	10	23	18	19	18	+29/+46	+36	+22	+16	+20	18d8 (30)	28
Ancient	G	32d12+192 (400)	31	10	23	20	21	20	+32/+54	+38	+24	+18	+23	20d8 (32)	31
Wyrm	G	35d12+245 (472)	33	10	25	20	21	20	+35/+58	+42	+26	+19	+24	22d8 (34)	32
Great wurm	G	38d12+304 (551)	35	10	27	22	23	22	+38/+62	+46	+29	+21	+27	24d8 (37)	35

Darkstone Dragon Abilities By Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., burrow 60 ft., fly 100 ft. (average)	+0	19 (+1 size, +8 natural), touch 11, flat-footed 19	Immunity to acid and electricity, stonepass	—	—
Very young	60 ft., burrow 60 ft., fly 100 ft. (poor)	+0	21 (+11 natural), touch 10, flat-footed 21	—	—	—
Young	60 ft., burrow 60 ft., fly 100 ft. (poor)	+0	24 (+14 natural), touch 10, flat-footed 24	—	—	—
Juvenile	60 ft., burrow 60 ft., fly 150 ft. (poor)	+0	26 (−1 size, +17 natural), touch 9, flat-footed 26	—	—	—
Young adult	60 ft., burrow 60 ft., fly 150 ft. (poor)	+0	29 (−1 size, +20 natural), touch 9, flat-footed 29	Damage reduction 5/magic	1 st	19
Adult	60 ft., burrow 60 ft., fly 150 ft. (poor)	+0	31 (−2 size, +23 natural), touch 8, flat-footed 31	Magic stone	3 rd	21
Mature adult	60 ft., burrow 60 ft., fly 150 ft. (poor)	+0	34 (−2 size, 26 natural), touch 8, flat-footed 34	Damage reduction 10/magic	5 th	23
Old	60 ft., burrow 60 ft., fly 150 ft. (poor)	+0	37 (−2 size, +29 natural), touch 8, flat-footed 37	Spike stones	7 th	25
Very old	60 ft., burrow 60 ft., fly 150 ft. (poor)	+0	40 (−2 size, +32 natural), touch 8, flat-footed 40	Damage reduction 15/magic	9 th	26
Ancient	60 ft., burrow 60 ft., fly 200 ft. (poor)	+0	41 (−4 size, +35 natural), touch 6, flat-footed 41	Stone tell	11 th	28
Wyrm	60 ft., burrow 60 ft., fly 200 ft. (clumsy)	+0	44 (−4 size, +38 natural), touch 6, flat-footed 44	Damage reduction 20/magic	13 th	29
Great wyrm	60 ft., burrow 60 ft., fly 200 ft. (clumsy)	+0	47 (−4 size, +41 natural), touch 6, flat-footed 47	Statue	15 th	31

+34; Atk +25 melee (2d8+6, bite); Full Atk +25 melee (2d8+6, bite), +19 melee (2d6+3, 2 claws), +19 melee (1d8+3, 2 wings), +19 melee (2d6+9, tail slap); Space/reach 15 ft./10 ft. (bite 15 ft.); SA breath weapon, crush 2d8+9, *magic stone*, spells; SQ blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., immunity to acid, electrical, *sleep* and paralysis, low-light vision, spell resistance 21, stonepass; AL NE; SV Fort +16, Ref +12, Will +15; Str 23, Dex 10, Con 19, Int 16, Wis 17, Cha 16.

Skills and Feats: Bluff +26, Concentration +27, Decipher Script +26, Intimidate +28, Listen +28, Search +26, Spellcraft +26, Spot +28, Survival +26 (+28 following tracks); Alertness, Cleave, Flyby Attack, Improved Sunder, Power Attack, Snatch, Weapon Focus (bite).

Breath Weapon (Su): 50-ft. cone, damage 12d8 slashing and piercing, Reflex half DC 24.

Frightful Presence (Ex): 180-ft. radius, HD 19 or less, Will DC 23 negates.

Spell-Like Abilities: 6/day—*magic stone* (DC 14). Caster level 6th. The save DC is Charisma based.

Spells: as 3rd level sorcerer.

Sorcerer spells known (6/6; save DC 13 + spell level): 0—*dispel magic*, *flare*, *mage hand*, *prestidigitation*, *resistance*; 1st—*chill touch*, *grease*, *magic missile*.

Stonepass (Su): Zipac'Anthi can travel through solid rock as if it was air; while completely immersed in rock, she is under the effects of *meld into stone*, as the spell, except that she can freely move inside the rock and does not need to come out at the same point she entered.

Eerie Dragon

Dragon (Air)

Environment: Any mountains

Organisation: Wyrmling, very young, young or juvenile: solitary or clutch (1-3); young adult, adult, mature adult, old, very old: solitary, pair or family (pair plus 1-3 offspring); ancient, wyrm, great wyrm: solitary or pair

Challenge Rating: Wyrmling 5; very young 7; young 8; juvenile 10; young adult 11; adult 14; mature adult 16; old 19; very old 21; ancient 23; wyrm 24; great wyrm 26

Treasure: Triple standard

Alignment: Always neutral evil

Eerie Dragons By Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	T	7d12+7 (52)	11	20	13	14	15	14	+7/-1	+9	+6	+10	+7	2d6 (14)	—
Very young	S	10d12+10 (75)	13	18	13	14	15	14	+10/+7	+12	+8	+11	+9	4d6 (16)	—
Young	M	13d12+26 (110)	15	16	15	16	17	16	+13/+15	+15	+10	+11	+11	6d6 (18)	—
Juvenile	L	16d12+32 (136)	19	14	15	18	19	18	+16/+24	+19	+12	+12	+14	8d6 (20)	—
Young adult	L	19d12+57 (180)	21	14	17	18	19	18	+19/+28	+23	+14	+13	+15	10d6 (22)	23
Adult	H	22d12+66 (209)	23	12	17	20	21	20	+22/+36	+26	+16	+14	+18	12d6 (24)	26
Mature adult	H	25d12+100 (262)	25	12	19	20	21	20	+25/+40	+30	+18	+15	+19	14d6 (26)	27
Old	H	28d12+140 (322)	29	12	21	22	23	22	+28/+45	+35	+21	+17	+22	16d6 (29)	30
Very old	H	31d12+155 (356)	31	12	21	22	23	22	+31/+49	+39	+22	+18	+23	18d6 (30)	31
Ancient	G	34d12+204 (425)	35	10	23	24	25	24	+34/+58	+42	+25	+19	+26	20d6 (33)	34
Wyrm	G	37d12+222 (462)	37	10	23	24	25	24	+37/+62	+46	+26	+20	+27	22d6 (34)	35
Great wyrm	G	40d12+280 (540)	39	10	25	26	27	26	+40/+66	+50	+29	+22	+30	24d6 (37)	38

Advancement: Wyrmling 8-9 HD; very young 11-12 HD; young 14-15 HD; juvenile 17-18 HD; young adult 20-21 HD; adult 23-24 HD; mature adult 26-27 HD; old 29-30 HD; very old 32-33 HD; ancient 35-36 HD; wyrm 38-39 HD; great wyrm 41+ HD

Level Adjustment: Wyrmling +4; very young +4; young +4; others —

Slowly floating down from the night sky, you see an elongated pale violet dragon with silky, transparent wings and membranes. An eerie aura of the supernatural surrounds the creature, which soundlessly takes to land with a grace that belies its immense size.

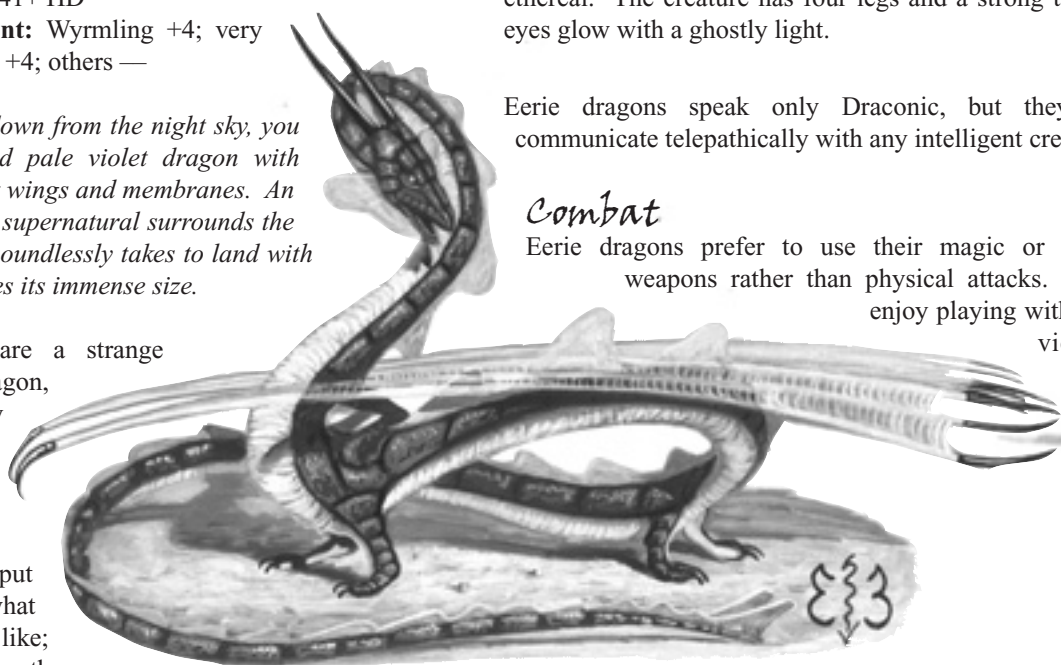
Eerie dragons are a strange variety of dragon, apparently created entirely by magic. Nobody knows such facts as where they put their lairs or what their eggs look like; they appear, then they

are gone, that is all. An eerie dragon appears as a thin, snakelike dragon with pale violet scales. The creature's head is lined by four to seven, flowing gossamer flanges; the membranes of its two fan-like wings are also gauzy and ethereal. The creature has four legs and a strong tail; its eyes glow with a ghostly light.

Eerie dragons speak only Draconic, but they can communicate telepathically with any intelligent creature.

Combat

Eerie dragons prefer to use their magic or breath weapons rather than physical attacks. They enjoy playing with their victims,



torturing and disorienting them with Enchantment and Illusion magic before finishing them off with their breath weapons.

Breath Weapon (Su): An eerie dragon's breath weapon is a cone of translucent mist that deals magic damage to creatures caught in it. In addition to the listed damage, this mist may make its victims mad. Any creature failing its save against an eerie dragon's breath weapon is affected as per a *confusion* spell at a caster level equal to the dragon's age category or spellcaster level, whichever is higher.

Colour Spray (Sp): Juvenile or older eerie dragons can use *colour spray*, as the spell of the same name, once per day per age category.

Other Spell-Like Abilities: 3/day—*rainbow pattern* (adult or older), *dream* (old or older); 1/day—*prismatic spray* (ancient or older), *scintillating pattern* (great wyrm).

Ethereal Jaunt (Su): An eerie dragon can enter the Ethereal Plane at will as per the *ethereal jaunt* spell. Entering or leaving the Ethereal Plane is a standard action for an eerie dragon.

Skills: Hide, Move Silently and Spellcraft are considered class skills for eerie dragons.

Syll'imallyssallai (Adult Eerie Dragon): CR 14; Huge dragon (air); HD 22d12+66, hp 209; Init +5; Spd 60 ft., fly 150 ft. (poor); AC 28, touch 9, flat-footed 27; Base Atk +22; Grp +36; Atk +26 melee (2d8+6, bite); Full Atk +26 melee (2d8+6, bite), +21 melee (2d6+3, 2 claws), +21 melee (1d8+3, 2 wings), +21 melee (2d6+9, tail slap); Space/reach 15 ft./10 ft. (bite 15 ft.); SA breath weapon, crush 2d8+9, spell-like abilities, spells; SQ blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., ethereal jaunt, immunity to *sleep*, paralysis and poison, low-light vision, spell resistance 24; AL NE; SV Fort +16, Ref +14, Will +18; Str 23, Dex 12, Con 17, Int 20, Wis 21, Cha 20.

Skills and Feats: Concentration +28, Escape Artist +26, Hide +18, Knowledge (arcana) +30, Listen +32, Move Silently +26, Search +30, Sense Motive +30, Spellcraft +32, Spot +32, Survival +5 (+7 when following tracks), Use Magic Device +30 (+32 when reading scrolls); Alertness, Blind-Fight, Flyby Attack, Hover, Improved Initiative, Silent Spell, Snatch, Wingover.

Eerie Dragon Abilities By Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 150 ft. (average)	+5	21 (+5 Dex, +2 size, +4 natural), touch 17, flat-footed 16	Ethereal jaunt, immunity to poison	—	—
Very young	60 ft., fly 150 ft. (average)	+4	22 (+4 Dex, +1 size, +7 natural), touch 15, flat-footed 18	—	—	—
Young	60 ft., fly 150 ft. (average)	+3	23 (+3 Dex, +10 natural), touch 13, flat-footed 20	—	1 st	—
Juvenile	60 ft., fly 150 ft. (average)	+2	24 (+2 Dex, −1 size, +13 natural), touch 11, flat-footed 22	<i>Colour spray</i>	3 rd	—
Young adult	60 ft., fly 150 ft. (poor)	+2	27 (+2 Dex, −1 size, +16 natural), touch 9, flat-footed 25	Damage reduction 5/magic	5 th	22
Adult	60 ft., fly 150 ft. (poor)	+1	28 (+1 Dex, −2 size, +19 natural), touch 9, flat-footed 27	<i>Rainbow pattern</i>	7 th	24
Mature adult	60 ft., fly 200 ft. (poor)	+1	31 (+1 Dex, −2 size, +22 natural), touch 9, flat-footed 30	Damage reduction 10/magic	9 th	26
Old	60 ft., fly 200 ft. (poor)	+1	34 (+1 Dex, −2 size, +25 natural), touch 9, flat-footed 33	<i>Dream</i>	11 th	28
Very old	60 ft., fly 200 ft. (poor)	+1	37 (+1 Dex, −2 size, +28 natural), touch 9, flat-footed 36	Damage reduction 15/magic	13 th	29
Ancient	60 ft., fly 200 ft. (poor)	+0	37 (−4 size, +31 natural), touch 6, flat-footed 37	<i>Prismatic spray</i>	15 th	31
Wyrm	60 ft., fly 200 ft. (poor)	+0	40 (−4 size, +34 natural), touch 6, flat-footed 40	Damage reduction 20/magic	17 th	32
Great wyrm	60 ft., fly 200 ft. (clumsy)	+0	43 (−4 size, +37 natural), touch 6, flat-footed 43	<i>Scintillating pattern</i>	19 th	34

Breath Weapon (Su): 50-ft. cone, damage 12d6 magic (Reflex half, DC 24) plus *confusion* (Will negates, DC 24).

Crush (Ex): Area 15ft. by 15 ft., Small or smaller creatures take 2d8+9 points of bludgeoning damage and must succeed on a Reflex save (DC 24) or be pinned; grapple bonus +36.

Frightful Presence (Ex): 180-ft. radius, HD 21 or less, Will DC 26 negates.

Spell-Like Abilities: 6/day—*colour spray* (DC 16); 3/day—*rainbow pattern* (DC 19). Caster level 7th. Save DCs are Charisma based.

Ethereal Jaunt (Su): Syll'imallyssallai can enter the Ethereal Plane at will, as per the *ethereal jaunt spell*, as a standard action.

Spells: As 7th level sorcerer.

Sorcerer spells known (6/8/7/5; save DC 15 + spell level): 0—*dancing lights*, *daze*, *flare*, *ghost sound*, *mage hand*, *message*, *prestidigitation*; 1st—*hypnotism*, *magic missile*, *obscuring mist*, *silent image*, *sleep*; 2nd—*blur*, *glitterdust*, *mirror image*; 3rd—*deep slumber*, *slow*.

Sword Dragon Dragon (Earth)

Environment: Underground

Organisation: Wyrmling, very young, young or juvenile: solitary or clutch (2-5); young adult, adult, mature adult, old, very old: solitary, pair or family (pair plus 2-5 offspring); ancient, wyrm, great wyrm: solitary

Challenge Rating: Wyrmling 4; very young 5; young 7; juvenile 8; young adult 10; adult 12; mature adult 13; old 16; very old 18; ancient 21; wyrm 22; great wyrm 24

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: Wyrmling 6-7 HD; very young 9-10 HD; young 12-13; juvenile 15-16 HD; young adult 18-19 HD; adult 21-22 HD; mature adult 24-25 HD; old 27-28 HD; very old 30-31 HD; ancient 33-34 HD; wyrm 36-37 HD; great wyrm 39+ HD

Level Adjustment: Wyrmling +3; very young +3; young +3; juvenile +3; others —

This dragon appears as if covered with metal blades, from its tail and wings to its sharp claws and teeth; even its back is lined by a frill of sharp steel edges. It attacks furiously and violently, with a display of relentless violence, looking like a living weapon rack.

Sword Dragons By Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	5d12+5 (37)	13	12	13	10	11	10	+5/+2	+7	+5	+5	+4	2d4 (13)	—
Very young	M	8d12+16 (68)	15	12	15	12	13	12	+8/+10	+10	+8	+7	+7	4d4 (16)	—
Young	L	11d12+22 (93)	17	12	15	12	13	12	+11/+18	+13	+9	+8	+9	6d4 (17)	—
Juvenile	L	14d12+42 (133)	19	12	17	12	13	12	+14/+22	+17	+12	+10	+10	8d4 (20)	—
Young adult	L	17d12+51 (161)	21	12	17	14	15	14	+17/+26	+21	+13	+11	+12	10d4 (21)	20
Adult	H	20d12+80 (210)	23	12	19	14	15	14	+20/+34	+24	+16	+13	+14	12d4 (24)	22
Mature adult	H	23d12+115 (264)	25	12	21	16	17	16	+23/+38	+28	+18	+14	+16	14d4 (26)	24
Old	H	26d12+130 (299)	27	12	21	16	17	16	+26/+42	+32	+20	+16	+18	16d4 (28)	26
Very old	H	29d12+174 (362)	29	12	23	18	19	18	+29/+46	+36	+22	+17	+20	18d4 (30)	28
Ancient	H	32d12+224 (432)	31	12	25	18	19	18	+32/+50	+40	+25	+19	+22	20d4 (33)	30
Wyrm	G	35d12+245 (472)	33	12	25	20	21	20	+35/+58	+42	+26	+20	+24	22d4 (34)	32
Great wyrm	G	38d12+304 (551)	35	12	27	20	21	20	+38/+62	+46	+29	+22	+26	24d4 (37)	34

A sword dragon is another evil offshoot of the metallic sub-genre; while they are not true metallic dragons, they are evidently related to them. A sword dragon has a slender, agile body and the disposition of a hunter. Its scales, teeth and claws have the appearance of steel blades; its smallish bat-like wings have sharp metallic edges. A line of steel blades runs the sword dragon's back, starting with a metal crest at its head and ending with a single blade at the end of its tail.

Sword dragons speak Common and Draconic.

Combat

Sword dragons are probably the only dragons that prefer using their teeth and claws instead of their breath weapon. They see themselves as martial artists, living to hone their combat skills and find a worthy opponent. In fact sword dragons see their treasure troves as war trophies, collected from their defeated rivals.

Breath Weapon (Su): A sword dragon's breath weapon is a cone of silvery fire, hotter than the hottest furnace.

Blade scales (Ex): Any creature that attacks a sword dragon in melee (whether successfully or unsuccessfully) must succeed on a Reflex save or suffer slashing damage equal to the sword dragon's claw damage. Furthermore, all of a sword dragon's physical attacks – including extraordinary attacks such as crush and tail sweep, if any – count as dealing slashing damage in addition to bludgeoning or

piercing damage. Finally, a sword dragon's bite, claw, wing and tail slap attacks have their critical threat range doubled (usually from 20 to 19-20).

Magic missile (Sp): An adult or older sword dragon can fire its sharp scales as fiery energy projectiles, with effects similar to the *magic missile* spell. The sword dragon can use this ability a number of times per day equal to its age category.

Other Spell-Like Abilities: 3/day—*greater magic fang* (old or older); 1/day—*blade barrier* (ancient or older), *mage's sword* (great wyrm).

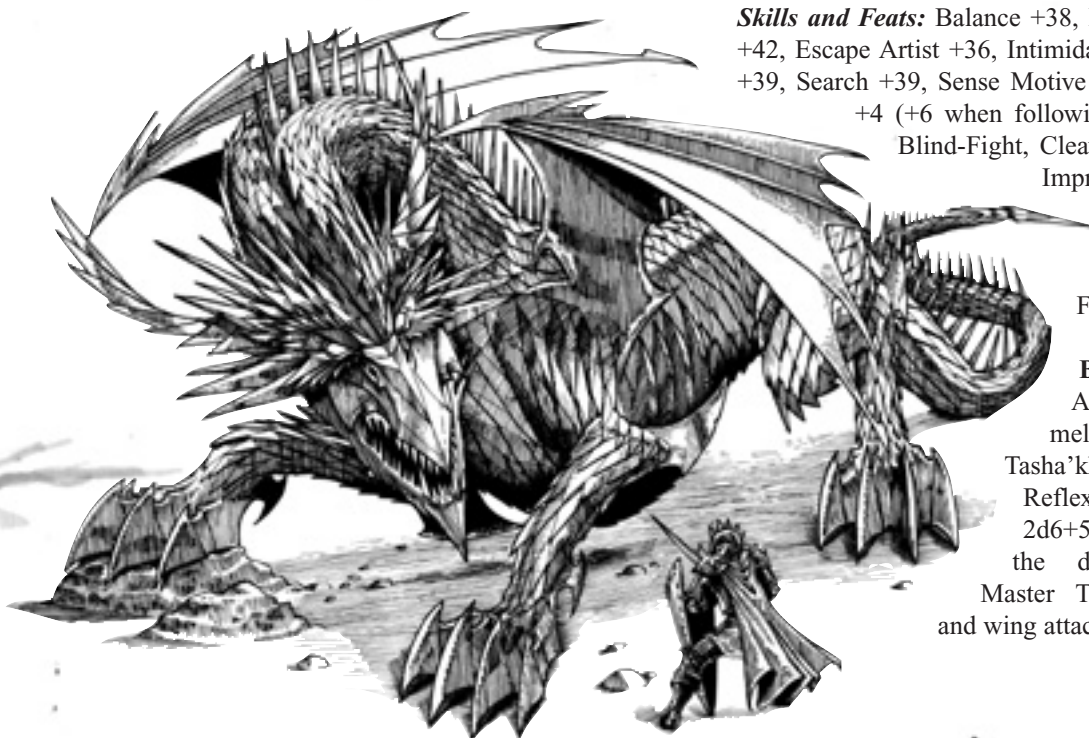
Skills: Balance, Bluff and Tumble are considered class skills for sword dragons.

Master Tasha'khaxi (Ancient Sword Dragon): CR 20; Huge dragon (earth); HD 32d12+224, hp 432; Init +5; Spd 60 ft., burrow 10 ft., fly 200 ft. (clumsy); AC 45, touch 9, flat-footed 44; Base Atk +32; Grp +50; Atk +41 melee (2d8+10/19-20, bite); Full Atk +41 melee (2d8+10/19-20, bite), +39 melee (2d6+5/19-20, 2 claws), +38 melee (1d8+5/19-20, 2 wings), +38 melee (2d6+15/19-20, tail slap); Space/reach 15 ft./10 ft. (bite 15 ft.); SA blade scales, breath weapon, crush 2d8+15, spell-like abilities, spells; SQ blindsense 60 ft., damage reduction 15/magic, darkvision 120 ft., immunity to acid, *sleep*, paralysis and poison, low-light vision, spell resistance 25; AL LE; SV Fort +25, Ref +19, Will +22; Str 31, Dex 12, Con 25, Int 18, Wis 19, Cha 18.

Skills and Feats: Balance +38, Bluff +39, Concentration +42, Escape Artist +36, Intimidate +41, Jump +12, Listen +39, Search +39, Sense Motive +39, Spot +39, Survival +4 (+6 when following tracks), Tumble +36; Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw), Wingover.

Blade Scales (Ex):

Any creature making a melee attack against Master Tasha'khaxi must succeed on a Reflex save (DC 36) or suffer 2d6+5 slashing damage from the dragon's sharp scales. Master Tasha'khaxi's bite, claw and wing attacks count as both slashing



Sword Dragon Abilities By Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., burrow 10 ft., fly 100 ft. (average)	+1	21 (+1 Dex, +1 size, +9 natural), touch 12, flat-footed 20	Blade scales, immunity to acid and poison	—	—
Very young	60 ft., burrow 10 ft., fly 100 ft. (poor)	+1	23 (+1 Dex, +12 natural), touch 11, flat-footed 22	—	—	—
Young	60 ft., burrow 10 ft., fly 150 ft. (poor)	+1	25 (+1 Dex, -1 size, +15 natural), touch 10, flat-footed 24	—	—	—
Juvenile	60 ft., burrow 10 ft., fly 150 ft. (poor)	+1	28 (+1 Dex, -1 size, +18 natural), touch 10, flat-footed 27	—	—	—
Young adult	60 ft., burrow 10 ft., fly 150 ft. (poor)	+1	30 (+1 Dex, -2 size, +21 natural), touch 9, flat-footed 29	Damage reduction 5/magic	—	17
Adult	60 ft., burrow 10 ft., fly 150 ft. (poor)	+1	33 (+1 Dex, -2 size, +24 natural), touch 9, flat-footed 32	<i>Magic missile</i>	1 st	18
Mature adult	60 ft., burrow 10 ft., fly 150 ft. (poor)	+1	36 (+1 Dex, -2 size, +27 natural), touch 9, flat-footed 35	Damage reduction 10/magic	3 rd	21
Old	60 ft., burrow 10 ft., fly 150 ft. (clumsy)	+1	39 (+1 Dex, -2 size, +30 natural), touch 9, flat-footed 38	<i>Greater magic fang</i>	5 th	22
Very old	60 ft., burrow 10 ft., fly 200 ft. (clumsy)	+1	42 (+1 Dex, -2 size, +33 natural), touch 9, flat-footed 41	Damage reduction 15/magic	7 th	23
Ancient	60 ft., burrow 10 ft., fly 200 ft. (clumsy)	+1	45 (+1 Dex, -2 size, +36 natural), touch 9, flat-footed 44	<i>Blade barrier</i>	9 th	25
Wyrm	60 ft., burrow 10 ft., fly 200 ft. (clumsy)	+1	46 (+1 Dex, -4 size, +39 natural), touch 7, flat-footed 45	Damage reduction 20/magic	11 th	26
Great wyrm	60 ft., burrow 10 ft., fly 200 ft. (clumsy)	+1	49 (+1 Dex, -4 size, +42 natural), touch 7, flat-footed 48	<i>Mage's Sword</i>	13 th	28

and piercing damage. His crush and tail slap attacks count as both slashing and bludgeoning damage.

Breath Weapon (Su): 50-ft. cone, damage 20d4 fire, Reflex half DC 33.

Crush (Ex): Area 15ft. by 15 ft., Small or smaller creatures take 2d8+15 points of bludgeoning damage and must succeed on a Reflex save (DC 33) or be pinned; grapple bonus +50.

Frightful Presence (Ex): 300-ft. radius, HD 31 or less, Will DC 30 negates.

Spell-Like Abilities: 10/day—*magic missile*; 3/day—*greater magic fang*; 1/day—*blade barrier* (DC 20). Caster level 10th. Save DCs are Charisma based.

Spells: as 9th level sorcerer.

Typical sorcerer spells known (6/7/7/7/5; save DC 14 + spell level): 0—*acid splash*, *daze*, *flare*, *mage hand*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1st—*grease*, *mage armour*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*cat's grace*, *daze monster*, *glitterdust*, *mirror*

image; 3rd—*blink*, *dispel magic*, *displacement*; 4th—*greater invisibility*, *stoneskin*.

Titanium Dragon

Dragon (Earth)

Environment: Any mountains

Organisation: Wyrmling, very young, young or juvenile: solitary; young adult, adult, mature adult, old, very old: solitary, pair or family (pair plus one offspring); ancient, wyrm, great wyrm: solitary

Challenge Rating: Wyrmling 6; very young 8; young 10; juvenile 12; young adult 14; adult 16; mature adult 17; old 20; very old 22; ancient 25; wyrm 27; great wyrm 29

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: Wyrmling 10-11 HD; very young 13-14 HD; young 16-17 HD; juvenile 19-20 HD; young adult 22-23 HD; adult 25-26 HD; mature adult 28-29 HD; old 31-32 HD; very old 34-35 HD; ancient 37-38 HD; wyrm 40-41 HD; great wyrm 43+ HD

Level Adjustment: Wyrmling +4; very young +4; others —

This dragon is an imposing sight. Its body is not covered with scales but with a succession of large metallic plates; its wings appear as folding metal sheets; its head a spiked steel mask; its crest is made of evenly spaced, sharp metallic spikes that run from the top of its head to the tip of its tail. The entire body of the dragon glints like polished steel.

Titanium dragons are a corrupt breed of metallic dragon, probably related to silver dragons but whose true origins are unknown. Physically they somewhat resemble silver dragons, but their form and features are much sharper and starker, as if the thing was actually forged from sharp metal rather than naturally born. Close scrutiny (on the virtually impossible chance of finding a titanium dragon willing to be closely scrutinised) reveals the metal-like plates covering their bodies are indeed all but unbreakable, doubtlessly harder than any other dragon's; this supports the theory that titanium dragons are at least partially artificial beings.

Titanium dragons speak Common, Draconic and Terran.

Combat

Titanium dragons have no reason to fear anything or anyone, which shows in their careless, confident approach to combat. They simply advance, attack and most often kill,

being unused to any opposition being a match for them – which may perhaps be these juggernauts' only weakness.

Breath Weapon (Su): A titanium dragon's breath weapon is a cone of lava.

Hold Breath (Ex): Titanium dragons can spend an incredible amount of time without air. A titanium dragon may hold its breath for a number of hours equal to its Constitution score.

Shatter (Sp): An adult or older titanium dragon can use *shatter*, as the spell of the same name, a number of times per day equal to its age category.

Other Spell-Like Abilities: 3/day—*soften earth and stone* (old or older). 1/day—*wall of iron* (ancient or older), *repulsion* (great wyrm).

Wings: The sharp metallic wings of a titanium dragon do increased damage. Treat as if the titanium dragon was one size larger when determining wing damage.

Skills: Appraise, Bluff and Survival are considered class skills for adamantite dragons.

Titanium Dragons By Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	9d12+27 (85)	17	8	17	10	11	12	+9/+8	+13	+9	+5	+6	2d10 (17)	—
Very young	M	12d12+48 (126)	19	8	19	12	13	12	+12/+16	+16	+12	+7	+9	4d10 (20)	—
Young	L	15d12+75 (172)	21	8	21	12	13	14	+15/+24	+19	+14	+8	+10	6d10 (22)	—
Juvenile	L	18d12+108 (225)	23	8	23	14	15	14	+18/+28	+23	+17	+10	+13	8d10 (25)	—
Young adult	L	21d12+147 (283)	27	8	25	14	15	18	+21/+33	+28	+19	+11	+14	10d10 (27)	24
Adult	H	24d12+192 (348)	31	8	27	16	17	18	+24/+42	+32	+22	+13	+17	12d10 (30)	26
Mature adult	H	27d12+243 (418)	33	8	29	16	17	20	+27/+46	+36	+24	+14	+18	14d10 (32)	28
Old	H	30d12+300 (495)	35	8	31	18	19	20	+30/+50	+40	+27	+16	+21	16d10 (35)	30
Very old	G	33d12+363 (577)	37	8	33	18	19	22	+33/+58	+42	+29	+17	+22	18d10 (37)	32
Ancient	G	36d12+432 (666)	41	8	35	20	21	22	+36/+63	+47	+32	+19	+25	20d10 (40)	34
Wyrm	G	39d12+507 (860)	45	8	37	20	21	24	+39/+68	+52	+34	+20	+26	22d10 (42)	37
Great wyrm	C	42d12+588 (961)	49	8	39	22	23	24	+42/+77	+53	+37	+22	+29	24d10 (45)	39

Titanium Dragon Abilities By Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	30 ft., fly 80 ft. (poor), burrow 10 ft.	-1	23 (+1 size, +12 natural), touch 11, flat-footed 23	Hold breath, Immunity to acid and poison	—	—
Very young	30 ft., fly 80 ft. (poor), burrow 10 ft.	-1	25 (+15 natural), touch 10, flat-footed 25	—	—	—
Young	30 ft., fly 80 ft. (poor), burrow 10 ft.	-1	27 (-1 size, +18 natural), touch 9, flat-footed 27	—	—	—
Juvenile	30 ft., fly 80 ft. (poor), burrow 10 ft.	-1	30 (-1 size, +21 natural), touch 9, flat-footed 30	—	—	—
Young adult	40 ft., fly 80 ft. (poor), burrow 20 ft.	-1	33 (-1 size, +24 natural), touch 9, flat-footed 33	Damage reduction 5/ magic and adamantine	1 st	22
Adult	40 ft., fly 80 ft. (poor), burrow 20 ft.	-1	35 (-2 size, +27 natural), touch 8, flat-footed 35	<i>Shatter</i>	3 rd	24
Mature adult	40 ft., fly 80 ft. (clumsy), burrow 20 ft.	-1	38 (-2 size, +30 natural), touch 8, flat-footed 38	Damage reduction 10/ magic and adamantine	5 th	26
Old	40 ft., fly 80 ft. (clumsy), burrow 20 ft.	-1	41 (-2 size, +33 natural), touch 8, flat-footed 41	<i>Soften earth and stone</i>	7 th	28
Very old	40 ft., fly 100 ft. (clumsy), burrow 20 ft.	-1	42 (-4 size, +36 natural), touch 6, flat-footed 42	Damage reduction 15/ magic and adamantine	9 th	29
Ancient	40 ft., fly 100 ft. (clumsy), burrow 20 ft.	-1	45 (-4 size, +39 natural), touch 6, flat-footed 45	<i>Wall of iron</i>	11 th	31
Wyrm	40 ft., fly 100 ft. (clumsy), burrow 20 ft.	-1	48 (-4 size, +42 natural), touch 6, flat-footed 48	Damage reduction 20/ magic and adamantine	13 th	32
Great wyrm	40 ft., fly 120 ft. (clumsy), burrow 20 ft.	-1	47 (-8 size, +45 natural), touch 2, flat-footed 47	<i>Repulsion</i>	15 th	34



Mature Adult Titanium Dragon: CR 16; Huge dragon (earth); HD 27d12+243; hp 418; Init -1; Spd 40 ft., fly 80 ft. (clumsy), burrow 20 ft.; AC 38, touch 8, flat-footed 38; Base Atk +27; Grp +46; Atk +37 melee (2d8+11, bite); Full Atk +36 melee (2d8+11, bite), +31 melee (2d6+5, 2 claws), +31 melee (2d6+5, 2 wings), +31 melee (2d6+16, tail slap); Space/reach 15 ft. /10 ft. (bite 15 ft.); SA breath weapon, crush 2d8+16, *shatter*, spells; SQ blindsense 60 ft., damage reduction 10/magic and adamantine, darkvision 120 ft., hold breath, immunity to acid, *sleep*, paralysis and poison, low-light vision, spell resistance 26; AL LE; SV Fort +24, Ref +14, Will +18; Str 33, Dex 8, Con 29, Int 16, Wis 17, Cha 20.

Skills and Feats: Appraise +33, Bluff +35, Intimidate +37, Listen +35, Search +33, Sense Motive +33, Spot +35, Survival +33 (+35 following tracks), Use Magic Device +35; Alertness, Cleave, Flyby Attack, Hover, Improved Sunder, Power Attack, Snatch, Weapon Focus (claw), Weapon Focus (bite), Wingover.

Breath Weapon (Su): 50ft. cone of lava, damage 14d10 fire, Reflex half DC 32.

Crush (Ex): Area 15ft. by 15 ft., Small or smaller creatures take 2d8+16 points of bludgeoning damage and must succeed on a Reflex save (DC 32) or be pinned; grapple bonus +46.

Frightful Presence (Ex): 210ft. radius, HD 26 or less, Will DC 28 negates.

Spell-Like Abilities: 7/day—*shatter* (DC 17). Caster level 7th. The Save DC is Charisma based.

Hold Breath (Ex): Titanium dragons can spend an incredible amount of time without air. A titanium dragon may hold its breath for a number of hours equal to its Constitution score.

Spells: as 5th level sorcerer.

Typical sorcerer spells known (6/8/5; save DC 15 + spell level): 0th—*acid splash*, *daze*, *flare*, *ghost sound*, *light*, *prestidigitation*; 1st—*burning hands*, *chill touch*, *magic missile*; 2nd—*blur*, *summon swarm*.

Dragon, Blaze (Freigurn)

Gargantuan Dragon (Earth, Fire)

Hit Dice: 24d12+168 (324 hp)

Initiative: +5

Speed: 50 ft. (10 squares), burrow 20 ft., fly 80 ft. (clumsy)

AC: 25 (−4 size, +1 Dex, +18 natural), touch 7, flat-footed 24

Base Attack/Grapple: +24/+48

Attack: Bite +32 melee (2d8+12) or claw +32 melee (2d6+12)

Full Attack: Bite +32 melee (2d8+12) and 2 claws +30 melee (2d6+6)

Space/Reach: 20 ft. /20 ft.

Special Attacks: Breath weapon, spell-like abilities, tremor

Special Qualities: Damage reduction 10/magic, darkvision 30 ft., elemental travel, low-light vision, immunity to fire, *sleep* and paralysis, resistance to acid 10 and electrical 10, vulnerability to cold

Saves: Fort +21, Ref +15, Will +17

Abilities: Str 34, Dex 12, Con 24, Int 15, Wis 16, Cha 21

Skills: Bluff +32, Escape Artist +28, Intimidate +34, Jump +14, Listen +30, Search +29, Spot +30, Survival +30 (+32 following tracks), Tumble +28

Feats: Ability Focus (tremor), Awesome Blow, Flyby Attack, Improved Bull Rush, Improved Sunder, Improved Initiative, Multiattack, Power Attack, Snatch

Environment: Warm mountains

Organisation: Solitary

Challenge Rating: 21

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: 25–48 HD (Colossal)

Level Adjustment: —

In an explosion of hot rocks, the full mass of an auburn dragon comes into view. Its head has a monstrous appearance even for a dragon, with curved horns and fangs poking out at every angle. The beast roars furiously and small wisps of fire seem to shoot out of its eyes and mouth, as if the furnace of hate burning inside it could not be fully contained within.

Blaze dragons, also known as freigurnim (*sing.* Freigurn), are tied to both the earth and fire elements; in fact, some sages consider them a form of elemental rather than dragon. Although blaze dragons are not considered ‘true’ dragons, they have all the required physical characteristics – two bat-like wings, four reptilian legs, a long tail and a lithe neck crowned by a horned reptilian head. The head of a blaze dragon is completely covered with fire-coloured, curved horns, of which the largest are the four horns above the beast’s skull and the single horn on its muzzle tip. These horns continue on a line down the creature’s spine to the single horn at the point of its tail.

Blaze dragons speak Common, Draconic, Ignan and Terran.

Combat

Blaze dragons are true warriors, always entering combat without either fear or mercy. They never walk into the fray without a good reason but, once they start a fight, they never back down. Blaze dragons enjoy using their teeth and claws almost as much as their devastating breath weapons.

Breath Weapon (Su): Once every 2d4 rounds, a blaze dragon may breathe a cone of scorching pyroclastic material, 60 feet long by 60 feet wide at the end. Any creature caught in this cone must succeed at a Reflex save (DC 29, Constitution based) or suffer 12d8 points of fire damage and become pinned by molten rock for 2d4 rounds. A creature that succeeds at this save does not become pinned and suffers only half damage from the blast. A pinned character may attempt to break free as a full-round action by succeeding at an Escape Artist or grapple check (DC 34, Strength based). A creature that fails to get free suffers 2d6 points of fire damage every round it remains pinned. It is possible to use the aid another action to help a pinned character pull free.

Spell-Like Abilities: At will—*burning hands* (16), *produce flame*; 3/day—*soften earth and stone*, *stone shape*, *wall of fire* (DC 19); 1/day—*spike stones* (DC 19). Caster level 12th. Save DCs are Charisma based.

Tremor (Ex): By spending a full-round action, a blaze dragon may sink its talons or burrow below the ground and cause the land to violently shake and tremble. Creatures



within 60 feet of a blaze dragon using this ability must succeed at a Reflex save (DC 36, Strength based) or fall prone and suffer 2d6 points of bludgeoning damage. Buildings on the area automatically suffer 2d8 points of damage. If the terrain allows it, this ability has a 50% chance of causing a landslide or avalanche, as detailed in chapter 3 of the *DMG*.

Elemental Travel (Su): A blaze dragon can travel to or from the elemental planes of Fire or Earth at will. Entering or leaving an elemental plane counts as a full-round action for a blaze dragon.

Dragon, Breeze (Delthaur)

Gargantuan Dragon (Air, Water)

Hit Dice: 24d12+144 (300 hp)

Initiative: +6

Speed: 50 ft. (10 squares), fly 180 ft. (average), swim 80 ft.

AC: 25 (–4 size, +2 Dex, +17 natural), touch 8, flat-footed 23

Base Attack/Grapple: +24/+47

Attack: Bite +31 melee (2d10+16)

Full Attack: Bite +31 melee (2d10+16)

Space/Reach: 20 ft./20 ft.

Special Attacks: Breath weapon, spell-like abilities, storm

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., elemental travel, low-light vision, immunity to electrical, paralysis and sleep, resistance to cold 10 and fire 10, water breathing

Saves: Fort +20, Ref +16, Will +17

Abilities: Str 32, Dex 15, Con 23, Int 15, Wis 16, Cha 21

Skills: Bluff +32, Escape Artist +29, Intimidate +34, Jump +13, Listen +30, Search +29, Spot +30, Survival +3 (+5 following tracks), Swim +46, Tumble +29

Feats: Ability Focus (storm), Combat Expertise, Dodge, Flyby Attack, Hover^B, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack, Wingover

Environment: Temperate lakes

Organisation: Solitary

Challenge Rating: 18

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: 25–48 HD (Colossal)

Level Adjustment: —

With the force of a tidal wave or a hurricane, the blue-green shape of a flying dragon swoops down towards you as a herald of elemental doom. The beast has a long snakelike body; its wings as well as its crest seem to be made of a flimsy, almost transparent membrane. Whether by the creature's weird, resonant roar or by the curious shape of its muzzle, it would seem the dragon is laughing, no, cackling manically with the sheer delight of natural destruction.

Breeze dragons, also known as delthaurim (*sing.* delthaur) are related to both air and water, being equally capable swimmers and fliers. Their supple long bodies resemble the dragons found on oriental settings rather than the scaly dreadnoughts often referred to as 'true' dragons. Breeze dragons have four stunted, stubby legs below their bodies, but they rarely ever use them, preferring to travel through the air and water instead of the ground. Their heads are long and crocodile-like; the shape of their mouths and the vague hint of madness in their slanted eyes make it look as if they were always laughing. Their heads and ears are adorned by thin membranous crests; their wings are apparently made of this same membranous matter, in addition to the large flapping membrane covering their snakelike spine.

Breeze dragons speak Auran, Aquan, Common and Draconic.

Combat

Breeze dragons attack like the mad wind of destruction they represent, blindly devastating everything with their breath weapon, physical attacks and magical abilities. They enjoy pain and chaos, and their combat tactics involve always

causing as much mayhem as they can, often sacrificing combat effectiveness for the sake of sheer pandemonium.

Breath Weapon (Su): Once every 2d4 rounds, a breeze dragon may breathe a 10 foot wide ball of sparkling blue lightning. Once breathed, this lightning ball flies independently, following enemies as if it had an intelligence of its own. The lightning ball has the same attack bonus as the breeze dragon (usually +31), and it deals electrical damage to any creature it touches. It can move 60 feet as a move action and make a touch attack as a standard action. It has 20 hit points, with damage reduction 20/magic. It is immune to acid, cold, electrical, fire, sonic and poison attacks. The damage dealt by the lightning ball depends on how many rounds have passed since the dragon breathed it. Compare the number of rounds since the lightning ball was breathed in the following table to determine the amount of electrical damage it deals with a successful touch attack:



Lightning ball damage

Round	Damage
1 st	4d10
2 nd	3d10
3 rd	2d10
4 th	1d10

Five rounds after the breeze dragon breathed it, or if the breeze dragon dies before five rounds have elapsed, the lightning ball immediately disappears. It is possible for more than one lightning ball breathed by the same breeze dragon to be in existence at the same time, provided it is able to breathe again before the previous lightning ball has disappeared.

Spell-Like Abilities: At will—*fog cloud*, *wind wall* (DC 18); 3/day—*gaseous form*, *control water* (DC 19), *control winds* (DC 20); 1/day—*chain lightning* (DC 21). Caster level 12th. Save DCs are Charisma based.

Storm (Ex): By spending a full-round action, a breeze dragon may whirl on itself and cause a powerful storm in the area. This storm lasts no more than one round, but for that round all Large or smaller creatures within 100 feet of the breeze dragon must succeed at a Reflex save (DC 35, Strength based) or be thrown to the four winds, suffering 2d6 points of bludgeoning damage and being moved back 1d20 feet. This ability has a 50% chance of causing a lightning bolt to fall upon one randomly chosen creature in the area (excluding the breeze dragon itself). This bolt deals 3d8 points of electrical damage (Reflex half DC 29, Charisma based).

Elemental Travel (Su): A breeze dragon can travel to or from the elemental planes of Air or Water at will. Entering or leaving an elemental plane counts as a full-round action for a breeze dragon.

Water Breathing (Ex): A breeze dragon can breathe indefinitely underwater; it can freely use its breath weapons, spells and spell-like abilities while underwater.

Skills: A breeze dragon gains a +8 racial bonus on all Swim checks. It can use the run action while swimming, provided it swims in a straight line; it can also take 10 on any Swim check, even when rushed or threatened.

Dragon, Hecaton

Hecaton dragons are true chromatic dragons that, through sinister magic or some horrible natural mutation, were born with or grew multiple heads. Any of the five types of chromatic dragon can become hecatons, gaining from one to eleven additional heads.

Hecaton dragons are among the most dangerous monsters in the universe; the mightiest of them are fit opponents even for demigods or more powerful creatures.

Hecaton dragons speak all the languages normally possessed by normal dragons of their type.

Sample Hecaton Dragon

This hecaton uses a very old black dragon as the base creature. It has eight additional heads.

Very Old Hecaton Black Dragon

Huge Dragon (Augmented, Water)

Hit Dice: 28d12+308 (490 hp)

Initiative: +4

Speed: 60 ft. (12 squares), fly 150 ft. (clumsy), swim 60 ft.

AC: 35 (-2 size, +27 natural), touch 8, flat-footed 35

Base Attack/Grapple: +28/+46

Attack: 9 bites +37 melee (3d8+10)

Full Attack: 9 bites +37 melee (3d8+10) and 2 claws +34 melee (2d6+5) and 2 wings +34 melee (1d8+5) and tail slap +34 melee (2d6+15)

Space/Reach: 15 ft. /10 ft. (15ft. with bite)

Special Attacks: Breath weapon, Crush 2d8+15, frightful presence, spell-like abilities, spells

Special Qualities: Awareness, blindsense 60 ft., damage reduction 15/magic, darkvision 120 ft., immunity to acid, *sleep* and paralysis, low-light vision, spell resistance 23, water breathing

Saves: Fort +27, Ref +16, Will +19

Abilities: Str 31, Dex 10, Con 32, Int 16, Wis 17, Cha 16

Skills: Bluff +34, Diplomacy +34, Hide +23, Intimidate +36, Listen +40, Move Silently +31, Search +38, Spot +40, Survival +3 (+5 following tracks), Swim +41

Feats: Alertness^B, Blind-Fight, Cleave, Combat Reflexes^B, Improved Initiative, Improved Natural Armour, Improved Natural Attack (bite), Improved Sunder, Multiattack^B, Power Attack, Snatch, Weapon Focus (bite), Wingover*

Environment: Warm marshes

Organisation: Solitary

Challenge Rating: 22 (+1 per head)

Treasure: Quadruple standard

Alignment: Always chaotic evil

Advancement: 29-30 HD (very old), 31-33 HD (ancient), 34-36 HD (wurm), 37+ HD (great wurm)

Level Adjustment: —

This nightmarish creature resembles a black dragon in all respects, except it has nine heads. Each of the abomination's heads twists ferociously and independently as it slowly advances towards you.

Combat

All of the heads of a hecaton dragon fight ferociously as a single creature, usually attempting to concentrating their attacks on a single opponent.

Breath Weapon (Su): 100 foot line, damage 26d4 acid, Reflex half DC 38.

Crush (Ex): Area 15ft. by 15 ft., Smaller or smaller creatures take 2d8+15 points of bludgeoning damage and must succeed on a Reflex save (DC 30) or be pinned; grapple bonus +46.

Frightful Presence (Ex): 270-foot radius, HD 27 or less, Will DC 27 negates.

Spell-like Abilities: 3/day—*darkness*; 1/day—*corrupt water* (DC 14), *plant growth*. Caster level 9th. Save DCs are Charisma based.

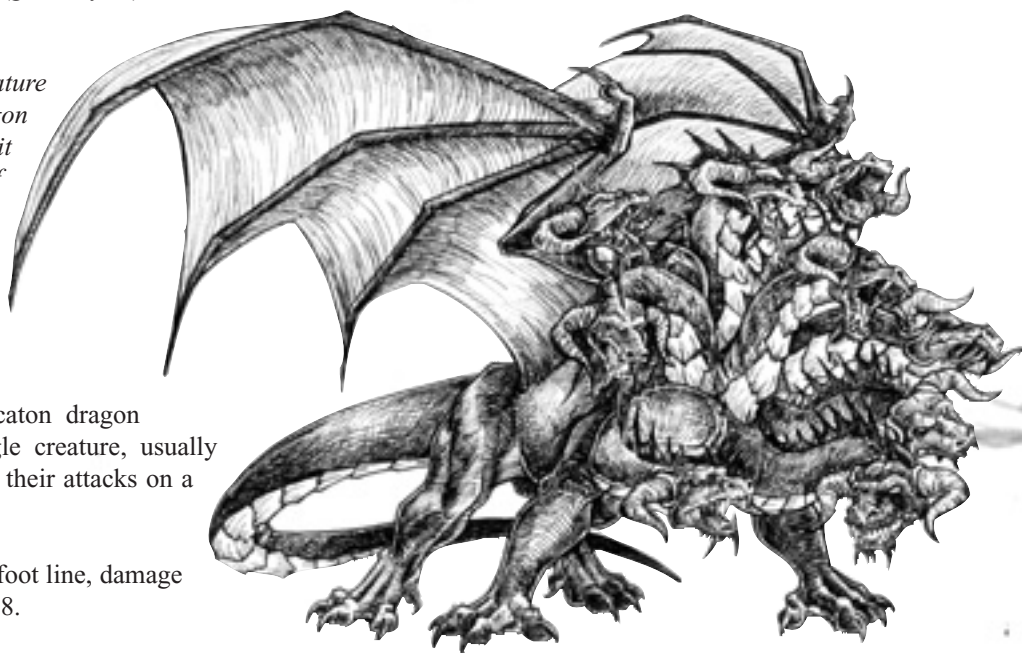
Spells: as 9th level sorcerer.

Typical sorcerer spells known (6/7/7/7/5; save DC 13 + spell level): 0—*acid splash*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitaton*, *ray of frost*, *resistance*; 1st—*chill touch*, *mage armour*, *magic missile*, *protection from good*, *ray of enfeeblement*; 2nd—*acid arrow*, *blur*, *ghoul touch*, *summon swarm*; 3rd—*displacement*, *ray of exhaustion*, *stinking cloud*; 4th—*contagion*, *solid fog*.

Awareness (Ex): A hecaton dragon cannot be flanked, surprised or taken flat-footed as long as at least two of its heads remain conscious. It is always awake, since it can divide rest periods among its many heads.

Water Breathing (Ex): A breeze dragon can breathe indefinitely underwater; it can freely use its breath weapons, spells and spell-like abilities while underwater.

Skills: A hecaton dragon gains a +4 racial bonus on all Listen, Spot and Search checks. It can always take 10 on Search checks, even if distracted or endangered.



Creating a Hecaton Dragon

'Hecaton dragon' is an inherited or acquired template that can be added to any evil chromatic (black, blue, green, red or white) dragon, hence referred to as the 'base creature'.

A hecaton dragon has all the special abilities and traits of the base creature, except as follows:

Size and Type: Same as base creature.

Hit Dice: The hecaton dragon gains one dragon Hit Die per additional head, to a maximum of eleven additional Hit Dice/heads.

Speed: As base creature. The base creature's fly category is decreased one step. If the base creature's fly category was clumsy already, it loses the ability to fly.

Armour Class: As base creature.

Attack: As base creature. A hecaton dragon can make bite attacks with two or more of its heads as a single standard action. A hecaton dragon can make one attack of opportunity per head per round.

Full Attack: The hecaton dragon can make a separate bite attack with each of its heads, as part of its normal full attack routine. All of a hecaton dragon's bite attacks count as primary attacks, regardless of the number of heads possessed by the creature.

Damage: As base creature.

Special Attacks

Breath Weapon (Su): The hecaton dragon retains the breath weapon of the base creature; this breath weapon is still limited to one use every 1d4 rounds regardless of the number of heads. When a hecaton uses its breath weapon, all heads breathe at the same time. This gives the breath weapon an extra damage die of the appropriate type and increases the breath weapon's save DC by 1 per each additional head. Thus a hecaton dragon with six heads, whose breath weapon deals 12d8 damage and has a save DC of 28, gains an additional 5d8 damage (1d8 for each of its five additional heads), for a total of 17d8 damage dice, whenever it uses its breath weapon, plus the breath weapon's save DC is increased by 5 (for a total of 33).

Spells: A hecaton dragon requires only one head to cast a spell, so it can still cast spells if one or more of its heads are disabled, as long as at least one head remains to cast them. Casting a spell still counts as a standard action for a hecaton dragon, and it still can cast no more than one spell per round, no matter how many free heads it has. If two

or more heads focus simultaneously on casting the same spell, the spell's save DC is increased by 1 for each head that does nothing but concentrate on casting the spell. A hecaton dragon is normally assumed to use all its heads when casting any spell.

Spell-like Abilities: A hecaton dragon cannot use more than one spell-like ability per round, regardless of its number of heads.

Special Qualities

The hecaton dragon retains all the special qualities of the base creature and also gains the following:

Awareness (Ex): as long as at least two of its heads remain conscious, a hecaton dragon cannot be flanked, surprised or taken flat-footed. It is also always found awake, since it can divide rest periods among its many heads.

Saves: A hecaton dragon gains a +2 racial bonus on all Will saves.

Abilities: A hecaton dragon receives a bonus to its Constitution score equal to its total number of heads. Otherwise same as the base creature.

Skills: A hecaton dragon's multiple heads give it a +4 racial bonus on Listen, Search and Spot checks. A hecaton dragon with six or more heads can take 10 on any Search check, regardless of circumstances.

Feats: A hecaton dragon gains Alertness, Combat Reflexes and Multiattack as bonus feats, if it did not have them already.

Environment: As base creature

Organisation: Solitary

Challenge Rating: Adjust from the base creature as follows: two or three heads: +1; four to five heads: +2; six to seven heads: +3; eight or nine heads: +4; ten or more heads: +5.

Treasure: Increase to quadruple standard

Alignment: As base creature

Advancement: As base creature

Level Adjustment: —

Dragon Dog Combat

Small Dragon

Hit Dice: 4d12+8 (34 hp)

Initiative: +6

Speed: 40 ft. (8 squares)

AC: 18 (+1 size, +2 Dex, +5 natural), touch 13, flat-footed 16

Base Attack/Grapple: +4/+2

Attack: Bite +7 melee (1d6+3)

Full Attack: Bite +7 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Tongue thrust

Special Qualities: Darkvision 60 ft., immunity to magical sleep and paralysis, low-light vision, resistance to fire 10, scent

Saves: Fort +6, Ref +6, Will +5

Abilities: Str 14, Dex 15, Con 14, Int 5, Wis 13, Cha 5

Skills: Listen +12, Spot +12, Survival +12

Feats: Alertness, Improved Initiative

Environment: Any

Organisation: Solitary, pair or pack (3-6)

Challenge Rating: 3

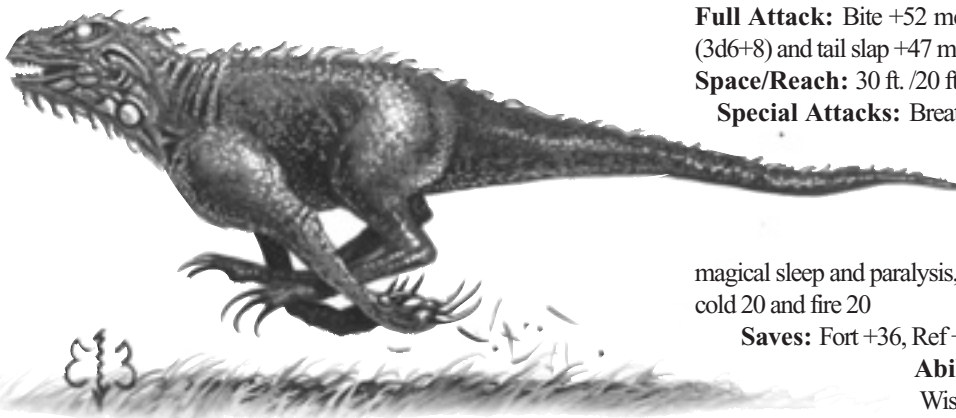
Treasure: None

Alignment: Usually neutral evil

Advancement: 5-8 HD (Medium), 9-12 HD (Large)

Level Adjustment: +0 (cohort)

Level Adjustment: —



This creature looks like a cross between a dog and a lizard, with a reptilian head and tongue but whose scaly body has a decidedly canine form. Its snakelike eyes look at you with a malice that is far beyond that of a simple predator.

Dragon dogs are, as their name suggests, dog-sized creatures with the dragon subtype. They are often used as pets, guardians and messengers by powerful evil creatures. A dragon dog looks like a reptilian hunting dog with a lizard's head and glowing amber eyes, its body covered with greenish red scales.

Dragon dogs speak only Draconic and their own language, but they can be trained to follow orders in Common.

Dragon dogs like to pursue prey, using their tongues to slow the victim's flight and then tearing them apart with their jaws.

Tongue Thrust (Ex): The tongue of a dragon dog can be thrust to a length of 5 feet. As a standard action, a dragon dog can attempt a ranged touch attack against any creature within 10 feet; if the attack is successful, the creature must succeed at a Fortitude save (DC 14, Constitution based) or become paralysed for 1d3 rounds. This is a poison effect.

Skills: A dragon dog gains a +4 racial bonus on all Listen, Spot and Survival checks.

Dragon Whale

Colossal Dragon (Aquatic)

Hit Dice: 42d12+462 (735 hp)

Initiative: +5

Speed: 20 ft. (4 squares), swim 80 ft.

AC: 33 (–8 size, +1 Dex, +30 natural), touch 3, flat-footed 32

Base Attack/Grapple: +42/+75

Attack: Bite +52 melee (4d6+17) or claw +51 melee (3d6+17) or tail slap +52 melee (2d6+17)

Full Attack: Bite +52 melee (4d6+17) and 2 claws +46 melee (3d6+8) and tail slap +47 melee (2d6+8)

Space/Reach: 30 ft./20 ft.

Special Attacks: Breath weapon, capsize, frightful presence, swallow whole

Special Qualities: Damage reduction 15/adamantine, darkvision 60 ft., immunity to magical sleep and paralysis, low-light vision, resistance to acid 20, cold 20 and fire 20

Saves: Fort +36, Ref +24, Will +26

Abilities: Str 45, Dex 12, Con 32, Int 5, Wis 17, Cha 17

Skills: Hide +14, Listen +23, Move

Silently +30, Spot +23, Swim +70

Feats: Ability Focus (frightful presence), Alertness, Cleave, Diehard, Endurance, Great Cleave, Great Fortitude, Improved Initiative, Improved Overrun, Multiattack, Power Attack, Snatch, Stealthy, Weapon Focus (bite), Weapon Focus (tail slap)

Environment: Any sea

Organisation: Solitary

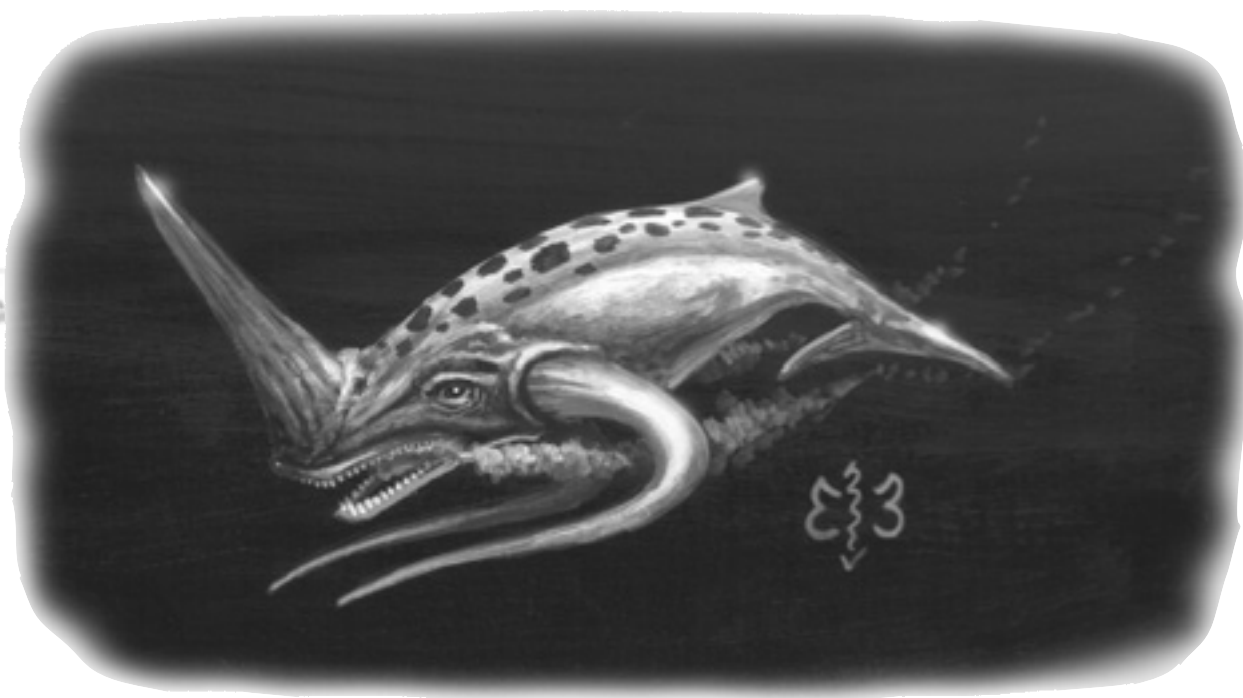
Challenge Rating: 25

Treasure: Triple standard

Alignment: Usually chaotic evil

Advancement: 43+ (Colossal)

Level Adjustment: —



The creature coming out of the water appears as if borne out of sailors' tales or nightmares. It has a scaly, vaguely fish-like body, with two enormous claws where its frontal flippers should be. This nightmarish form ends in a massive horn-filled head, halfway between a dragon's and a pig's. Its huge, nearly human eyes only add to the creature's monstrosity. It breathes a geyser of boiling vapour and charges into combat, making the waters simmer with hellish foam and causing the waves to agitate as if there was a seaquake.

Dragon whales are among the most fearsome creatures in existence. Endless sea monster tales have been told of these creatures, whose depictions adorn the mysterious limits of nearly every medieval naval map. A dragon whale appears as a Colossal scaly fish, with two gigantic claws it uses to rend and tear ships apart. The creature's head is pig-like but scaly, with draconic fangs and horns, fin-like ears and a gigantic set of humanoid eyes that make the creature seem more evil and grotesque.

Dragon whales speak Draconic and their own language.

Combat

Dragon whales aggressively charge any foreign thing coming inside their territory, including ships, animals or even other dragon whales.

Breath Weapon (Su): As a standard action, a dragon whale may breathe a cone of boiling steam 60 feet long by 60 feet wide at the base; any creature caught inside this

cone suffers 12d10 points of fire damage, with a Reflex save (DC 42, Constitution based) allowed for half damage. A dragon whale's breath weapon can be used underwater as well as above the surface.

Capsize (Ex): A submerged dragon whale that surfaces suddenly within 30 feet of a ship has a 40% chance of capsizing the ship. If the dragon whale surfaces directly below the ship, the capsize chance is doubled (80%). Add 20% to the capsize chance if the ship is less than 50 feet long.

Frightful Presence (Ex): Whenever a dragon whale attacks, creatures within 300 feet must succeed at a Will save (DC 34, Charisma based). A creature that succeeds on this save cannot be affected by the same dragon whale's frightful presence for the next 24 hours. On a failed save, a creature with 4 or less HD becomes panicked for 4d6 rounds and one with 5 or more HD becomes shaken for 4d6 rounds.

Swallow Whole (Ex): If a dragon whale wins a grapple against a Gargantuan or smaller creature or ship, it immediately swallows the creature or ship whole. All creatures and objects swallowed by a dragon whale suffer 4d6+17 points of crushing damage, 10 points of acid damage and 2d8 points of fire damage every round they remain inside the dragon whale. A swallowed victim may attempt to get free by cutting its way out of the dragon whale's stomach; this requires dealing 25 points of slashing or piercing damage to the dragon whale's interior (AC 25).

A dragon whale's stomach can hold two Gargantuan, four Huge, 16 Large, 64 Medium or 256 smaller creatures or objects at the same time. Once a creature exits, muscular action closes the hole; another swallowed creature must make another exit.

A dragon whale's Cleave and Great Cleave feats actually allow it to swallow more than one creature or object each round, to the limit of its gizzard's capacity, as long as all the creatures or objects swallowed on a given round were dropped to less than 0 hit points by the dragon whale's bite attack.

Skills: A dragon whale gains a +8 racial bonus on all Swim checks. It can use the run action while swimming, provided it swims on a straight line. A dragon whale can always take 10 on Swim checks, even if rushed or threatened.

Dragonskin

Gargantuan Undead

Hit Dice: 30d12 (195 hp)

Initiative: +4

Speed: 40 ft. (8 squares), fly 80 ft. (clumsy)

AC: 26 (-4 size, +20 natural), touch 6, flat-footed 26

Base Attack/Grapple: +15/+38

Attack: Crush +22 melee (4d6+16)

Full Attack: Crush +22 melee (4d6+16)

Space/Reach: 40 ft./20 ft.

Special Attacks: Constrict 4d6+16, constrict blanket, improved grab, skin burst

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., mindless, tremorsense 120 ft., undead traits

Saves: Fort +10, Ref +10, Will +18

Abilities: Str 33, Dex 10, Con —, Int —, Wis 12, Cha 1

Skills: Climb +23, Hide +0, Move Silently +12

Feats: Improved Initiative^B

Environment: Any

Organisation: Solitary

Challenge Rating: 14

Treasure: None

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —

This appears to be an immense mantle or blanket made entirely of dragon scales. After a closer examination, you discover it is in fact the whole skin of a dragon, shed as if its former owner had changed its skin — which is what probably happened. Just when you think of the suits of armour that could be made with it, the skin buckles slightly, crawls around you and then rises as a living creature, ready to attack.

Reasonably enough, although nobody had discovered it until recently, dragons can and do change their skin as other reptiles, shedding their scales in the process. In most cases, the dragon eats the skin it has just shed, having been made very hungry by the process. However, sometimes the dragon forgets, avoids or is killed before eating it, in which case the skin remains as a very valuable part of the creature's treasure hoard. In the extremely rare case a dragon is slain before its last shed skin is consumed, there is the possibility a faint portion of the dragon's undead spirit remains attached to the skin, animating it as if it was the complete, living creature. A dragonskin is always evil, twisted by undeath, regardless of the alignment of its owner. It has no mind of its own and no reason to exist, other than to perpetuate the loathing and malice of its undead state.

A dragonskin looks like a Gargantuan, animated dragon hide (the shed skins of Huge or smaller dragons rarely remain whole enough to become a dragonskin). Its colour is always a filmy, pale version of the original owner's hue.

Combat

A dragonskin does not have a dragon's bite, wings or claws; nonetheless, it may attack by enveloping and smothering opponents.



Constrict (Ex): A dragonskin automatically deals 4d6+16 damage to a grappled opponent each round.

Constrict Blanket (Ex): As a full round action, a dragonskin may extend itself as much as it can, floating down upon a 50 square feet area. Any creature caught in this area must succeed at a Reflex save (DC 36, Strength based) or become automatically grappled by the dragonskin. All creatures failing their saves are considered grappled by the dragonskin, and all begin suffering constrict damage the next round. Any creature may attempt to escape the grapple independently by beating the dragonskin's grapple check with a successful Escape Artist or opposed grapple check. If a dragonskin takes any action other than constricting its grappled victims, they are automatically freed from the grapple.

Improved Grab (Ex): If a dragonskin hits with a crush attack, it can start a grapple as a free action without provoking an attack of opportunity. If it wins a grapple, it establishes a hold and can constrict.

Skin Burst (Su): By spending a full-round action, a dragonskin may cause its skin to explode with supernatural energies, imitating its dead owner's breath weapon. Any living creature within 10 feet of a dragonskin using this ability suffers 10d6 points of damage, with a Reflex save (DC 25, Constitution based) allowed for half damage. The dragonskin itself is impervious to this damage. The damage type can be acid, cold, electrical or fire, depending on the specific race of the dragonskin's former owner. A dragonskin can use this ability three times per day.

Mindless (Ex): As a creature without an Intelligence score, a dragonskin has no skill ranks or feats and automatically fails all Intelligence checks. A dragonskin only gains Improved Initiative as a racial bonus feat.

Skills: A dragonskin gains a +12 racial bonus on Climb, Hide and Move Silently checks.

Dragonskin as a material

The remains of a destroyed (no longer animated) dragonskin can be made into a form of weaker dragonhide armour; treat as standard dragonhide armour, except it has only 8 hit points per inch of thickness and hardness 8.

Dreadrider

Medium Fey

Hit Dice: 12d6+36 (78 hp)

Initiative: +8

Speed: 30 ft. (6 squares)

AC: 27 (+4 Dex, +4 deflection, +6 +1 chainmail, +3 +1 heavy shield), touch 18, flat-footed 23

Base Attack/Grapple: +6/+9

Attack: *Sword of sorrow* +12 melee (1d10+5/19-20 plus sorrow)

Full Attack: *Sword of sorrow* +12/+7 melee (1d10+5/19-20 plus sorrow)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bitter aura, *dismal presence*, spell-like abilities, spells, *sword of sorrow*, wind of doom

Special Qualities: Damage reduction 10/cold iron or magic, daylight powerlessness, *ethereality*, low-light vision

Saves: Fort +7, Ref +12, Will +11

Abilities: Str 17, Dex 19, Con 16, Int 15, Wis 17, Cha 19

Skills: Concentration +18, Intimidate +19, Listen +18, Move Silently +14, Ride +19, Search +17, Spot +18, Survival +18 (+20 following tracks)

Feats: Ability Focus (*dismal presence*), Improved Initiative, Mounted Combat^B, Track, Trample, Weapon Focus (bastard sword)

Environment: Cold forests and marshes

Organisation: Rider (one plus 1 beastagore, 1 fiendish horse or 1 horse horror)

Challenge Rating: 8

Treasure: None

Alignment: Always neutral evil

Advancement: 13-24 HD (Medium), 25-36 HD (Large)

Level Adjustment: +6

Your heart fills with an indescribable sense of despair as the rider approaches. As you see the fluttering mane of its grey horse, its dark hooded cloak flapping in the increasingly chill wind and its eyeless



face mouthing silent words of gloom, you come to the realisation life is not worth living – not anymore...

A dreadrider is a fearsome spirit bringing grief, misery and cold wherever it goes. It looks as a powerfully built armoured warrior, riding an evil steed – usually a beastagore (page 25), fiendish horse or horse horror (page 174) – and carrying a bastard sword made of dull black metal. The being's features, even the helmet covering them, are partially hidden from view by the hood of a large, imposing grey-black cloak. The temperature lowers in the dreadrider's presence, so the weather around it always seems to be the same dreary, snow-less, windy winter.

Dreadriders speak Abyssal, Common, Draconic, Infernal and Sylvan.

Combat

A dreadrider waits until its spells and depressing abilities take the fight out of its opponents before closing in for the kill with its *sword of sorrow*. Besides this sword, a dreadrider wears a suit of +1 *chainmail* and a +1 *heavy steel shield*. When a dreadrider is killed, its body dissipates into nothingness and the world actually feels like a better place. A dreadrider's sword and armour dissipate into nothingness when their owner dies.

Bitter Aura (Su): The very presence of a dreadrider lowers the ambient temperature and causes an ill wind to rise in the area. The environment in a radius of 100 feet from the dreadrider becomes cold and windy, with the temperature lowering by 10°F and the wind force increasing by one step (usually to moderate). Creatures in the area must make a Fortitude save (DC 15) each minute or suffer 1d6 points of nonlethal damage and become fatigued. The fatigued state lasts until the nonlethal damage is healed.

Dismal Presence (Sp): Creatures within 30 feet of a dreadrider, whether aware of its presence or not, must succeed at a Will save (DC 22, Charisma based) each round or be affected as per a *crushing despair* spell at caster level 12th. A creature that succeeds at this save cannot be affected by the same dreadrider's dismal presence ability for the next 24 hours.

Spell-Like Abilities: At will—*cause fear* (DC 15), *death knell* (DC 16), *desecrate*, *protection from good*; 3/day—*animate dead*; 1/day—*dispel good* (DC 19), *slay living* (DC 19), *unholy blight* (DC 18). Caster level 12th. Save DCs are Charisma based.

Spells: A dreadrider can cast arcane spells as a 12th level bard. Save DCs are Charisma based.

Typical Bard Spells Known (3/4/4/4/3); save DC 14 + spell level):

0—*dancing lights*, *daze*, *ghost sound*, *lullaby*, *mage hand*, *message*; 1st—*cause fear*, *lesser confusion*, *magic mouth*, *sleep*; 2nd—*blur*, *enthrall*, *scare*, *whispering wind*; 3rd—*confusion*, *crushing despair*, *fear*, *slow*; 4th—*hallucinatory terrain*, *modify memory*, *shout*.

Sword of Sorrow: A dreadrider carries a *sword of sorrow*, a magical bastard sword made of black silver. This weapon has a +2 enhancement bonus, plus any creature successfully hit by it must succeed on a Will save (DC 16, Charisma based) or gain one negative level and slump to the ground in despair (treat as stunned) for 1d3 rounds.

Wind of Doom (Su): Once per day, a dreadrider can cause a moderate chilling breeze to blow through the forest. This is a waft of magical air, 30 feet wide and 30 feet high, which may travel for up to one mile in any direction the dreadrider commands, at a speed of ten miles per hour. Creatures touched by this breeze must succeed on a Will save (DC 20, Charisma based) or suffer a -2 penalty to all saves for 24 hours.

Daylight Powerlessness (Ex): A dreadrider is forced to hide from the light of day. Light equal to that of the sun or a *daylight* spell negates the ongoing effects of all of a dreadrider's spell-like and supernatural abilities. Furthermore, when in the presence of light equal or greater to a *daylight* spell, a dreadrider cannot take any action other than fleeing at its highest speed, plus it loses its deflection bonus to Armour Class, which receives an additional -4 penalty.

Incorporeality (Su): A dreadrider can become incorporeal at will, gaining the incorporeal subtype while in this state. While in incorporeal form, a dreadrider cannot affect or be affected by the physical world. The only ability of the dreadrider that works on material targets is its *dismal presence*. An incorporeal dreadrider can use all of its physical attacks, spells and special attacks against other incorporeal targets.

Dwarf, Dwerg

These stunted humanoids appear as dwarves, but their grey wrinkled skin and blank eyes indicate a much longer time of living underground. They come towards you staring uncomprehendingly, then begin a mad, senseless gibbering and raise their small weapons in an obviously hostile, if rather barmy, attitude.

Dwarfs are the most primitive strain of dwarves, much less intelligent and evolved than their modern relatives. They are in fact nearly mindless creatures, roaming the underdark attacking whatever they do not understand (which includes virtually everything). Dwarfs look like small, hunched, dwarf-like creatures, much lankier than common dwarves, with grey skin and blind, featureless eyes. In typical idiot savant fashion, they are masterful craftsmen despite their limited intelligence, so they are often seen carrying weapons, armour and other magical items of excellent quality.

Dwarfs speak their own dialect of Dwarven and Undercommon.

Combat

Dwarfs are nothing like their brave and warlike relatives, instead preferring to use underhand tactics such as flanking and surprise attacks, or the good old fashioned technique of ganging up on a single enemy. They are otherwise very cowardly and usually flee as soon as they realise they do not have an overwhelming advantage.

Dwarfs always use at least masterwork quality weapons and armour, with some of their leaders using magical weapons of various types. They usually prefer light crossbows, picks and hammers; and light armour types such as studded leather.

Dwarf, 1st Level Warrior

Small Humanoid

Hit Dice: 1d8+1 (5 hp)

Initiative: +2

Speed: 20 ft. (4 squares)

AC: 16(+1 size, +2Dex, +3masterwork studded leather armour), touch 13, flat-footed 14

Base Attack/Grapple: +1/-4

Attack: Masterwork light pick +5 melee (1d3-1/x4) or masterwork light crossbow +5 ranged (1d6/19-20)

Full Attack: Masterwork light pick +5 melee (1d3-1/x4) or masterwork light crossbow +5 ranged (1d6/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Dwarf traits

Special Qualities: Dwarf traits

Saves: Fort +3, Ref +2, Will +1

Abilities: Str 8, Dex 15, Con 13, Int 6, Wis 12, Cha 5

Skills: Appraise +3, Craft (weaponsmithing) +4, Hide +6, Move Silently +3

Feats: Weapon Finesse

Environment: Any underground

Organisation: Solitary, team (2-4), gang (4-24 plus one 3rd level leader) or tribe (20-80 plus one 3rd level leader and a 6th level chieftain)

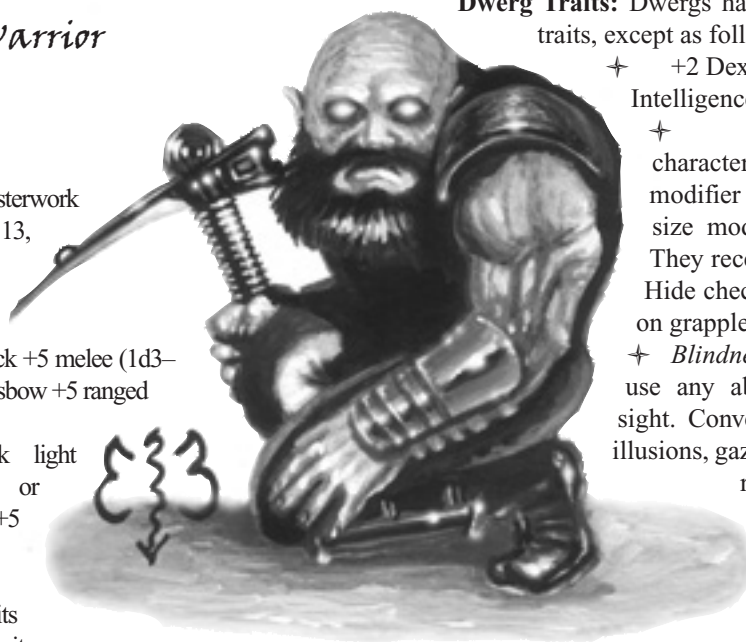
Challenge Rating: 1/2

Treasure: Double standard plus masterwork light pick, masterwork light crossbow and masterwork studded leather armour

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +1



Dwarf Traits: Dwarfs have all of a dwarf's racial traits, except as follows:

+2 Dexterity, +2 Constitution, -4 Intelligence, -4 Charisma.

Small size. Dwarf characters receive a +1 size modifier to Armour Class and a +1 size modifier on all attack rolls. They receive a +4 size modifier on Hide checks and a -4 size modifier on grapple checks.

Blindness (Ex): Dwarfs cannot use any ability relying on normal sight. Conversely, they are immune to illusions, gaze attacks and other effects relying on the target's sight.

Blindsight out to 60 feet. Dwarfs are naturally accustomed to living in darkness.

+2 racial bonus on saves

against spell and spell-like effects. Dwarfs receive no special bonus to saves against poison.

Improved stonecunning: Dwarfs receive the stonecunning ability but the bonuses they gain from it are twice those of other dwarves (+4 instead of +2).

+1 on all attack rolls made against a flanked or flat-footed opponent: Dwarfs are innately treacherous. This replaces a hill dwarf's attack bonus against orcs and goblinoids.

Dwarfs do not receive racial bonuses to Armour Class against giants.

+4 on all Appraise and Craft checks. This replaces a hill dwarf's bonus on Appraise and Craft checks.

Free item creation Feat: All Dwarf characters count as 12th level spellcasters for the purpose of taking item creation feats. This only allows a Dwarf to choose any item creation feat he wishes since 1st level; he must still fulfil a specific item's prerequisites before crafting it

and must abide by all other rules and limitations on item creation.

- + Automatic languages: Dwarven, Undercommon. Bonus languages: Common, Elven, Gnome, Giant, Goblin, Terran.
- + Favoured class: Rogue.

The Dwerg warrior presented above was created using the following ability score array: Str 9, Dex 13, Con 11, Int 10, Wis 12, Cha 8.

Elemental, Calamity

Calamity elementals used to be common members of their species before their essences were taken and perverted by the dark powers of destruction. Each of these creatures is associated not to an element but to an elemental catastrophe; its special attacks and qualities are always tied to destructive manifestations of its respective element.

Calamity Elemental Traits: All calamity elementals share the following special abilities:

- + *Devour (Ex):* By spending a full-round action, a calamity elemental can engulf a single Huge or smaller creature and capture it inside its body. The target is allowed a Reflex save (DC equal to $10 + \frac{1}{2}$ the calamity elemental's HD + the calamity elemental's Strength modifier) to avoid being devoured. A devoured creature is considered grappled, while the calamity elemental is not. A devoured creature suffers damage equal to the corresponding calamity elemental's base attack damage each round. A devoured creature may only escape by succeeding at an Escape Artist or grapple check (DC equal to the calamity elemental's grapple check). A calamity elemental may hold up to two Huge, four Large, eight Medium, 16 Small or 32 smaller creatures simultaneously.
- + *Dark Form (Su):* Besides their corresponding element, calamity elementals are made of the essence of darkness, being utterly featureless and even negating light sources by their very presence. Spells such as *continual light*, *dancing lights*, *daylight*, *flare* and *light* do not work within 5 feet of a calamity elemental, and the calamity elementals themselves are immune to the effects of such spells. The body of any calamity elemental blocks all normal visibility 5 feet away (even darkvision), and creatures in the area have concealment (20% miss chance).

All calamity elementals share the following statistics:

Environment: Chaotic evil and elemental planes

Organisation: Solitary

Challenge Rating: 14

Treasure: None

Alignment: Always chaotic evil

Advancement: 33+ HD (Colossal)

Level Adjustment: —

Hurricane Elemental

Colossal Elemental (Air)

Hit Dice: 32d8+256 (400 hp)

Initiative: +14

Speed: Fly 200 ft. (perfect) (40 squares)

AC: 25 (−8 size, +10 Dex, +13 natural), touch 12, flat-footed 15

Base Attack/Grapple: +24/+53

Attack: Buffet +29 melee (4d8+19)

Full Attack: Buffet +29 melee (4d8+19)

Space/Reach: 80 ft. /40 ft.

Special Attacks: Devour, hurricane

Special Qualities: Damage reduction 15/good, dark form, darkvision 60 ft., elemental traits, hurricane form

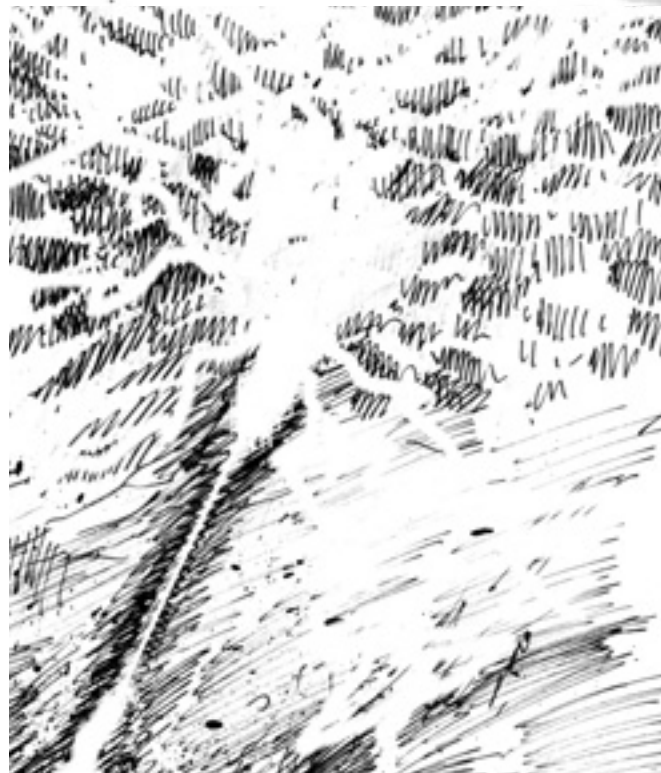
Saves: Fort +18, Ref +28, Will +10

Abilities: Str 36, Dex 31, Con 26, Int 8, Wis 11, Cha 14

Skills: Intimidate +13, Listen +14, Spot +14

Feats: Ability Focus (hurricane), Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Hover, Improved Initiative, Improved Natural Attack (buffet), Power Attack, Snatch

The being, if indeed this is a monster and not a freak weather effect, appears as a dark, living mass of stormy



air and rolling black clouds. Again, if this was a living creature, then surely those two bright, evil slits would be its eyes – otherwise they must be an imminent storm.

Hurricane elementals are the air element given form, life and an endless, immeasurable fury. They look like living tempests, with a body made of storm winds and black clouds, a voice made of thunder and rumbling gales and eyes made of the occasional flash of lightning. If the thing could be said to have a size, it would probably be Colossal or even larger.

Hurricane elementals speak Abyssal and Auran.

Combat

Hurricane elementals attack by unleashing themselves on opponents, preferring to use their hurricane special attack or to fly over an enemy party and use its Combat Reflexes and high Dexterity to literally rain blows upon them.

Devour (Ex): 4d8 bludgeoning damage each round, save DC 39 (Strength based), grapple bonus +53.

Hurricane (Su): As a full-round action, a hurricane elemental may unleash a hurricane attack upon all creatures near it. Any Gargantuan or smaller creature within 15 feet of a hurricane elemental using this ability must succeed at a Reflex save (DC 41, Strength based) or suffer 4d8 bludgeoning damage from the winds' force. This is in addition to the effect caused when a hurricane elemental enters a space occupied by another creature (see below). While using this ability, a hurricane elemental cannot make buffet attacks and does not threaten any area.

Hurricane Form (Ex): A hurricane elemental never provokes attacks of opportunity by moving, even if it enters a space occupied by other creatures. The body of a hurricane elemental acts as a *fog cloud* spell, obscuring vision 5 feet away (including darkvision) and giving concealment to creatures in the same space as the hurricane elemental. It is impossible to make ranged weapon attacks in the area occupied by a hurricane elemental; therefore a hurricane elemental is usually immune to attacks from bows, crossbows, slings or thrown weapons.

Large or smaller creatures cannot enter the area occupied by a hurricane elemental. If a hurricane elemental forcibly enters an occupied area, it causes all Large or smaller creatures already occupying the area to be blown away 1d6x10 feet, suffering 1d4 points of nonlethal damage per 10 feet. Flying creatures suffer twice this damage.

Inferno Elemental

Colossal Elemental (Fire)

Hit Dice: 32d8+256 (400 hp)

Initiative: +12

Speed: 60 ft. (12 squares)

AC: 27 (–8 size, +8 Dex, +17 natural), touch 10, flat-footed 19

Base Attack/Grapple: +24/+53

Attack: Burning touch +29 melee (4d8 fire)

Full Attack: Burning touch +29 melee (4d8 fire)

Space/Reach: 40 ft. /40 ft.

Special Attacks: Blaze form, devour

Special Qualities: Damage reduction 15/good, dark form, darkvision 60 ft., elemental traits

Saves: Fort +18, Ref +26, Will +10

Abilities: Str 36, Dex 27, Con 26, Int 6, Wis 11, Cha 14

Skills: Intimidate +16, Listen +14, Spot +14

Feats: Ability Focus (blaze form), Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Improved Natural Attack (burning touch), Power Attack, Skill Focus (Intimidate), Snatch



From within the blaze a furious, chaotic shape emerges above the fire and smoke. It appears as a fire elemental, yet larger and darker, with black bits and outlines all over its mass. Among these dark spots, a demonic mouth and eyes could perhaps be discerned; they seem to be laughing madly, too. A crown of black smoke constantly surrounds the creature, although it is hard to determine whether it actually emanates from it or it is just the bleak result of the destruction it has already wrought.

These creatures are evil, harmful versions of fire elementals. An inferno elemental appears as a Colossal, living blaze or forest fire, filled with dark bits of charred matter and smoke defining its crude features and making the creature look like it is composed of equal parts fire and shadow. Inferno

elementals are always completely surrounded by an all-encompassing nimbus of greasy, noxious black smoke.

Inferno elementals speak Abyssal and Ignan.

Combat

Inferno elementals prefer to simply rage over their prey, frantically devastating everything in their path and letting their blaze form ability take care of whatever opposition they should find in the way.

Blaze Form (Su): The very essence of an Inferno elemental is an endless, fiery blaze. Creatures within 10 feet of a fiery elemental must succeed at a Fortitude save (DC 34, Constitution based) each round or suffer 1d4 points of nonlethal damage from the black smoke and sheer heat emanating from the creature. Any creature or object touching or touched by an inferno elemental suffers 4d8 points of fire damage and must succeed on a Reflex save (DC 26, Constitution based) or catch on fire, requiring an additional Reflex save each round to avoid suffering 1d6 points of fire damage. A creature that makes a melee attack (successful or not) against an inferno elemental must succeed at a Reflex save or catch on fire as described. In addition, creatures carrying or wearing metal items are affected as per a *heat metal* spell as long as they remain within 10 feet of an inferno elemental.

Devour (Ex): 4d8 fire damage each round, save DC 39 (Strength based), grapple bonus +53.

Maelstrom Elemental

Colossal Elemental (Water)

Hit Dice: 32d8+288 (432 hp)

Initiative: +9

Speed: Swim 120 ft. (24 squares)

AC: 25 (-8 size, +5 Dex, +18 natural), touch 7, flat-footed 20

Base Attack/Grapple: +24/+56

Attack: Wave +32 melee (4d10+24)

Full Attack: Wave +32 melee (4d10+24)

Space/Reach: 60 ft. /40 ft.

Special Attacks: Devour, vortex form

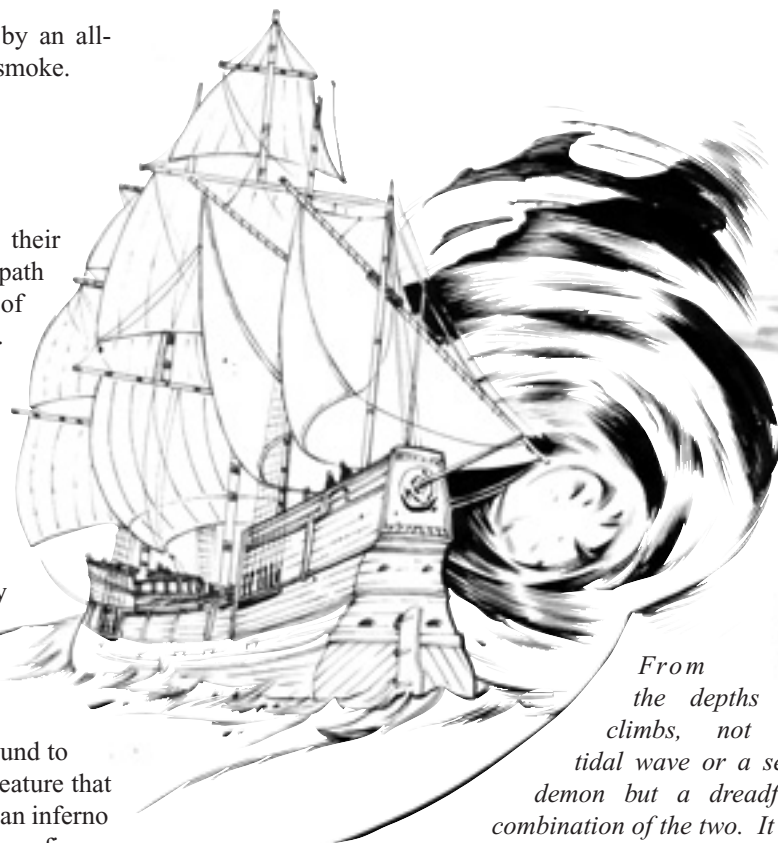
Special Qualities: Damage reduction 15/good, dark form, darkvision 60 ft., elemental traits

Saves: Fort +29, Ref +15, Will +10

Abilities: Str 42, Dex 20, Con 29, Int 8, Wis 11, Cha 11

Skills: Intimidate +10, Listen +10, Spot +10, Swim +33

Feats: Ability Focus (vortex form), Alertness, Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Initiative, Improved Natural Attack (buffet), Power Attack, Snatch



From the depths it climbs, not a tidal wave or a sea demon but a dreadful combination of the two. It is like a living, vortex of incalculable size; deeply roaring as it spins with a voice that sounds like it belongs to the darkest sea abysses. No mouth seems to be emitting this evil sound, yet the centre of the whirlpool does look like a black, deep, hungry maw...

A maelstrom elemental is a relative or offshoot of the more common water elemental, corrupted and turned insane either by long contact with certain terrors from the ocean depths or by darker immortal design. It looks as a Colossal black water elemental, its colour not a product of pollution but of actual resistance to light – maelstrom elementals are creatures of all-consuming darkness, even when they come to the surface. While attacking, a maelstrom elemental appears as a terrifying, gigantic black whirlpool of utmost destructive force.

Maelstrom elementals speak Abyssal and Aquan.

Combat

Maelstrom elementals like to use their devour ability more than others of their kind, always attempting this attack before any other.

Devour (Ex): 4d10 suffocation damage each round, save DC 42 (Strength based), grapple bonus +56.

Vortex Form (Su): The maelstrom elemental's natural form is a swirling vortex of dark waters. Normal fires are immediately extinguished when in contact with a maelstrom elemental; magical fires are allowed a caster level check (DC 37, Constitution based) to remain in effect even inside the maelstrom elemental. Such fires damage the monster normally.

Any creature in the same area as a maelstrom elemental must succeed at a Swim check (DC 42, Strength based) or be swept away inside the monster's body. This is not the same as being devoured by the monster (see above); however a maelstrom elemental can use its devour ability against a creature trapped inside it as a free action. A creature thus trapped (but not devoured) inside the maelstrom elemental must succeed at a Swim check (DC 42, Strength based) each round or suffer 1d6 points of nonlethal damage from the swirling currents. After three successful Swim checks in a row, the creature may swim free of the maelstrom elemental, moving away from it a number of feet equal to the creature's base movement speed.

For each round a Gargantuan or smaller ship remains in the same area as a maelstrom elemental, its pilot or crew must succeed at a Profession (sailor) check (DC 30, Strength based) or suffer 4d10 damage and have a 50% chance of capsizing. Three such successful Profession (sailor) checks in a row allow the ship to sail free of the maelstrom elemental, moving away from the monster by a number of feet equal to the ship's base movement speed.

Any creature caught inside a maelstrom elemental, whether by being swept away or devoured, must succeed at a Fortitude save each round (DC 10 + 1 for each consecutive round) to avoid drowning. Failure means the creature becomes unconscious (0 hit points) and begins dying the next round (losing 1 hit point per round until drowned).

Skills: A maelstrom elemental gains a +8 racial bonus on all Swim checks. It can use the run action while swimming, provided it swims on a straight line. A maelstrom elemental can always take 10 on Swim checks, even if distracted or endangered.

Elemental, Horror

These terrible creatures are not true elementals, since they are not completely made from any of the four basic elements. Instead, they are the stuff of sorrow and nightmares given gory shape and life by insane, evil supernatural powers as a corrupt mockery of true elementals.

Blood Elemental

Large Elemental (Water)

Hit Dice: 11d8+80 (129 hp)

Initiative: +2

Speed: 40 ft. (8 squares), swim 40 ft.

AC: 23 (-1 size, +2 Dex, +12 natural), touch 11, flat-footed 21

Base Attack/Grapple: +8/+14

Attack: Slam +9 melee (2d8+2)

Full Attack: 2 slams +9 melee (2d8+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Blood absorption, draw blood

Special Qualities: Blood sense, blood trail, damage reduction 10/good, darkvision 60 ft., elemental traits, immunities, regeneration 7

Saves: Fort +16, Ref +5, Will +3

Abilities: Str 14, Dex 14, Con 25, Int 5, Wis 10, Cha 10

Skills: Listen +5, Spot +5, Swim +14

Feats: Diehard, Endurance, Great Fortitude, Toughness

Environment: Any (elemental planes of water)

Organisation: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Usually neutral evil

Advancement: 12-22 HD (Huge)

Level Adjustment: —



The creature that crawls before you is like a living puddle of blood, its plasma tendrils falling as leaking droplets before it and then rejoining its mass as it continues its advance. Drops, bubbles, clots and eddies of what would appear to be darker and lighter blood float inside the creature's body; two of these are placed in such a fashion they actually look like the monster's eyes. The stench of fresh blood is totally overwhelming in the creature's presence.

Blood elementals are the basic fluid of life, collected and twisted by dark, unknown powers. They appear as oozes or very thick water elementals, their colour a thousand shades of red.

Blood elementals speak a very garbled dialect of Aquan.

Combat

Blood elementals attack by slamming their opponents. They only use their supernatural blood controlling attacks when hard pressed.

Blood Absorption (Su): As a standard action, a wounded blood elemental may attempt a special touch attack against a living, blooded creature. If the attack succeeds, part of the creature's blood is lost and absorbed into the blood elemental, which deals 1d2 points of Constitution damage to the victim and restores 1d8 lost hit points to the blood elemental. Any hit points gained above the blood elemental's maximum total are lost. A blood elemental that is at its full hit points cannot attempt this special attack, nor can it be used against a creature without a bloodstream (including constructs, most elementals, oozes, plants and undead).

Draw Blood (Su): As a full-round action, a blood elemental can choose a living creature within 10 feet and attract its blood like a magnet. The attracted blood flows out of the target's body through any opening it can find, dealing 3d8+11 points of damage to the victim. This attack bypasses all kinds of damage reduction. The target of this ability is allowed a Fortitude save (DC 15, Charisma based) to negate the effects. Creatures immune to critical hits are also unaffected by this ability.

Blood Sense (Ex): The senses of a blood elemental are attuned to the smell of blood, allowing it to track living, blooded creatures as if it had the scent quality. Note this ability does not work against creatures without a bloodstream.

Immunities (Ex): By controlling the flow of its own blood, a blood elemental gains a number of immunities in addition to those associated with the elemental creature type. A blood elemental constantly cleans its body of impurities,

thus gaining immunity to disease. Since it is composed solely of living blood, it is not subject to death from massive damage. A blood elemental is also immune to hit point or Constitution damage from Necromancy spells and effects.

Regeneration (Ex): A blood elemental suffers normal damage from good-aligned sources.

Skills: A blood elemental gains a +8 racial bonus on all Swim checks. It can use the run action while swimming, provided it swims on a straight line. A blood elemental can always take 10 on Swim checks, even if rushed or threatened.

Darkness Elemental

Huge Elemental (Air)

Hit Dice: 16d8+91 (184 hp)

Initiative: +1

Speed: Fly 40 ft. (8 squares) (perfect)

AC: 15 (-2 size, +1 Dex, +6 natural), touch 9, flat-footed 14

Base Attack/Grapple: +12/+25

Attack: Smother +16 melee (2d8+7)

Full Attack: Smother +16 melee (2d8+7)

Space/Reach: 20 ft. /15 ft.

Special Attacks: Constrict 2d8+7, fear aura, improved grab

Special Qualities: Damage reduction, darkvision 60 ft., elemental traits, living darkness

Saves: Fort +12, Ref +11, Will +5

Abilities: Str 21, Dex 12, Con 24, Int 6, Wis 11, Cha 11

Skills: Listen +7, Move Silently +6, Spot +7

Feats: Ability Focus (fear aura), Combat Reflexes, Diehard, Endurance, Hover, Weapon Focus (smother)



Environment: Any dark (elemental planes of air)

Organisation: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always neutral evil

Advancement: 17-32 HD (Gargantuan)

Level Adjustment: —

To say that the darkness is so thick you could cut it with your sword would not be a metaphor here. There is something here – a living creature among this darkness. It would in fact seem the darkness itself is alive and breathing, completely surrounding you with its cold, unseen caress; the faintly glowing eyes you thought you saw would not be those of a hidden monster then, but those of the surrounding darkness itself...

Darkness elementals are the absence of light given shape and awareness by the gods – or by more sinister forces. Their true forms are a complete mystery, for their very presence destroys all light. Only a tingling velvet-like sensation, a pair of ghostly eyes... and then the darkness itself attacks, bloodthirsty and relentless.

Darkness elementals speak Auran. Their voice is a faint, ominous whisper.

Combat

Darkness elementals like to engulf and surround their enemies, blocking their view and making them lose their sense of direction. A darkness elemental will often surround its enemy and then do nothing for a few rounds, allowing fear to set in before attacking.

Constrict (Ex): A darkness elemental deals 2d8+7 points of damage with a successful grapple check. A darkness elemental may make smother attacks against additional creatures even while constricting. By grabbing additional creatures each round, a darkness elemental can simultaneously constrict up to one Large, two Medium, four Small or eight smaller creatures.

Fear Aura (Su): Any creature near a darkness elemental must succeed at a Will save (DC 18, Charisma based) each round or become shaken for the duration of that round. A creature that successfully makes this save cannot be affected by the same darkness elemental's fear aura for the next 24 hours.

Improved Grab (Ex): A darkness elemental that hits with a smother attack may start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and can constrict. A darkness elemental

may attempt a new smother attack or grapple even while constricting another creature (see above).

Living Darkness (Su): A darkness elemental negates all light sources by its very presence. All visibility beyond 5 feet, including darkvision, is negated in the area occupied by a darkness elemental. The darkness elemental itself always has concealment against all attacks. Creatures in the same space as (including those grappled or constricted by) a darkness elemental are automatically blinded (50% miss chance, lose Dex bonus to Armour Class) by the pitch-black darkness as long as they remain in the area. A darkness elemental negates all spells and effects with the word *light* in their name and is immune to all damage dealt by such sources.

Filth Elemental

Large Elemental (Earth)

Hit Dice: 7d8+48 (79 hp)

Initiative: –1

Speed: 20 ft. (4 squares)

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

Base Attack/Grapple: +5/+15

Attack: Slam +10 melee (2d8+6 plus filth touch)

Full Attack: 2 slams +10 melee (2d8+6 plus filth touch)

Space/Reach: 10 ft./10 ft.

Special Attacks: Filth touch, improved grab, stench

Special Qualities: Damage reduction 10/good, darkvision 60 ft., elemental traits, immune to disease



Saves: Fort +13, Ref +1, Will +2
Abilities: Str 22, Dex 8, Con 22, Int 6, Wis 11, Cha 11
Skills: Listen +5, Spot +5
Feats: Great Fortitude, Toughness (2)
Environment: Any (elemental planes of earth)
Organisation: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Usually neutral evil
Advancement: 8-21 HD (Huge)
Level Adjustment: —

First of all, with no kind of warning, you are assailed by what is probably the worst stench you have ever had the misfortune to smell. Then you see the creature – the most sickening, hairy, slimy, dripping mix of refuse, excrement and rot, ambling towards you, littering the floor with solid residues and leaving a half-liquid, lime-brown trail behind it. It opens what seems to be a mouth and this makes the stench so absolutely overpowering that you think (and pray) you will become unconscious on the spot.

Filth elementals are created from the universe's refuse, droppings and garbage. They appear as slushy, shapeless mounds of the most diverse and revolting muddle of substances, with gaping holes in their mass functioning as their eyes and mouth.

Filth elementals speak a crude dialect of Terran.

Combat

Filth elementals get immense enjoyment from smearing everything with their hideous substance and grossing their enemies out as much as possible; these tendencies should always be reflected in a filth elemental's combat strategy.

Filth Touch (Su): The touch of a filth elemental is infectious and sickening to the point of deadliness. Any living creature touching or successfully hit by a filth elemental must succeed at a Fortitude save (DC 19, Constitution based) or become diseased (incubation period one minute, damage 1d6 Con) and stunned with nausea for 2d4 rounds. Creatures with 4 HD or less become unconscious instead of stunned. In addition, the affected creature must succeed at an additional Fortitude save at the same DC or gain the filth elemental's stench quality for 2d4 days. The creature is fully affected by its own stench quality.

Improved Grab (Ex): A filth elemental that hits with a slam attack may attempt a grapple as a free action, without provoking an attack of opportunity.

Stench (Ex): A filth elemental constantly exudes an overpowering stench, causing any creature to become

nauseated (no save) as long as it remains within 10 feet of the filth elemental, plus 2d6 rounds after that.

Tears Elemental

Large Elemental (Water)

Hit Dice: 9d8+45 (85 hp)

Initiative: +1

Speed: 40 ft. (8 squares), swim 80 ft.

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

Base Attack/Grapple: +6/+14

Attack: Slam +9 melee (2d8+4)

Full Attack: 2 slams +9 melee (2d8+4)

Space/Reach: 10 ft. /10 ft.

Special Attacks: Touch of grief, wretched wave

Special Qualities: Damage reduction 10/good, darkvision 60 ft., elemental traits

Saves: Fort +13, Ref +4, Will +3

Abilities: Str 19, Dex 13, Con 21, Int 6, Wis 11, Cha 11

Skills: Listen +4, Spot +4, Swim +16

Feats: Ability Focus (wretched wave), Diehard, Endurance, Great Fortitude

Environment: Any (elemental planes of water)

Organisation: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Usually neutral evil

Advancement: 10-18 HD (Large)

Level Adjustment: —

A strong salty odour seems to emanate from the creature you thought was a water elemental, so striking was its resemblance to one. Nonetheless, its aura carries something else – a faint, then overwhelming feeling of nausea, of despair – of pain, rage and tragedy. Whatever else this creature is, it is playing with your emotions at levels a simple water elemental would not.



Tears elementals are the distilled essence of grief in the form of a living creature. They are obviously quite emotional, crying themselves out and immediately reforming from their own despair. An elemental of tears looks mostly like a water elemental but, somehow, it is a sadder, more poignant view.

Tears elementals speak Aquan in a broken, gloomy voice.

Combat

Tears elementals attempt to get their enemies as sad as possible before attacking; they actually dislike happiness and try their best to stamp it out.

Touch of Grief (Su): A tears elemental causes any creature touching or touched by it to suffer the effects of a *crushing despair* spell, at caster level 9th, with no saving throw.

Wretched Wave (Su): Any creature coming within 10 feet of a tears elemental must succeed at a Will save (DC 16, Charisma based) or become affected as per a *crushing despair* spell at caster level 9th.

Skills: A tears elemental gains a +8 racial bonus on all Swim checks. It can use the run action while swimming, provided it swims in a straight line. A tears elemental can always take 10 on Swim checks, even if rushed or threatened.

the moonlight in an eerie, unnatural way. Their clothes are fine, yet practical, as they have high aesthetic tastes but also need to spend a lot of time exploring and travelling, both in the open and underground. Therefore they usually wear black, both because it is elegant and because it helps their stealth.

Dopkalfar elves speak Elven. Most of them, but not all, speak Common and Draconic as well.

Dopkalfar, 1st Level Warrior

Medium Humanoid

Hit Dice: 1d8-1 (3 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

AC: 15 (+2 Dex, +3 masterwork studded leather armour), touch 12, flat-footed 13

Base Attack/Grapple: +1/+2

Attack: Rapier +2 melee (1d6-1/18-20) or darkwood crossbow +4 ranged (1d8/19-20)

Full Attack: Rapier +2 melee (1d6-1/18-20) or darkwood crossbow +4 ranged (1d8/19-20)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft. dopkalfar traits

Elf

The drow are not the only evil subrace of elves. Other malevolent elves exist, some crueller, some less so; however, all of them share a chilling twist on the elves' arrogance and disdain for other living beings, being even more fearsome for their innate spiritual nobility.

Dopkalfar

The elves surround you in perfect silence, their movements as much a part of nature as the night and the moon. They appear as normal elves, only their skins are completely white and their clothing, eyes and lustrous hair are the deepest black. They look at you unemotionally and begin casting combat spells...

Dopkalfar elves are, like drow, evil members of the elven race. The main difference between drow and dopkalfar is the latter's greater love for nature and its creations, including a greater tolerance of outdoor environments. Nevertheless, the dopkalfar also spend most of their time underground, venturing on the surface world mainly by night. Dopkalfar elves look like negative-image drow, with ghostly blue-white skin and raven black hair, their blank eyes reflecting



Saves: Fort +1, Ref +2, Will -1

Abilities: Str 12, Dex 15, Con 8, Int 11, Wis 8, Cha 13

Skills: Hide +6, Listen +3, Move Silently +6, Spot +3

Feats: Improved Initiative

Environment: Nocturnal forests and underground

Organisation: Patrol (3-8), party (5-12 plus one 2nd level leader), company (11-20 plus one 3rd level sergeant and one 4th level leader) or band (20-80 plus two 3rd level sergeants, one 4th level lieutenant and one 6th-7th level leader)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +1

Combat

Dopkalfar troops favour stealthy and efficient tactics, attempting to dispatch their enemies as quickly and silently as possible. They prefer light armour, preferably masterwork studded leather. They carry rapiers and darkwood crossbows.

Dopkalfar Traits: Dopkalfar characters have a high elf's racial traits, except as follows:

- ✦ +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Charisma. Dopkalfar are fragile and flimsy as the night wind but their minds and bodies are quick and nimble. They also have a supernatural, dark charm about them.
- ✦ Darkvision out to 60 feet. This trait replaces a high elf's low-light vision.
- ✦ +4 on all Hide and Move Silently checks. This is in addition to a high elf's racial skill bonuses. In dimly lit or darker areas, the Hide bonus rises to +8.
- ✦ *Spell-Like Abilities:* Dopkalfar characters with a Charisma score of at least 10 may cast the following spells, once each per day: *daze, flare, ray of frost*. Caster level always equals one, regardless of the dopkalfar's actual level.
- ✦ **Weapon Proficiency:** Dopkalfar characters are automatically proficient with the longsword, rapier, short sword and crossbow. This trait replaces a high elf's automatic weapon proficiencies.
- ✦ **Automatic languages:** Elven. **Bonus languages:** Common, Draconic, Giant, Sylvan, Terran, Undercommon.
- ✦ **Favoured class:** Ranger. This replaces a high elf's favoured class.
- ✦ **Level Adjustment:** +1.

The Dopkalfar warrior presented above was created using the following ability score array: Str 12, Dex 13, Con 10, Int 9, Wis 8, Cha 11.

Challenge Rating: Dopkalfar with Non-Player Character class levels have a Challenge Rating equal to their character

level. Dopkalfar with Player Character class levels have a Challenge Rating equal to their character level +1.

Shinn

In a swirling haze of colour and smoke, three blurred figures manifest. They look like tall, lanky elven creatures, with golden skin and auburn honey-like tresses, dressed in the most exquisite silk and crystal garments; however, their unfeeling whiteless eyes and expressionless faces bring a chill to your spine. They do not speak, instead probing you and sending messages inside your mind in a strange, incomprehensible mind-tongue. Although you cannot make out the words, the thoughts you receive are of such utter coldness and contempt, you are sure their minds are far beyond evil; you wonder if you are not in the presence of fiends deadlier than the worst of Hell's denizens...

Shinn elves do not come from the mortal plane, hailing instead from another world among the stars. For them, all other life forms are irrelevant and inferior, and they treat everything in the Prime Material plane with a combination of disgust and indifference. They enslave other races with their mental and magical power, which are far beyond that of any living humanoid. Despite their elevated power, the minds and souls of shinn elves are utterly monstrous, enjoying the psychic torture and terror of 'lesser' beings as if it was a drink or a drug.

A shinn elf appears as a golden-skinned elf with a luxurious mane of golden brown, silky hair. Male and female shinn elves are so alike there seems to be no gender at all in their race. They dress with dazzling white and golden robes of alien design, complemented with ornaments of an unknown golden-green metal.

Shinn, 1st Level Warrior

Medium Humanoid (Extraplanar)

Hit Dice: 1d8-1 (3 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

AC: 21 (+8 *greenstone half-plate*, +3 *heavy greenstone shield*), touch 10, flat-footed 21

Base Attack/Grapple: +1/+1

Attack: *Greenstone longsword* +2 melee (1d8+1/19-20)

Full Attack: *Greenstone longsword* +2 melee (1d8+1/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Darkvision 60 ft., *ethereal jaunt*, *mind blank*, shinn traits, spell resistance 12, telepathy 100 ft.

Saves: Fort +1, Ref +0, Will +1

Abilities: Str 10, Dex 10, Con 9, Int 15, Wis 12, Cha 13

Skills: Bluff +5, Intimidate +7, Knowledge (arcana) +4, Listen +4, Search +4, Spot +4

Feats: Persuasive

Environment: Unknown planes

Organisation: Team (2-4 plus 2nd level leader), coven (3-6 2nd level sorcerers), cabal (7-12 plus one sorcerer of level 3-4) or cult (11-30 plus coven, two sorcerers of levels 3-4 and one 8th level sorcerer)

Challenge Rating: 2

Treasure: Greenstone longsword, greenstone half-plate, greenstone heavy shield

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +2

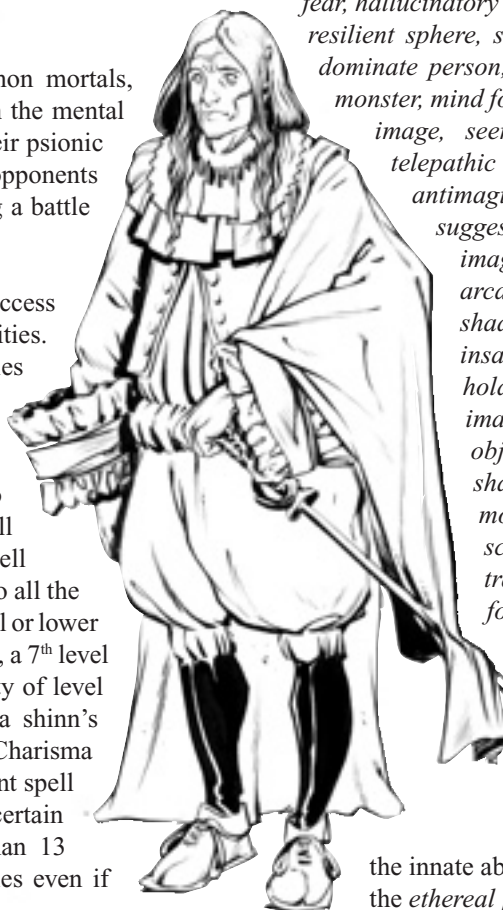
Combat

Shinn elves do not fight as common mortals, preferring to handle their battles on the mental plane. They make liberal use of their psionic abilities to disorient and torture their opponents as much as possible, usually ending a battle before the first blow is landed.

Psionics (Sp): All shinn elves have access to a staggering array of psionic abilities. Each of a shinn's psionic abilities works exactly as the spell of the same name.

The psionic abilities available to shinn elves are organised as a spell list, according to their equivalent spell level. Shinn elves have full access to all the listed psionic abilities for levels equal or lower than their total character level. Thus, a 7th level shinn elf may use any psionic ability of level 7th or lower. Caster level equals a shinn's character level x2. A shinn needs a Charisma score at least equal to 10 + equivalent spell level to use psionic abilities of a certain level. Thus, a shinn with less than 13 Charisma cannot use level 3 abilities even if his character level is 3rd or higher.

A shinn elf may use a total number of psionic abilities per day equal to his character level, except for 0 level psionic abilities, which may be used at will by all shinn elves with a Charisma score of 10 or higher. A shinn elf may spontaneously choose what psionic ability to use at the moment of casting, freely selecting any of the psionic abilities available to his character level and Charisma score.



Shinn elf psionic abilities (save DC equals 10 + equivalent spell level + shinn elf's Charisma modifier): 0 level—*detect magic*, *daze*, *ghost sound*, *mage hand*, *message*, *touch of fatigue*, *prestidigitation*; 1st level—*cause fear*, *charm person*, *colour spray*, *comprehend languages*, *disguise self*, *hypnotism*, *ray of enfeeblement*, *silent image*, *sleep*, *ventriloquism*; 2nd level—*blur*, *daze monster*, *detect thoughts*, *glitterdust*, *hypnotic pattern*, *invisibility*, *levitate*, *minor image*, *mirror image*, *misdirection*, *obscure object*, *scare*, *see invisibility*, *touch of idiocy*, *whispering wind*; 3rd level—*arcane sight*, *blink*, *clairaudience*, *clairvoyance*, *deep slumber*, *dispel magic*, *displacement*, *fly*, *gaseous form*, *hold person*, *major image*, *ray of exhaustion*, *suggestion*; 4th level—*arcane eye*, *charm monster*, *confusion*, *crushing despair*, *fear*, *hallucinatory terrain*, *illusory wall*, *phantasmal killer*, *resilient sphere*, *scrying*, *shadow conjuration*; 5th level—*dominate person*, *dream*, *false vision*, *feeblemind*, *hold monster*, *mind fog*, *mirage arcana*, *nightmare*, *persistent image*, *seeming*, *shadow evocation*, *telekinesis*, *telepathic bond*, *teleport*, *wall of force*; 6th level—*antimagic field*, *greater dispel magic*, *mass suggestion*, *permanent image*, *programmed image*, *true seeing*, *veil*; 7th level—*greater arcane sight*, *greater scrying*, *greater shadow conjuration*, *greater teleport*, *insanity*, *mage's magnificent mansion*, *mass hold person*, *phase door*, *plane shift*, *project image*, *sequester*, *simulacrum*, *teleport object*, *vision*; 8th level—*antipathy*, *greater shadow evocation*, *irresistible dance*, *maze*, *moment of prescience*, *scintillating pattern*, *screen*, *telekinetic sphere*, *temporal stasis*, *trap the soul*; 9th level—*dominate monster*, *foresight*, *freedom*, *imprisonment*, *mass hold monster*, *shades*, *teleportation circle*, *time stop*, *weird*. Caster level equals twice the shinn elf's character level.

Ethereal jaunt (Sp):

All shinn elves have the innate ability to become ethereal at will, as per the *ethereal jaunt* spell, except it lasts indefinitely. Caster level equals twice the shinn elf's character level.

Mind Blank (Sp): All shinn elves are permanently protected against scrying and emotional effects as per a *mind blank* spell at a caster level equal to twice their character level.

Shinn Traits: Shinn elf characters share all of a high elf's racial traits, except as follows:

✦ -2 Strength, -4 Constitution, +4 Intelligence, +4 Wisdom, +4 Charisma. These replace a high elves'

ability modifiers. Shinn elves are among the smartest beings in existence; their minds, presence and willpower far mightier than those of any other humanoid. However, their bodies are so frail and delicate they are almost ethereal.

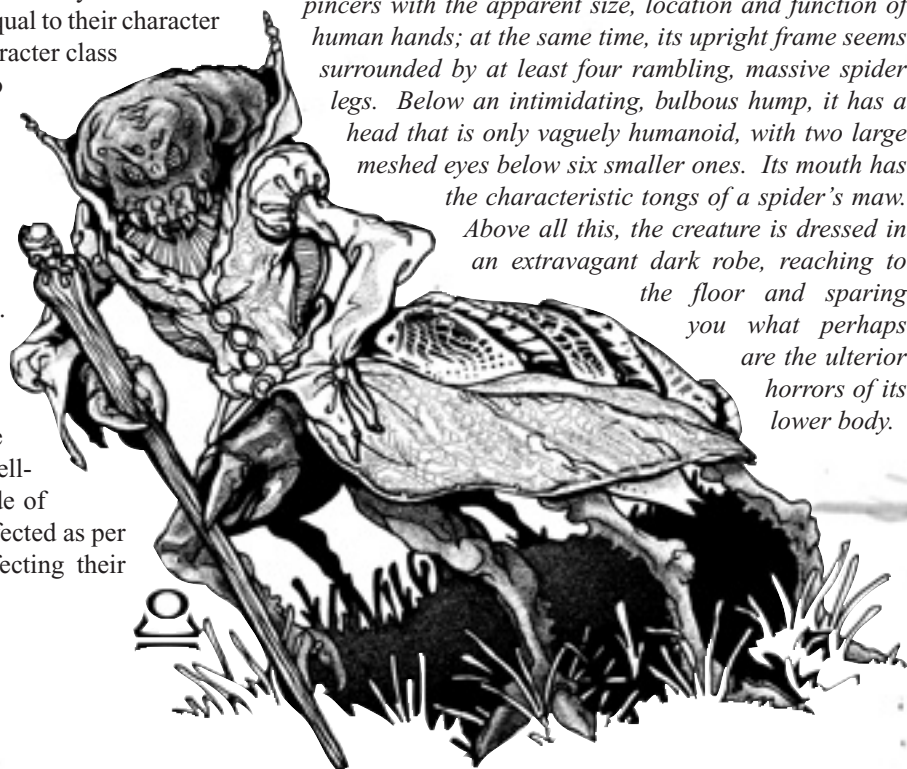
- + Darkvision out to 60 feet. This trait replaces a high elf's low-light vision.
- + Special Attacks (see above): Ethereal jaunt, mind blank, psionics.
- + Spell resistance equal to 11 + character level.
- + Immunity to all mind-affecting spells and effects, except those coming from a psionic source. The minds of shinn elves are too evolved to be affected by lesser powers.
- + *Telepathy (Su)*: All shinn elves may communicate telepathically with any intelligent creature within 100 feet.
- + Weapon Proficiency: Shinn elves gain no racial proficiencies with any weapon. This trait replaces a high elf's automatic weapon proficiencies.
- + Automatic languages: Draconic, Elven. Bonus languages: Any.
- + Favoured class: Sorcerer. This replaces a high elf's favoured character class.
- + Level Adjustment: +1, plus an additional +1 per class level.

The shinn elf warrior presented above was created using the following ability score array: Str 12, Dex 10, Con 13, Int 11, Wis 8, Cha 9.

Challenge Rating: Shinn elves with Non-Player Character class levels have a Challenge Rating equal to their character level +1. Shinn elves with Player Character class levels have a Challenge Rating equal to 1½ times their Character Level +1.

Shinn Greenstone

The strange greenstone from which the shinn elves make their weapons and jewellery is actually a powerful focus for arcane and psychic energies. Any weapon or armour made of shinn greenstone gains at least a +1 magical enhancement bonus, plus greenstone armour imposes no arcane spell failure chance. All spells and spell-like powers from a magical item made of shinn greenstone are automatically affected as per the Empower spell feat, without affecting their spell level.



Ethra

Large Aberration

Hit Dice: 11d8+36 (85 hp)

Initiative: +8

Speed: 30 ft. (6 squares), climb 40 ft.

AC: 17 (–1 size, +4 Dex, +4 natural), touch 13, flat-footed 13

Base Attack/Grapple: +8/+17

Attack: Bite +12 melee (2d6+5 plus poison)

Full Attack: Bite +12 melee (2d6+5 plus poison) and 4 claws +10 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Poison, spells, web

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +8, Ref +7, Will +10

Abilities: Str 20, Dex 18, Con 17, Int 15, Wis 16, Cha 15

Skills: Climb +20, Hide +11, Intimidate +10, Knowledge (arcana) +10, Listen +10, Move Silently +11, Spellcraft +12, Spot +15

Feats: Great Fortitude, Improved Initiative, Multiattack, Toughness

Environment: Warm forests

Organisation: Solitary, coven (1-3) or pack (one plus 2-4 ettercaps and 2-7 medium monstrous spiders)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 12-15 HD (Large), 23-33 HD (Huge)

Level Adjustment: +5

This horrendous creature seems like a monstrous, hulking jumble of arachnid and humanoid traits. It has two clicking pincers with the apparent size, location and function of human hands; at the same time, its upright frame seems surrounded by at least four rambling, massive spider legs. Below an intimidating, bulbous hump, it has a head that is only vaguely humanoid, with two large meshed eyes below six smaller ones. Its mouth has the characteristic tongs of a spider's maw. Above all this, the creature is dressed in an extravagant dark robe, reaching to the floor and sparing you what perhaps are the ulterior horrors of its lower body.

Ethras are a larger, meaner, smarter and magically adept variety of ettercap. They can be found leading large forces of common ettercaps and also wandering the forests on their own. An ethra looks like a Large, black ettercap, only its spider-like features are more pronounced, to the point of having four completely spider-like legs in addition to its four more humanoid limbs. As advisors, elders and shamans to the ettercap people, ethras prefer to dress in huge ceremonial robes and to carry wizard's staffs.

Ethras speak Common and Draconic.

Combat

Ethras attempt to show off their arcane power as much as possible before engaging in melee. They are very fond of grandiloquent bravado, praising their own magical might as they unleash it upon their enemies.

Poison (Ex): Injury, Fortitude save DC 20, initial and secondary damage 2d6 Dex. The save DC is Constitution based and includes a +2 racial bonus.

Spells: Ethras can cast arcane spells as 7th level wizards. Save DCs are Intelligence based.

Typical Wizard Spells Memorised (4/5/4/2/1; save DC 12 + spell level):

0—*dancing lights, flare, mage hand, prestidigitation*; 1st—*colour spray, cause fear, hypnotism, ray of enfeeblement, obscuring mist*; 2nd—*flaming sphere, pyrotechnics, scare, web*; 3rd—*fly, major image*; 4th—*rainbow pattern*.

Web (Ex): As a full-round action, an ethra can make a web attack. This counts as 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 of up to Large size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist or Strength check (DC 18, Constitution based). An ethra's web has 12 hit points, hardness 1 and takes double damage from fire.

An ethra can also create a sheet of sticky webbing up to 120 square feet. Approaching creatures must succeed on a Spot check (DC 20) to notice a web, otherwise they stumble into it and become trapped as though by a successful web attack. Each 5-foot-square of a web sheet has 12 hit points, hardness 1 and takes double damage from fire.

Ethras can move across their own sheets at their climb speed; they can automatically determine the exact location of any creature touching the web by sensing the filaments' vibrations.

Skills: Ethras have a +4 racial bonus on all Hide and Spot checks. They receive a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even when rushed or threatened.

Facada

Facadas are malicious entities from an unknown lower plane, manifesting as humanoid clowns or harlequins and playing grim games with the fortunes and souls of mortals. However clownish, a facada's clothing and face paint are not comical by any means; they are always of dark and terrifying colours and designs. A facada's appearance is not a disguise; what seems to be a carnival suit is in fact the creature's true, naked form. When a facada is killed, it leaves behind only an empty suit and mask.

Facada Traits: All facadas share the following traits, except where otherwise noted in a creature's entry:

- ✦ Damage reduction 10/magic.
- ✦ Deflection bonus to Armour Class equal to the facada's Charisma modifier.
- ✦ *Fortune's Mask (Su):* Facadas add their Charisma modifier to all saving throws.
- ✦ *Fortune's Taunt (Su):* If a facada mocks or challenges an intelligent, living creature, the target must succeed at a Will save (DC 10 + ½ the facada's HD + the facada's Cha modifier) or be affected as per a *suggestion* spell at caster level equal to the facada's Hit Dice, doing exactly what the facada wished by making its challenge or taunt.
- ✦ Immunity to disease and poison: it is unclear whether facadas do have a metabolism or not.
- ✦ Immunity to mind-affecting spells and effects: the minds of facadas are strange and mysterious, obeying the superior forces of fortune instead of the usual thought processes.
- ✦ Racial bonus of +8 on all Perform checks.
- ✦ Resistance to acid 20, cold 20, electrical 20, fire 20 and sonic 20.
- ✦ Spell resistance equal to 11 + the facada's Hit Dice.
- ✦ *Spell-Like Abilities:* All facadas have the following spell-like abilities; some of them may have additional spell-like abilities as noted in each creature's entry. At will—*dimension door, dispel magic, disguise self, entropic shield*; 1/day—*spell turning*. Caster level equals the facada's Hit Dice.
- ✦ Languages: all facadas speak Abyssal, Common and Draconic, plus they all know a secret sign language known only to facadas.

All facadas share the following statistics:

Environment: Chaotic evil planes

Organisation: Solitary or pair

Treasure: Standard

Alignment: Always chaotic evil

Club Facada

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 7d8+21 (52 hp)

Initiative: +9

Speed: 30 ft. (6 squares)

AC: 23 (+5 Dex, +6 deflection, +2 natural), touch 21, flat-footed 18

Base Attack/Grapple: +7/+11

Attack: *Club of ill-fortune* +13 melee (1d6+5) or *club of ill-fortune* +14 ranged (1d6+3)

Full Attack: *Club of ill-fortune* +11/+6 melee (1d6+5 plus ill-fortune) and *club of ill-fortune* +11 melee (1d6+3 plus ill-fortune) or *club of ill-fortune* +12/+7 ranged (1d6+5 plus ill-fortune) and *club of ill-fortune* +12 ranged (1d6+3 plus ill-fortune)

Space/Reach: 5 ft. /5 ft.

Special Attacks: *Clubs of ill-fortune*, fortune's taunt, *quest of failure*, spell-like abilities

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., facada traits, fortune's mask, resistance to acid 20, cold 20, electrical 20, fire 20 and sonic 20, spell resistance 18

Saves: Fort +14, Ref +16, Will +16

Abilities: Str 19, Dex 21, Con 17, Int 21, Wis 21, Cha 23

Skills: Balance +13, Bluff +15, Concentration +11, Disguise +13 (+15 acting in character), Escape Artist +12, Hide +12, Intimidate +15, Jump +13, Knowledge (arcana) +12, Listen +12, Move Silently +13, Perform (act) +24, Perform (juggling) +24, Sense Motive +13, Sleight of Hand +17, Spot +13, Tumble +13

Feats: Improved Initiative, Skill Focus (Perform (juggling)), Two-Weapon Fighting, Weapon Focus (club)^B

Challenge Rating: 7

Advancement: 8-13 HD (Medium), 14-21 HD (Large)

Level Adjustment: +5

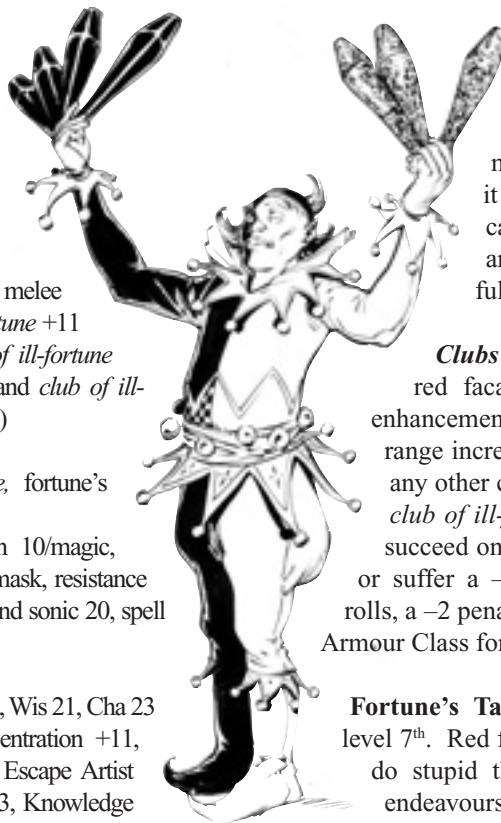
You see what appears to be a humanoid in a scarlet harlequin suit, with red and white face paint. It is juggling a set of seven clubs painted red and green. When it sees you, its grin turns to a frown and it attacks, brandishing its clubs as weapons.

Club facadas (also called red facadas) are sent to the mortal plane to hamper success and curse endeavours, for which they use their clubs of ill fortune. Each club facada carries fourteen clubs, painted red and/or green, which it uses

alternatively to attack (either as thrown or melee weapons) and perform juggling acts. All club facadas 'wear' primarily red clothing.

Combat

Club facadas like using their clubs and spell-like abilities in combination, first cursing enemies (by club or magic) and then striking them (also by club or magic) when they are vulnerable.



A club facada can hold up to four clubs in each hand while juggling the rest in the air. When the creature is not using any of its clubs, it can make it disappear, instantly summoning it again if the need arises. A club facada can alternately use its clubs for ranged and melee attacks, even during the same full attack action, without penalty.

Clubs of Ill-Fortune: In the hands of a red facada, these clubs gain a +1 magical enhancement bonus and can be thrown with a 5 foot range increment. They work as normal clubs for any other creature. A target successfully hit by a *club of ill-fortune* wielded by a red facada must succeed on a Will save (DC 19, Charisma based) or suffer a -1 penalty on all attack and damage rolls, a -2 penalty on skill checks and a -1 penalty to Armour Class for 2d4 rounds.

Fortune's Taunt (Su): Will save DC 19, caster level 7th. Red facadas use this ability to make targets do stupid things, causing them to fail at their endeavours.

Quest of Failure (Sp): Once per day, a club facada can impose a special *geas/quest* as the spell of the same name, at caster level 14th, upon an intelligent creature within 30 feet. The save DC is 22 (Charisma based). This ability is always used to compel the creature to fail at any task, causing it to suffer the full effects of the *geas/quest* every day it succeeds on any die roll against a set DC. This does not affect Armour Class, Initiative or opposed rolls/checks such as grappling. A red facada cannot impose any other kind of *geas/quest*.

Spell-Like Abilities: At will—*bane* (DC 17), *dimension door*, *disguise self*, *dispel magic*, *doom* (DC 17), *entropic shield*; 1/day—*bestow curse* (DC 19), *crushing despair* (DC 20), *spell turning*. Caster level 7th. Save DCs are Charisma based.

Skills: A club facada gains a +8 racial bonus on all Perform checks.

Coin Facada

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 7d8+21 (52 hp)

Initiative: +10

Speed: 30 ft. (6 squares)

AC: 23 (+6 Dex, +6 deflection, +1 natural), touch 22, flat-footed 17

Base Attack/Grapple: +7/+9

Attack: Touch +13 melee (thieving touch)

Full Attack: Touch +13 melee (thieving touch)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fortune's taunt, *quest of poverty*; spell-like abilities, thieving touch

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., facada traits, fortune's mask, resistance to acid 20, cold 20, electrical 20, fire 20 and sonic 20, spell resistance 18

Saves: Fort +14, Ref +17, Will +17

Abilities: Str 15, Dex 23, Con 17, Int 22, Wis 22, Cha 23

Skills: Balance +15, Bluff +16, Concentration +10, Disguise +13 (+15 when acting in character), Escape Artist +13, Hide +16, Intimidate +15, Jump +11, Knowledge (arcana) +13, Listen +13, Move Silently +16, Perform (act) +24, Perform (juggling) +24, Sense Motive +13, Sleight of Hand +29, Spot +13, Tumble +18

Feats: Improved Initiative, Skill Focus (Sleight of Hand), Weapon Finesse

Challenge Rating: 7

Advancement: 8-13 HD (Medium), 14-21 HD (Large)

Level Adjustment: +5

This creature resembles a female humanoid dressed as a clown or jester. Her suit is entirely golden, as well as the carnival mask covering her features. She seems to be playing hand tricks with some coins; as you approach, the she-clown disappears... and then you notice the coins she was playing with belong (or belonged) to you!

A coin facada is a mischievous creature, visiting our plane to rob mortals of their possessions. No one knows what happens to the gold, items and goods stolen by a coin facada – it never uses anything it has stolen. Coin facadas are also called gold facadas, since their harlequin-like shapes are always predominantly gold or yellow.

Combat

A coin facada rarely chooses to fight, preferring to hurt its enemies' feelings by humiliating them as much as it can

and then disappearing. When facing angry victims, a coin facada uses its magical abilities to defend itself or beat a hasty retreat, depending on just *how* angry its victims happen to be.

A coin facada attacks mostly by thieving, rather than attempting to deal damage; after it has secured a significant amount of coins or items from its enemies, it attempts to flee. Stolen items are always magically hidden somewhere within the facada's body; they reappear only when the creature dies.

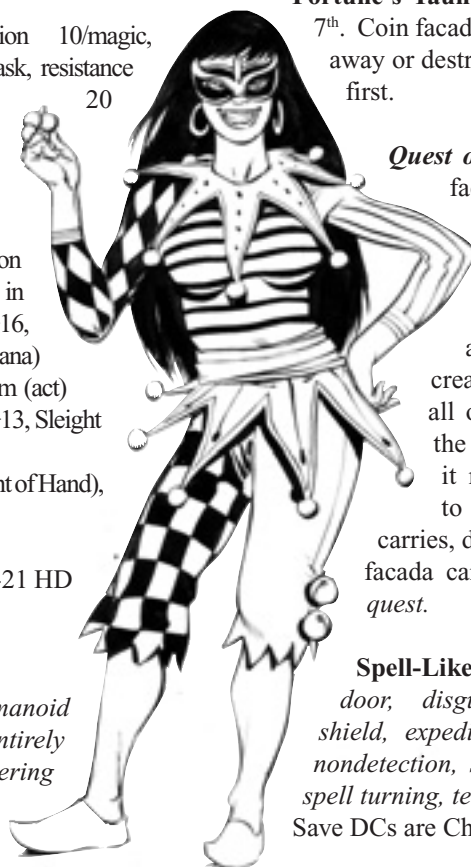
Fortune's Taunt (Su): Will save DC 19, caster level 7th. Coin facadas use this ability to make targets throw away or destroy their possessions, the most valuable first.

Quest of Poverty (Sp): Once per day, a coin facada can impose a special *geas/quest* as the spell of the same name, at caster level 14th, upon an intelligent creature within 30 feet. The save DC is 22 (Charisma based). This ability is always used to compel the creature to destroy (not just give away) all of its possessions, causing it to suffer the full effects of the *geas/quest* each day it remains without having done its best to utterly destroy each and every item it carries, down to its money and clothing. A coin facada cannot impose any other kind of *geas/quest*.

Spell-Like Abilities: At will—*dimension door*, *disguise self*, *dispel magic*, *entropic shield*, *expeditious retreat*, *freedom of movement*, *nondetection*, *slow* (DC 19), *spectral hand*; 1/day—*spell turning*, *teleport object* (DC 22). Caster level 7th. Save DCs are Charisma based.

Thieving Touch (Su): Any creature successfully hit by a coin facada's thieving touch is automatically affected as if the coin facada had succeeded on a Sleight of Hand check; the affected creature immediately loses 2d6 coins (of any denomination) or one random item to the coin facada. The stolen item or coin handful is automatically *teleported* and hidden somewhere within the coin facada's body, thus the victim cannot detect the theft by normal means.

Skills: A coin facada gains a +8 racial bonus on all Perform and Sleight of Hand checks. It can always take 10 on Sleight of Hand checks, even if rushed or threatened.



Cup Facada

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 7d8+21 (52 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

AC: 23 (+5 Dex, +7 deflection, +1 natural), touch 22, flat-footed 18

Base Attack/Grapple: +7/+8

Attack: Soul touch +13 melee (1d3 Cha damage or 1d3 Cha drain)

Full Attack: Soul touch +13 melee (1d3 Cha damage or 1d3 Cha drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fortune's taunt, *quest of suffering*, soul touch, spell-like abilities

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., facada traits, fortune's mask, resistance to acid 20, cold 20, electrical 20, fire 20 and sonic 20, spell resistance 18

Saves: Fort +15, Ref +17, Will +18

Abilities: Str 13, Dex 21, Con 17, Int 23, Wis 23, Cha 25

Skills: Bluff +19, Concentration +13, Diplomacy +21, Disguise +17 (+19 when acting in character), Escape Artist +15, Hide +15, Intimidate +21, Knowledge (arcana) +16, Listen +16, Move Silently +15, Perform (act) +25, Perform (sing) +25, Sense Motive +16, Spot +16

Feats: Persuasive, Weapon Finesse, Weapon Focus (soul touch)

Challenge Rating: 7

Advancement: 8-13 HD (Medium), 14-21 HD (Large)

Level Adjustment: +5

You see a creature resembling a woman dressed in a gaudy black gown and carnival mask. It holds a cup before its face; she sniffs it and then tastes it – then she turns her face to you and you start to feel an uncontrollable emotion surge...

Cup or black facadas are perhaps the cruellest of their kind. They enjoy toying with the love, pain and deepest emotions of their mortal victims, which they then store in their magical cups for reasons unknown. Cup facadas always carry at least four cups, which they can make appear or disappear at will, according to their needs. They have been known to use these cups as a source of their magical abilities, even in combat. The appearance of cup facadas tends towards elegant, rather than clownish, although it is always gaudy and sumptuous. Cup facadas always appear 'dressed' in black.

Combat

Cup facadas rarely fight, using their magical abilities and even their soul touch attack under a peaceful guise. When faced with hostility, they always use their magic to either vanquish their enemies or flee.

A cup facada enjoys playing the part of mysterious lover, enticing and charming mortals and making them love, therefore suffer for, the cup facada. Where they achieve it, cup facadas use such love to force the cruellest tortures and humiliation on their victims.

Fortune's Taunt (Su): Will save DC 20, caster level 7th. Cup facadas use this ability to make targets suffer by asking them to do things they deeply regret later.

Quest of Suffering (Sp): Once per day, a cup facada can impose a special *geas/quest* as the spell of the same name, at caster level 14th, upon an intelligent creature within 30 feet. The save DC is 23 (Charisma based). This ability is always used to compel the creature to suffer and contradict itself. An affected creature receives the full effects of the *geas/quest* each day it fulfils any task that earns experience points (which includes almost every day in an adventurer's life), as well as each day the creature spends without breaking the tenets of its alignment. A cup facada cannot impose any other kind of *geas/quest*.

Spell-Like Abilities: At will – *crushing despair* (DC 21), *dimension door*, *dispel magic*, *disguise self*, *entropic shield*, *fear* (DC 21), *hideous laughter* (DC 19); 1/day – *confusion* (DC 21), *spell turning*. Caster level 7th.

Soul Touch (Su): Any creature successfully hit by a cup facada automatically suffers 1d3 points of Charisma damage, plus it must succeed at a Will save (DC 20, Charisma based) or suffer 1d3 points of Charisma drain instead.

Skills: A cup facada gains a +8 racial bonus on all Perform checks.

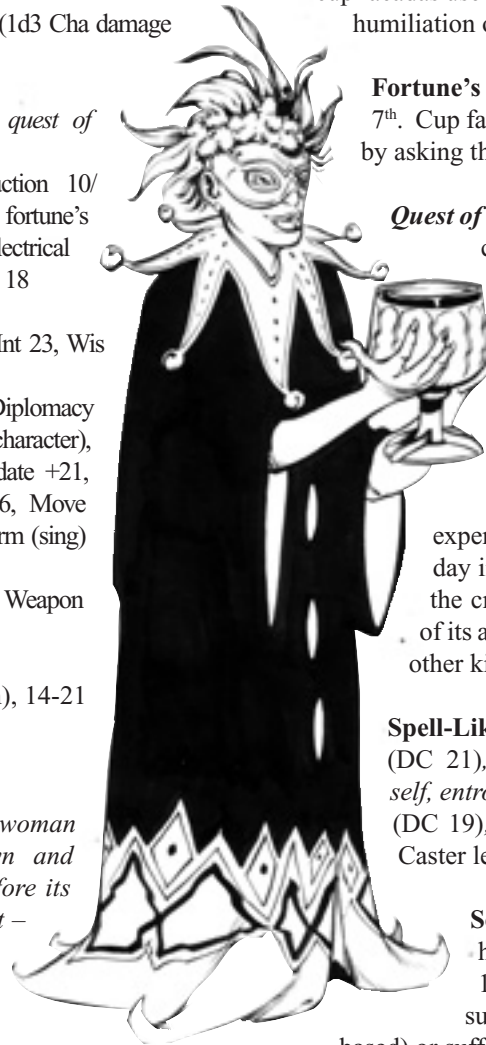
Joker Facada

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 13d8+94 (152 hp)

Initiative: +11

Speed: 30 ft. (6 squares)



AC: 26 (+7 Dex, +7 deflection, +2 natural), touch 24, flat-footed 19

Base Attack/Grapple: +13/+20

Attack: Slam +21 melee (1d6+7 plus fortune theft)

Full Attack: 2 slams +21 melee (1d6+7 plus fortune theft)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fortune's taunt, fortune theft, *happenstance magic*, *quest of ridicule*, master of fortunes, spell-like abilities

Special Qualities: Damage reduction 15/magic, darkvision 60 ft., facada traits, fortune's mask, resistance to acid 20, cold 20, electrical 20, fire 20 and sonic 20, spell resistance 24

Saves: Fort +22, Ref +22, Will +22

Abilities: Str 25, Dex 25, Con 25, Int 25, Wis 25, Cha 25

Skills: Balance +23, Bluff +21, Concentration +21, Disguise +21 (+23 acting in character), Escape Artist +21, Hide +21, Intimidate +23, Jump +23, Knowledge (arcana) +21, Listen +21, Move Silently +21, Perform (act) +29, Perform (sing) +29, Sense Motive +21, Sleight of Hand +23, Spot +21, Tumble +25

Feats: Combat Reflexes, Improved Initiative, Spell Focus (Enchantment), Toughness, Weapon Focus (slam)

Challenge Rating: 13

Advancement: 14-21 HD (Medium), 22-39 HD (Large)

Level Adjustment: —

You come upon a dancing and capering jester, dressed in a gaudy harlequin suit. There are so many colours in the creature's clothing it hurts your eyes to look at his sprightly movements. He abruptly stops dancing a short distance from you, making a great display of having noticed your presence. Then he grins evilly and the black magic begins...

Joker facadas are the mightiest of their race. They have complete control over fortune and chance, which they use both in combat and to make the life of mortals miserable. Joker facadas always seem to wear the most garish, colourful suits imaginable, and what appear to be their faces are always contorted in hideous mockery.

Combat

A joker facada is a very tough opponent, able to summon a confounding array of wild magical abilities at the same time it engages multiple opponents in physical combat, which it relishes with cruel glee.

Fortune's Taunt (Su): Will save DC 23, caster level 13th. Joker facadas use this ability to make targets ridicule themselves as humiliatingly as possible.

Fortune Theft (Su): Any creature hit by a joker facada's slam attack must succeed at a Will save (DC 23, Charisma based) or permanently lose 1d6x100 experience points from the attack. If the save succeeds, the creature loses only 50 experience points.

Happenstance Magic (Sp): Once per round, as a free action, a joker facada may cast a quickened version of one of its spell-like abilities, randomly chosen. The joker facada cannot choose which of these abilities to activate; it simply declares using its happenstance magic ability and one of its spell-like abilities randomly casts itself right away.

Master of Fortunes (Su): A joker facada has such power and control over fortune and chance that every time it succeeds at a die roll it obtains the best possible result.

This ability affects opposed rolls and checks, as well as attack rolls and generally any d20 roll made against a specified DC, such as a skill check. It does not affect Armour Class, damage rolls, initiative or any non-d20 roll. Thus a joker facada's attack rolls all score a critical threat if they are successful, and all successful skill checks count as if the joker facada had rolled a 20 on the check.

Quest of Ridicule (Sp): Once per day, a joker facada can impose a special *geas/quest* as the spell of the same name, at caster level 21st, upon an intelligent creature within 60 feet. The save DC is 23 (Charisma based). This ability is always used to compel the creature to ridicule itself. The exact meaning of 'seriously ridiculed and humiliated' is left to the Games Master's judgement. A joker facada never imposes any other kind of *geas/quest*.

Spell-Like Abilities: At will—*blindness/deafness* (DC 19), *charm monster* (DC 19), *confusion* (DC 22), *deep slumber* (DC 21), *dimension door*, *dispel magic*, *disguise self*, *dominate person* (DC 22), *entropic shield*, *fear* (DC 21), *ghoul touch* (DC 19), *grease* (DC 18), *hideous laughter* (DC 20), *hold monster* (DC 22), *modify memory* (DC 22), *prestidigitation*, *slow* (DC 20), *suggestion* (DC 21); 1/day—*baleful polymorph* (DC 22), *irresistible dance*, *mass suggestion* (DC 23), *mind fog* (DC 23), *simulacrum*, *song of discord* (DC 23), *spell turning*. Caster level 13th. The save DCs are Charisma based.

Skills: A joker facada gains a +8 racial bonus on all Perform checks.



Sword Facada

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 7d8+21 (52 hp)

Initiative: +9

Speed: 30 ft. (6 squares)

AC: 23 (+5 Dex, +6 deflection, +2 natural), touch 21, flat-footed 18

Base Attack/Grapple: +7/+12

Attack: *Deathsword* +15 melee (1d8+7/17-20)

Full Attack: *Deathsword* +11/+6 melee (1d8+7/17-20) and *deathsword* +11 melee (1d8+4/17-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Deathsword*, fortune's taunt, *quest of challenge*, spell-like abilities

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., facada traits, fortune's mask, resistance to acid 20, cold 20, electrical 20, fire 20 and sonic 20, spell resistance 18

Saves: Fort +14, Ref +16, Will +15

Abilities: Str 21, Dex 21, Con 17, Int 21, Wis 19, Cha 23

Skills: Balance +14, Bluff +13, Concentration +10, Disguise +13 (+15 acting in character), Escape Artist +12, Hide +12, Intimidate +17, Jump +17, Knowledge (arcana) +12, Listen +11, Move Silently +12, Perform (act) +21, Perform (dance) +21, Sense Motive +13, Sleight of Hand +14, Spot +12, Tumble +17

Feats: Combat Reflexes, Improved Initiative, Two-Weapon Fighting, Weapon Focus (longsword)^B

Challenge Rating: 7

Advancement: 8-13 HD (Medium), 14-21 HD (Large)

Level Adjustment: +5

Before you there is a humanoid in a white buffoon's suit and mask, performing a sword-throwing act. As you approach, the creature's clownish smile turns to a sadistic smirk and, without any warning or explanation, it turns its swords towards you...

Sword facadas are violent and merciless, with the mission of posing challenges and difficulties to mortals. They love to fight with both weapon and wit; they rarely let a mortal traveller pass by without facing them in some sort of contest, the stakes of which usually involve their opponent's lives. Sword facadas are also called white facadas and their 'suits' always appear to be this colour.

Combat

Sword facadas use their *deathswords* in combat, employing their Perform skills to offer a great spectacle as well as a good fight.

Deathsword (Su): These +2 *keen longswords* are a sword facada's favoured weapons. If a creature successfully hit with a *deathsword* fails at a Will save (DC 19, Charisma based), the sword facada wielding the *deathsword* gains an immediate attack of opportunity against that same creature.

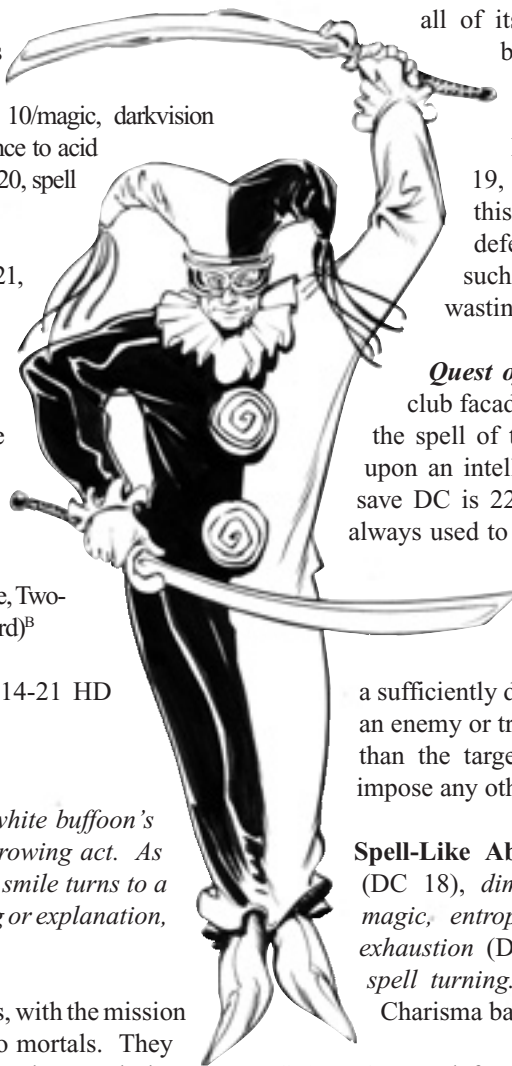
A *deathsword* works as a normal longsword, losing all of its bonuses and abilities, if wielded by any creature that is not a sword facada.

Fortune's Taunt (Su): Will save DC 19, caster level 7th. Sword facadas use this ability to make the target lower its defences or lose some combat advantage, such as dropping their best weapon or wasting their best spell.

Quest of Challenge (Sp): Once per day, a club facada can impose a special *geas/quest* as the spell of the same name, at caster level 14th, upon an intelligent creature within 30 feet. The save DC is 22 (Charisma based). This ability is always used to compel the creature to seek its own death, causing it to suffer the full effects of the *geas/quest* every day it does not try to kill itself, be it directly or by putting itself in a sufficiently difficult situation, such as looking for an enemy or trap with a CR that is at least 3 higher than the target's level. A sword facada cannot impose any other kind of *geas/quest*.

Spell-Like Abilities: At will—*blindness/deafness* (DC 18), *dimension door*, *disguise self*, *dispel magic*, *entropic shield*, *rage* (DC 19), *ray of exhaustion* (DC 19); 1/day—*enervation* (DC 20), *spell turning*. Caster level 7th. Save DCs are Charisma based.

Skills: A sword facada gains a +8 racial bonus on all Perform checks.



Faceless One

Medium Outsider (Extraplanar, Shapechanger)

Hit Dice: 8d8+16 (52 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

AC: 17 (+2 Dex, +2 deflection, +3 natural), touch 14, flat-footed 15

Base Attack/Grapple: +8/+10

Attack: Slam +10 melee (1d4+3)

Full Attack: Slam +10 melee (1d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Form trade, improved grab

Special Qualities: Darkvision 60 ft., immunities, reflecting skin

Saves: Fort +8, Ref +8, Will +8

Abilities: Str 14, Dex 15, Con 15, Int 14, Wis 15, Cha 15

Skills: Bluff +17, Disguise +24 (+26 acting in character), Forgery +13, Gather Information +13, Hide +17, Listen +13, Move Silently +13, Perform (act) +13, Sense Motive +13, Spot +13

Feats: Ability Focus (form trade), Improved Initiative, Skill Focus (Disguise)

Environment: Any

Organisation: Solitary

Challenge Rating: 5

Treasure: None

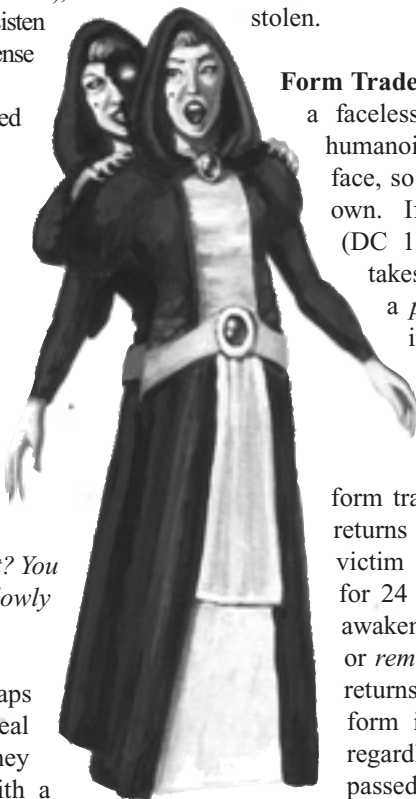
Alignment: Always neutral evil

Advancement: 9-16 HD (Medium)

Level Adjustment: +4

This creature has a humanoid shape, although it wraps itself in a ragged black gown. When it lifts its hood and meets your gaze, you realise its visage is empty – this monster has no face at all... or does it? You could swear its featureless countenance is slowly turning into a copy of your face...

Faceless ones are extraplanar entities, perhaps somehow related to doppelgangers, which steal the appearance and memories of mortals. They have a roughly humanoid appearance, with a reflecting, liquid glass-like skin. However, where their faces should be there is only a blank, featureless surface. If a living humanoid is reflected in this surface, the faceless one may choose to take its form. Faceless ones cover their reflecting bodies with crude, shabby imitations of human clothing, removing their hoods only to use their face reflection on unsuspecting victims. After using its power, a faceless one resembles an exact physical copy of the humanoid it last reflected.



Faceless ones differ from doppelgangers in two things: first, they cannot adopt the form of any creature that is not reflected in their face's mirror-like surface at the moment; second—and this is the faceless one's most dreaded ability – they do not only adopt a creature's face and personality, but *replace* it instead.

Faceless ones speak Common, plus any language spoken by the creature they are currently imitating. A faceless one has no visible mouth; when it speaks, its voice sounds hollow as if it was somehow generated from inside its skull.

Combat

Faceless ones always attempt to catch the sight of potential victims so they can use their form trade ability. Once a faceless one manages to do this, it uses whatever attack forms are available to the creature whose form it has stolen.

Form Trade (Su): By spending a full-round action, a faceless one may choose a single Medium humanoid that is directly looking at its reflecting face, so that the target's face is reflected on its own. If the chosen target fails at a Will save (DC 18, Charisma based), the faceless one takes the physical shape of the target as per a *polymorph* spell of indefinite duration, including all of the target's physical abilities, as well as its special attacks and special qualities. The target is in turn physically transformed into a copy of the faceless one's body. This form trade is permanent until the faceless one returns to its original form (see below). The victim of a form trade is rendered comatose for 24 hours; before this time it can only be awakened by spells such as *heal*, *remove curse* or *remove disease*. As soon as a faceless one returns to its original form, the owner of the form it was 'borrowing' returns to normal, regardless of the time and distance that have passed. A faceless one may freely return to its original form as a move action, or forced

to return to its form by spells such as *dispel magic*, *baleful polymorph* and the like. A *true seeing* spell always reveals the faceless one's original form but does not force it to change.

A faceless one may use its form trade ability even when using a 'borrowed' form; in this case its victim takes the borrowed form, while the faceless one adopts the form of its new victim. This trade is also permanent until the faceless one decides to return to its original form. A faceless one can go on doing this indefinitely without ever returning to

its original form, causing more and more creatures to trade forms. When a faceless one returns to its original form, the owner of the last form it was 'borrowing' returns to normal, and the owner of this creature's form returns to normal, and so on until reaching the first creature in the chain of traded forms. For example, a faceless one trades forms with a human fighter. The human fighter takes the form of the faceless one and vice versa. A few hours later, the faceless one (with the fighter's body) trades forms with an elven sorceress; now the elven sorceress has the human fighter's body and the faceless one has the elven sorceress'. Next round, the faceless one trades forms with a halfling rogue, who takes the sorceress' body while the faceless one takes the halfling's. If the faceless one returns to its original form at this point (whether by choice or forced by magic), the halfling, the sorceress and the human fighter all regain their original forms. Magical means of restoring a target's original form, such as *polymorph* or *alter self*, also force the faceless one to its original form and restore the form of everyone in the chain. A creature whose body is being 'borrowed' by a faceless one may force a form trade by forcefully reflecting its own face into the faceless one's for one full round; this usually requires achieving a pin against a grappled faceless one.

The creature that was transformed into the faceless one's original body becomes a faceless one itself if the faceless one it traded forms with does not return to its original form 24 hours after the form trade. The new faceless one has no memories of its former life and loses all of its former statistics and personality. If the faceless one returns to its original form at this point, the new faceless one's original body is simply lost and the original creature is considered destroyed. At this point, only a *wish* or *miracle* can restore the transformed creature's original form.

Improved Grab (Ex): A faceless one that hits with a slam attack can start a grapple as a free action, without provoking an attack of opportunity. A faceless one usually attempts a grapple to force a creature to look into its face.

Immunities (Ex): A faceless one's lack of any visible ears, eyes, nose or mouth makes it immune to gaze attacks, sonic and sound-based attacks, as well as suffocation and smell-based attacks such as gas or stench.

Reflecting Skin (Ex): A faceless one's skin works exactly like a mirror, reflecting all light-based spells and effects, including gaze attacks, upon the user.

Skills: A faceless one gains a +4 racial bonus on all Bluff and Hide checks. It gains a +8 bonus on Disguise checks.

Familiar, Dread

Dread familiars are the evil undead spirits of normal familiars that died in the service of their masters. These mean, vengeful creatures return to the Material Plane in search of wizards to kill or dominate via an insidious mental ability based on a familiar's empathic link.

A dread familiar always attempts to have itself summoned by a mortal wizard or sorcerer, serving the character as a normal familiar until it finds the right opportunity to kill its master.

Dread familiars speak the languages spoken by their base creature type, plus any languages granted by their familiar special abilities.

Sample Dread Familiar

This dread familiar uses a raven, acting as a 7th level wizard's familiar, as the base creature.

Raven Dread Familiar (7th Level Wizard's)

Tiny Undead (Augmented Magical Beast)

Hit Dice: 1/4d12 (13 hp, as 7th level wizard's familiar)

Initiative: +2

Speed: 10 ft. (2 squares), fly 40 ft. (average)

AC: 20 (+2 size, +2 Dex, +6 natural), touch 14, flat-footed 18

Base Attack/Grapple: +0/-13

Attack: Claws +4 melee (1d2-5)

Full Attack: Claws +4 melee (1d2-5)

Space/Reach: 2 1/2 ft. /0 ft.

Special Attacks: Ability drain, dominate person, empathic authority, empathic rule, feigned familiar, summon self

Special Qualities: Darkvision 60 ft., familiar traits, improved evasion, undead traits

Saves: Fort +2, Ref +4, Will +7

Abilities: Str 1, Dex 15, Con -, Int 16, Wis 14, Cha 14

Skills: Bluff +14, Concentration +10, Knowledge (arcana) +13, Knowledge (any two) +13, Listen +6, Sense Motive +6, Speak Language 3 ranks, Spellcraft +15, Spot +6

Feats: Weapon Finesse

Environment: Any

Organisation: Solitary or familiar (one plus one 1st level wizard)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral evil

Advancement: As per master's class level

Level Adjustment: +4

You see a dead man on the ground. Standing over the corpse's shoulder, pecking at its flesh is an evil-looking raven that flies away as soon as you approach. From the trappings of the cadaver, you infer he was a man of the

arcane trade, perhaps a wizard or a sorcerer... perhaps the raven was his familiar, but then why was it eating its master's flesh?

This dread familiar speaks Abyssal, Common, Elven, and Dwarven, plus one language of its master's choice (in this case Draconic). It may also speak with other ravens as an extraordinary ability.

Combat

A raven dread familiar always attempts to *dominate* an enemy if possible. If forced into physical combat, it fights much better than a normal raven, with its increased intelligence giving it strategic insights such as taking advantage of its airborne possibilities and supernatural attacks. If a dread familiar has managed to dominate but not kill its master, the spellcaster can be an excellent thrall, ordered to cast deadly spells the dread raven familiar can then deliver by touch.

Ability Drain (Su): A dread familiar's master must succeed at a Will save (DC 12, Charisma based) each day or suffer 1 point of Intelligence drain. The master receives a -4 penalty on this save due to the dread familiar's empathic authority ability.

Dominate Person (Sp): The dread familiar may cast *dominate person* three times per day, as the spell of the same name. Save DC is 17 (Charisma based). Caster level 7th. The dread familiar's master receives a -4 penalty on this save.

Empathic Authority (Su): Where applicable, the dread familiar's master receives a -4 penalty on will saves made against the dread familiar's spell-like and supernatural abilities.

Empathic Rule (Su): The dread familiar's master is permanently affected as per a *dominate person* spell cast by the dread familiar. The dread familiar uses this ability to order its master to pretend everything is all right and help the dread familiar maintain its innocent guise. The dread familiar commands its master to memorise and cast the spells that best suit its plans.

Feigned Familiar (Su): The dread familiar pretends to be a typical raven familiar at all times. Any Sense Motive checks made to detect the dread familiar's true nature

automatically fail. The dread familiar has spell resistance 24 against any Divination spells or effects that could potentially discover its true nature. If a Divination spell or effect fails to overcome this spell resistance, it reveals what the dread familiars wants the caster to see – a normal raven familiar, with the statistics, alignment and special abilities of a typical creature of its kind.

Summon Self (Su): The dread familiar may cause itself to be summoned by any spellcaster attempting to summon a raven familiar within range. It can only use this ability on spellcasters that have previously caused the death of a familiar.

Familiar Traits: A raven familiar has all the statistics and special abilities of a normal raven familiar for a 7th level wizard. These include giving its master Alertness, as well as the deliver touch spells, empathic link and share spells special abilities. The dread familiar gains the improved evasion ability (see below) and it can speak with its master (which it usually uses to transmit veiled orders via the Bluff skill) as well as with other ravens. The dread familiar pretends to have only a natural armour bonus of +4 (when actually it is +6), an Intelligence score of 9 (when actually it is 16) and a Charisma score of 6 (when actually it is 14).

Improved Evasion (Ex): Whenever succeeding at a Reflex save made for half damage, the raven dread familiar suffers no damage instead. It suffers only half damage if the saving throw fails.

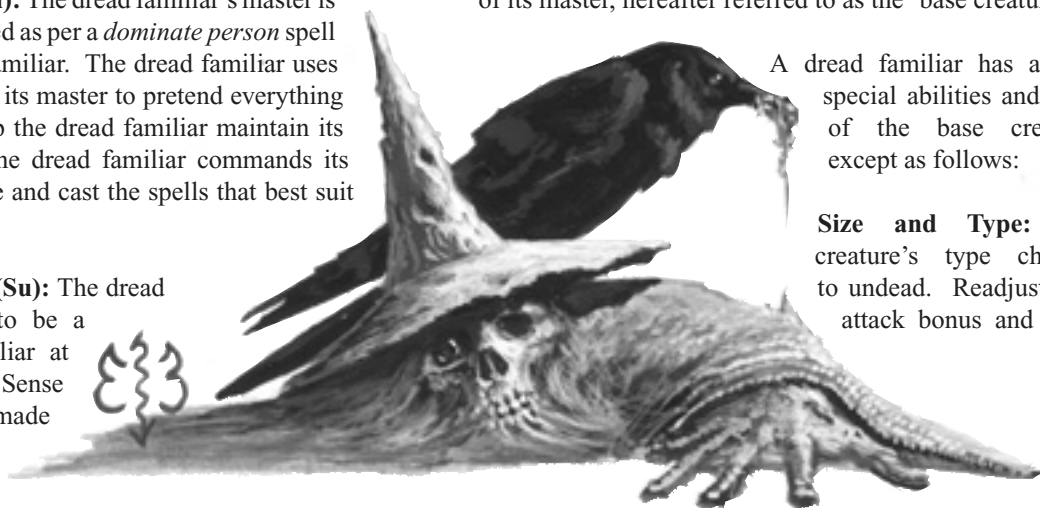
Skills: A dread familiar gains a +8 racial bonus on all Bluff checks.

Creating a Dread Familiar

'Dread familiar' is an acquired template that can be added to any wizard's or sorcerer's familiar that died in the service of its master, hereafter referred to as the 'base creature'.

A dread familiar has all the special abilities and traits of the base creature, except as follows:

Size and Type: The creature's type changes to undead. Readjust base attack bonus and saves



accordingly. The base creature's skill points remain unchanged.

Hit Dice: Change all current and future Hit Dice to d12s; however, a summoned dread familiar still has as many hit points as one-half its master's maximum hit points. For the purposes of spells and effects depending on the target's Hit Dice, the dread familiar counts as having as many Hit Dice as its master.

Speed: As base creature.

Armour Class: Increase the base creature's natural armour bonus by +2. The dread familiar hides this Armour Class bonus via its feigned familiar ability.

Attack/Full Attack/Damage: As base creature.

Special Attacks/Qualities

A dread familiar has all the special attacks and qualities of the base creature, plus it gains additional special abilities according to its master's level. The following abilities are only gained once a sorcerer or wizard has summoned the dread familiar as a familiar; the dread familiar cannot develop them on its own. The special abilities listed below are in addition to those gained by a normal familiar; the dread familiar pretends to have only those abilities corresponding to a normal familiar via its feigned familiar ability.

Master Class		
Level	Int ¹	Special
1 st -2 nd	15 (6)	Empathic authority, feigned familiar, summon self
3 rd -4 th	15 (7)	Ability drain
5 th -6 th	16 (8)	Empathic rule
7 th -8 th	16 (9)	Dominate Person
9 th -10 th	17 (10)	—
11 th -12 th	17 (11)	Master drain
13 th -14 th	18 (12)	Dominate Monster
15 th -16 th	18 (13)	—
17 th -18 th	19 (14)	—
19 th -20 th	19 (15)	—

¹ The number to the left is the dread familiar's true Intelligence score; the number in parentheses is the Intelligence score it pretends to have via its feigned familiar ability.

Empathic Authority (Su): The dread familiar establishes a grim, malevolent version of an empathic link with its master, which imposes a -4 penalty on all Will saves made

by the master against spells or effects used by the dread familiar.

Feigned Familiar (Su): A dread familiar pretends to be a typical familiar at all times, displaying a familiar's special abilities and behaving as a normal familiar of its type. Any Sense Motive checks made to detect the dread familiar's true nature automatically fail. The dread familiar has spell resistance equal to 15 + its master's class level + the dread familiar's Hit Dice against any Divination spells or effects that could potentially discover its true nature. If a Divination spell or effect fails to overcome the creature's spell resistance, it reveals what the dread familiars wants the caster to see – a normal familiar, with the statistics, alignment and special abilities of a typical creature of its kind. Finally, a dread familiar gives its masters all the benefits and bonuses expected from a creature of its type, so it is not probable that the master will think it is a fake.

Summon Self (Su): A dread familiar has the innate ability to detect the nearest attempt to summon a creature of its type as a familiar. When it does, it may cause itself to be summoned instead of a normal familiar. A dread familiar cannot cause itself to be summoned by spellcasters unless they have caused the death of a familiar. Spellcasters that have never lost a familiar cannot summon a dread familiar (and they are lucky too).

Ability Drain (Su): Every day a dread familiar spends in the service of a 3rd level or higher master, the master must succeed on a Will save (DC equal to 10 + ½ the dread familiar's HD + the dread familiar's, Cha modifier) or suffer 1 point of Intelligence drain (if he is a wizard) or Charisma drain (if he is a sorcerer). The character is not aware of this ability drain, believing he still has his full mental faculties unless clearly proven otherwise (which becomes increasingly difficult as the ability drain progresses). If the master is a Player Character, the Games Master should keep a separate, secret registry of Will saves failed and their consequences. Drained ability points may be restored by *restoration* and such magic, but the ability continues on working (and forcing the master to save against it) every day. If the master's ability score is reduced to 0 or less in this fashion, he dies immediately and the dread familiar disappears.

Empathic Rule (Su): If the master of a dread familiar has at least 5th level in his class, he must succeed at a Will save (DC equal to 10 + ½ the dread familiar's HD + the dread familiar's, Cha modifier) every day or become dominated by the dread familiar as per a *dominate monster* spell, except that domination lasts until the dread familiar is killed. This is in addition to the dread familiar's ability drain attack,

which should be saved against and its consequences handled separately.

Dominate Person (Su): If its master has achieved at least 7th level in his class, a dread familiar gains *dominate monster* as a spell-like ability, usable three times per day. The save DC is 19 + the dread familiar's Charisma modifier. Caster level equals the dread familiar master's character level.

Master Drain (Su): If its master has achieved at least 11th level in his class, he must succeed at a Fortitude save each day (DC equal to 10 + ½ the dread familiar's HD + the dread familiar's Cha modifier) or suffer 1d4 hit points of magical damage from the dread familiar's presence. These hit points may be healed normally but the master is not aware of the loss unless faced with incontrovertible proof thereof. This hit point loss does not affect the dread familiar's hit points, which are still equal to ½ its master's *maximum* hit points. This is in addition to the dread familiar's ability drain and empathic rule abilities, which should be saved against and their consequences handled separately. If the dread familiar's master is reduced to 0 or less hit points in this fashion, the dread familiar disappears and the link with its master is severed.

Saves: Use the saves of the base creature or the master's base saves, whichever are greater.

Abilities: Being undead, a dread familiar has no Constitution score (although its feign familiar ability allows it to appear as if it had the normal constitution score for a creature of its type). Intelligence is always at least 15; increase Charisma score by +8.

Skills: A dread familiar's increased Intelligence gives it access to additional skills not available to a normal creature of its kind. In addition to any skills possessed by the base creature; Bluff, Concentration, Knowledge (any), Sense Motive, Speak Language, Spellcraft and Use Magic Device are all class skills for a dread familiar. A dread familiar gains a +8 racial bonus on all Bluff checks. For every skill in which both the master and the dread familiar have skill ranks, use the familiar's or the master's skill ranks, whichever is higher. In any case, the dread familiar applies its own ability modifiers to all skills. A dread familiar always tries to give 1 rank to skills a master is more likely to choose, such as Concentration, Knowledge (arcana) or Spellcraft, so it is eligible to receive its master's ranks in these skills.

Feats: As base creature.

Environment: As base creature.

Organisation: Solitary.

Challenge Rating: As base creature +3.

Treasure: As base creature.

Alignment: Change to neutral evil if it was not so already.

Advancement: As per master's class level.

Level Adjustment: A dread familiar's effective character level is increased by one-half its master's class level. However, this level adjustment does not count towards spellcasters attempting to summon the creature via the Improved Familiar feat, which can always summon the dread familiar as if it was a normal creature of its kind.

Fierin

Medium Aberration

Hit Dice: 9d8+75 (115 hp)

Initiative: -1

Speed: 10 ft. (2 squares), fly 40 ft. (poor)

AC: 25 (-1 Dex, +16 natural), touch 9, flat-footed 25

Base Attack/Grapple: +6/+5

Attack: Tentacle +5 melee (disease) or bite +5 melee (1d4-1)

Full Attack: 8 tentacles +5 melee (disease) and bite +0 melee (1d4-1)

Space/Reach: 5 ft. /5 ft.

Special Attacks: *Antipathy/sympathy*, disease, insane gibbering

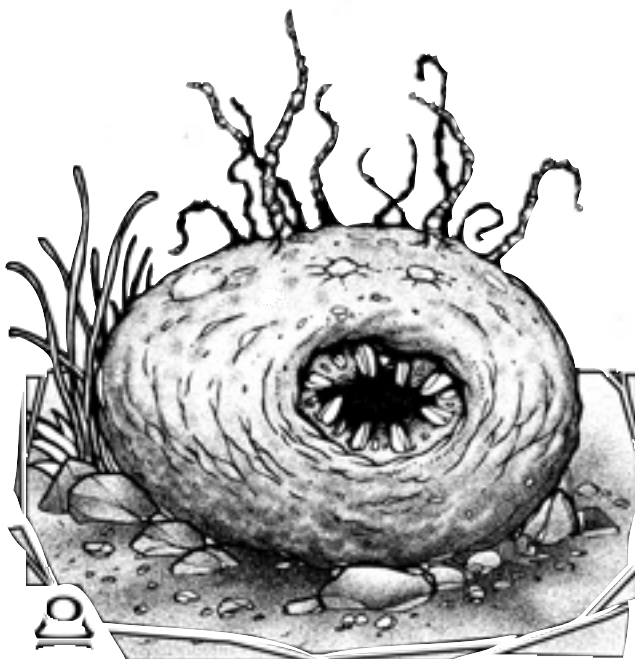
Special Qualities: Blindsight 180 ft., damage reduction 10/magic, *disguise self*, immune to disease, poison and mind-affecting spells and effects, ocular ring, regeneration 6, resistance to acid 20, cold 20, electrical 20 and fire 20, telepathy 80 ft.

Saves: Fort +10, Ref +2, Will +4

Abilities: Str 8, Dex 8, Con 24, Int 6, Wis 6, Cha 18

Skills: Intimidate +15, Spot +3

Feats: Toughness (4)



Environment: Underground

Organisation: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 10-18 HD (Large), 19-27 HD (Huge)

Level Adjustment: +6

You see a crawling, pulsating, ellipsoidal mass of dark flesh with a crown of short tentacles surrounding its upper half. It has a lipless mouth lined with serrated teeth, above which protrude two gory pustules barely resembling eyes. You could not be sure it is actually watching you, but it certainly grunts and gibbers a lot as you approach.

A fierin is an utter and complete aberration, a revolting monster whose true nature and origins are unknown and unfathomable. A fierin looks as a three feet tall, six feet wide, blue-black egg of bulbous protoplasm, with about a dozen tentacles standing on end atop the creature's head and a perpetually open mouth, ringed with bony protrusions barely reminiscent of teeth. The creature has no obvious eyes, except for two underdeveloped furuncles just above its maw.

A fierin has many supernatural abilities allowing it to gain the worship of mortals, which had translated into some perverse cults worshipping the creature as their father and their god. Such cults train no clerics, but tend to develop strange dogma based on the absurd, incoherent teachings of the fierin.

Fierins speak only their own language, which is a mix of telepathy and garbled words.

Combat

A fierin rarely fights, attempting instead to use its magical abilities to avoid combat or win opponents over.

Antipathy/Sympathy (Sp): At will, as a full-round action, a fierin can use a special *antipathy* or *sympathy* effect at caster level 18th, centring the effect on itself. This effect works exactly as the *antipathy* and *sympathy* spells respectively, except it works on any kind of intelligent humanoid, of any alignment. The save DC for this ability is 22 (Charisma based). A fierin usually employs the *antipathy* effect to avoid combat and the *sympathy* effect to subjugate the will of its enemies. A fierin cannot cause an *antipathy* effect while a *sympathy* effect is active and vice versa. By employing a continuous *sympathy* effect in successive occasions, many fierins have been known to establish some kind of cult following, which has led to the erroneous belief these aberrations are some kind of demigods.

Disease (Ex): Touch, Fortitude DC 21, incubation period 1 day, damage 1d4 Con, 1d4 Wis and 1d4 Cha. The save DC is Constitution based.

Insane Gibbering (Su): By spending a full-round action speaking in its weird, half-thought, half-spoken language, a fierin may cause a single intelligent creature within 100 feet to succeed at a Will save (DC 18, Charisma based) or become stunned for 1d4 minutes, doing nothing but answering the fierin's every question as best it can and pondering the fierin's every statement as if it was of utmost importance.

Blindsight (Ex): Although it does not have any true eyes, a fierin's skin furuncles and tentacles function as advanced antennae, giving it the blindsight ability out to 180 feet.

Disguise Self (Sp): At will, a fierin can use a *disguise self* effect to appear as an aberration of roughly its same size and shape. Since there are not many creatures with such a description, a fierin often uses this ability simply to present itself as an unspecified, different creature.

Ocular Ring (Ex): A fierin's body is ringed with tentacles and abscesses; none are as large as the two above its serrated mouth but they all have limited ocular perception abilities. Thanks to these a fierin cannot be flanked or taken flat-footed, plus it receives bonuses on perception checks (see below).

Skills: A fierin's many sensitive cysts and tentacles give it a +4 racial bonus on Spot checks.

Forest Fiend

Large Fey

Hit Dice: 16d6+144 (200 hp)

Initiative: +7

Speed: 60 ft. (12 squares)

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

Base Attack/Grapple: +8/+21

Attack: Slam +16 melee (1d6+9) or bite +16 melee (1d4+9) or gore +16 melee (2d6+9)

Full Attack: 2 slams +16 melee (1d6+9) and bite +11 melee (1d4+4) or gore +16 melee (2d6+9)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, powerful charge, rage, spell-like abilities

Special Qualities: Damage reduction 15/cold iron, darkvision 60 ft., immunity to magical sleep, paralysis, poison and polymorph, low-light vision, spell resistance 27, superior scent, woodland stride

Saves: Fort +14, Ref +13, Will +16

Abilities: Str 29, Dex 17, Con 29, Int 5, Wis 23, Cha 23
Skills: Hide +15*, Intimidate +15, Knowledge (nature) +20, Listen +19, Move Silently +14, Search +14, Spot +19, Survival +21, Swim +17
Feats: Alertness, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Track
Environment: Any forest
Organisation: Solitary
Challenge Rating: 15
Treasure: None
Alignment: Usually chaotic evil
Advancement: 17-32 HD (Large), 33-48 HD (Huge)
Level Adjustment: —

This creature is a massive, hairy humanoid with a stooped gait and long, burly arms reaching almost to the ground. The creature's legs end in a deer's hooves and there is a set of deer's antlers crowning its lowered head. The monster's enormous back hump is completely covered with a black shaggy mane, which reaches down to its backside. This mane also covers the creature's antlered head, hanging around its face in shaggy, rough bristles and revealing only a bestial, boar-like countenance adorned with war paint. The creature's horrendous face is the only clear picture in this morass of blackness and coarse hair. It bellows as if the forest belonged to it and charges you with murder in its small, bestial eyes.

A forest fiend is the original sylvan entity, a primal spirit inhabiting only the deepest, farthest woodlands. It is a primitive beast, representing the wild and destructive aspect of nature, with the primitive cunning and untamed savagery of the ultimate marauder. It appears as a large, hunchbacked humanoid covered by a mane of black hair, with the lower legs and antlers of a black stag. The creature's face is boar-like, with two smallish yellow eyes that look with a mix of human intelligence and bestial blood thirst. Both its face and body appear to be covered with what appears to be war paint or arcane symbols.

Forest fiends are the oldest creatures and undisputed masters of their forest, not through wisdom or arcane might but through such primal savagery that all sylvan creatures

bow to it instinctively. Where a forest fiend dwells, the entire woodland becomes an enemy.

Forest fiends speak only Sylvan. It is possible they *invented* the language.

Combat

Forest fiends charge and pursue any intruders on their land, never giving up the chase until it or its quarry are dead.

Improved Grab (Ex): If a forest fiend hits with any of its natural attacks, it can start a grapple as a free action without provoking an attack of opportunity.

Powerful Charge (Ex):

A forest fiend deals 4d6+18 damage when it makes a charge.

Rage (Ex): A forest fiend may enter a rage six times per day, gaining a +8 bonus to its Strength and Constitution scores and receiving a -4 penalty to its Armour Class. While raging, a forest fiend may do nothing but seek and attack its enemies. The rage state lasts for a number of rounds equal to the forest fiend's modified Constitution score (usually 37). The additional hit points the forest fiend gains from this Constitution increase are not lost first the way temporary hit points are. A forest fiend cannot end a rage voluntarily, nor is it fatigued at the end of a rage.

Spell-Like Abilities: At will — *animal trance* (DC 18), *detect animals or plants*, *detect snares and pits*, *dominate animal* (DC 19), *hide from animals* (DC 17), *know direction*, *pass without trace*, *tree shape*; 3/day—*commune with nature*, *freedom of movement*, *transport via plants*, *unhallow*; 1/day—*word of recall*. Caster level 16th. Save DCs are Charisma based.

Spirit Summons (Sp): Three times per day, a forest fiend may summon either 3d10 wolves, 3d8 black bears, 2d8 dire wolves, 2d6 satyrs, 2d4 dire boars, 1d4 dire bears, 1d3 pixies or 1d2 Huge earth elementals. This ability requires the forest fiend to spend a full-round action bellowing its spirit call. The summoned creatures arrive in 1d6 rounds and obey the forest fiend for 1d6 hours before retreating back to their forest.



Superior Scent (Ex): A forest fiend's scent ability has ten times the normal range (300 feet in normal conditions, 600 feet if the target is upwind or 150 feet if downwind). It receives a +8 racial bonus on Survival checks made when tracking by smell.

Woodland Stride (Ex): A forest fiend receives no damage or movement penalty when walking through any sort of undergrowth, even those created by magic.

Skills: A forest fiend gains a +12 racial bonus on all Knowledge (nature) and Survival checks. *When tracking by scent, the Survival bonus rises to +20. A forest fiend receives a +8 racial bonus on Hide and Move Silently checks.

*When in a heavily wooded area, the Hide bonus increases to +17. Finally, a forest fiend gains a +8 racial bonus on all Listen, Search and Spot checks.

Foulfowl

Tiny Magical Beast

Hit Dice: 4d10+4 (26 hp)

Initiative: +8

Speed: 20 ft. (4 squares)

AC: 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14

Base Attack/Grapple: +4/+9

Attack: Bite +10 melee (1d8+1)

Full Attack: Bite +10 melee (1d8+1)

Space/Reach: 2 ½ ft. /5 ft.

Special Attacks: Improved Grab, engulf, large bite

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +5, Ref +8, Will +1

Abilities: Str 13, Dex 19, Con 12, Int 3, Wis 11, Cha 6

Skills: Spot +7

Feats: Improved Initiative, Improved Natural Attack (bite)^B, Weapon Finesse

Environment: Temperate plains

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral

Advancement: 5-12 HD (Small)

Level Adjustment: +4 (Improved Familiar)

This creature appears like some kind of mangy, grossly deformed chicken. As its hideous bird eyes stare at you emotionlessly, you notice it has no beak – just two rows of bony ridges lining a just barely beak-like cavity. Then the thing snaps its mouth open and everything grows dark...

Foulfowls, also called 'dire poultry', are a monstrous breed of carnivorous chicken. They look like tiny, yellow fowl with ruffled, uneven feathers and heads too large for their bodies. A large lipless maw runs the width of their faces; foulfowls can dislodge and unfold their jaws so this maw can open to a width larger than the creature's own body.

Combat

Foulfowls take advantage of their (not-so-) harmless appearance to get close enough to their prey and then attack unexpectedly. A foulfowl is not at all afraid to attack even creatures much larger than itself. As soon as it manages to swallow a creature (see below), a foulfowl stops fighting, attempting to retire to a quiet spot where it can digest its prey in peace.

Improved Grab (Ex): A foulfowl that hits with a bite attack may start a grapple as a free action, without provoking an attack of opportunity.

Large Bite (Ex): A foulfowl's immense jaws allow it to use its bite attack as if it was a large creature, allowing it to grapple a Medium or smaller opponent with its bite attack and giving the corresponding grapple bonus of a Large creature. A foulfowl's bite attack has a reach of 5 feet.

Swallow (Ex): An opponent that spends more than three consecutive rounds being grappled by a foulfowl must make a Fortitude save (DC 13, Strength based) immediately beginning the fourth and each successive round. If the save fails, the creature dies on the spot, its body cracked by the foulfowl's mighty jaws. Any creature that dies while being grappled by a foulfowl is munched to pieces



and its remains are completely swallowed by the fowl, which automatically loses its entire next round to finish guzzling its victim.

Fury

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 13d8+84 (136 hp)

Initiative: +10

Speed: 40 ft. (8 squares), fly 100 ft. (average)

AC: 28 (-1 size, +6 Dex, +13 natural), touch 15, flat-footed 22

Base Attack/Grapple: +13/+23

Attack: *Hunting spear* +19 melee (2d6+9/19-20/x3 plus 1d6 fire) or *hunting spear* +19 ranged (2d6+6/19-20/x3 plus 1d6 fire) or *torture scourge* +19 melee (1d6+6 plus 1d6 fire and 1 Con)

Full Attack: *Hunting spear* +19/+14/+9 melee (2d6+9/19-20/x3 plus 1d6 fire) or *hunting spear* +19/+14/+9 ranged (2d6+6/19-20/x3 plus 1d6 fire) or *torture scourge* +19/+14/+9 melee (1d6+6 plus 1d6 fire and 1 Con)

Space/Reach: 10 ft. /10 ft. (15 ft. with *torture scourge*)

Special Attacks: Fear aura, *hunting spear*, poison blood, *snake ropes*, spell-like abilities, *summon posse*, *torture scourge*

Special Qualities: Damage reduction 15/good, darkvision 60 ft., immunity to acid, cold, disease, fire and poison, resistance to electrical 20 and sonic 20, regeneration 5, *relentless senses*, spell resistance 24

Saves: Fort +14, Ref +14, Will +13

Abilities: Str 22, Dex 23, Con 23, Int 14, Wis 20, Cha 21

Skills: Concentration +26, Escape Artist +22 (+24 to escape from ropes), Gather Information +23, Intimidate +25, Listen +27, Search +28, Sense Motive +21, Spot +27, Survival +21 (+31 following tracks), Use Rope +26 (+28 to tie/untie knots)

Feats: Alertness, Improved Initiative, Improved Trip, Investigator, Track

Environment: Lawful evil planes

Organisation: Solitary or hunting party (2-3)

Challenge Rating: 14

Treasure: None

Alignment: Always lawful evil

Advancement: 14-39 HD (Large)

Level Adjustment: —

Swooping down from the dark sky come three savage creatures, resembling fierce, naked winged women. Their feathers, hair and eyes are the colour of fire and blood; their skin has the appearance of bronze. They howl words of vengeance and

annihilation as they fly closer, waving flaming swords and whips.

Furies are fearsome punishers and harriers from the lower planes, with the mission of capturing evildoers and carrying them off to Hell to be tormented. Furies have the appearance of Large, naked female humanoids, with fiery red wings and manes. They usually carry metal scourges and flaming spears. Their skin has the colour and texture of bronze and their eyes and weapons usually blaze with blue-red fire.

Furies speak Celestial, Common, Draconic and Infernal.

Combat

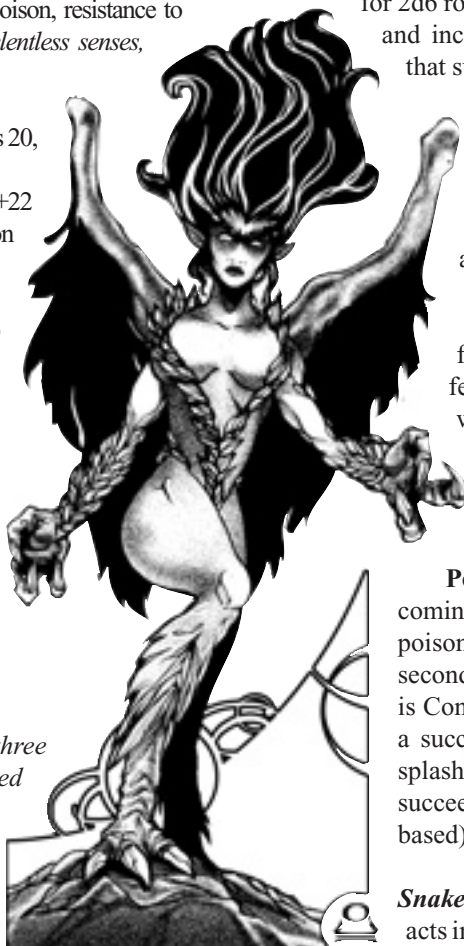
Furies always employ their *hunting spears* for ranged combat and to bring enemies down; then they use their *torture scourges* for torturing their enemies and in melee combat. They are relentless in the pursuit of their prey, stopping at nothing to see the guilty punished.

Fear Aura (Su): Any creature within sight of an attacking fury must succeed at a Will save (DC 23) or become panicked for 2d6 rounds. The save DC is Charisma based and includes a +2 racial bonus. A creature that succeeds at this save cannot be affected by the same fury's fear aura for the next 24 hours.

Hunting Spear: This Large +1 *spear* combines the qualities of a *flaming* and *keen* weapon. When thrown, the spear acts as a *seeking spear* in addition to its other qualities and the fury can throw it to a maximum of 600 feet (in 60 feet range increments). If wielded by any creature that is not a fury, it counts as a nonmagical Large spear. It has a hardness of 13 and 8 hit points.

Poison Blood (Ex): Any creature coming in contact with the blood of a fury is poisoned – Contact, Fort DC 22, initial and secondary damage 2d6, Con. The save DC is Constitution based. Any creature making a successful melee attack against a fury is splashed with the creature's blood unless it succeeds on a Reflex save (DC 22, Dexterity based).

Snake Ropes: One of these magical ropes acts in all respects as a *rope of entanglement*, plus it may be ordered to become a Large



viper (the statistics of which can be found in chapter 2 of the *MM*) by speaking a command word. The rope may remain in viper form for up to 12 hours, at which point it automatically returns to rope form and cannot be commanded to become a viper again for the next 12. If a *snake rope* is destroyed while in rope form, it permanently loses all of its magical abilities; if it is killed in snake form, it simply reverts to rope form for 12 hours. A fury usually carries three *snake ropes* at all times. *Snake ropes* work as normal ropes for anyone except a fury.

Spell-Like Abilities: At will—*bane* (DC 16), *doom* (DC 16), *clairaudience/clairvoyance*, *detect secret doors*, *detect thoughts* (DC 17), *discern lies* (DC 19), *freedom of movement*, *greater dispel magic*, *greater teleport* (self plus 100 pounds only), *searing light* (DC 18), *silence* (DC 17), 3/day—*bestow curse* (DC 18), *flame strike* (DC 20), *hold monster* (DC 21), *inflict critical wounds* (DC 19), *mark of justice*, *order's wrath* (DC 19), *plane shift*, 1/day—*dictum* (DC 22), *discern location*, *harm* (DC 21). Caster level 13th. Save DCs are Charisma based.

Summon Posse (Sp): Once per day, as a full-round action, a fury may attempt to summon 2d4 harpies or 1d3 erinyes, with a 50% chance of success. This ability counts as a 4th level spell.

Torture Scourge: This Large +1 *whip* combines the qualities of a *flaming* and *wounding* weapon. It deals lethal damage to any creature regardless of its armour or natural armour bonuses to Armour Class. In addition, any creature successfully hit by a fury's *torture scourge* must succeed at a Fortitude save (DC 22, Strength based) or suffer wracking pains imposing a -4 penalty on attack rolls, ability checks and skill checks for 2d6 minutes. In the hands of any creature that is not a fury, a *torture scourge* works simply as a nonmagical, Large metal whip, except for the fact it deals lethal damage to any target. The *torture scourge* has a hardness of 13 and 13 hit points.

Regeneration (Su): A fury suffers normal damage from good-aligned sources.

Relentless Senses (Sp): A fury can use *locate creature* at will, at caster level 20th, plus it senses are under a permanent *true seeing* effect. If either of these effects is successfully dispelled, the fury can reactivate it as a free action.

Skills: A fury's innate grim determination gives it a +4 racial bonus on all Concentration and Intimidate checks. Its finely tuned hunter's senses give it a +4 racial bonus on Listen and Spot checks, as well as a +8 racial bonus on Search checks and Survival checks made to follow tracks.

Finally, the fury's innate mastery in torture techniques give it a +4 racial bonus on Use Rope checks.

Gara'saka

Huge Outsider (Chaotic, Extraplanar, Evil)

Hit Dice: 11d8+88 (137 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

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

Base Attack/Grapple: +11/+26

Attack: +1 *greatsword* +17 melee (2d6+8/19-20) or +1 *greataxe* +17 melee (1d12+8/x3) or masterwork falchion +17 melee (2d4+7/18-20) or masterwork greatclub +17 melee (1d10+7) or slam* +11 melee (1d3+3) or beak +16 melee (1d8+7)

Full Attack: +1 *greatsword* +13/+8/+3 melee (2d6+8/19-20) and +1 *greataxe* +13 melee (1d12+8/x3) and masterwork falchion +13 melee (2d4+7/18-20) and masterwork greatclub +13 melee (1d10+7) and beak +11 melee (1d8+3) or beak +16 melee (1d8+7) and 4 slams* +11 melee (1d3+3)

Space/Reach: 15 ft. /15 ft. (20 ft. with tentacle or weapon)

Special Attacks: Fear aura

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., resistance to acid 10, cold 10, electrical 10 and fire 10

Saves: Fort +15, Ref +7, Will +9

Abilities: Str 24, Dex 10, Con 26, Int 7, Wis 14, Cha 14

Skills: Appraise +12, Climb +21 Intimidate +16, Listen +16, Search +12, Spot +16, Survival +2 (+4 following tracks)

Feats: Cleave, Great Cleave, Multiweapon Fighting, Power Attack

Environment: Chaotic evil planes

Organisation: Solitary

Challenge Rating: 9

Treasure: Standard plus +1 *greatsword*, +1 *greataxe*, masterwork falchion and masterwork greatclub

Alignment: Always chaotic evil

Advancement: 12-22 HD (Huge), 23-33 HD (Gargantuan)

Level Adjustment: +2

*A gara'saka's unarmed slam attacks are always considered secondary attacks and only receive half the monster's strength bonus.

This monster has the body of a bear, the head of a peacock and four long tentacles instead of arms. All of the creature's tentacles wield vicious-looking blades, which glisten with evil fire as the creature waves and twists its horrid appendages.

Gara'saka are abominable creatures from the lower planes, which like to frighten and harass mortals, whether on their home plane or when summoned to the Prime Material by

Gargling

dark magic. When a gara'saka attacks, it does so with the singular abandon of a violent bully. A gara'saka looks like a Huge bear with the head of a demonic rooster or peacock, the beak of which seems to be twisted in an evil, deriding smile. Where the bear's arms should be, the creature has four long, malleable tentacles.

Gara'saka speak Abyssal.

Combat

Despite their size, gara'saka tentacles are too weak to be effectively used in combat and so the creatures usually arm themselves with melee weapons found on the bodies of their victims, preferably two-handed weapons that, being made for Medium creatures, are easy for the gara'saka to wield with a single tentacle each. A gara'saka usually owns one or two magical versions of these weapons.

A gara'saka's weapons and natural attacks count as both lawful and evil for the purposes of overcoming damage reduction.

Fear Aura (Su): When a gara'saka attacks, creatures within 60 feet must succeed at a Will save (DC 17, Charisma based) or become frightened for 2d4 rounds. A creature that succeeds at this save cannot be affected by the same gara'saka's fear aura for the next 24 hours.



Small Monstrous Humanoid (Goblinoid)

Hit Dice: 2d8+2 (11 hp)

Initiative: +3

Speed: 20 ft. (4 squares), fly 20 ft. (clumsy)

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

Base Attack/Grapple: +2/-1

Attack: Short sword +4 melee (1d4+1/19-20) or bite +4 melee (1d3+1)

Full Attack: Short sword +2 melee (1d4+1/19-20) and short sword +2 melee (1d4/19-20) and bite -1 melee (1d3)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Crazy rage

Special Qualities: Damage reduction 5/silver, darkvision 60 ft., regeneration 3

Saves: Fort +1, Ref +6, Will +1

Abilities: Str 12, Dex 17, Con 13, Int 10, Wis 7, Cha 7

Skills: Hide +7, Jump +12, Tumble +14

Feats: Two-Weapon Fighting

Environment: Warm plains and mountains

Organisation: Solitary, pair, gang (3-6) or band (5-12)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +1

This small creature looks like a greyish-green goblin with dragon-like wings and a lizard's tail. Its rough skin is full of warts and lumps; its long black hair is tied into a ponytail at the top of its head. The creature crouches, pulls out two curved knives and leaps towards you, a long twisting tongue protruding from its warped smile.

Garglings are a mutant strain of goblin, perhaps with dragon or gargoyle blood. They look like warty, dull green goblins with bat-like wings and a lizard's tail. They are hairless except for their heads, which feature long, lustrous black manes. Most garglings conform to this basic description, but it is common for individuals to feature additional, random physical variations, such as horns or additional limbs. All garglings dress in raggedy, drab clothes and carry the most vicious weapons their size will allow.

Garglings speak Goblin, Common and Draconic.

Combat

Garglings attack in a disorganised, chaotic fashion, using tactics that are as absurd as they are unpredictable. In battle, they literally do whatever they think of first.



Crazy Rage (Ex): Once per day, a gargling can enter a crazy rage, feverishly attacking everything in sight, zooming in and out from a melee and increasing the chaos and craziness of its attacks. While in a crazy rage, a gargling gains a +4 bonus on attack rolls, a +20 bonus to its movement speed, a +4 bonus to Initiative and a -2 penalty on all Intelligence based or Wisdom based skill checks. The gargling gains the benefits of the Mobility feat for the duration of a crazy rage. A crazy rage lasts a number of rounds equal to the gargling's Constitution bonus.

Regeneration (Ex): A gargling suffers normal damage from silver weapons.

Skills: A gargling gains a +4 racial bonus on Jump and Tumble checks.

Genie, Dev

Large Outsider (Evil, Native)

Hit Dice: 13d8+65 (123 hp)

Initiative: +7

Speed: 50 ft. (10 squares), fly 100 ft. (average)

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

Base Attack/Grapple: +13/+23

Attack: +3 *unholy staff* +21 melee (1d8+12) or *poison whip* +19 melee (1d4+7 plus poison)

Full Attack: +3 *unholy staff* +19/+14/+9 melee and +19 melee (1d8+9 and 1d8+6) or *poison whip* +19/+14/+9 melee (1d4+7 plus poison)

Space/Reach: 10 ft. /10 ft. (15ft. with whip)

Special Attacks: Evil focus, harmful aura, *poison whip*, sneak attack +6d6, spell-like abilities, *unholy staff*

Special Qualities: Damage reduction 10/good, darkvision 60 ft., greater aura of evil, low-light vision, immunity to acid, cold and poison, resistance to electrical 10 and fire 10, spell resistance 31, telepathy 100 ft.

Saves: Fort +13, Ref +11, Will +11

Abilities: Str 22, Dex 16, Con 20, Int 20, Wis 16, Cha 20

Skills: Concentration +21, Craft (any one) +21, Diplomacy +23, Disguise +21, Escape Artist +19, Hide +21, Intimidate +21, Knowledge (arcana) +21, Listen +19, Move Silently +21, Sense Motive +19, Spellcraft +23, Spot +19

Feats: Cleave, Improved Initiative, Power Attack, Stealthy, Two-Weapon Fighting

Environment: Warm deserts and underground

Organisation: Solitary

Challenge Rating: 14

Treasure: Standard

Alignment: Always neutral evil

Advancement: 14-26 HD (Large), 27-39 HD (Huge)

Level Adjustment: —

This creature looks like a tall, powerfully built humanoid with dark skin, a long curly beard and vaguely demonic features. It is dressed in a turban, cape and long sleeveless tunic; it also wears a round helmet and carries a large black staff. It radiates such an evil aura you feel you can almost perceive it with your eyes.

Dev genies are the very embodiment of evil, their essence tied to it as other genies are tied to the elements; they are probably the oldest force of evil in the universe. When Creation was begun, the gods assigned genies to guard over the elements; to embody light and goodness they chose devas; to represent darkness and sin they created devils. Devas evolved, migrated to the upper planes and became the celestial orders known as angels and archons; dev genies should have become devils and demons and populated the lower planes. However, devils never left the mortal plane and remained tied to the ancient evil of earth; modern fiends had to appear and evolve separately, probably derived from devas and angels themselves. Dev remained as genies, primitively tied to evil as though it were an element. They still linger in the ancestral dark places of the world, the oldest force of evil remaining on the Material Plane.

Dev genies speak Abyssal, Aquan, Auran, Common, Draconic, Ignan, Infernal and Terran.

Combat

A favourite tactic of dev genies is to tempt and taunt their enemies, even in combat. They are not above striking a deal, offering power to an enemy in exchange for peace, which

they always prefer to conflict even if their opposition is significantly weaker than themselves – a living, corrupted soul is much more useful to them than a dead one.

Evil Focus (Su): Devs are so utterly evil it translates in everything they do. Any weapon, spell or natural attack used by a dev counts as both evil and epic for the purposes of overcoming damage reduction. Furthermore, a dev casts all spells with the evil descriptor at +1 caster level and with a +2 bonus to their save DC. Finally, any evil spell cast by a dev always works as if affected by the Empower Spell feat, *without* modifying its effective spell level.

Harmful Aura (Su): This ability grants a dev a +4 bonus on all attack and damage rolls against good creatures, plus any good extraplanar creature damaged by a dev's offensive spells, natural attacks or weapons must succeed at a Will save (DC 21, Charisma based) or be immediately sent back to its home plane. Finally, the touch of a dev genie works as a *dispel magic* effect, at caster level 20th, against any spell or magical effect with the good descriptor.



Poison Whip: This black leather +1 *whip* is fashioned to appear as a living serpent. It works in all respects as a +1 *whip*, except that a creature successfully damaged by it is poisoned – injury DC 22, initial and secondary damage 2d4 Con. The weapon has a hardness of 6 and 11 hit points. A *poison whip* works as a normal whip in the hands of any creature that is not a dev genie, although it radiates an overwhelming aura of evil.

Sneak Attack (Ex): A dev genie has sneak attack exactly as if it was an 11th level rogue.

Unholy Staff: This black, rune-covered quarterstaff has a +3 enhancement bonus. It deals an additional 2d6 points of damage against good-aligned targets and it counts as an evil weapon for the purposes of overcoming damage reduction. It bestows two negative levels on any good-aligned creature attempting to wield it; these negative levels never results in actual level loss but they cannot be removed by spells such as *restoration*; they are only removed as soon as the creature lets go of the *unholy staff*.

Spell-Like Abilities: At will – *bane* (DC 16), *bestow curse* (DC 18), *desecrate*, *detect good*, *detect magic*, *detect thoughts* (DC 17), *doom*, *gaseous form*, *invisibility* (self only), *magic circle against good*, *polymorph* (self only), *true seeing*, *unholy blight* (DC 21); 3/day – *dispel good* (DC 22), *doom*, *permanent image*. 1/day – *blasphemy* (DC 24), *miracle* (granted to evil-aligned non-genies only). Caster level 14th for evil spells; caster level 13th for all other spells. Save DCs are Charisma based and include a +2 bonus on all spells with the evil descriptor.

Greater Aura of Evil (Su): This works as a normal aura of evil, except that it can actually be sensed by normal means – any creature can immediately perceive a dev genie is evil without the shadow of a doubt. A dev always emits an ‘overwhelming’ aura for the purposes of *detect evil* spells. This is perhaps why other fiends replaced dev genies in the lower planes – these primal beings never discovered that evil must always remain hidden to be successful.

Giant

The following are a few of the most evil among the known species of giant.

All giants have the following special abilities:

Rock Throwing (Ex): Adult giants receive a +1 racial bonus on attack rolls when throwing rocks. A giant of at least Large size can hurl rocks weighing 40 to 50 pounds each (Small objects) and a Huge or larger giant can hurl

rocks of 60 to 80 pounds (Medium objects). Thrown rocks allow for five range increments; the exact amount of range increment (in feet) depends on the specific giant's size and subspecies.

Rock Catching (Ex): Once per round, a giant that would normally be hit by a Large, Medium or Small rock (or similar projectile) 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 giant must be ready for and aware of the attack in order to make a rock catching attempt.

Acherim Giant

Huge Giant (Fire)

Hit Dice: 22d8+176 (275 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

AC: 22 (-2 size, -1 Dex, +15 natural), touch 7, flat-footed 22

Base Attack/Grapple: +16/+38

Attack: Greatclub +28 melee (3d8+21 plus 1d6 fire) or slam +28 melee (1d6+14 plus 1d6 fire) or rock +14 ranged (2d8+14 plus 1d6 fire)

Full Attack: Greatclub +28/+23/+18/+13 melee (3d8+21 plus 1d6 fire) or 2 slams +28 melee (1d6+14 plus 1d6 fire) or rock +14 ranged (2d8+14 plus 1d6 fire)

Space/Reach: 15 ft./15 ft.

Special Attacks: Rock throwing, sweltering touch

Special Qualities: Immunity to fire, low-light vision, rock catching, sweltering touch, vulnerability to cold

Saves: Fort +23, Ref +6, Will +8

Abilities: Str 39, Dex 8, Con 27, Int 8, Wis 12, Cha 16

Skills: Intimidate +12, Listen +9, Spot +9

Feats: Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack

Environment: Warm mountains and underground

Organisation: Solitary or gang (2-5)

Challenge Rating: 14

Treasure: Double standard

Alignment: Always neutral evil

Advancement: 23-33 HD (Gargantuan), 34-66 HD (Colossal)

Level Adjustment: —

This creature looks like a living representation of Hell itself. Its hairless body is like molten metal; its mouth is like a furnace built onto the fires of the underworld; its eyes are red as flame. It snarls and howls as if carrying the rage of the Hells inside; when it strikes, all the fury of the earth strikes with it.

This race of giants can trace its origins to the lower planes, although they are not outsiders themselves. All that is left of their hellish inheritance is their appearance and their evil nature. Acherim look like hairless, golden skinned giants with fiery red eyes and mouths. Males average 30 feet in height and weigh around 18,000 pounds. They constantly scream and thrash around as if in constant stress or pain.

Combat

Acherim giants are juggernauts of destruction. They wade into combat screaming and bellowing with their deep thundering voices as if every move was terribly painful or infuriating to them.

Rock Throwing (Ex): Acherim giants have a range increment of 140 feet when throwing rocks.

Sweltering Touch (Su):

The skin of an acherim giant is always red-hot. Anyone touching or touched by an acherim or its weapons suffers 1d6 points of fire damage in addition to any other damage.



Bronze Giant

Large Giant

Hit Dice: 11d8+33 (93 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

AC: 26 (-1 size, +10 natural, +5 breastplate, +2 heavy shield), touch 9, flat-footed 26

Base Attack/Grapple: +8/+18

Attack: Longspear +13 melee (2d6+9/x3) or slam +13 melee (1d4+6) or rock +8 ranged (2d6+6)

Full Attack: Longspear +13/+8 melee (2d6+9/x3) or 2 slams +13 melee (1d4+6) or rock +8 ranged (2d6+6)

Space/Reach: 10 ft./10 ft. (15 ft. with longspear)

Special Attacks: Rock throwing

Special Qualities: Damage reduction 5/adamantine, low-light vision, rock catching

Saves: Fort +13, Ref +3, Will +4

Abilities: Str 23, Dex 10, Con 19, Int 10, Wis 12, Cha 11

Skills: Climb +13, Disguise +7*, Listen +8, Spot +8

Feats: Cleave, Great Fortitude, Improved Bull Rush, Power Attack

Environment: Warm coastal

Organisation: Solitary, gang (2-5) or band (6-9 plus 2-3 noncombatants plus 1 fighter of 3rd to 4th level, a 1st level adept, 2-5 harpies and 1-2 wyverns)

Challenge Rating: 7

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +5

You see a big bronze statue representing a gigantic warrior with a crested helm, an ornate breastplate and armed with a spear and shield. As you pass it by, the statue moves – but not with the jerky, slow movements of a typical animated construct. This is a living, breathing being, as indicated by the furious war cry it emits when attacking.

Bronze giants, also known as talonian giants, are famous for their metal-like skin, which equals the texture, hardness and colour of bronze. Despite the apparently artificial composition of their bodies, bronze giants are living, organic beings. They look as Large bronze statues of armoured warriors, with big bronze eyes, long bronze hair and powerful bronze limbs. Males average 10 feet in height, their metal-like bodies giving them a weight of about 15,000 pounds. They are always dressed in bronze armour and wield bronze spears and shields, so they actually seem like they were completely forged in bronze. They are often mistaken for golems or, if they stand still, lifeless statues.

Bronze giants are undoubtedly related to bronzefolk (see page 31); they not only look similar but they also dress and act alike. The main difference (besides size) seems to be the bronze giants' greater fighting discipline and organisation.

Bronze giants speak Common and Giant.

Combat

Bronze giants always attempt to take advantage of their statue-like appearance to surprise their enemies in combat.

Rock Throwing (Ex): A bronze giant has a range increment of 120 feet when throwing rocks.

Skills: *Bronze giants receive a +4 circumstance bonus on Disguise checks made to appear as a lifeless statue.

Bronze Giant Society

Bronze giants live in small fortresses built out of the coastal rock face. They prefer to live a life of isolation, farming or hunting to survive; however they are not above ambushing ships passing through their lands, both for their treasure and for human captives, which they may later use as food. They are reclusive and unfriendly, even with their own kind, so they never establish groups larger than a few individuals.

Bronze Giant Characters

Due to their warlike, disciplined behaviour, most bronze giants adopt the fighter class. Bronze giant clerics have access to the Protection, Strength and War domains. The metallic consistency of bronze giants works against arcane spellcasting as if it was full plate armour, which prevents them from becoming successful sorcerers or wizards.



Dread Giant

Gargantuan Giant

Hit Dice: 30d8+300 (435 hp)

Initiative: +4

Speed: 60 ft. (12 squares)

AC: 24 (–4 size, +15 natural, +3 hide armour), touch 6, flat-footed 24

Base Attack/Grapple: +22/+51

Attack: Greatclub +36 melee (4d8+25) or slam +35 melee (2d6+17) or rock +19 ranged (3d6+17)

Full Attack: Greatclub +36/+31/+26/+21 melee (4d8+25) or 2 slams +35 melee (2d6+17) or rock +19 ranged (3d6+17)

Space/Reach: 20 ft. /20 ft.

Special Attacks: Rock throwing, spell-like abilities

Special Qualities: Darkvision 120 ft., rock catching

Saves: Fort +27, Ref +10, Will +12

Abilities: Str 45, Dex 10, Con 31, Int 12, Wis 14, Cha 15

Skills: Climb +34, Intimidate +22, Jump +33, Listen +22, Spot +22

Feats: Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatclub)

Environment: Any

Organisation: Solitary

Challenge Rating: 18

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: 31-90 HD (Colossal)

Level Adjustment: —

This gigantic creature reaches the stormy skies with its head and wades the deep waters with its step. Its arms shake the clouds and bring lightning down upon the land. It screams with a voice that is both thunder and hurricane: 'I am the enemy of the world!'

Dread giants are the mightiest giants in existence, far surpassing even the strength and size of storm giants. They have been compared with titans for their power and godlike abilities, although they are untamed, tempestuous and destructive as the worst of natural disasters. A dread giant appears as a Gargantuan humanoid with a wild,

unkempt white mane and beard. Its skin is a pale, dull violet-blue and its pupils are white, which makes the creature's eyes seem blank unless one looks very closely (much closer than advisable). Males average 60 feet in height and may weigh as much as 36,000 pounds or more. Dread giants dress in dirty black rags and always appear crazed or intoxicated, constantly screaming incoherent, hostile war cries, curses and insults.

Dread giants speak Common (which they use only to spew curses) and Giant.

Combat

Dread giants fight by stomping, crushing and sweeping, using all their strength and power to violently manifest their bullying contempt against all other life forms.

Rock Throwing (Ex): Dread giants have a range increment of 180 feet when throwing rocks.

Spell-Like Abilities: At will—*gust of wind* (DC 14), *shatter* (DC 14). 1/day—*control weather*, *earthquake* (DC 20), *whirlwind* (DC 20). Caster level 30th. Save DCs are Charisma based.

Night Giant

Large Giant

Hit Dice: 13d8+52 (110 hp)

Initiative: +4

Speed: 40 ft. (6 squares)

AC: 21 (–1 size, +12 natural), touch 9, flat-footed 21

Base Attack/Grapple: +9/+20

Attack: Greatsword +16 melee (3d6+10/19-20) or slam +15 melee (1d4+7) or rock +9 ranged (2d6+7)

Full Attack: Greatsword +16/+11 melee (3d6+10/19-20) and bite +10 melee (1d4+3) or 2 slams +15 melee (1d4+7) and bite +10 melee (1d4+3); or rock +9 ranged (2d6+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rock throwing, spell-like abilities

Special Qualities: Darkvision 120 ft., light sensitivity, low-light vision, rock catching

Saves: Fort +12, Ref +4, Will +6

Abilities: Str 25, Dex 10, Con 19, Int 12, Wis 14, Cha 14

Skills: Climb +13, Hide* +6, Intimidate +8, Jump +13, Listen +8, Move Silently +10, Search +7, Spot +8, Survival +2 (+4 following tracks)

Feats: Cleave, Improved Initiative, Improved Bull Rush, Power Attack, Weapon Focus (greatsword)

Environment: Cold forests and hills, underground

Organisation: Solitary, pair, gang (2-5), raiding party (6-9 plus 2-5 worgs), band (6-9 plus 2-3 noncombatants) or tribe (21-30 plus one 6th to 7th level leader, one 5th or 6th level sorcerer, 11-20 worgs, 2-4 drow and 1-2 trolls)



Challenge Rating: 8**Treasure:** Standard coins, double goods, standard items**Alignment:** Always neutral evil**Advancement:** By character class**Level Adjustment:** —

You see a gaunt, sinister, black-skinned giant. It is dressed in long flowing black clothes and wearing a black hooded robe. Its fanged mouth grimaces when it sees you, as its apparently blind eyes fulgurate with unbridled hate. It begins chanting the words of some spell as it raises its gigantic black sword and advances towards you...

Night giants are perhaps the most evil and spiteful of giant races. Driven to live underground by larger or stronger giant tribes, night giants only venture to the surface by night; hence their name. A night giant appears as a Large black-blue humanoid dressed in a long flowing hooded cloak and robe, both of them as black as he is. A night giant measures about 11 feet in height and weighs at an average of 2,000 pounds. The creature's eyes and teeth are ivory white and they seem to shine against the giant's dark skin.

Night giants speak Common, Giant and Undercommon.

Combat

Night giants attack by wielding magic or Large black greatswords. They prefer ambushes and surprise to open fighting, though they are not cowardly by any means and happily attack any living creature head-on for the sheer pleasure of the kill.

Spell-Like Abilities: 3/day—blink, darkness, greater magic weapon, invisibility. Caster level 11th.

Light Sensitivity (Ex): The eyes of a night giant are not used to the open light; whenever in the presence of bright light, a night giant suffers a -1 penalty on all attack rolls and skill checks, as well as a -1 penalty to Initiative and Armour Class.

Skills: Night giants receive a +4 racial bonus on all Hide and Move Silently checks.

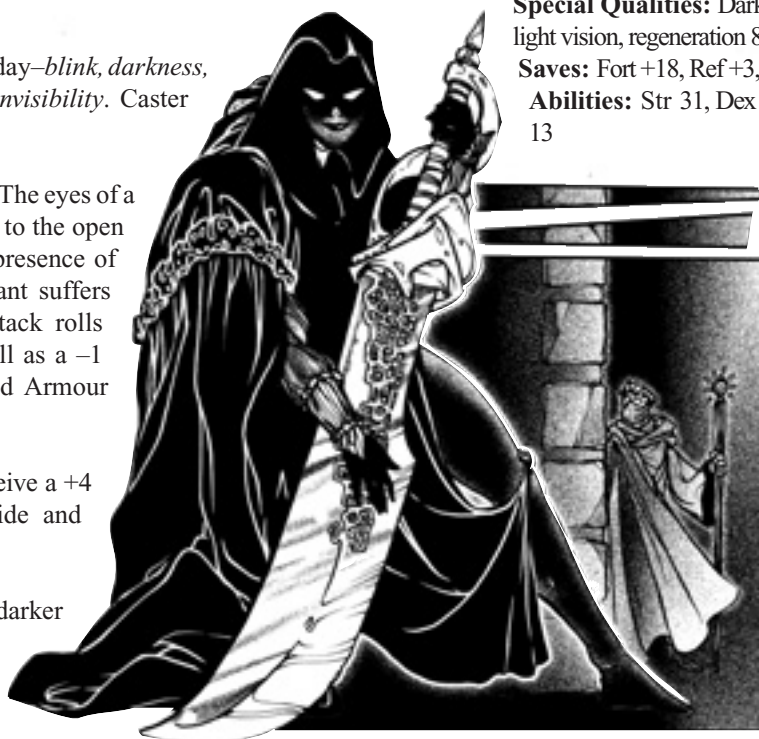
*When in low-light or darker conditions, the Hide bonus rises to +12.

Night Giant Society

Night giants are not the most sociable of creatures, despising and fighting even their own kind; when they manage to form a tribal unit, it is weak and loosely organised. The treacherous, scheming and envious natures of night giants make any position of command a danger as well as a privilege. Such treachery and backstabbing are present even among night giant family circles.

Night Giant Characters

Night giants often take the fighter, ranger, rogue or sorcerer class. Night giant spellcasters tend towards spells that relate to evil and darkness; their clerics have access to the Death, Evil, Magic and Trickery domains.

Subterranean Giant**Large Giant****Hit Dice:** 14d8+98 (161 hp)**Initiative:** -1**Speed:** 40 ft. (8 squares)**AC:** 24 (-1 size, -1 Dex, +13 natural, +3 hide armour), touch 8, flat-footed 24**Base Attack/Grapple:** +10/+24**Attack:** Greatclub +19 melee (2d8+15) or slam +19 melee (1d4+10) or rock +9 ranged (2d6+10)**Full Attack:** Greatclub +19/+14 melee (2d8+15) or 2 slams +19 melee (1d4+10) or rock +9 ranged (2d6+10)**Space/Reach:** 10 ft./10 ft.**Special Attacks:** Disease, rock throwing**Special Qualities:** Darkvision 120 ft., immunities, low-light vision, regeneration 8, rock catching**Saves:** Fort +18, Ref +3, Will +6**Abilities:** Str 31, Dex 9, Con 25, Int 12, Wis 15, Cha 13**Skills:** Climb +10, Heal +11, Intimidate +10, Jump +10, Listen +11, Spot +11, Survival +11**Feats:** Cleave, Great Cleave, Great Fortitude, Improved Initiative, Power Attack**Environment:** Underground**Organisation:** Solitary, gang (2-5), family (2-4 plus 1-2 noncombatants, a 1st level cleric or sorcerer, 1-2 otyughs and 2-8 trolls) or tribe (12-30 plus 35% noncombatants, a cleric

or sorcerer of 5th to 7th level, 1-2 ettins, 2-5 otyughs and 7-12 trolls)

Challenge Rating: 10

Treasure: Standard coins, double goods, standard items

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: —

This horrid creature is too ugly and brutish even for the foulest of giants. It looks as a massive ape-man, with long hairy arms and legs, dressed in furs and wielding a large felled tree as a club. The creature appears to be affected by a number of hideous diseases but it does not seem to mind in the least.

Subterranean giants are closely related to trolls, although they are much larger and somewhat more human looking. A subterranean giant appears as a Large, apish humanoid or caveman, with a hairy body and a long unkempt mane and beard on its head. Subterranean giants are plague carriers; they always show the outside symptoms of a number of illnesses, even though the giants themselves are immune to the harmful effects of disease. Subterranean giants are near 15 feet tall and weigh about 4,000 pounds. They wear primitive fur clothing and use crude improvised weapons. As they have the uncanny ability to dismember themselves without suffering any harm, some subterranean giants can be found using their own severed limbs as clubs, either out of necessity or the desire to frighten their opponents.



Subterranean giants speak Common, Giant and Undercommon.

Combat

Subterranean giants are nigh invulnerable, so they are utterly fearless. They seem impervious to pain and, even while being hacked to pieces, they will laugh at and mock their enemies.

Disease (Ex): Any creature touching or touched by a subterranean giant is infected with a disease, chosen by the Games Master or randomly determined. The save DC is determined by the specific disease. A subterranean giant is immune to the diseases it carries.

Immunities (Ex): Subterranean giants are completely immune to pain and bleeding, including pain-inducing effects such as *symbol of pain* and all *inflict* spells. By the same token, a subterranean giant is unaffected by *Wounding* weapons and other sources of Constitution damage, including disease and poison but not negative energy, which affects the subterranean giant normally. Furthermore, a subterranean giant is not subject to critical hits or death from massive damage, neither is it affected by 'single-blow death' effects from such sources as *vorpals* weapons. Any effect causing blood drain or blood loss is ineffective against a subterranean giant. The creature receives the benefits of the *Diehard* feat just as if it possessed it, and can regenerate even from hit points below -10. The utter disintegration or scattering of a subterranean giant's ashes is the only way to truly kill such a creature.

Subterranean Giant Society

Subterranean giants live in close-knit families or packs, raiding the surface only rarely but attacking any intruder upon their lands without hesitation. They have a sense of organisation and community that belies their brutish appearance; their shamans are arguably the wisest among giantkind.

Subterranean Giant Characters

Subterranean Giants often opt for the barbarian, druid or ranger classes. Their clerics have access to the Death, Earth, Healing and Protection domains.

Giant, Titanic

Titanic giants are abominations of the giant creature type, given godlike powers by higher divine forces. A titanic giant usually has a power that allows it to 'break the rules' of combat somehow, forcing heroes to come up with ingenious tactics if they hope to win.

Gaeen Giant

Large Giant (Earth)

Hit Dice: 16d8+128 (200 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

AC: 27 (-1 size, +18 natural), touch 9, flat-footed 27

Base Attack/Grapple: +12/+35

Attack: Slam +22 melee (1d6+11)

Full Attack: 2 slams +22 melee (1d6+11)

Space/Reach: 10 ft. /10 ft.

Special Attacks: Improved grab, large grapple

Special Qualities: Damage reduction 20/—, low-light vision, spell resistance 25, strength of the earth

Saves: Fort +20, Ref +5, Will +7

Abilities: Str 33, Dex 10, Con 27, Int 10, Wis 14, Cha 12

Skills: Intimidate +19, Listen +12, Spot +12

Feats: Awesome Blow, Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack

Environment: Any hills and plains

Organisation: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Usually chaotic evil

Advancement: 17-32 HD (Large), 33-48 (Gargantuan)

Level Adjustment: —

As it walks, this creature makes the ground shake and tremble. It appears as a giant sized humanoid with reddish skin, dressed only in a loincloth. The creature is hairless except for its close-cut, curly black beard and tresses.

Gaeen giants claim their heritage from earth itself and their power is greatly dependent on their contact with it. Therefore, they always walk barefoot, draining strength from the ground as they walk; they later use this strength to crush the life out of those not strong enough to break free of their embrace. Gaeen giants look like Large copper-skinned humanoids, well built even for their size. Male gaeen giants average 11 feet in height but may weigh 45,000 pounds or more, thanks to their incredible body density. They dress only in loincloths and never carry any weapons or armour.

Gaeen giants speak Common, Giant and Terran.

Combat

A gaeen giant almost always attempts to charge enemies and then grapple them. Gaeen giants have no fear whatsoever of wading into melee, confident in the might they get from the earth.

Improved Grab (Ex): To use this ability, a gaeen giant must hit with both slam attacks in a round. If it does, it can



start a grapple as a free action without provoking an attack of opportunity.

Large Grapple (Ex): The incredible body density of a gaeen giant gives it a bonus when grappling opponents. A gaeen giant counts as two sizes larger than it is (that is, as a Gargantuan creature) for the purposes of grappling.

Strength of the Earth (Su): A gaeen giant gets most of its power from contact with earth; the statistics detailed above present a gaeen giant whose skin is at least partially touching solid ground. Should a gaeen giant be completely cut off from the ground, such as by being thrown off a cliff, lifted above another creature's head or snatched by a flying creature, its weight would immediately decrease by a factor of ten. This means a gaeen giant's great weight only counts for the purposes of actually lifting the creature off the ground, after which it immediately becomes ten times less heavy. A Medium creature would require a Strength score of 49 to lift a gaeen giant off the ground. For each size category a creature has above Medium, reduce the Strength score required to lift a gaeen giant off the ground by 6. Thus, the following size categories require these Strength scores to lift a gaeen giant off the ground: Large 43, Huge 37, Gargantuan 31, Colossal or larger 25. Once a gaeen giant has been cut off from the ground, reduce the Strength required to lift it by 20 points (for all creature sizes).

A gaeen giant that is successfully lifted off the ground completely loses its damage reduction and spell resistance, plus its Strength and Constitution scores are reduced by 8

and its Hit Dice are lowered to 12, which has the following consequences in game terms:

- ✦ The gaeen giant's attack bonus is decreased to +15 and its slam damage becomes 1d4+7.
- ✦ It loses its large grapple ability, effectively reducing its grapple bonus by 8 points (in addition to those already lost from the Strength decrease) to a total of +20.
- ✦ In addition to its lost Hit Dice, the gaeen giant loses 4 hit points per Hit Die (due to reduced Constitution). This usually amounts to a total loss of 98 hit points. These hit points are not lost first the way temporary hit points are.
- ✦ The gaeen giant's base save bonuses are reduced to Fort +14, Ref +4 and Will +6.

All of the above losses are immediately restored as soon as at least part of the gaeen giant's body comes in contact with solid ground, unless the gaeen giant is already.

Geryid

Huge Giant

Hit Dice: 26d8+211 (328hp)

Initiative: -1

Speed: 40 ft. (8 squares)

AC: 22 (-2 size, -1 Dex, +15 natural), touch 7, flat-footed 22

Base Attack/Grapple: +19/+42

Attack: Greatclub +32 melee (3d8+22)

Full Attack: 3 greatclubs +32/+27/+22/+17 melee (3d8+22)

Space/Reach: 15 ft./15 ft.

Special Attacks: Multiple bodies

Special Qualities: Low-light vision, multiple faces

Saves: Fort +25, Ref +7, Will +11

Abilities: Str 41, Dex 8, Con 27, Int 10, Wis 12, Cha 14

Skills: Intimidate +16, Listen +25, Spot +25

Feats: Alertness, Cleave, Great Cleave, Great Fortitude, Iron Will, Power Attack, Snatch, Toughness, Weapon Focus (greatclub)

Environment: Warm plains and coastland

Organisation: Solitary

Challenge Rating: 17

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: 27-52 HD (Gargantuan), 53-78 HD (Colossal)

Level Adjustment: —

This is a truly monstrous creature. It appears as a giant, but it has three bodies, three sets of arms and three pairs of legs, all attached to a single grotesque head. When it speaks, three voices seem to come out of its throat simultaneously.

Geryid giants are hateful, aberrant beings, rejected and feared even by other geryids; therefore these creatures

usually live alone (which should not be that bad, considering they have three bodies). A geryid giant looks like a Huge, dark-skinned humanoid with coarse hair all over its body and three bodies attached to its only head. These three bodies stand facing outwards, back-to-back. The creature has six arms and six legs, which it can move independently. Male geryids average 30 feet in height and their combined bodies give them an approximate weight of 31,000 pounds. All of a geryid giant's arms are capable of wielding weapons without any problem or limitation. Geryid giants dress sparsely, with crude short tunics and sandals. It goes without saying that these clothes have to be custom-made to fit the creature.

Geryids speak Common and Giant.

Combat

Geryids appear to fight chaotically, each of its bodies acting separately and independently while attached to each other. Only close observation (which usually entails deadly risks for the observer) reveals that there is some co-ordination in it all and, in fact, each of a geryid's bodies is a skilful and fearsome opponent.

Multiple Bodies (Ex): A geryid is much more than a monster with six arms and six legs – each of the creature's three bodies is able of independent action, which goes far beyond simply making more attacks per round. Basically, each round a geryid can take one full-round action for



each of its bodies. This means a geryid might be making a full attack with one of its bodies while it throws rocks with the other, grapple three enemies at the same time and so on. For a geryid, an attack action might actually be three attacks (one with each of its bodies), for example. The only limitation is the geryid cannot take impossible or contradictory actions, such as moving in two directions at the same time.

A geryid giant may make a total of three attacks of opportunity each round, one with each of its bodies, even if they are all made against the same creature. A geryid is still limited to one such attack per opportunity. By spending a move action with *one* of its bodies, a geryid may position itself so two of its bodies are flanking a single Large or smaller creature. A geryid giant may freely use the aid another action to help itself, provided it has enough standard actions to do so.

Multiple Faces (Ex): A geryid giant cannot be flanked, though it can be taken flat-footed.

Glith

Glithim are an evil race of dwarf-like creatures made of living rock crystal, harnessing the energies of the earth to their own mysterious ends. It is not known whether they originated in this world or in some other plane; in the latter case, they may come from the Earth Elemental plane or from some unknown world among the stars. One thing is clear; glith seem completely made of cold, hard rock crystal – both body and soul.

Glith Traits: All glith share the following traits:

- ✦ Damage reduction 10/adamantine.
- ✦ Darkvision out to 120 feet.
- ✦ Immunity to cold, electrical and fire damage.
- ✦ Immunity to poison and disease.
- ✦ *Spell-Like Abilities:* All glith have the following spell-like abilities, once each per day, according to their Wisdom score: (Wisdom 11 or greater) *magic stone*, (Wisdom 16 or greater) *stone tell*. Caster level equals twice the glith's Hit Dice (to a maximum of 20).
- ✦ *Stonegnosis (Ex):* This advanced version of a dwarf's stonecunning ability allows a glith to make automatic Search checks whenever coming within 30 feet of unusual stonework, or intuit the exact depth when underground, as a free action. Glithim receive a +4 racial bonus to Listen checks made to hear noises through stone, a +4 racial bonus on Appraise and Craft checks related to items made of stone or crystal and a +4 racial bonus on Search and Spot checks made to find or notice unusual

stonework or traps made of stone (which all glithim can search for as if they were rogues).

All glith speak Terran. Those with an Intelligence of 10 or higher speak Common; the smartest ones speak Draconic, Dwarven, Infernal and/or Undercommon.

Yob Glith

Small Elemental (Earth)

Hit Dice: 4d8+11 (29 hp)

Initiative: –1

Speed: 20 ft. (4 squares), burrow 20ft.

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

Base Attack/Grapple: +3/+0

Attack: Stone club +5 melee (1d4+1)

Full Attack: Stone club +5 melee (1d4+1)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Spell-like abilities, stonecall, stonestrike

Special Qualities: Damage reduction 10/adamantine, darkvision 120 ft., immunity to cold, disease, electrical, fire, poison, *sleep*, paralysis and stunning, elemental traits, glith traits

Saves: Fort +8, Ref +0, Will +2

Abilities: Str 13, Dex 9, Con 15, Int 10, Wis 12, Cha 8

Skills: Craft (stonemasonry) +6, Knowledge (dungeoneering) +5, Listen* +3, Search +3*, Spot* +3 Survival +1 (+3 when underground)

Feats: Great Fortitude, Toughness

Environment: Underground

Organisation: Solitary, pair, team (3-6) or squad (5-8)

Challenge Rating: 5

Treasure: Triple standard

Alignment: Usually lawful evil

Advancement: 5-8 HD (Small), 9-12 HD (Medium)

Level Adjustment: +3

This creature looks like a dwarfish, squat humanoid, entirely sculpted from dark translucent rock crystal. It has broad, rough features and short limbs ending in three chunky fingers or toes each. The creature's disproportionately large head – most of which is occupied by a broad, bare forehead – is at least as big as its torso. Its gem-like eyes shine under a very prominent brow; it has nothing resembling a nose, ears or any orifices or conduits, except for a wide, rough mouth that seems carved with a single chisel stroke. The creature is hairless, but it has a crystalline protrusion resembling a hood or a (petrified) long straight mane. It wears no clothing save for a short loincloth. It brandishes a long, rock club that appears made of the same crystalline material as its own body.

Yob glithim are the foot soldiers and drudges of the glith race. They look like beardless, noseless dwarves, whose bodies are completely carved from dark, semi-transparent rock crystal. Their forms are somewhat rougher and less

proportionate than those of normal dwarves, having no nose or ears and featuring only three fingers on each hand. They dress sparsely, usually with no more than a skirt or loincloth; their preferred weapons are large clubs also made of dark rock crystal.

Yob glithim speak Common and Terran.

Combat

Yob glithim fight quite methodically, engaging their enemies as an orderly unit with weakening strategies planned beforehand.

Stonecall (Su): By spending a standard action striking the ground or a rock wall in a certain way, a yob glith can cause the rock and crystal in the area to agitate, awaken and animate in the form of a Medium earth elemental. This counts as the creature of the same name in all respects, except that it is blindly obedient to the yob glith, which may spend a free action each round to command the creature telepathically. A yob glith can use this ability a total of three times per day; each time the summoned elemental remains in existence for a number of rounds equal to the glith's Wisdom score.

Stonestrike (Ex): All attacks made by a yob glith completely bypass the hardness and damage reduction of any object or creature made of stone or crystal. Furthermore, a yob glith deals triple damage whenever it successfully strikes an object or construct made of stone or crystal.

Skills: A yob glith gains a +4 racial bonus on all Craft (stonemasonry) checks.

*A yob glith gains a +4 racial bonus on all Listen, Search and Spot checks made involving stonework.

Elder Glith

Large Elemental (Earth)

Hit Dice: 13d8+52 (110 hp)

Initiative: -2

Speed: 20 ft. (4 squares)

AC: 23 (-1 size, -2 Dex, +16 natural), touch 7, flat-footed 23

Base Attack/Grapple: +9/+14

Attack: Quartz staff +9 melee (1d8+1 plus stonemorph)

Full Attack: Quartz staff +9 melee (1d8+1 plus stonemorph)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, stonemorph, stonespawn

Special Qualities: Damage reduction 10/adamantine, darkvision 120 ft., immunity to cold, disease, electrical, fire, poison, *sleep*, paralysis and stunning, elemental traits, glith traits

Saves: Fort +14, Ref +2, Will +12

Abilities: Str 12, Dex 7, Con 19, Int 16, Wis 22, Cha 20

Skills: Appraise* +17, Diplomacy +19, Intimidate +16, Knowledge (arcana) +14, Listen* +16, Spellcraft +19, Spot* 16

Feats: Alertness, Augment Summoning, Great Fortitude, Iron Will, Spell Focus (Conjuration)

Environment: Underground

Organisation: Solitary or colony (one plus 10-100 yob glithim)

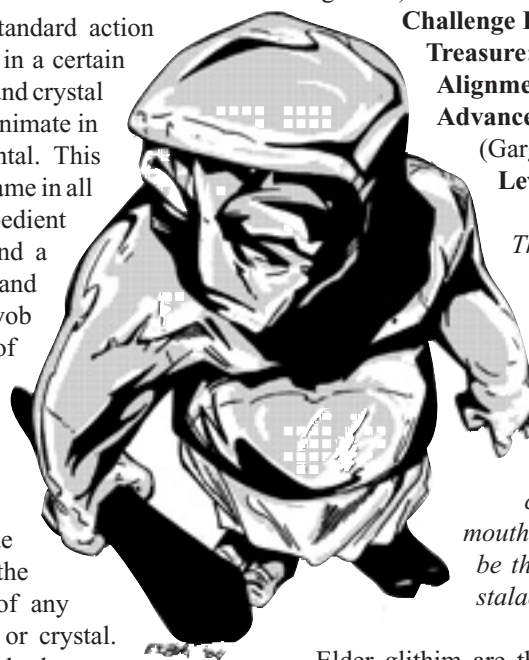
Challenge Rating: 12

Treasure: Triple standard

Alignment: Usually lawful evil

Advancement: 14-26 HD (Huge), 27-39 HD (Gargantuan)

Level Adjustment: —



The creature sits on a crystal throne, dressed in a long flowing black robe. Its body is clearly humanoid; however, its head appears as a huge tower of crystal shards, much taller than the rest of the creature's body. At the base of this enormous encephalic mass there are three cavities resembling two eyes and a mouth; where the creature's chin should be there is a long formation of crystalline stalactites vaguely similar to a long beard.

Elder glithim are the oldest and most evolved members of their race, whose ancient wisdom and power defies description. They look like tall, gaunt humanoids built entirely of rough rock crystal; their upright, oblong heads are easily twice as tall as the rest of their torso, adorned by irregular crystalline protrusions, wrinkles and creases. They have what seem to be crystal beards belong their clear-cut mouths. Elder glithim dress in long, ornate ceremonial cloaks according to their rank in glith society and carry long crystalline staves.

Elder glithim speak Abyssal, Common, Draconic, Terran and Undercommon.

Combat

Elder glithim rarely enter melee, preferring to rely on the support of their yob servants. When they have to attend to things personally, they use their stonemorphing staves and spell-like abilities.

Spell-Like Abilities: At will—*calm emotions* (DC 18), *magic stone*, *spell-like ability*, *shatter* (DC 17), *soften earth and stone*, *stone shape*, *summon monster III* (Small earth elemental only); 3/day—*order's wrath* (DC 19), *spike stones* (DC 19), *stone tell*, *summon monster V* (Medium earth elemental only), *wall of stone*, *spell-like ability*; 1/day—*earthquake*, *summon monster VII* (Huge earth elemental only). Caster level 13th. Save DCs are Charisma based.

Stonemorph (Su): Any living creature successfully hit by an elder glith's weapons or unarmed attacks must succeed at a Fortitude save (DC 20, Constitution based) or become an inert crystal statue, along with all of its possessions. The newly created statue is extremely brittle; it is automatically destroyed by the next attack it receives. Note that this must be a destructive, intentional attack; an accidental brush or random violent motion might damage the statue but will not destroy it. A *stone to flesh* spell reverses the transformation; it is otherwise permanent.

Stonespawn (Su): Once per week, an elder glith may call forth life from the rock as a full-round action. The elder glith can use this ability to create 1d2 yob glithim or a Large earth elemental. They arrive after one round, just as if they had been summoned, plus they are affected by the elder glith's Augment Summoning feat. Creatures created by an elder glith's stonespawn ability are effectively permanent until killed or otherwise destroyed by normal means.

Skills: *An elder glith receives a +4 racial bonus on Appraise, Listen and Spot checks made involving stonework.

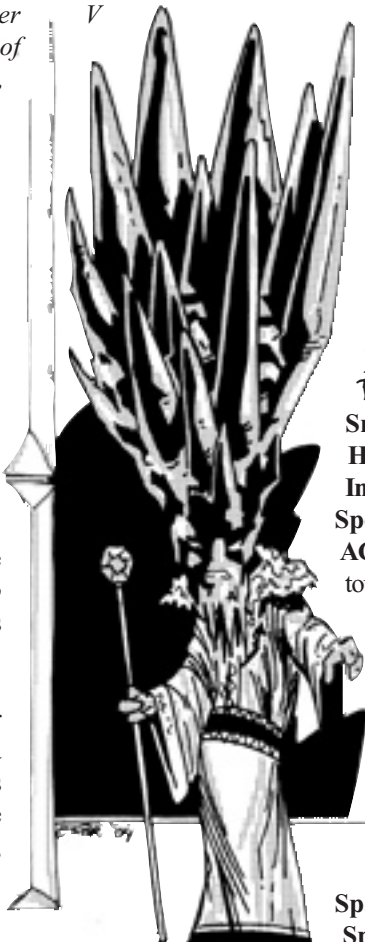
Gnome, Grim (Gatzagoregat)

The skin of this bald gnome is completely white, which ghoulishly accentuates its black lips. His face seems perpetually frozen in a grimace of disgust as he looks at you out of the corner of his eye and loads a nasty looking darkwood crossbow.

The Gatzagoregat, as grim gnomes call themselves, are an evil strain of svirfneblin. They look like hairless, po-faced members of their race, with utterly pale skin and black lips. Grim gnomes constantly attempt to emulate humans; their culture and mannerisms are a tragicomic imitation of the

worst qualities of humanity. Gatzagoregat gnomes dress in black studded leather, adorning themselves with diverse jewellery such as ear, finger and nose rings. They craft and carry their own versions of gnome hooked hammers and light crossbows.

Grim gnomes speak Common, Gnome and Undercommon. They may also speak with underground animals as per the *speak with animals* spell, although they do not use this ability often; contrarily to other gnomes, gatzagoregat deem themselves too important to talk to lesser life forms.



Gatzagoregat, 1st Level Warrior

Small Humanoid

Hit Dice: 1d8 (4 hp)

Initiative: +2

Speed: 20 ft. (4 squares)

AC: 16 (+1 size, +2 Dex, +3 studded leather armour), touch 13, flat-footed 14

Base Attack/Grapple: +1/-2

Attack: Gnome hooked hammer +4 melee (1d6+2/x3) or gnome hooked hammer +4 melee (1d4+2/x4) or darkwood hand crossbow +6 ranged (1d3+1/19-20)

Full Attack: Gnome hooked hammer +2 melee (1d6+2/x3) and gnome hooked hammer +2 melee (1d4+1/x4) or 2 darkwood hand crossbows +4 ranged (1d3+1/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 120 ft., gatzagoregat traits, low-light vision, spell resistance 12

Saves: Fort +2, Ref +2, Will -2

Abilities: Str 12, Dex 15, Con 10, Int 10, Wis 7, Cha 7

Skills: Craft (weaponsmithing) +3, Hide +11, Move Silently +4, Tumble +5

Feats: Two-Weapon Fighting

Environment: Underground

Organisation: Solitary, gang (2-5), squad (7-12 plus one leader of 3rd level and two 2nd level lieutenants), band (15-30 plus two 3rd level sergeants and one leader of 5th to 6th level) or tribe (40-80 plus 40% noncombatants, one 3rd level sergeant per 10 adults, three 4th level lieutenants, two 5th level captains, one 7th or 8th level leader and 5-12 grimlocks)

Challenge Rating: 1

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +2

Combat

Gatzagoregat have spent generations developing useless, 'secret' martial arts techniques designed not for combat efficiency but to resemble the 'human style' and to show how stylish the fighter is. They will often enter combat with pompous, unwieldy combat moves, completely convinced of their deadliness.

Grim gnomes prefer light armour, such as studded leather. Their weapons of choice are the light crossbow and the gnome hooked hammer.

Gatzagoregat Traits: These are in addition to rock gnome traits, except where otherwise indicated.

- +2 Dexterity, +2 Constitution, -2 Wisdom, -4 Charisma. These replace a rock gnome's ability score adjustments.
- Stonecunning: This ability grants grim gnomes a +2 racial bonus on Search checks to notice unusual stonework. A grim gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching and can use the Search skill to find stonework traps as a rogue can. A gatzagoregat can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.



- +2 racial bonus on Craft (weaponsmithing) and Tumble checks. These replace a rock gnome's racial skill bonuses.
- +4 racial bonus on Hide checks. This is in addition to the +4 size modifier on Hide checks.
- Human Admiration: humans get a +4 racial bonus on all Bluff, Diplomacy and Intimidate checks made against grim gnomes.
- Darkvision out to 120 feet and low-light vision.
- Spell resistance equal to 11 + class levels.
- +2 racial bonus against emotion-controlling and fear-inducing spells and effects; grim gnomes are known for keeping their cool. This replaces a rock gnome's racial bonus against illusions.
- 2 racial bonus against compulsion spells and effects; grim gnomes are exceptionally weak-willed.
- Weapon Familiarity: Grim gnomes may treat hand crossbows and gnome hooked hammers as martial, rather than exotic, weapons.
- +1 racial bonus on all attack and damage rolls with gnome hooked hammers and crossbows (any weapon with the word 'crossbow' in its name).
- Automatic Languages: Undercommon, Gnome, Common. Bonus Languages: Dwarven, Elven, Giant, Goblin, Orc, Terran. This trait replaces a rock gnome's automatic and bonus languages.
- Spell-Like Abilities: 1/day – speak with animals (underground animal only, duration one minute), prestidigitation. A grim gnome with an Intelligence score of at least 12 also has the following spell-like abilities: 1/day – blur, invisibility. Caster level equals the grim gnome's character level.
- Favoured Class: Fighter.
- Level Adjustment +2.

The gatzagoregat warrior presented here had the following ability scores before racial adjustments:
Str 12, Dex 13, Con 8, Int 10, Wis 9, Cha 11.

Challenge Rating: Gatzagoregat with levels in Non-Player Character classes have a CR equal to their character level. Gatzagoregat with levels in Player Character classes have a CR equal to their character level +1.

Goathorn Gorilla

Large Magical Beast

Hit Dice: 6d10+18 (51 hp)

Initiative: +1

Speed: 40 ft. (8 squares), climb 20ft.

AC: 19 (-1 size, +1 Dex, +9 natural), touch 10, flat-footed 18

Base Attack/Grapple: +6/+16

Attack: Gore +11 melee (1d8+6) or claw +11 melee (1d4+6)

Full Attack: Gore +11 melee (1d8+6) and 2 claws +6 melee (1d4+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, innate bullying, innate torturer

Special Qualities: Damage reduction 5/-, darkvision 60 ft., low-light vision, scent

Saves: Fort +8, Ref +6, Will +0

Abilities: Str 23, Dex 13, Con 16, Int 10, Wis 7, Cha 15

Skills: Bluff +9, Climb +14, Hide +1*, Intimidate +19, Listen +2, Spot +2

Feats: Improved Sunder, Persuasive, Power Attack

Environment: Temperate and warm forests and mountains

Organisation: Solitary, gang (2-4), pack (3-6) or squad (5-8)

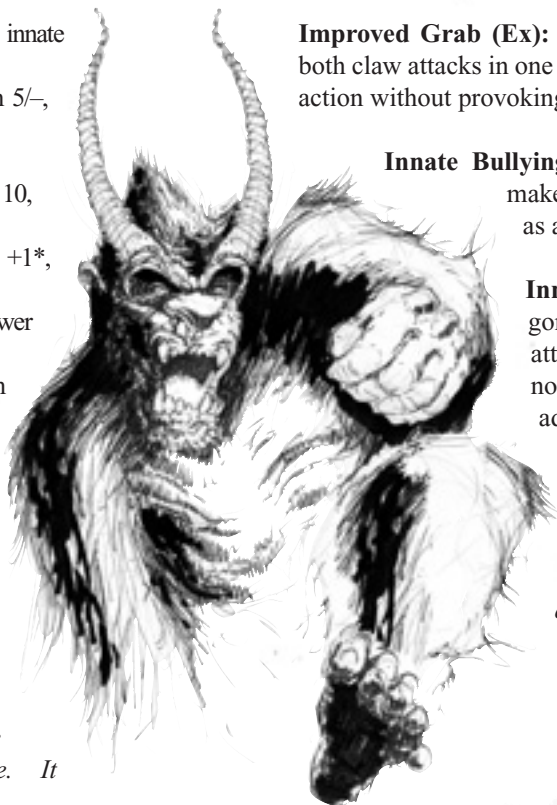
Challenge Rating: 5

Treasure: Standard

Alignment: Always lawful evil

Advancement: 7-12 HD (Large), 13-18 HD (Huge)

Level Adjustment: +4



Raging through the wild comes the brutish body of a large black ape. It thumps the ground and batters the undergrowth as it walks, as if taking out its anger on the land itself. Its burly simian frame is crowned by two goat's horns, giving it a decidedly demonic appearance. It looks at you with a mix of disdain and hate, then it snarls violently.

Goathorn gorillas are a race of monstrous bullies, dedicated to spreading fear and tyranny in the mountains and jungles they inhabit. A pack of goathorn gorillas in a region quickly establishes a reign of terror over all other sentient species in their environment, demanding tribute for their 'protection' and badgering anything weaker than themselves for the sheer pleasure of violently flaunting their power. A goathorn gorilla has, quite unsurprisingly, the appearance of a gorilla with the horns of a goat.

Goathorn gorillas speak their own language and Sylvan. Some of the most intelligent can speak Common as well. All goathorn gorillas are able to *speaking with animals* as the spell (see spell-like abilities, below).

Combat

Goathorn gorillas enjoy abusing and terrifying small and defenceless creatures. Once an encounter turns against

them, they quickly lose their courage and may even flee from weaker opponents if these put up any resistance.

Improved Grab (Ex): A goathorn gorilla that hits with both claw attacks in one round may start a grapple as a free action without provoking an attack of opportunity.

Innate Bullying (Ex): A goathorn gorilla may make one Intimidate check per round as a free action.

Innate Torturer (Ex): A goathorn gorilla suffers no penalty for attempting an attack that deals nonlethal damage, plus it deals an additional 1d6 damage whenever it successfully deals nonlethal damage.

Spell-like Abilities: At will—*cause fear* (DC 13), *speaking with animals*; 1/day—*scare* (DC 14), *rage*. Caster level 6th. Save DCs are Charisma based.

Skills: A goathorn gorilla gains a +4 racial bonus on Intimidate checks. Its acute senses give it a +4 racial bonus on all Listen and Spot

checks; its powerful limbs grant it a +8 racial bonus on Climb checks.

*In areas of thick undergrowth or low illumination, a goathorn gorilla gains a +4 racial bonus on Hide checks. A goathorn gorilla can always take 10 on Climb and Intimidate checks, even if distracted or endangered.

Gobk

The monstrous warrior advancing towards you displays all the brutish qualities you could imagine on a humanoid. It has furry claws, small pig eyes, a flat snout and a hairy muzzle from which protrude two large upward tusks. Its large pointed ears make it look like a goblinoid, yet it is too large to be a hobgoblin and too small to be a bugbear. The creature wears fine scale mail and an imposing falchion, which it swings at you with a furious bellow.

The gobk are the joint breeding effort of orcs and hobgoblins, whose shamans plotted the creation of a race specially designed to hunt and kill elves. Gobk are normal half-orcs, whose goblinoid characteristics were enhanced and

developed through strange rituals. The result is a strong, cunning and fierce warrior, a brutally effective hunter that all good-aligned humanoids, not only elves, would do well to fear. A gobbk looks like a particularly large, hairy and burly hobgoblin, with an orc's stooped gait and pig-like muzzle. They always wear the trappings of elite warriors, including armour and weapons of the best quality available to their tribes, which they complement with numerous marks of prowess and war trophies.

Gobbk, 1st Level Warrior

Medium Humanoid

Hit Dice: 1d8+2 (6 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

AC: 15 (+1 Dex, +4 scale mail), touch 11, flat-footed 14

Base Attack/Grapple: +1/+4

Attack: Masterwork falchion +5 melee (2d4+4/18-20) or masterwork longbow +3 ranged (1d8/x3)

Full Attack: Masterwork falchion +5 melee (2d4+4/18-20) or masterwork longbow +3 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities:
Darkvision 60 ft., gobbk traits, low-light vision, racial hatred

Saves: Fort +4, Ref +1, Will -1

Abilities: Str 17, Dex 13, Con 14, Int 8, Wis 9, Cha 6

Skills: Intimidate +2, Listen +3, Search +3, Spot +3

Feats: Alertness

Environment: Any hills

Organisation: Solitary, pair, gang (3-8), squad (11-20 plus two 2nd level sergeants and one leader of 3rd to 4th level), band (10-40 plus two 3rd level sergeants, one 5th level lieutenants and one 7th level captain) or tribe (5-10 plus orc or hobgoblin tribe)

Challenge Rating: 1

Treasure: Standard plus masterwork weapons and armour

Alignment: Usually evil (any)

Advancement: By character class

Level Adjustment: +1

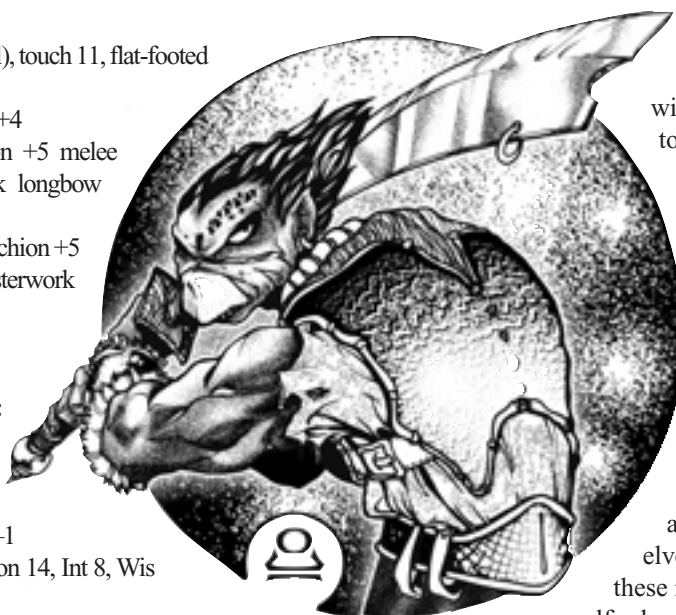
Combat

Gobbk are brutish but cunning, using primitive yet effective tactics designed to deal as much damage as possible to their enemies, such as sneak attacks and ambushes. In combat they prefer 'heavyweight' weapons such as greatswords, falchions and longbows; they wear studded

leather armour or scale mail. All of a gobbk's equipment is usually masterwork given the unit's elite status among both the goblinoid and orcish society.

Gobbk traits: Gobbk characters possess the following racial traits.

- ✦ +4 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Charisma.
- ✦ A gobbk's base land speed is 30 feet.
- ✦ Darkvision out to 60 feet and low-light vision.
- ✦ +4 racial bonus on Listen and Spot checks. Gobbk have inbred keen senses.
- ✦ +4 racial bonus on Hide and Move Silently checks. Gobbk are naturally stealthy.



✦ **Racial hatred (Ex):** A gobbk's hatred for elves runs deep in its blood; combined with the creature's innate training to fight and kill elves, this gives gobbk characters a +2 racial bonus on all attack and damage rolls against elves, plus a +2 racial to Armour Class against attacks made by elves. If a gobbk spots elves just before the first round of a battle, it gains a +2 to Initiative during that battle. Finally, a gobbk gains a +2 racial bonus on all Listen, Search, Sense Motive and Spot checks made against elves. For the purposes of applying these racial bonuses, half-elves and all elf subraces count as elves for a gobbk. All

of these racial bonuses stack with a gobbk ranger's favoured enemy bonuses, if appropriate.

- ✦ **Automatic Languages:** Common, Goblin, Orc. Bonus Languages: Draconic, Dwarven, Giant, Gnome, Infernal, Undercommon.
- ✦ **Favoured Class:** Ranger. A gobbk always chooses elves as its first favoured enemy; its additional favoured enemies are usually chosen from remaining humanoid types.
- ✦ **Level Adjustment** +1.

The gobbk warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Gobbk have CR equal to their character level.

Gogg Combat

The gogg are a devilish race of humanoid-like creatures from the outer planes. They all look as alien gnomes, with a wicked quality to their aspect; other than this, each of the three gogg subspecies is related to a different element and has a different physical description.

Blue Gogg

Blue gogg are related to the air element; so they are tempestuous tricksters, who enjoy nothing more than violently harassing mortals. Their appearance is that of Small, thin humanoids with blue skin, pointed ears, long noses and white-less aqua eyes. Their hair runs the gamut from dark navy blue to white and constantly appears agitated by the wind, regardless of actual weather conditions.

Blue Gogg, 1st Level Warrior

Small Outsider (Air, Native)

Hit Dice: 1d8-1 (3 hp)

Initiative: +2

Speed: 20 ft. (4 squares), fly 40 ft. (good)

AC: 13 (+1 size, +2 Dex), touch 13, flat-footed 11

Base Attack/Grapple: +1/-3

Attack: Quarterstaff +2 melee (1d4) or sling +4 ranged (1d3)

Full Attack: Quarterstaff +0 melee and +0 melee (1d4 and 1d4) or sling +4 ranged (1d3)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., resistance to cold 5, electrical 10, fire 5 and sonic 10

Saves: Fort +1, Ref +2, Will -1

Abilities: Str 10, Dex 15, Con 9, Int 10, Wis 9, Cha 10

Skills: Climb +7, Jump +7, Listen +1, Move Silently +7, Tumble +7

Feats: Two-Weapon Fighting

Environment: Any mountains

Organisation: Solitary, pair or gang (3-6)

Challenge Rating: 1

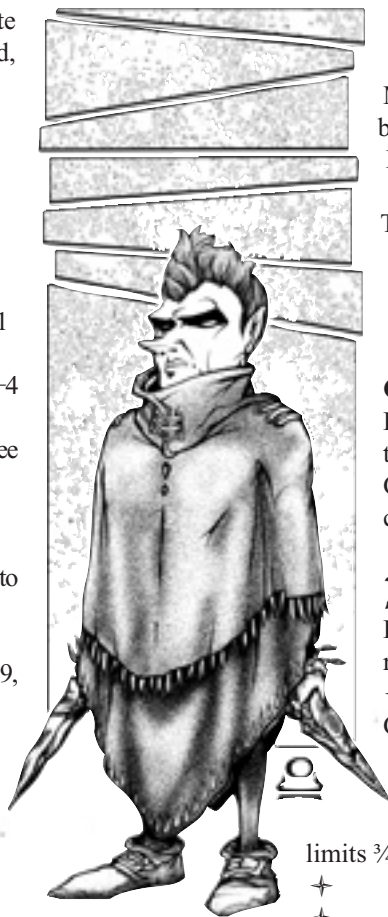
Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +2

You see a scrawny, blue-skinned humanoid, with the overall appearance of a particularly thin gnome. Its wavy hair stands on end, dancing to an unseen gust of wind, fluttering in all directions as if it had a life of its own. The creature is dressed in a dirty grey poncho that covers from its mouth to its feet.



Blue gogg are wicked and mischievous, trying to annoy their opponents at least as hard as they try to harm them. As weapons, they prefer the quarterstaff and sling. A blue gogg's quarterstaff and sling count as masterwork weapons due to the extra-light materials they are made of.

Spell-Like Abilities: 3/day—*dancing lights*, *ghost sound*, *message*. 1/day—*obscuring mist*. In addition, 3rd level or higher blue gogg can use *wind wall* once per day and 9th level or higher blue gogg can use *control winds* (DC 15) once per day. Caster level equals the blue gogg's character level. Save DCs are Charisma based.

Skills: A blue gogg's swift, stealthy nature gives it a +4 racial bonus on Climb, Jump, Move Silently and Tumble checks. Finally, blue gogg gain a +2 racial bonus on all Listen checks.

The blue gogg warrior presented here had the following ability scores before racial adjustments: Str 12, Dex 13, Con 11, Int 8, Wis 9, Cha 10.

Challenge Rating: Blue gogg with Non-Player Character classes have a CR equal to their character level. Blue gogg with Player Character classes have a CR equal to their character level +1.

Blue Gogg As Characters

Blue gogg characters possess the following racial traits.

- + -2 Strength, +2 Dexterity, -2 Constitution, +2 Intelligence.
- + Small size: +1 on attack rolls, +1 to Armour Class, -4 on grapple checks, +4 on Hide checks, lifting and carrying limits $\frac{3}{4}$ those of Medium creatures.
- + A blue gogg's base land speed is 20 feet.
- + A blue gogg may fly at a base speed of 40 feet with good manoeuvrability.
- + Darkvision up to 60 feet.
- + +4 racial bonus on Climb, Jump, Move Silently and Tumble checks. As air itself, blue gogg can move with great ease and swiftness.
- + +2 racial bonus on Listen checks. Blue gogg are attuned to the air and the sounds carried by it.
- + Special Attacks (see above): Spell-like abilities.
- + Special Qualities: Resistance to cold 5, electrical 10, fire 5 and sonic 10.

- + Automatic Languages: Auran, Common, Gogg. Bonus Languages: Abyssal, Aquan, Draconic, Gnome, Ignan, Infernal, Sylvan, Terran.
- + Favoured Class: Wizard.
- + Level Adjustment +2.

Green Gogg

Green gogg live underground; they are tied to the earth and nature. They play harmful and often deadly pranks on their human neighbours, such as poisoning crops and releasing murderous beasts upon their lands. They look like green skinned gnomes, with white-less bottle green eyes. As other breeds of gogg, they dress in full-size ponchos, covering their bodies from below the nose to just above the feet. Their grassy hair, though very short, is always incredibly dirty and jumbled.

Green Gogg, 1st Level Warrior

Small Outsider (Earth, Native)

Hit Dice: 1d8+2 (6 hp)

Initiative: +5

Speed: 20 ft. (4 squares)

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

Base Attack/Grapple: +1/-3

Attack: Short sword +2 melee (1d4/19-20) or light crossbow +3 ranged (1d6/19-20)

Full Attack: Short sword +2 melee (1d4/19-20) or light crossbow +3 ranged (1d6/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., resistance to acid 10, cold 5, electrical 10 and fire 5

Saves: Fort +4, Ref +1, Will -1

Abilities: Str 11, Dex 13, Con 14, Int 10, Wis 9, Cha 6

Skills: Handle Animal +3, Hide +11, Listen +4, Move Silently +7, Spot +4, Survival +4

Feats: Improved Initiative

Environment: Any land and underground

Organisation: Solitary, pair or gang (3-6)

Challenge Rating: 1

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +2

This creature is clearly humanoid, although it inexplicably reminds you of the filthy bud or sprout of some evil underground plant. It looks like a rather rotund, olive green gnome or halfling, with a malicious stare in its animal-like eyes and its pointy, muddled hair full of muck crusts, shoots and branches.



Combat

Green gogg do not like face-to-face combat, preferring to attack from behind or through the use of magic. They often use short swords and light crossbows, made of a strange wood, related to darkwood, which gives them the quality of masterwork weapons.

Spell-Like Abilities: 3/day—*acid splash*; 1/day—*entangle*. In addition, 3rd level or higher green gogg can use *barkskin* once per day and 9th level or higher green gogg can use *blight* (DC 13) once per day. Caster level equals the green gogg's character level. Save DCs are Charisma based.

Skills: A green gogg's contact with nature gives it a +4 racial bonus on Handle Animal, Hide, Listen, Move Silently, Spot and Survival checks.

The green gogg warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Green gogg with Non-Player Character classes have a CR equal to their character level. Green gogg with Player Character classes have a CR equal to their character level +1.

Green Gogg As Characters

Green gogg characters possess the following racial traits.

- + -2 Strength, +2 Dexterity, +2 Constitution, -2 Charisma.
- + Small size: +1 on attack rolls, +1 to Armour Class, -4 on grapple checks, +4 on Hide checks, lifting and carrying limits $\frac{3}{4}$ those of Medium creatures.
- + A green gogg's base land speed is 20 feet.
- + Darkvision up to 60 feet.
- + +4 racial bonus on Handle Animal and Survival checks. Green gogg are greatly attuned to nature.
- + +4 racial bonus on Hide, Listen, Move Silently and Spot checks. Green gogg have heightened senses and great skill at avoiding the senses of other creatures in turn.
- + Special Attacks (see above): Spell-like abilities.
- + Special Qualities: Resistance to acid 10, cold 5, electrical 10 and fire 5.
- + Automatic Languages: Common, Gogg, Terran, Sylvan. Bonus Languages: Abyssal, Aquan, Auran, Draconic, Gnome, Ignan, Infernal.
- + Favoured Class: Druid.
- + Level Adjustment +2.

Red Gogg

Red gogg are the strongmen of their race, relishing hard work as much as direct combat. They are petty, bullying creatures, who enjoy torturing other humanoids. Red gogg appear as bald, bearded gnomes, exceptionally muscular for their race's standards. They dress in long open ponchos, loose working pants and tall leather boots. Their belts usually display Small versions of big melee weapons, such as heavy flails or greatclubs.

Red Gogg, 1st Level Warrior

Small Outsider (Air, Native)

Hit Dice: 1d8+2 (6 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

AC: 13 (+1 size, +2 natural), touch 11, flat-footed 13

Base Attack/Grapple: +1/-2

Attack: Gnome hooked hammer +3 melee (1d6+1/x3) or gnome hooked hammer +3 melee (1d4+1/x4) or throwing axe +2 ranged (1d4+1/x3)

Full Attack: Gnome hooked hammer +1 melee (1d6+1/x3) and gnome hooked hammer +1 melee (1d4/x4) or throwing axe +2 ranged (1d4+1/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft., resistance to cold 5, electrical 10, fire 5 and sonic 10

Saves: Fort +4, Ref +0, Will +0

Abilities: Str 13, Dex 11, Con 14, Int 9, Wis 10, Cha 6

Skills: Craft (weaponsmithing) +5, Hide +4, Intimidate +4

Feats: Two-Weapon Fighting

Environment: Warm mountains and underground

Organisation: Solitary, pair or gang (3-6)

Challenge Rating: 1

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +2

This creature looks like a sturdy, red-skinned gnome. It smiles evilly as it brandishes a small hook hammer, opening its poncho so you can see its bulging muscles. Wisps of smoke seem to constantly emanate from the creature's ears, mouth and nose.

Combat

Red gogg are brave and doughty, always intent on proving their small size does not detract from their meanness in the least. They prefer to use masterwork gnome hooked hammers, greatclubs or heavy flails. Their ranged weapons of choice are masterwork throwing axes.

Spell-Like Abilities: 3/day—*dancing lights*, *flare* (DC 8). 1/day—*burning hands* (DC 9). In addition, 3rd level or higher red gogg can use *produce flame* (DC 10) once per day and 7th level or higher red gogg can use *wall of fire* (DC 12) once per day. Caster level equals the red gogg's character level. Save DCs are Charisma based.

Skills: A red gogg's tough, unswerving nature gives it a +4 racial bonus on all Craft and Intimidate checks.

The red gogg warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Challenge Rating: Red gogg with Non-Player Character classes have a CR equal to their character level. Red gogg with Player Character classes have a CR equal to their character level +1.

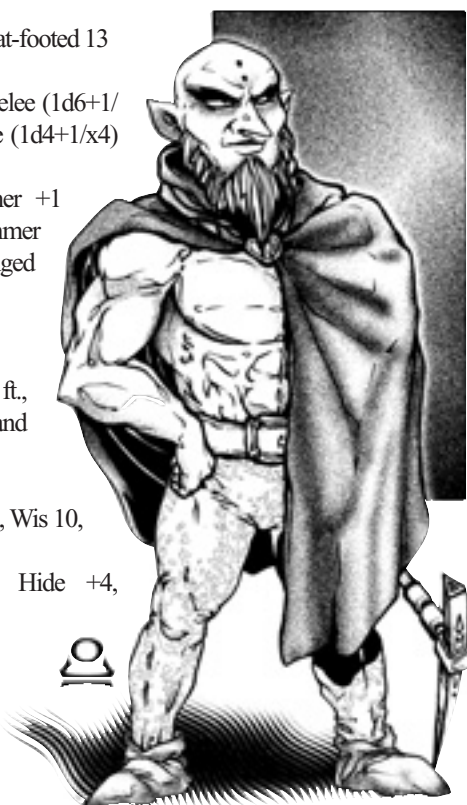
Red Gogg As Characters

Red gogg characters possess the following racial traits.

- + +2 Constitution, -2 Charisma.
- + Small size: +1 on attack rolls, +1 to Armour Class, -4 on grapple checks, +4 on Hide checks, lifting and carrying limits $\frac{3}{4}$ those of Medium creatures.
- + A red gogg's base land speed is 20 feet.
- + Darkvision up to 60 feet.
- + +4 racial bonus on Craft checks.

Red gogg are diligent workers.

- + +4 racial bonus on Intimidate checks. Despite their size, red gogg have an imposing demeanour.
- + Special Attacks (see above): Spell-like abilities.
- + Special Qualities: Resistance to acid 5, cold 10, electrical 5 and fire 10.
- + Automatic Languages: Common, Gogg, Ignan. Bonus Languages: Abyssal, Aquan, Auran, Draconic, Dwarven, Gnome, Infernal, Terran.
- + Favoured Class: Fighter.
- + Level Adjustment +2.



Golem, Ghastly

These are normal golems, given an evil nature thanks to the black magic involved in their creation. As a side effect of this added evil essence, some ghastly golems are rudimentarily intelligent.

Dark Fetish

Small Construct

Hit Dice: 4d10+10 (32 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

AC: 20 (+1 size, +2 Dex, +5 natural, +2 heavy shield), touch 13, flat-footed 18

Base Attack/Grapple: +3/+0

Attack: Spear +5 melee (1d6+1/x3) or shortbow +6 ranged (1d4/x3)

Full Attack: Spear +5 melee (1d6+1/x3) or shortbow +6 ranged (1d4/x3)

Space/Reach: 5 ft. /5 ft.

Special Attacks: *Locate creature, mark of justice*

Special Qualities: Construct traits, damage reduction 5/adamantine, immunity to magic

Saves: Fort +1, Ref +3, Will +3

Abilities: Str 12, Dex 14, Con —, Int 3, Wis 14, Cha 1

Skills: Hide +7, Listen +5, Move Silently +4, Spot +5, Survival +4

Feats: Alertness, Track

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —



You see what appears to be a deformed pygmy warrior, waving a spear and a shield, its body covered in strange tattoos and its huge, mismatching head wearing a mask congealed in a monstrous war frown. Then you realise the warrior is not flesh and blood but instead carved of dry, black lumber. The golem moves with a mechanical, monstrous gait.

A dark fetish is a construct of sinister magic, used by evil spellcasters as a guard, courier and/or assassin. It is created by binding the soul of a living humanoid to a wooden construct. This gives the dark fetish a rudimentary intelligence and self-awareness. A dark fetish appears as a Small humanoid idol, carved in dark wood and adorned with black magic symbols. Its head is larger than the rest of its body, which gives the impression the dark fetish is wearing an oversized, primitive war mask. It always carries a wooden spear and shield.

Combat

Dark fetishes are unimaginative fighters, simply charging their opponents in a mindless march and stabbing them until they stop moving. When it detects a particularly powerful or evil opponent, a dark fetish will not hesitate to use its *mark of justice* ability.

Mark of Justice (Sp): Once per day, a dark fetish may attempt a special touch attack. If the dark fetish successfully damages a living humanoid with this attack, the target is affected as per a *mark of justice* spell. If a dark fetish that has not used its curse attack for the day is brought to 0 or fewer hit points, the creature making the attack that brings the dark fetish below 1 hp automatically suffers the *mark of justice* effects.

Immunity to Magic (Ex): A dark fetish is immune to any spell or effect that allows spell resistance. In addition, some spells and effects function differently against a dark fetish, as detailed below:

Any spell or effect that deals cold or fire damage slows the dark fetish (as the *slow* spell) for 2d6 rounds, with no saving throw.

Any spell or effect that deals electrical damage, breaks any *slow* effect already affecting the golem and heals 1 point per every 3 points of damage it would otherwise deal; thus a *lightning bolt* dealing 30 points of electrical damage would instead heal 10 hit points to the dark fetish.

A *warp wood* spell or effect slows the golem (as the *slow* spell) for 1d6 rounds (no saving throw) and automatically deals 2d6 points of damage to it.

A *repel wood* spell or effect slows the golem (as the *slow* spell) for one minute and drives it back 40 feet. The dark fetish receives no saving throw against this effect.

Dark Fetish Construction

A dark fetish is built using the standard rules for golem construction (see 'golem' in chapter 1 of the *MM*). First, a 3 to 4 feet tall humanoid-shaped figure must be crafted from wood and inscribed with special marks and mystical symbols. The materials required to craft this figure cost the equivalent of 350 gp. Creating the body requires a Craft (carpentry) or Craft (woodcarving) check (DC 15). Upon finishing the wooden figure, the soul of a living, intelligent creature must be bound to it via a *magic jar* spell. Using *magic jar* for this purpose gives the spell the evil descriptor and has an additional cost of 250 gp for components and materials.

CL 9th; Craft Construct, *animate objects*, *geas/quest*, *locate creature*, *magic jar*, *mark of justice*; caster must be at least 9th level; Price 20,000; Cost 10,600 gp + 776 XP.

Megalith

Huge Construct

Hit Dice: 11d10+40 (100 hp)

Initiative: -2

Speed: 20 ft. (4 squares)

AC: 25 (-2 size, -2 Dex, +19 natural), touch 6, flat-footed 25

Base Attack/Grapple: +8/+25

Attack: Crush +15 melee (3d6+13)

Full Attack: Crush +15 melee (3d6+13)

Space/Reach: 15 ft./15 ft.

Special Attacks: *Symbol of weakness*, trample 3d6+13

Special Qualities: Construct traits, damage reduction 10/magic and adamantite, immunity to magic, low-light vision

Saves: Fort +3, Ref +1, Will +1

Abilities: Str 28, Dex 7, Con -, Int -, Wis 6, Cha 1

Skills: -

Feats: -

Environment: Any

Organisation: Solitary or cromlech (2-7)

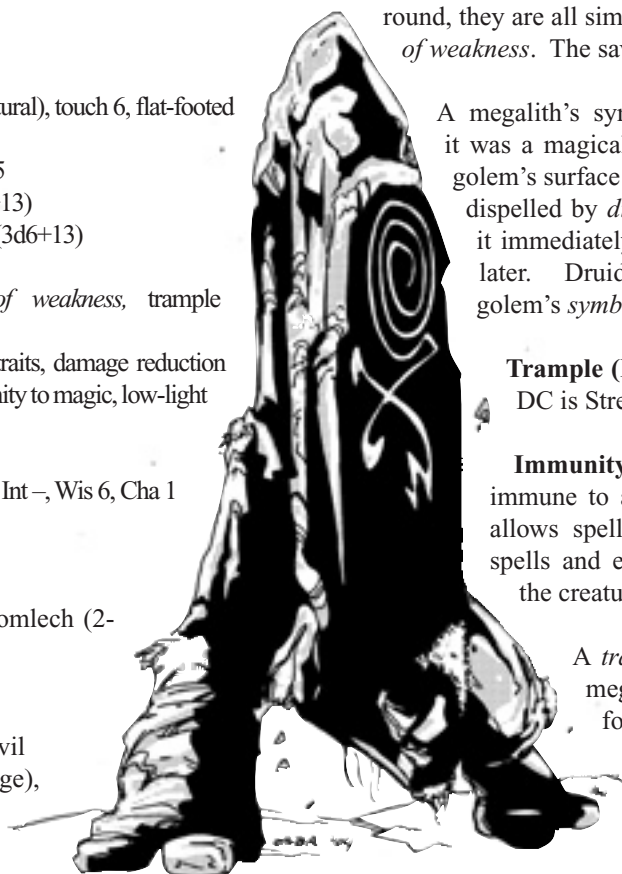
Challenge Rating: 8

Treasure: Standard

Alignment: Always neutral evil

Advancement: 11-22 HD (Huge), 23-33 HD (Gargantuan)

Level Adjustment: -



When you least expect it, the runes on the stone surface begin to glow and the immense stone block uproots itself in a cascade of disgorged dirt and moss. Then it begins moving towards you, with such stumbling, bungling steps as allowed by its formless shape.

Megalith golems are magically animated, big blocks of solid black stone. They appear as Huge monoliths with many dark arcane symbols and carvings on their surface, partially covered with moss, roots and dirt.

Dark druids and other worshippers of evil usually employ megaliths to guard their sacred sites or ancient treasures against trespassers.

Combat

Megalith golems attack by rolling over opponents. Their magical attacks are unleashed automatically, so they do not require any effort from the megalith.

Symbol of Weakness (Sp): The countless runes and cryptic inscriptions carved on a megalith's surface work as a permanent *symbol of weakness* (as the spell) on any creature touching or touched by a megalith golem. If many creatures touch or are touched by the megalith on the same round, they are all simultaneously affected by the *symbol of weakness*. The save DC for this ability is 11.

A megalith's symbol cannot be deactivated as if it was a magical trap; it is a part of the megalith golem's surface and cannot be removed. It may be dispelled by *dispel magic* and similar spells, but it immediately becomes active again 10 rounds later. Druids are unaffected by a megalith golem's *symbol of fear*.

Trample (Ex): Reflex half DC 24. The save DC is Strength based.

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

A *transmute rock to mud* spell holds a megalith (as the *hold monster* spell) for 1d6 rounds, with no saving throw, while *transmute mud to rock* negates any *hold* effect on the golem and heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1d6 rounds.

Megalith Construction

A megalith golem must be crafted from a single Huge stone block weighing at least 6 tons. The stone block must have been found, not bought, at a natural site of great evil power, plus it must be prepared with special spells and rituals, the materials for which cost 3,500 gp. Carving the required symbols on the golem requires a Craft (calligraphy), Craft (sculpting) or Craft (stonemasonry) check (DC 15).

CL 14th; Craft Construct, *animate objects*, *geas/quest*, *permanency*, *symbol of weakness*; caster must be at least 15th level; Price 80,000 gp; Cost 43,500 gp + 3,060 XP.

Squiggler

Small Construct

Hit Dice: 3d10+10 (26 hp)

Initiative: +5

Speed: 20 ft. (4 squares)

AC: 17 (+1 size, +1 Dex, +5 natural), touch 12, flat-footed 16

Base Attack/Grapple: +2/+1

Attack: Claw +6 melee (1d4+3)

Full Attack: 2 claws +6 melee (1d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Berserk, gouge

Special Qualities: Construct traits, flat form, immunity to magic, low-light vision, merging

Saves: Fort +1, Ref +2, Will +1

Abilities: Str 16, Dex 13, Con –, Int 3, Wis 11, Cha 5

Skills: Escape Artist +13 Hide +9, Listen +5, Move Silently +5, Spot +5



Feats: Alertness, Improved Initiative

Environment: Any

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 6-9 HD (Medium), 10-12 HD (Large)

Level Adjustment: —

At first you thought you were imagining it, but now there is no doubt – the doodle on that wall just moved by itself. First a line, then a two-dimensional limb; soon, a fully formed, grotesque sketch of a humanoid being has come out of the wall and is advancing towards you, a sadistic smile on its chalk-traced lips.

A squiggler golem is a grotesque doodle representing a Small humanoid, animated and given three dimensions by a horrible curse. A squiggler golem appears as the crude, childish drawing of a humanoid creature, usually found on the surface of a wall or parchment sheet. Although initially two-dimensional, the squiggler golem has the supernatural ability to pop out of the surface it is drawn or carved in, becoming a three-dimensional, Small construct with the same appearance it had as a drawing (a series of squiggles and outlines, roughly representing a grotesque humanoid).

The dark powers animating a squiggler golem give it a rudimentary, hateful intelligence. It often uses this intelligence to break free of any tenuous control its master may have over it and go into a mad rampage, killing everything in its path.

Combat

Squiggler golems are vicious creatures, their rudimentary self-awareness fuelled mostly by a desire to stalk and kill. Therefore, to seek prey and murder it as gruesomely as possible is the core of a squiggler golem's nature.

Berserk (Ex): When a squiggle golem enters combat, there is a cumulative 5% chance each round that its rudimentary willpower breaks free of any control and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or immediately looking for one if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a Charisma check (DC 19). It takes 1 minute of inactivity by the golem to reset its berserk chance to 0%.

Gouge (Ex): If a squiggler golem succeeds in a claw attack against any creature, the creature must succeed at a Fortitude save (DC 14, Strength based) or suffer 1d3

Constitution damage, its insides bloodily twisted by the squiggler's gouging claws. A creature that is not subject to critical hits is also immune to a squiggler's gouge attack.

Flat Form (Ex): A squiggler golem is extremely thin, almost to the point of being two-dimensional. This increases the dodge bonus on Armour Class gained by a squiggler performing the fighting defensively or total defence actions by +4. In addition, it gives a squiggler a +12 racial bonus on Escape Artist checks, plus it allows a squiggler to fit through almost any opening, even those less than one-inch wide.

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

An *erase* spell or effect deals 2d8 points of damage to a squiggler golem (no saving throw).

A *secret page* spell makes the squiggler's outline vague and unclear as per a *blur* spell for 3d6 rounds.

Merging (Su): By laying still against a wall or other flat vertical surface, a squiggler golem can literally become part of it, being able to move along this surface at its base speed in any direction (no Climb check required). A squiggler may come out of the surface at any point, by spending a standard action. The destruction or significant physical modification of the surface expels the squiggler golem. A *passwall* spell expels the squiggler golem and destroys it unless it succeeds at a Fortitude save (DC 15).

Skills: A squiggler golem's flat body gives it a +4 racial bonus on Hide and Move Silently checks, and a +12 racial bonus on Escape Artist checks. A squiggler may take 10 on any Escape Artist check, even when rushed or threatened.

Squiggler Construction

A squiggler golem must be drawn in a clean, completely flat surface of at least 5 feet by 5 feet. The special inks and rituals required to draw a squiggler cost 375 gold pieces. Drawing the body requires a Craft (painting) check (DC 10). Upon finishing the drawing, the soul of a living, intelligent creature must be bound to it via a *magic jar* spell. Using *magic jar* for this purpose gives the spell the evil descriptor.

CL 7th; Craft Construct, *animate object*, *illusory script*, *magic jar*, *major image*; caster must be at least 9th level; Price 17,500 gp; Cost 9,125 gp + 685 XP.

Tailrings

Small Construct

Hit Dice: 6d10+10 (43 hp)

Initiative: +7

Speed: 30 ft. (6 squares), climb 30ft.

AC: 22 (+1 size, +3 Dex, +8 natural), touch 14, flat-footed 19

Base Attack/Grapple: +4/+2

Attack: Claw +8 melee (1d6+2/19-20 plus wounding) or bite +7 melee (1d4+1/19-20)

Full Attack: 2 claws +8 melee (1d6+2/19-20 plus wounding) and bite +5 melee (1d4+1/19-20)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Fear aura, wounding claws

Special Qualities: Construct traits, damage reduction 10/magic, immunity to magic, *locate creature*, low-light vision, scent

Saves: Fort +2, Ref +5, Will +3

Abilities: Str 15, Dex 16, Con —, Int 3, Wis 13, Cha 8

Skills: Balance +11, Climb +10, Hide +11*, Jump +10, Listen +9, Move Silently +12, Spot +9

Feats: Improved Initiative, Multiattack, Weapon Focus (claw)

Environment: Any

Organisation: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 7-12 HD (Small), 13-18 HD (Medium)

Level Adjustment: —

You do not notice the thing crouching on the tree branch until it jumps up, arching its back and baring tooth and nail to face you, its eerie moonlit eyes shining in the



darkness. It looks like a hoary, monstrous grey cat, but there is something dreary and unwholesome to its form and movements. Even the creature's gagged, dry hiss sounds unnatural, like nothing that would come out of the throat of a normal, or even living cat.

Tailrings golems are created through a horrible curse known only to certain evil witches and wizards. They are the animated bodies of desiccated cats, given dreadful life via the dead essence of their masters. Thus, a tailrings golem may only be activated by the death of its creator, which explains why they are built with the sole purpose of revenge. A tailrings golem looks like a Small grey furred cat, whose nails are sharp blades, with cold lifeless gems in place of eyes. The creature's unliving condition shows through its jerky movements, its deathly stare and the horrid marks of taxidermy all over its body.

Combat

A tailrings golem is a relentless stalker and avenger, bent on taking vengeance for its creators' death. Once it has located the creatures responsible for it, it never backs down from a fight, attacking as viciously and ruthlessly as the strength of its hate will allow.

Fear Aura (Su): Any creature witnessing an attacking tailrings golem must succeed at a Will save (DC 12, Charisma based) or become frightened for 2d4 rounds. A creature that succeeds at this save cannot be affected by the same tailrings golem's fear aura for the next 24 hours.

Wounding Claws (Ex): A tailrings' claw attacks deal 1d2 points of Constitution damage to targets, in addition to normal hit point damage. A successful critical hit doubles the Constitution damage.

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

A *raise dead* spell deals 5d8 points of damage to a tailrings golem, with no saving throw.

A *magic weapon* spell or effect increases the tailrings golem's Hit Dice by 1 for one full round. A *greater magic weapon* spell or effect increases its Hit Dice by 2 for one full round.

A resurrection spell turns a tailrings golem into a normal cat, permanently, with no saving throw.

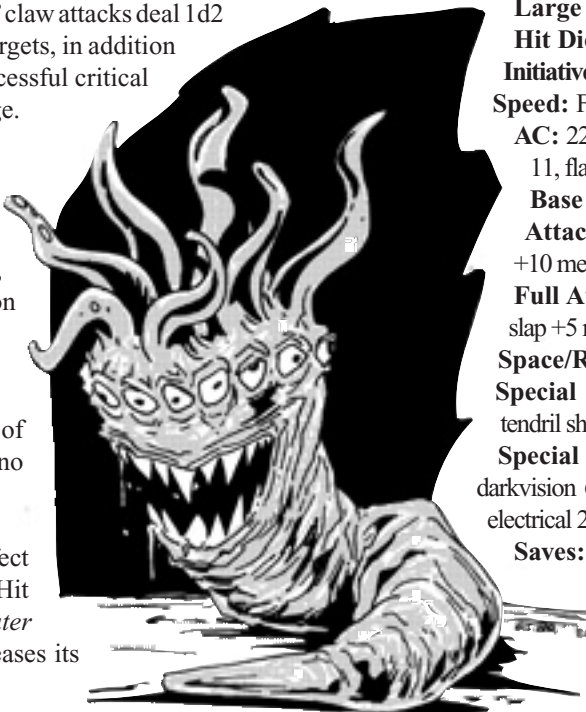
Locate Creature (Sp): A tailrings may use *locate creature* as the spell at caster level 12th, three times per day.

Skills: A tailrings golem gains a +8 racial bonus on all Balance, Climb, Jump and Move Silently checks. It gains a +4 racial bonus on Hide, Listen and Spot checks. *In areas of tall grass, heavy undergrowth or dim lighting, the Hide bonus rises to +8. A tailrings golem can always take 10 on Balance, Climb and Jump checks, even when rushed or threatened.

Tailrings Construction

A tailrings golem must be crafted from the dead and mummified body of a normal cat. The arcane process to properly mummify the cat, plus the sharp blades and gems replacing its claws and eyes, cost a total of 1,250 gold pieces. Actually embalming the body requires a Heal check (DC 18). Once the last spell is cast, the tailrings does not awake, but remains inactive until its creator dies, which is the last component for its activation.

CL 11th; Craft Construct, *bestow curse*, *fear*, *geas/quest*, *greater magic weapon*, *locate creature*, *raise dead*; caster must be at least 11th level; Price 30,000 gp; Cost 16,250 gp + 1,150 XP.



Gor'roq

Large Aberration

Hit Dice: 13d8+30 (100 hp)

Initiative: +6

Speed: Fly 30 ft. (6 squares) (average)

AC: 22 (-1 size, +2 Dex, +11 natural), touch 11, flat-footed 20

Base Attack/Grapple: +9/+13

Attack: Bite +10 melee (2d6) or tail slap +10 melee (1d8 plus rot)

Full Attack: Bite +10 melee (2d6) and tail slap +5 melee (1d8 plus rot)

Space/Reach: 10 ft./10 ft.

Special Attacks: *Rainbow pattern*, rot, tendril shock

Special Qualities: All-around vision, darkvision 60 ft., resistance to acid 10, cold 10, electrical 20, fire 10 and sonic 10

Saves: Fort +7, Ref +6, Will +8

Abilities: Str 11, Dex 15, Con 17, Int 5, Wis 11, Cha 15

Skills: Listen +8, Search +5, Spot +16

Feats: Hover, Improved Initiative, Toughness, Weapon Finesse

Environment: Underground

Organisation: Solitary or flight (2-4)

Challenge Rating: 10

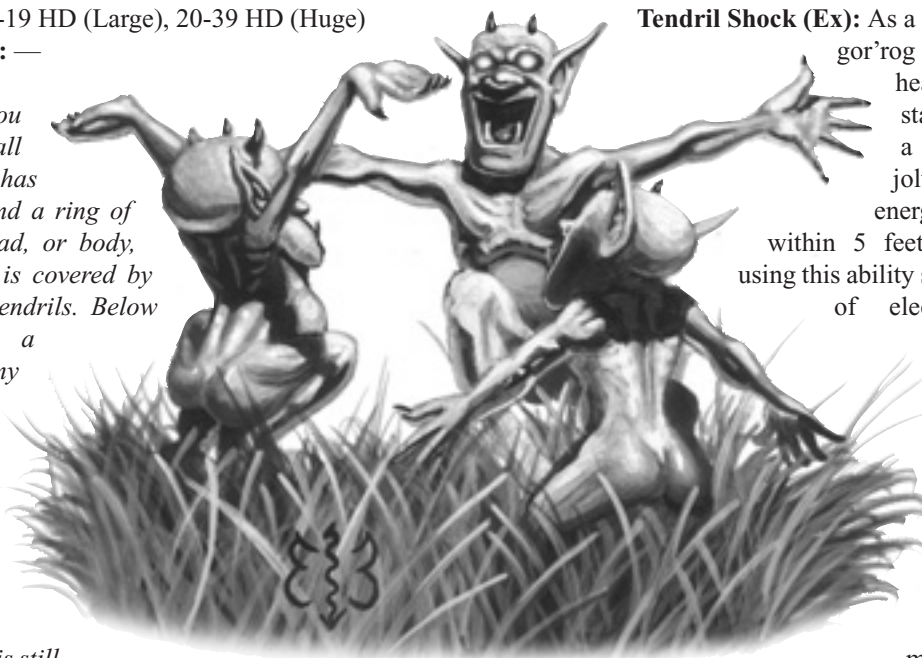
Treasure: Double standard

Alignment: Always neutral evil

Advancement: 14-19 HD (Large), 20-39 HD (Huge)

Level Adjustment: —

The monster you are seeing defies all description. It has a fanged mouth and a ring of white eyes; its head, or body, or whatever it is, is covered by hundreds of slimy tendrils. Below all this there is a segmented, wormy tail. Beyond this, your eyes refuse to understand its form. When you close them you pray for this to be a nightmare; however, the thing is still there.



A gor'rog is an amorphous abomination found only in the deepest underground environments. It looks roughly like a Large floating bony skull, with fanged jaws and a dozen eyes located all around its circumference. Were the cranium should be, the creature has a mane of translucent, viscous tendrils. A ten foot long, three foot wide segmented tail, which takes up more than two-thirds of the thing's length, dangles from below the creature's face. The gor'rog has no limbs other than this tail, which it swings and jolts to direct its slow, floating movement.

Gor'rogs speak their own language.

Combat

Gor'rogs float slowly towards their opponents, attempting to dazzle them with their *rainbow pattern* ability before closing for a melee attack with their tail and bite.

Rainbow Pattern (Sp): Once every 1d4 rounds, the eyes of a gor'rog can emit magical lights equal to a *rainbow pattern* spell. The save DC is 16 (Charisma based). Using this ability is a full-round action for a gor'rog.

Rot (Ex): Any creature hit by a gor'rog's tail slap attack must succeed at a Fortitude save (DC 19, Constitution

based) or suffer 1d6 points of Constitution and Charisma damage as its body becomes infected by the foul glands of the gor'rog's tail. Any creature whose Constitution or Charisma drop to 0 by this attack dies immediately, its body decomposed beyond repair.

Tendrils Shock (Ex): As a standard action, a gor'rog can cause all its head tendrils to stand on end with a concentrated jolt of electrical energy. Any creature within 5 feet of the gor'rog using this ability suffers 6d4 points of electrical damage, with a Reflex save (DC 19, Constitution based) allowed for half damage.

All-Around Vision (Ex):

A Gor'rog's multiple eyes make it generally impossible for the creature to be flanked, surprised or flat-footed.

Skills: A gor'rog's multiple eyes give it a +8 racial bonus on Spot and Search checks.

Grass Devil

Small Fey

Hit Dice: 2d6+2 (9 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

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

Base Attack/Grapple: +1/-4

Attack: Claw +3 melee (1d4-1) or bite +3 melee (1d4-1)

Full Attack: 2 claws +3 melee (1d4-1) and bite -2 melee (1d4-1)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Low-light vision, spell resistance 14

Saves: Fort +1, Ref +4, Will +4

Abilities: Str 9, Dex 13, Con 12, Int 5, Wis 12, Cha 7

Skills: Hide +12*, Listen +4, Move Silently +8, Spot +4, Survival +4

Feats: Weapon Finesse

Environment: Any forest or plains

Organisation: Pair, gang (3-6), pack (7-12) or mob (11-30)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 3-4 HD (Small), 5-6 HD (Medium)

Level Adjustment: +3

You see a gang of little, naked humanoids, not unlike malnourished children in form, but demonic in appearance. They have yellowish green skins, frog-like bulging eyes and disproportionately large round jaws, rimmed by two fangs on each side. Their pointed ears and small horns give them the likeness of stunted lime devils.

Grass devils are evil nature spirits, nearly mindless but very aggressive. They are rather weak in one-on-one physical combat, but their numbers and limited control of plant life make them at least a dangerous nuisance. A grass devil appears as a Small, lime coloured humanoid, with a swollen belly, big pointed ears, bulging eyes and small horns atop its head. The creature's round lower jaw takes nearly one third of its body mass; two small fangs curve upward from each side of this jaw. These creatures never wear any clothing.

Grass devils speak Abyssal, Infernal and Sylvan.

Combat

Grass devils attack by swarming and overwhelming opponents by sheer force of numbers. They often use their spell-like abilities in concert, although this is a random, common occurrence rather than true strategy.

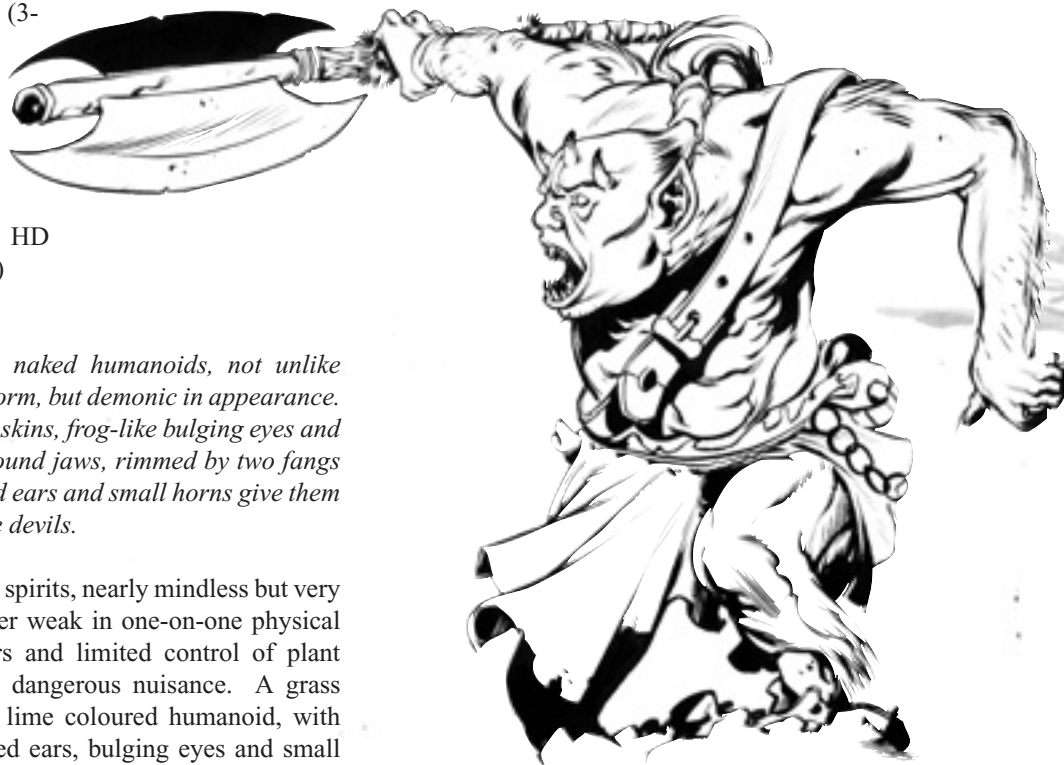
Spell-Like Abilities: 3/day—*entangle*, *barkskin*; 1/day—*plant growth*. Five grass devils acting simultaneously may use *command plants* once per day.

Skills: A grass devil gains a +4 racial bonus on all Hide and Move silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus goes up to +12.

Grunter

Grunters are a species of evil humanoids, resembling both giants and goblinoids but actually related to neither. They are divided into five subtypes of progressing size and power levels, as detailed below.



All grunters have a common language based, unsurprisingly, on grunts and grumbles of various intensities. In addition, all grunters speak Giant and Goblin; those with Intelligence scores of 10 or higher speak Common as well.

Grunter Traits: All grunters share the following traits, unless otherwise noted:

- ✦ All grunters receive a +4 racial bonus on Intimidate checks, due to the unsettling nature of the grunting noises they make.
- ✦ *Immunities (Su):* For reasons unknown and probably unrelated to the natural evolution of grunters, most grunter species are immune to one or more specific attack forms, as detailed on each creature's description.

Great Grunter

Large Monstrous Humanoid

Hit Dice: 11d8+55 (104 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

AC: 20 (−1 size, +11 natural), touch 9, flat-footed 20

Base Attack/Grapple: +11/+23

Attack: Greataxe +18 melee (3d6+12/x3) or slam +18 melee (1d6+8)

Full Attack: Greataxe +18/+13/+8 melee (3d6+12/x3) or 2 slams +18 melee (1d6+8)

Space/Reach: 10 ft./10 ft.

Special Attacks: –**Special Qualities:** Darkvision 60 ft., spell resistance 27**Saves:** Fort +10, Ref +7, Will +8**Abilities:** Str 27, Dex 10, Con 20, Int 11, Wis 12, Cha 15**Skills:** Intimidate +20, Listen +8, Spot +8**Feats:** Cleave, Great Cleave, Great Fortitude, Power Attack**Environment:** Any**Organisation:** Solitary, retinue (one plus 1-2 grotesque grunters), gang (retinue plus 1-3 gross grunters), troop (gang plus 1-2 grimy grunters per gross grunter) or band (troop plus 2-5 grey grunters per grimy grunter)**Challenge Rating:** 6**Treasure:** Double standard**Alignment:** Always lawful evil**Advancement:** By character class**Level Adjustment:** +3

You see a massive, bulky humanoid with clawed hands and feet, sharp fangs, pointed ears and raging red eyes. Its black hair is tied into a ponytail at the top of its skull. The creature is dressed in nothing more than a leather harness and loincloth; it carries a tremendous greataxe as its only weapon. It has three horns symmetrically arranged above its skull.

Great grunters are the largest and strongest of their kind, able to command hordes of lesser grunters with its imposing presence and brutal leadership. A great grunter looks like a Large humanoid, in fact very similar to an ogre or ogre mage, except that its hairless skin is golden and its eyes are blood red. Great grunters dress sparsely, with the calculated intention of showing off their astounding musculature.

Combat

Great grunters are fully confident in their superiority over any enemy they encounter, but they are not foolhardy; a great grunter will always display and use complex group tactics if possible, doing its best to weaken its enemies before facing them.

Skills: A great grunter gains a +4 racial bonus on all Intimidate checks.

Grey Grunter

Small Monstrous Humanoid**Hit Dice:** 3d8+3 (16 hp)**Initiative:** +5**Speed:** 20 ft. (4 squares)**AC:** 15 (+1 size, +1 Dex, +1 natural, +2 heavy shield), touch 12, flat-footed 14**Base Attack/Grapple:** +3/–1**Attack:** Shortspear +4 melee (1d4/x3) or bite +4 melee (1d3) or shortspear +5 ranged (1d4/x3)**Full Attack:** Shortspear +4 melee (1d6/x3) and bite –1 melee (1d3) or shortspear +5 ranged (1d4/x3)**Space/Reach:** 5 ft. /5 ft.**Special Attacks:** –**Special Qualities:** Darkvision 60 ft., immunity to petrification and polymorph**Saves:** Fort +4, Ref +4, Will +2**Abilities:** Str 11, Dex 12, Con 12, Int 7, Wis 8, Cha 7**Skills:** Hide +5, Intimidate +4, Listen +1, Spot +1**Feats:** Great Fortitude, Improved Initiative**Environment:** Any**Organisation:** Solitary, pair, team (2-5), pack (5-12 plus 1-2 grimy grunters) or mob (11-20 plus 2-4 grimy grunters and one gross grunter)**Challenge Rating:** 1**Treasure:** Standard**Alignment:** Always lawful evil**Advancement:** By character class**Level Adjustment:** +0

You are surrounded by a bunch of goblin-like humanoids, with hairless grey skin and small tusks protruding from their mouths. They carry spears and shields, waving them and yammering incessantly as they encircle you with blood in their eyes.

These are the least of the grunter species, used as foot soldiers or plain slaves by stronger humanoids, including other grunters. Grey grunters appear as Small, primitive



humanoids, armed with crude weapons (usually spears or clubs) and armour, usually tattered hides and wooden shields. Their hairless bodies are a dull grey colour, with their nails and teeth ranging from white to dark grey. Their eyes have no pupils and shine with a red tinge when the creatures become angry.

Combat

Grey grunters prefer carefully planned ambushes to an all-out charge, and surprise attacks to a frontal assault. They usually wield wooden shields and clubs or shortpears.

Skills: A grey grunter gains a +4 racial bonus on Intimidate checks.

Grimy Grunter

Medium Monstrous Humanoid

Hit Dice: 5d8+10 (32 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +5/+9

Attack: Claw +9 melee (1d8+4)

Full Attack: 2 claws +9 melee (1d8+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., immunity to cold, electrical and fire

Saves: Fort +3, Ref +5, Will +4

Abilities: Str 18, Dex 12, Con 14, Int 7, Wis 10, Cha 9

Skills: Intimidate +7, Listen +2, Spot +2

Feats: Cleave, Power Attack

Environment: Any

Organisation: Solitary, pair, team (2-4), troop (team plus 5-8 grey grunters) or mob (2-4 plus one gross grunter and 11-20 grimy grunters)

Challenge Rating: 3

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +1

This is a brown-skinned, ogre-like humanoid with a long black mane of greasy, straight hair. It is wearing nothing but a hide loincloth and a grisly necklace of human bones. Its filthy stench becomes evident as it attacks you with its bare claws, its face congealed in a perpetual scowl.

Grimy grunters are the thugs of the grunter race, possessors of incredible brute strength but little other redeeming qualities. They often command gangs of grey grunters. A grimy grunter looks like a Medium, longhaired apish humanoid, with sharp nails and teeth and extremely poor

personal hygiene. Their pupil-less eyes and faces always show an angry, violent disposition. They dress sparsely and primitively, with leather loincloths and bone adornments.

Combat

Grimy grunters attack with little provocation, accustomed to be the front line of most grunter forces. They are also used to receiving and obeying orders, which gives them some organisation and strategic insight.

Skills: A grimy grunter gains a +4 racial bonus on Intimidate checks.



Gross Grunter

Large Monstrous Humanoid

Hit Dice: 7d8+21 (52 hp)

Initiative: +0

Speed: 30 ft. (4 squares)

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

Base Attack/Grapple: +7/+15

Attack: Greatclub +10 melee (2d6+6) or slam +10 melee (1d6+4)

Full Attack: Greatclub +10/+5 melee (2d6+6) or 2 slams +10 melee (1d6+4)

Space/Reach: 10 ft. /10 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., immunities

Saves: Fort +7, Ref +5, Will +6

Abilities: Str 19, Dex 11, Con 16, Int 9, Wis 12, Cha 11

Skills: Intimidate +10, Listen +3, Spot +3

Feats: Cleave, Great Fortitude, Power Attack

Environment: Any

Organisation: Solitary, retinue (one plus 1-2 grimy grunters), gang (retinue plus 5-8 grey grunters) or mob (one plus 2-4 grimy grunters and 11-20 grey grunters)

Challenge Rating: 5

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +2

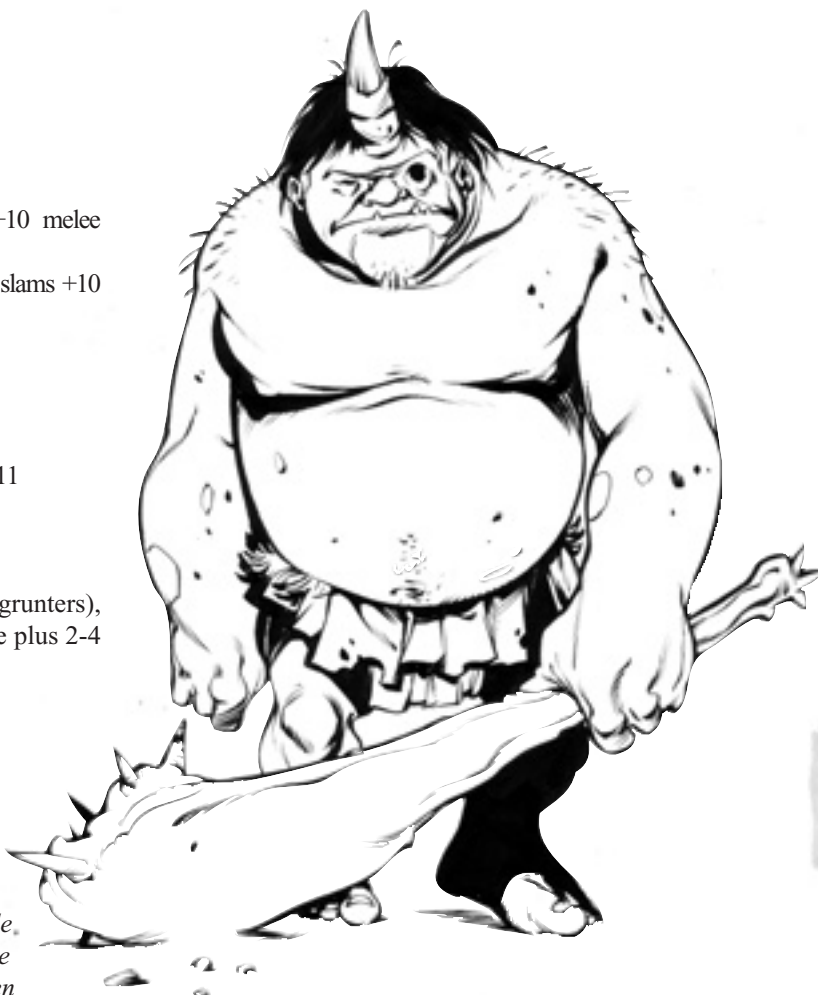
This rotund humanoid looks like an obese purple ogre, with claws, stubby tusks and a small single horn protruding from its forehead. The creature looks at you as if you were a plate of food and then advances towards you brandishing a monstrous club.

Gross grunters are somewhat of a middle rank among their race. Despised and jeered at by grotesque and great grunters, they lord it over grimy and grey grunters, usually being in charge of large mobs of the former. A gross grunter looks like a disturbingly fat ogre-like humanoid, with purple skin, a single upward curved horn on its forehead and stubby nails and tusks. The blank eyes, nails, fangs and horn of a gross grunter are maroon-orange.

Combat

Gross grunters are domineering bullies on the outside but cowards at heart. They always send their minions first to gauge the level of opposition and weaken it as much as possible. Gross grunters are not used to suffering severe physical damage, so they are likely to turn tail as soon as this happens.

Immunities (Ex): A gross grunter's incredibly thick and tough body gives it immunity to disease, paralysis, poison



and death effects (all spells and effects with the death descriptor, as well as death from massive damage), as well as granting medium fortification (50% resistance against critical hits).

Skills: A gross grunter gains a +4 racial bonus on Intimidate checks.

Grotesque Grunter

Large Monstrous Humanoid

Hit Dice: 9d8+36 (76 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

AC: 18 (−1 size, +9 natural), touch 9, flat-footed 18

Base Attack/Grapple: +9/+19

Attack: Slam +14 melee (1d8+6)

Full Attack: 2 slams +14 melee (1d8+6)

Space/Reach: 10 ft. /10 ft.

Special Attacks: Improved grab

Special Qualities: Darkvision 60 ft., immunity to mind-affecting spells and effects

Saves: Fort +9, Ref +6, Will +7

Abilities: Str 22, Dex 11, Con 18, Int 9, Wis 12, Cha 13

Skills: Intimidate +11, Listen +4, Spot +4

Feats: Cleave, Great Fortitude, Improved Initiative, Power Attack

Environment: Any

Organisation: Solitary, pair or retinue (1-2 plus one great grunter)

Challenge Rating: 6

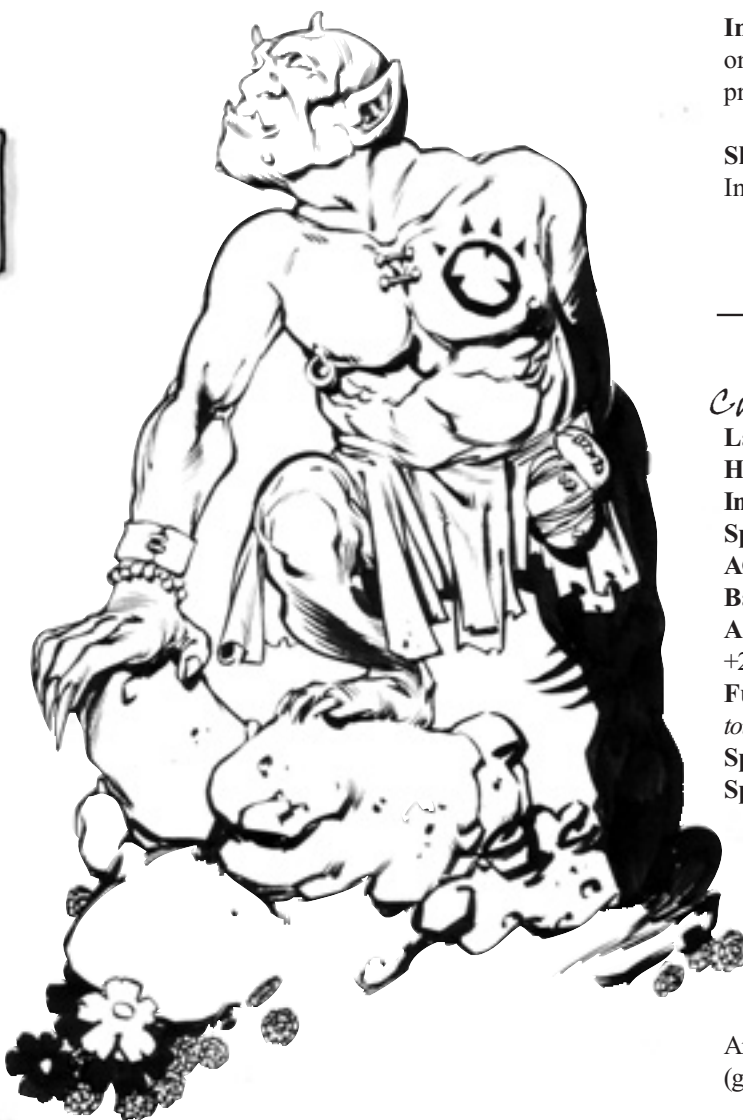
Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +4

You face a mighty, square jawed giant of a humanoid, who cracks its knuckles as it advances towards you. It carries no weapons, but its fanged claws appear more than strong



enough to kill anything it attacks. The creature resembles a beefy, wiry horned ogre with dark blue skin.

Grotesque grunters are the taskmasters of their race. They serve gross grunter mobs as a mix of trainers, bodyguards and inspectors, reporting everything to the great grunters. Grotesque grunters look like blue, lean, hairless ogre athletes with purple skin and yellow bones, teeth, claws and horns. A grotesque grunter's two horns are small and sharp, located on each side of the creature's brow. They dress in skirts and loincloths, sometimes wearing complementary adornments such as bracelets or earrings.

Combat

Grotesque grunters are the cruellest of their race; they love to torture and terrify their opponents before crushing them. They are also the most individualistic of all grunter subraces, preferring to fight alone than in large groups.

Improved Grab (Ex): A grotesque grunter that hits with one slam attack may start a grapple as a free action, without provoking an attack of opportunity.

Skills: A grotesque grunter gains a +4 racial bonus on all Intimidate checks.

Hag

Cailleach Hag

Large Monstrous Humanoid (Cold)

Hit Dice: 14d8+45 (108 hp)

Initiative: +6

Speed: 40 ft. (8 squares), swim 40 ft.

AC: 24 (−1 size, +2 Dex, +13 natural), touch 11, flat-footed 22

Base Attack/Grapple: +14/+26

Attack: *Winter staff* +23melee (1d8+14 plus *chill touch*) or claw +21 melee (1d8+8)

Full Attack: *Winter staff* +23/+18/+13 melee (1d8+14 plus *chill touch*) or 2 claws +21 melee (1d8+8)

Space/Reach: 10 ft./10 ft.

Special Attacks: *Children of winter*; spell-like abilities, *winter staff*

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunity to cold, electrical resistance 20, vulnerability to fire, spell resistance 25

Saves: Fort +9, Ref +11, Will +14

Abilities: Str 27, Dex 14, Con 16, Int 19, Wis 21, Cha 21

Skills: Concentration +11, Craft (any one) +12, Handle Animal +13, Hide +12*, Knowledge (arcana) +12, Knowledge (geography) +12, Knowledge (nature) +14, Listen +15, Move

Silently +10, Search +12, Spot +15, Survival +21 (+23 to avoid natural hazards and getting lost, to follow tracks and in natural aboveground environments), Swim +24

Feats: Alertness, Great Fortitude, Improved Initiative, Spell Focus (Evocation), Toughness

Environment: Any cold

Organisation: Solitary or covey (3 hags of any kind plus 1-8 ogres and 1-4 frost giants)

Challenge Rating: 10

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: —

You see a blue-skinned old crone with white hair and ancient, immeasurably wise eyes. She wears a white dress and cloak, and leans on a gnarled darkwood staff. Winter and snow seem to follow her wherever she goes.

The cailleach, or winter hag, is doubtlessly the mightiest and wisest hag in existence. It has vast supernatural powers related to winter and the night; therefore it rarely appears by day or in warm seasons. A cailleach hag appears as a blue skinned old woman, with snow-white hair and beady eyes; it also has the ability to appear as an animal, plant or young lass. The creature is always dressed in a white gown and carrying a staff or sceptre; animals such as wolves or ravens often appear at its side.

Winter hags speak Common, Giant, Draconic, Sylvan and Terran.



Skills: A cailleach hag gains a +8 racial bonus on Hide and Survival checks.

*When in cold weather areas, the Hide bonus goes up to +12. A cailleach hag gains a +8 racial bonus on Swim checks. It can always take 10 on Swim checks, even if distracted or endangered.

Combat

A cailleach hag prefers to unleash its magical power on opponents rather than entering combat. For this, it relies equally on its *winter staff* and its innate spell-like abilities.

Children of Winter (Sp): Once per day, a cailleach hag may summon 1 winter wolf, 1d2 brown bears, 1d2 polar bears, 1d6 boars or 1d8 wolves as a standard action. These creatures arrive in 1d4 rounds, after which they loyally follow and fight for the cailleach hag, obeying all of its orders for up to three hours. This ability counts as a 5th level spell.

Spell-Like Abilities: At will—*diminish plants*, *disguise self*, *gust of wind* (DC 17), *magic stone*, *meld into stone*, *sleet storm*; 3/day—*blight* (DC 20), *control water*, *control weather*, *polymorph*; 1/day—*statue*. Caster level 14th. Save DCs are Charisma based.

Winter Staff: This Large +2 *quarterstaff* has all the abilities of a *staff of frost*, plus it causes a *chill touch* effect (save DC 11, caster level 11th) on any living creature it successfully touches (including plants).

Dragon Hag

Medium Monstrous Humanoid

Hit Dice: 6d8+12 (39 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

AC: 20 (+1 Dex, +9 natural), touch 11, flat-footed 19

Base Attack/Grapple: +6/+12

Attack: Claw +12 melee (1d4+6) or bite +12 melee (1d4+6)

Full Attack: 2 claws +12 melee (1d4+6) and bite +7 melee (1d4+3)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Aura of laziness, frightful charisma, improved grab, rend 2d4+9, spell-like abilities

Special Qualities: Damage reduction 5/adamantine, darkvision 60 ft., spell resistance 18

Saves: Fort +4, Ref +6, Will +6

Abilities: Str 23, Dex 12, Con 14, Int 10, Wis 13, Cha 14

Skills: Bluff +6, Disguise +6 (+8 when acting in character), Hide +4, Listen +4, Move Silently +4, Sense Motive +3, Spot +4

Feats: Ability Focus (aura of laziness), Improved Initiative, Stealthy

Environment: Any

Organisation: Solitary or covey (3 hags of any kind plus 1-8 ogres and 1-4 giants)

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: —

Facing you is a hideous, pallid green crone with stringy black hair and a fat reptilian tail attached to its humanoid body. Perhaps the most revolting feature of this monster is its insistence in dressing as a beautiful woman, with a gaudy ornate dress and vivid facial makeup. The hag clicks



its black teeth and nails eagerly as it advances towards you.

Also called 'dragon mothers', dragon hags are horrific monsters appearing as Medium, incredibly fat and ugly female humanoids. Before attacking, they attempt to adopt a motherly attitude towards their intended victims; this rarely has any effect as their ghastly appearance counters any pretence of kindness. A dragon hag looks like a reptilian female humanoid with a long tail, nails and fangs. Its hair is black and wiry and its yellowish eyes show a hint of madness. They make matters worse by dressing in old, garish dresses intended to make them look pretty, to which effect they also apply coloured makeup to their repulsive faces. The result is so sickening it paralyses onlookers with fright.

Dragon hags speak Common, Giant and Draconic.

Combat

A dragon hag always attempts to gain its victim's trust before eating it, grotesquely playing the part of sexy wench until its intended targets drop their guards. Although the average dragon hag believes itself to be incredibly beautiful, it understands the strategic advantage of using *disguise self* to reinforce this façade. Once it has earned a creature's trust, the dragon hag attempts to make it sleep magically; then it strikes by surprise, hungrily tearing its hapless victim apart with its claws and teeth.

Aura of Laziness (Su): As a standard action, a dragon hag may attempt to sap the strength of a victim within 100 feet. The target must succeed at a Will save (DC 17, Charisma based) or become lazy and sluggishly blissful. In game terms, the victim is effectively fatigued, although it actually enjoys the effect. This state lasts for 1d6 hours or until the dragon hag dies or moves more than 100 feet away from the victim. A dragon hag can use this ability once per day. If a hag uses its aura of laziness on a creature that is already fatigued or asleep, the creature becomes exhausted for 2d6 hours instead.

Frightful Charisma (Ex): Any creature meeting the gaze of a dragon hag in its true form must succeed at a Will save (DC 15, Charisma based) or become stunned with fear for 1d2 rounds. A creature that succeeds at this save cannot be affected by the same dragon hag's frightful charisma ability for the next 24 hours.

Improved Grab (Ex): A dragon hag that hits with a claw attack may start a grapple as a free action, without provoking an attack of opportunity.

Rend (Ex): If a dragon hag hits with both claw attacks in one round, it immediately tears its victim's body, automatically dealing an additional 2d4+9 points of damage.

Spell-Like Abilities: At will – *lullaby* (DC 12); 3/day–*disguise self*, *sleep* (DC 13). Caster level 3rd. Save DCs are Charisma based.

Frog Hag

Medium Monstrous Humanoid

Hit Dice: 3d8+9 (22 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +3/+7

Attack: Claw +7 melee (1d3+4)

Full Attack: 2 claws +7 melee (1d3+4) and bite +2 melee (1d3+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, poison, spell-like abilities

Special Qualities: Darkvision 60 ft., frog shape, spell resistance 15

Saves: Fort +3, Ref +5, Will +4

Abilities: Str 19, Dex 14, Con 14, Int 13, Wis 13, Cha 14

Skills: Craft (any one) +3, Hide +2*, Knowledge (arcana) +3, Knowledge (nature) +4, Listen +6, Search +4, Spot +6, Survival +3

Feats: Alertness, Toughness

Environment: Warm forests and marshes

Organisation: Solitary or covey (3 hags of any kind plus 1-8 ogres and 1-4 evil giants)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: —

Sitting in the humid jungle there is an old crone with a stumpy body, a broad flat face and warty skin. Her bristly opaque mane runs from the crown of her head to her lower back. The overall impression she gives is that of a gigantic, humanoid frog dressed in a white rag.

Frog hags appear as squat, ugly old crones with vaguely frog-like features (bulging eyes, a flat nose, a wide fanged mouth). They dress in white rags with grisly adornments such as animal skulls or dried entrails. Frog hags live alone in crude huts deep within tropical jungles, where they wait for lost humanoids or animals to devour using their claws and fire breathing ability.



Frog hags speak Common, Giant and Sylvan.

Combat

A frog-hag uses its spell-like abilities first, then it enters melee combat. It only uses its breath weapon in cases of real need.

Breath Weapon (Su): Three times per day, as a standard action, a frog-hag can breath a cone of fire 10 feet long and 5 feet wide. Creatures caught in this area suffer 1d8 fire damage, with a reflex save (DC 13, Constitution based) allowed for half damage.

Poison (Ex): The touch of a frog-hag is naturally poisonous. Anyone touching or touched by the skin of a frog hag must succeed at a Fortitude save (DC 13, Constitution based) or suffer 1d6 initial and secondary Strength damage. The frog-hag can turn this ability on or off at will, as a free action.

Spell-Like Abilities: 3/day–*disguise self*, *invisibility*, *speak with animals*; 1/day–*lesser geas* (DC 16), *sleet storm*. Caster level 7th. Save DCs are Charisma based.

Frog shape (Su): A frog hag can *polymorph* at will into a poisonous frog. Use the statistics of a toad, but add the frog hag's poison ability, which it retains even in frog shape. This ability mimics a *polymorph* spell at caster

level 7, except that the frog-hag can remain in frog shape indefinitely.

Skills: *A frog hag gains a +8 racial bonus on Hide checks made in areas of thick undergrowth.

Gullveig (Gold Hag)

Medium Monstrous Humanoid

Hit Dice: 4d8+4 (22 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +4/+7

Attack: Claw +7 melee (1d3+3)

Full Attack: 2 claws +7 melee (1d3+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Gold gaze, sneak attack +2d6, spell-like abilities

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunity to cold and fire, regeneration 7, spell resistance 16

Saves: Fort +2, Ref +6, Will +8

Abilities: Str 17, Dex 14, Con 12, Int 14, Wis 14, Cha 14

Skills: Appraise +9, Bluff +8, Craft (any one) +5, Listen +5, Sense Motive +5, Sleight of Hand +15, Spot +5

Feats: Ability Focus (greed gaze), Iron Will

Environment: Any



Organisation: Solitary or covey (3 hags of any kind plus 1-8 ogres and 1-4 evil giants)

Challenge Rating: 4

Treasure: Triple standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: —

This is a hunched old woman, too unsightly to be human. Her yellowish skin is tinged with dark spots; her nearly skeletal frame is crowned by a bloated hump. She looks at you cunningly and produces a bag of gold and jewellery.

The gullveigi, also called gold hags, are a race of cunning creatures with a vast knowledge of the hearts and weaknesses of mortals. They love to sow discord and chaos by giving gold or magic items (usually cursed, but not always) to greedy humans and let them hurt and destroy each other. A gold hag appears as a Medium monstrous crone, with an old, hunched and deformed body. It dresses in dirty rags that appear as having been a coloured dress once, complemented by golden jewellery and ornaments.

Gold hags speak Common and Giant.

Combat

Gold hags are no friends of combat, preferring to use guile and magic to deal with any problem. They enjoy seeing others fight amongst themselves and try to provoke it at every opportunity.

Gold Gaze (Su): As a move action, a gold hag can use a special gaze attack on an intelligent, living humanoid within 60 feet. The target must succeed at a Will save (DC 16, Charisma based) or be overcome by an overwhelming desire for gold, with the same effects as a *sympathy* spell, for one hour. The affected creature will be capable of doing anything; stealing, murdering, whatever – even if it goes against its alignment – to get money. This *sympathy* effect also extends to other precious metals, gems and jewellery. If the gullveig so desires, it can use its gold gaze ability to provoke the opposite effect, causing the target to feel *antipathy* for all gold and riches if it fails the save. The gullveig often uses this second mode of its gold gaze to convince other creatures of giving it their treasure. Both effects last no more than one hour. A gullveig can use its gold gaze a maximum of four times per day.

Sneak Attack (Ex): A gullveig has a sneak attack exactly as if it was a 4th level rogue.

Spell-Like Abilities: At will—*detect magic*, *disguise self*, *magic aura*, *mending*; 3/day—*glitterdust* (DC 14), *locate object*, *major image* (DC 15), *rage*, *suggestion* (DC 15);

1/day—*lesser geas* (DC 16), *minor creation*. Caster level 7th. Save DCs are Charisma based.

Skills: A gold hag gains a +4 racial bonus on all Appraise and Sleight of Hand checks.

Vampiric Hag

Medium Monstrous Humanoid

Hit Dice: 8d8+16 (52 hp)

Initiative: +6

Speed: 30 ft. (6 squares), fly 30 ft. (average)

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

Base Attack/Grapple: +8/+13

Attack: Bite +13 melee (1d4+5) or claw +13 melee (1d3+5)

Full Attack: Bite +13 melee (1d4+5) and 2 claws +8 melee (1d3+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Attach, blood drain, improved grab, spell-like abilities

Special Qualities: Alternate form, damage reduction 5/silver or magic, darkvision 60 ft., scent, spell resistance 17

Saves: Fort +4, Ref +8, Will +7

Abilities: Str 21, Dex 14, Con 14, Int 13, Wis 13, Cha 14

Skills: Bluff +11, Disguise +16, Escape Artist +10, Hide +6, Listen +10, Move Silently +6, Spot +10

Feats: Alertness, Improved Initiative, Weapon Focus (bite)

Environment: Any warm

Organisation: Solitary or covey (3 hags of any kind plus 1-8 ogres and 1-4 evil giants)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: —

You see a stunted, slight old woman with purple skin and black hair. When she sees you, she hisses inhumanly and opens a mouth adorned with long fangs, her birdlike eyes swivelling in all directions as her dusky garb begins turning into feathers.

Vampiric hags have the ability to drink the blood of their victims, which they can do either openly, by using their incredible strength and sharp teeth, or insidiously, by taking the shape of black birds (from ravens to vultures). When in their natural form, vampiric hags appear as short, lanky old crones with dark purple skin and darker hair. Their fangs, nails and blank eyes are pale yellow. Vampiric hags dress in black mantles, which change with them when they change shape.

Vampiric hags speak Common, Giant and Undercommon.



Combat

Vampiric hags always attempt to charm and entice their victims through magic before attacking. A vampiric hag prefers to take its enemies alone and unawares, so as to not have to deal with defenders or companions while it sucks its victim's blood. A vampiric hag has no qualms about fleeing a battle if the opposition seems too powerful.

Attach (Ex): If a vampiric hag hits with its bite attack and at least one claw attack on a round, it latches onto the opponent's body, automatically dealing bite damage each round. Otherwise, an attached vampiric hag is effectively grappling its opponent. While grappling, a vampiric hag loses its Dexterity bonus to Armour Class. To remove an attached vampiric hag, a pin must be achieved against it.

Blood Drain (Ex): A vampiric hag that begins its turn attached to a creature begins sucking its victim's blood, dealing 1d8 points of Constitution damage each round. This is in addition to a vampiric hag's normal bite damage.

Spell-Like Abilities: At will—*disguise self*, *doom* (DC 13); 3/day—*bestow curse* (DC 16), *charm person* (DC 13), *contagion* (DC 16); 1/day—*polymorph*. Caster level 7th. Save DCs are Charisma based.

Alternate Form (Su): A vampiric hag can assume the shape of any normal bird as a standard action. This ability works exactly as a *polymorph* spell at caster level 7th, except the vampiric hag can only transform into a normal bird and can remain in its alternate form indefinitely. While in bird form, a vampiric hag retains its attach and blood drain special qualities.

Skills: A vampiric hag gains a +4 racial bonus on all Bluff and Disguise checks. It also receives a +4 racial bonus on Escape Artist checks. Finally, a vampiric hag's keen senses give it a +4 racial bonus on Listen and Spot checks.

Haggard One

Haggard ones are the result of some strange curse; not quite lycanthropes, not quite wights, they have characteristics similar to both of these creatures yet are related to neither. Haggard ones are the doomed shells of creatures that were humanoid once, whose minds have been reduced to an animal state by magic or sheer wretchedness. This has caused their bodies to respond in kind: a typical haggard one appears as a lean, dirty humanoid with vaguely animalistic features such as greyish fur, long teeth (not quite fangs), long nails (not quite claws) and an untamed grizzly mane. They usually appear dressed in the dirty scraps that remain of their original human clothing.

Nobody is quite sure what causes the curse of haggard ones. It may be a supernatural plague, transmitted by unknown means; it may be a specific curse on particularly wicked humanoids; it may simply be the natural result of years of madness or isolation, causing a person to devolve into a gaunt beast.

Haggard ones lose the ability to speak, but they may communicate via grunts and howls.

Sample Haggard One

This example uses a 1st level human warrior as the base creature.

Haggard One, 1st Level Human Warrior

Medium Monstrous Humanoid (Augmented Humanoid)

Hit Dice: 3d8+12 (25 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +3/+7

Attack: Claw +7 melee (1d4+4) or bite +7 melee (1d3+4)

Full Attack: 2 claws +7 melee (1d4+4) and bite +2 melee (1d3+4)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Fear aura

Special Qualities: Darkvision 60 ft., fast healing 5, light sensitivity, scent

Saves: Fort +4, Ref +5, Will +3

Abilities: Str 19, Dex 15, Con 16, Int 3, Wis 11, Cha 4

Skills: Climb +8, Hide +6, Jump +7, Listen +6, Move Silently +6, Spot +6, Swim +7

Feats: Alertness, Improved Initiative^B, Toughness

Environment: Any

Organisation: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: 4-6 HD (Medium)

Level Adjustment: +2

Stumbling through the graveyard ruins you see a man-like shape with tattered clothes and a completely wild, greying mane. It is not human, though; its hairy pale skin and bestial eyes make it quite clear. As it comes within sight of you, it bares teeth that seem more like fangs and emits a long hungry howl...



Combat

A haggard one attacks without thought or pause, apparently seeking either the sweet respite of death or cruel revenge on the living. Few things can cause a haggard one to flee from combat.

Frightful Presence (Ex): Any intelligent creature coming within 100 feet of a haggard one must succeed on a Will save (DC 8, Charisma based) or become shaken for 1d6 rounds. A creature that succeeds at this save cannot be affected by the same haggard one's fear aura for the next 24 hours.

Light Sensitivity (Ex): In the presence of bright light (such as a *daylight* spell or the natural light of day), a haggard one suffers a -2 penalty on all attack rolls, skill checks and saving throws.

Skills: A haggard one gains a +4 racial bonus on all Hide, Listen, Move Silently and Spot checks.

Creating a Haggard One

'Haggard one' is an acquired template that can be added to any Medium or Small, normal (non-monstrous) humanoid, heretofore referred to as the 'base creature'.

A haggard one has all the special abilities and traits of the base creature, except as follows:

Size and Type: The base creature's type changes to monstrous humanoid. Readjust base attack bonus and base save bonuses accordingly, replacing the corresponding bonuses from any class levels possessed by the base creature. The haggard one retains all its previous skill ranks, though it loses the ability to use any Intelligence- or Charisma- based skill, except for Search and Intimidate. Change all current and future Hit Dice to d8s.

Hit Dice: The creature immediately gains 2 levels of monstrous humanoid, with the subsequent increase in skill points, base attack bonus and base saves. A haggard one's class skills are Hide, Listen, Move Silently and Spot.

Speed: Increase to 40 feet if it was less than this. Otherwise same as the base creature.

Armour Class: Increase the base creature's natural armour bonus by 4.

Attack: A haggard one loses all of its weapon proficiencies but may still wield weapons with the usual penalty. Otherwise it retains all the attacks of the base creature and also gains a bite attack and a claw attack, unless it already

had one, in which case it retains the bite and/or claw attacks it had previously.

Full Attack: A haggard one may attack with 2 claws and a bite as a full attack action, if it did not have the ability already. The haggard one's bite counts as a secondary attack.

Damage: Haggard ones have bite and claw attacks. If the base creature did not have such weapons, use the damages listed on the table below according to the size of the base creature:

Haggard One Natural Weapon Damage

Base Creature Size	Bite Damage	Claw Damage
Small	1d2	1d3
Medium	1d3	1d4

Special Attacks

A haggard one retains all of the base creature's special attacks and also gains the following:

Frightful Presence (Ex): Any intelligent creature coming within 100 feet of a haggard one must succeed on a Will save (DC equal to 10 + ½ the haggard one's total Hit Dice + the haggard one's Charisma modifier) or become shaken for 1d6 rounds. A creature that succeeds at this save cannot be affected by the same haggard one's fear aura for the next 24 hours.

Special Qualities

A haggard one retains all special qualities from the base creature, plus it gains the following:

Damage Reduction (Su): Some haggard ones gain damage reduction, depending on their total Hit Dice:

Haggard One Damage Reduction

Hit Dice	Damage Reduction Amount
1-3	—
4-7	5/silver or magic
8-12	10/silver or magic
13+	15/silver or magic

Darkvision (Ex): All haggard ones gain darkvision out to 60 feet.

Fast Healing (Ex): All haggard ones gain fast healing 5.

Light Sensitivity (Ex): Haggard ones become extremely sensitive to bright light. Whenever in the presence of bright light (such as a *daylight* spell or the natural light of day),

a haggard one suffers a -2 penalty on all attack rolls, skill checks and saving throws.

Scent (Ex): All haggard ones gain the scent special quality unless they already had it.

Abilities: Modify from the base creature as follows: Str +6 Dex +4, Con +4, Wis +2, Cha -4 (minimum of 3). Intelligence is reduced to 1/4 of its original amount (round down; minimum of 3).

Skills: Haggard ones gain a +4 racial bonus to Hide, Listen, Move Silently and Spot checks. Otherwise same as base creature.

Feats: Haggard ones gain Improved Initiative as a bonus feat, unless they had it already.

Environment: Haggard ones become gloomy, sad creatures; as such, they retire to far and desolate places such as cemeteries, swamps or dead forests.

Organisation: Solitary.

Challenge Rating: As base creature +1.

Treasure: None. Haggard ones throw away all of their possessions.

Alignment: Change to chaotic evil if it was not so already.

Advancement: A haggard one loses the ability to advance in any character class, but it may gain additional Hit Dice up to an amount equal to the base creature's hit dice +2. Such advancement never affects the haggard one's size.

Level Adjustment: As base creature +2.

Half-Rakshasa

Half-rakshasas are the result of the mating between a humanoid and a rakshasa spirit. They have the appearance of their mortal parent, combined with a rakshasa's strength, power and corrupt soul.

Sample Half-Rakshasa

This example uses a 7th level human fighter as the base creature.



Half-Rakshasa, 7th Level Human Fighter

Medium Outsider (Augmented Humanoid, Native)

Hit Dice: 7d10+28 (71 hp)

Initiative: +6

Speed: 30 ft. (6 squares), fly 20 ft. (average)

AC: 22 (+2 Dex, +4 natural, +6 +1 chainmail), touch 12, flat-footed 20

Base Attack/Grapple: +7/+11

Attack: +1 falchion +13 melee (2d4+9/18-20) or masterwork composite longbow (+2 Str bonus) +11 ranged (1d8+4/x3) or slam +11 melee (1d3+4)

Full Attack: +1 falchion +13/+8 melee (2d4+9/18-20) or masterwork composite longbow (+2 Str bonus) +9/+9/+4 ranged (1d8+4/x3) or 2 slams +11 melee (1d3+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Size increase, spell-like abilities

Special Qualities: Damage reduction 10/good and piercing, darkvision 60 ft., resistance to acid 5, cold 5, electrical 5 and fire 5, low-light vision, spell resistance 18

Saves: Fort +9, Ref +4, Will +4

Abilities: Str 18, Dex 15, Con 18, Int 12, Wis 14, Cha 14

Skills: Bluff +11, Climb +14, Disguise +11, Intimidate +14, Jump +14

Feats: Improved Initiative, Point-Blank Shot, Quick-Draw, Rapid Shot, Weapon Focus (falchion), Weapon Focus (longbow), Weapon Specialisation (falchion), Weapon Specialisation (longbow)

Environment: Warm plains and forests

Organisation: Solitary

Challenge Rating: 9

Treasure: Standard plus +1 *falchion*, masterwork composite longbow (+2 bonus) and +1 *chainmail*

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +4

You face a proud, queenly human warrior with a noble's garments and a long collared cloak. Her right hand bears a falchion; her left carries a sceptre. The woman has reddish bronze skin and glowing eyes; her long flowing hair is striped like a tiger's fur. Despite her regal demeanour, or perhaps because of it, she gives off an aura of evil that is almost palpable.

Combat

This half-rakshasa is a deadly hunter of mortals, trained to kill humans since her birth. Its natural attacks count as lawful and evil for the purposes of overcoming damage reduction. It carries a +1 *falchion* and a masterwork composite longbow (+2 Str bonus), plus it wears a suit of +1 *chainmail*.

Spell-Like Abilities: 7/day—*disguise self*, *ghost sound* (DC 12), *silent image* (DC 13); 3/day—*major image* (DC 15); 1/day—*contagion* (DC 16), *poison* (DC 16), *polymorph*. Caster level 7th. Save DCs are Charisma based.

Strength Increase (Su): During the night, this half-rakshasa's Strength is increased to 22 and its Constitution is increased to 20. Its scores return to normal during the day and also when in the presence of a *daylight* spell.

Skills: A half-rakshasa gains a +4 racial bonus on all Bluff and Disguise checks.

Creating a Half-Rakshasa

'Half-Rakshasa' is an inherited template that can be added to any living, corporeal creature with an Intelligence score of at least 4 and nongood alignment, heretofore referred to as the 'base creature'.

A half-rakshasa has all the special abilities and traits of the base creature, except where otherwise noted:

Size and Type: The creature's type changes to outsider (native), with all the traits corresponding to a creature of

this type. Do not recalculate current Hit Dice, base attack bonus or saves. Size is unchanged.

Hit Dice: Change all future racial Hit Dice (if any) to d8s. Hit Dice obtained from class levels remain unchanged.

Speed: A half-rakshasa has a fly speed of at least 20 feet, with average manoeuvrability, unless the base creature already has a better fly speed.

Armour Class: Increase natural armour bonus by +4.

Attack: A half-rakshasa has two slam attacks. If the base creature can use weapons, the half-rakshasa retains this ability. A half-rakshasa fighting without weapons uses a slam when making an attack action. When it has a weapon, it prefers to use it before a slam.

Full Attack: A half-rakshasa fighting without weapons uses two slams when making a full attack. If armed with a weapon, it usually uses the weapon instead. If it has a hand free, it may use a slam as an additional natural secondary attack.

Damage: Half-rakshasas have slam attacks. If the base creature does not have a slam attack already, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater. A half-rakshasa's natural weapons are treated as lawful and evil weapons for the purpose of overcoming damage reduction.

Size	Slam Damage
Diminutive	—
Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	2d6

Special Attacks: A half-rakshasa retains all the special attacks of the base creature and gains the following:

Spell-Like Abilities: A half-rakshasa with an Intelligence or Wisdom score of 10 or higher has the following spell-like abilities, once per day per Hit Die each: *disguise self*, *ghost sound*, *silent image*. In addition, half-rakshasa of 5th or higher level may use *major image* three times per day and half-rakshasa of 7th or higher level may use *contagion*, *poison* and *polymorph* once per day. Caster level equals the half-rakshasa's HD; save DCs are Charisma based.

Strength Increase (Su): After the sun sets, a half-rakshasa gains a +4 bonus to its Strength score and a +2 bonus to its Constitution score. These bonuses last until dawn and are negated by any kind of natural daylight or a *daylight* spell.

Special Qualities: A half-rakshasa has all the special qualities of the base creature, plus it gains the following:

Damage reduction: A half-rakshasa with 6 or less levels/Hit Dice gains damage reduction 5/good and piercing. A half-rakshasa with 7 or more levels/Hit Dice gains damage reduction 10/good and piercing.

Resistances: a half-rakshasa gains resistance to acid 5, cold 5, electrical 5 and fire 5.

Spell resistance: A half-rakshasa gains spell resistance equal to 11 + the base creature's Hit Dice.

Abilities: Increase from the base creature as follows: Str +2 Dex +4, Con +4, Int +2, Wis +2, Cha +6.

Skills: A half-rakshasa gains skill points corresponding to its class levels. If the base creature has another form of advancement, it gains outsider Hit Dice instead, and gains skill points according to this (8 + Int modifier) each level. Treat skills from the base creature's list or character classes as class skills and other skills as cross-class.

A half-rakshasa gains a +4 racial bonus on all Bluff and Disguise checks.

Feats: As base creature.

Environment: As base creature.

Organisation: As base creature.

Challenge Rating: HD 6 or less, as base creature +1; HD 7 or more, as base creature +2.

Treasure: As base creature.

Alignment: Change the base creature's alignment to lawful evil if it was not so already.

Level Adjustment: As base creature +4.

Half-Rakshasa Characters

Half-rakshasas prefer to advance as fighters or sorcerers (or a combination of both). They also favour the blackguard prestige class. Half-rakshasa clerics may choose among the Destruction, Evil, Magic and Trickery domains.

Hellferae

Hellferai are elemental manifestations of evil fire, with the shape of oversized, normal or dire animals. They have the exact form of the animal they imitate, but they are entirely composed of burning hellfire (hence their name). They are bestial avatars of destruction, using the powers of the animal they represent to wreak havoc and destruction on the world.

Sample Hellferae

The following example uses a dire tiger as the base creature.



Hellferae, Dire Tiger Gargantuan Elemental

Hit Dice: 20d8+140 (230 hp)

Initiative: +5

Speed: 60 ft. (12 squares)

AC: 23 (–4 size, +1 Dex, +16 natural), touch 7, flat-footed 22

Base Attack/Grapple: +15/+43

Attack: Claw +28 melee (2d8+16 plus 2d6 fire)

Full Attack: 2 claws +28 melee (2d8+16 plus 2d6 fire) and bite +22 melee (3d8+8 plus 2d6 fire)

Space/Reach: 20 ft./15 ft.

Special Attacks: Fiery aura, fire breath, improved grab, pounce, rake 2d8+8 +2d6 fire

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., elemental traits, immunity to fire, resistance to acid 10 and electrical 10, scent, vulnerability to cold

Saves: Fort +19, Ref +13, Will +13

Abilities: Str 43, Dex 13, Con 25, Int 2, Wis 12, Cha 16

Skills: Hide +0*, Jump +19, Listen +8, Move Silently +12, Spot +8

Feats: Alertness, Improved Initiative, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw)

Environment: Elemental planes of fire

Organisation: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Always chaotic evil

Advancement: 21–48 HD (Gargantuan)

Level Adjustment: —

The fiery thing before you has the vague shape of a tiger – a gigantic one – completely enveloped in flames that seem to come from its own body. It gives out a furious roar and leaps towards you, an apparently unstoppable force of destruction.

Combat

Dire tiger hellferai are much less stealthy and sneaky than normal dire tigers, charging their enemies in an onslaught of cataclysmic proportions. They usually, but not always, fight to the death.

Fiery Aura (Su): A dire tiger hellferae deals an additional 2d6 fire damage with each successful attack. Furthermore, any creature making a (successful or otherwise) melee attack against a dire tiger hellferae must succeed at a Reflex save (DC 27, Constitution based) or suffer 2d6 points of fire damage.

Fire Breath (Su): Once every 1d4 rounds, a hellferae may breathe a cone of fire 30 feet long by 20 feet wide. Any creatures caught in this cone suffer 10d6 points of fire damage, with a Reflex save (DC 27, Constitution based) allowed for half damage.

Improved Grab (Ex): A hellferae dire tiger that hits with its bite attack can start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): A hellferae dire tiger can make a full attack, including two rake attacks, after a charge.

Rake (Ex): Attack bonus +28 melee, damage 2d8+8 plus 2d6 fire.

Skills: A Dire tiger hellferae has a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Creating a Hellferae

'Hellferae' is an inherited template that can be added to any nonaquatic, normal or dire animal, heretofore referred to as the 'base creature'.

A hellferae has all the special abilities and traits of the base creature, except as follows:

Size and Type: The base creature's type changes to elemental with the fire subtype. Do not recalculate the creature's base attack bonus, skill points or saves. The creature's size is increased by two categories (up to a

maximum of Colossal). Instead of using the standard 'improved monsters' table, use the tables given below to calculate modifiers to the creature's Abilities, natural Armour Class and other traits.

Hellferae Size Modifiers

Original Size	New Size	AC/Attack
Fine	Tiny	-6
Diminutive	Small	-3
Tiny	Medium	-2
Small	Large	-2
Medium	Huge	-2
Large	Gargantuan	-3
Huge	Colossal	-6
Gargantuan	Colossal	-4
Colossal	Colossal	Same

Hit Dice: Add 4 elemental Hit Dice to the base creature, plus 4 elemental Hit Dice each per size category it had beyond Huge (thus a Gargantuan base creature gains 8 Hit Dice and a Colossal base creature gains 12 Hit Dice). Adjust base attack bonus and saves according to the new Hit Dice.

Speed: Increase base speed by 20 feet. The creature loses any swim speed it had; if it had a burrow, climb or fly speed, increase these by 20 feet as well.

Armour Class: Increase the creature's natural armour bonus according to the hellferae's original size, as indicated by the table below. This replaces the standard natural armour bonuses from size increase.

Hellferae Armour Class

Size	Natural Armour
Fine	+1
Diminutive	+2
Tiny	+4
Small	+6
Medium	+8
Large	+10
Huge	+12
Gargantuan	+14
Colossal	+16

Attack/Full Attack: Same as the base creature.

Damage: The base creature's damage is modified according to its new size, plus each of its attacks deals additional fire damage according to its size (see Special Attacks, below).

Hellferae Increased Damage

Old Damage	New Damage
1	1d3
1d2	1d4
1d3	1d6
1d4	1d8
1d6	2d6
1d8 or 2d4	2d8
1d10	3d6
2d6	3d8
2d8	4d8

Special Attacks

A hellferae retains all of the base creature's special attacks, plus it gains the following:

Fiery Aura (Su): Any creature touching or touched by a hellferae suffers fire damage according to the creature's modified size, as indicated in the table below.

Hellferae Fiery Aura

Modified Size	Fire Damage
Small or smaller	1d4
Medium	1d6
Large	1d8
Huge or larger	2d6

Any creature successfully hit by any of a hellferae's attacks suffers the indicated fire damage automatically. A creature making a melee attack against a hellferae is allowed a Reflex save (DC equal to 10 + ½ the hellferae's Hit Dice + the Hellferae's Constitution modifier) to avoid the fire damage.

A hellferae's fiery aura damages objects and terrain as well, leaving a trail of fiery destruction behind the creature.

Fire Breath (Su): A hellferae gains the ability to breathe a cone of fire, dealing fire damage equal to 1d6 per two Hit Dice the creature has. Creatures caught in the path are allowed a Reflex save (DC equal to 10 + ½ the hellferae's Hit Dice + the Hellferae's Constitution modifier) for half damage. The cone has a length equal to twice the creature's natural reach and its far end is as wide as the creature's space in feet. A hellferae may use this breath weapon once every 1d4 rounds.

Special Qualities

A hellferae retains all of the base creature's special qualities, plus it gains the following:

Damage Reduction (Su): A hellferae gains damage reduction 10/magic.

Elemental Traits: A hellferae is immune to paralysis, poison, sleep effects and stunning. It is not subject to flanking or critical hits and does not need to breathe, eat or sleep.

Fire Subtype: A hellferae is immune to fire and gains vulnerability to cold (half again as much damage from cold).

Resistances (Su): A hellferae gains acid resistance 10 and electrical resistance 10.

Saves: Same as base creature.

Abilities: Adjust from the base creature as indicated by the table below:

Hellferae Abilities

Base Creature's Size	Str	Dex	Con	Cha
Fine	+2	-4	Same	+2
Diminutive	+6	-4	Same	+2
Tiny	+8	-4	+2	+4
Small	+12	-4	+6	+4
Medium	+16	-4	+8	+4
Large	+16	-2	+8	+6
Huge	+16	Same	+8	+6
Gargantuan	+16	Same	+8	+6
Colossal	+16	Same	+8	+6

Skills: Replace the base creature's skill ranks with those corresponding to the elemental type (2 + Int modifier) x (HD + 3); usually the same as those of an animal). A hellferae retains the racial skill bonuses of the base creature, if any. If the base creature had ranks in Swim, relocate all ranks allocated to it.

Feats: Same as base creature, plus any additional feats earned from increased Hit Dice. Hellferae usually take Awesome Blow, Improved Bull Rush, Improved Initiative, Improved Natural Attack (natural weapons), Improved Overrun, Power Attack, Snatch or Weapon Focus (natural weapons)

Environment: Elemental planes (fire).

Organisation: Solitary

Challenge Rating: Modify the base creature's Challenge Rating according to its original size – Tiny or smaller +1; Small +3; Medium +4; Large +5; Huge +6; Gargantuan +8; Colossal +10.

Treasure: None.

Alignment: Change to chaotic evil.

Advancement: A hellferae may advance as far as twice its current Hit Dice or as the base creature, whichever allows the most advancement. The hellferae's size is not increased any further.

Level Adjustment: –

Hollow Host

A hollow host is a special form of undead that requires an artificial vessel to contain its essence. Through a secret ritual involving mysterious and dark magic, a metallic body is created to hold the soul of an evil humanoid; this must always be a perfect likeness, but its form is much stronger and tougher than the mortal essence ever was in life. Once this construct body is ready, the soul of the original creature is brought to inhabit it, to walk the world again in the guise of a living suit of armour. A hollow host always looks as a humanoid made of dark metal or stone, clad in iron armour and with glowing red eyes. They usually bear dark weapons of great size and power.

Hollow hosts may speak any language they knew in life.

Sample Hollow Host

This example uses a 10th level human fighter as the base creature.

Hollow Host,

10th Level Human Fighter

Medium Construct (Augmented Humanoid)

Hit Dice: 10d10+20 (75 hp)

Initiative: +5

Speed: 20 ft. (4 squares)

AC: 21 (+1 Dex, +10 natural), touch 11, flat-footed 20

Base Attack/Grapple: +10/+17

Attack: +2 *dark bastard sword* +21 melee (1d10+11/17-20 plus 2d6 magical) or slam +17 melee (1d4+7)

Full Attack: +2 *dark bastard sword* +21/+16melee(1d10+11/17-20 plus 2d6 magical) and slam +12 melee (1d4+3) or 2 slams +17 melee (1d4+7)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, spell-like abilities, superior grab

Special Qualities: Abjuration vulnerability, construct traits, damage reduction 10/magic and adamantine, darkvision 60 ft., integrated armour, low-light vision, resistance to acid 5, cold 10, electrical 10 and fire 10

Saves: Fort +7, Ref +4, Will +3

Abilities: Str 24, Dex 12, Con –, Int 12, Wis 10, Cha 14

Skills: Climb +12, Intimidate +12, Jump +12, Listen +10, Spot +10

Feats: Alertness, Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (bastard sword), Weapon Specialisation (bastard sword)

Environment: Underground

Organisation: Solitary

Challenge Rating: 13

Treasure: Double standard

Alignment: Always evil (any)

Advancement: By character class

Level Adjustment: +6

Lying on the stone slab is what initially seems to be a suit of full plate armour; then you realise it is actually a lifelike statue of an armoured warrior, completely cast in iron. Without warning, the thing's eyes are alight with a green glow and moves from its dais...

Combat

This hollow host is armed with a +2 *dark bastard sword* dealing 2d6 points of magical damage on a successful hit.

Improved Grab (Ex): A hollow host that hits with a slam attack may start a grapple as a free action, without provoking an attack of opportunity.

Spell-Like Abilities: 5/day—*daze* (DC 12), *detect thoughts* (DC 14), *feather fall*, *hold person* (DC 15), *mage hand*; 3/day—*crushing despair* (DC 16), *dominate person* (DC 17), *telekinesis* (DC 17). Caster level 10th. Save DCs are Charisma based.

Superior Grab (Ex): A hollow host needs only one hand to start and maintain a grapple. Therefore, it can make a grapple check as a move action, allowing it to move, or even attack with its other hand, while it maintains a grapple.

Creating a Hollow Host

'Hollow Host' is an acquired template that can be added to any evil, normal (non-monstrous) humanoid, heretofore referred to as the 'base creature'. Contrary to other templates, a hollow host is *not* the modified base creature, but a physical copy designed to contain its essence.

A hollow host has all the special abilities and traits of the base creature, except as follows:

Size and Type: The creature's type changes to Construct. Do not recalculate base attack bonus, saves or skills. Size usually remains unchanged, although a hollow host's

construct body may be crafted to a size up to two categories removed from the humanoid's original size.

Hit Dice: Change all current and future Hit Dice to d10.

Speed: Reduce the base creature's speed as if it was always wearing heavy armour (speed reduced to $\frac{3}{4}$; when running the creature moves only triple its base speed, not quadruple). If the base creature had a burrow, fly or swim speed, the hollow host is usually designed to have these as well (also reduced by heavy armour).

Armour Class: Increase the base creature's natural armour bonus by 10.

Attack: A hollow host gains a slam attack, replacing all natural or weapon attacks the base creature had. Most hollow hosts are given a dark weapon (see below) by their creators, which increases the cost of building a hollow host but allows the creature to make weapon attacks.

Full Attack: A hollow host that uses weapons may make a weapon attack and a slam attack (where the slam attack is the secondary weapon) as a full attack action. A hollow host is always considered proficient with its dark weapon (see below).

Damage: A hollow host that uses weapons deals damage according to the weapon. A hollow host's slam damage depends on its size:

Hollow Host Slam Damage

Size	Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	3d6

Special Attacks

A hollow host usually loses any special attacks that depend on the creature's physical characteristics, such as breath weapons, disease, gaze attacks, improved grab, poison, pounce, powerful charge or rake, unless they are easily duplicated by integrating them while crafting the construct body. Any special attacks depending mostly on the creature's mind or soul, such as psionics, spells or spell-like abilities, are retained. Furthermore, a hollow host gains the following special attacks:

Dark Weapon: Most hollow hosts are crafted with a magical weapon of the same metal they are built from. This dark weapon may or may not be a copy of a weapon favoured by the base creature, but the hollow host is always considered proficient with it. All dark weapons are made of black metal, and glow dark red when wielded in combat.

A dark weapon has a magical enhancement bonus and it deals additional damage with every successful hit. Both a dark weapon's enhancement bonus and additional damage depend on the base creature's levels or Hit Dice:

Hollow Host Dark Weapons

Base Creature's Levels/Hit Dice	Weapon Enhancement Bonus	Additional Damage
1-5	+1	1d6
6-10	+2	2d6
11-15	+3	3d6
16+	+4	4d6

A dark weapon's additional damage is considered magical damage.

Improved Grab (Ex): A hollow host that hits with a slam attack may start a grapple as a free action, without provoking an attack of opportunity.

Spell-Like Abilities: All hollow hosts are built in with the following spell-like abilities, usable a number of times per day equal to one half the hollow host's Hit Dice (round up): *daze*, *detect thoughts*, *feather fall*, *hold person*, *mage hand*. In addition, a hollow host with 9 or more Hit Dice may use *crushing despair*, *dominate person* and *telekinesis*, three times per day each. Caster level equals the hollow host's Hit Dice. Save DCs equal 10 + spell level + the Hollow Host's Charisma modifier.

Superior Grab (Ex): A hollow host needs only one hand to start and maintain a grapple. Therefore, it can make a grapple check as a move action, allowing it to move, or even attack with its other hand, while it maintains a grapple.

Special Qualities

A hollow host usually loses any special qualities that depend on the creature's physical characteristics, such as blindsense, blindsight, damage reduction, fast healing, most immunities, resistances or scent, unless they are easy to duplicate by integrating them while crafting the construct body. The hollow host retains any special quality depending mostly on the creature's mind or soul, such as spell resistance or telepathy. Furthermore, a hollow host gains the following special qualities:

Abjuration vulnerability (Ex): If a hollow host is the target of the following spells: *banishment*, *break enchantment*, *dimensional anchor*, *dismissal*, *greater dispel magic*, *imprisonment* or *mage's disjunction*, it must succeed at a Will save (DC equal to 10 + caster level) or suffer 1d6 points of magical damage per spell level, as its undead soul is forcibly wrenched from its construct body. The hollow host does not suffer any of the normal effects from these spells.

Construct traits: A hollow host gains darkvision out to 60 feet and low-light vision, if it did not have them already. In addition, it becomes immune to all mind-affecting effects, as well as to disease, death effects, paralysis, poison, sleep and stunning effects. It becomes mostly immune to Necromancy effects, except for those specifically targeting undead, which affect it normally. A hollow host is not subject to ability damage, ability drain, critical hits, fatigue, energy drain, exhaustion or nonlethal damage. It is immune to any effect that requires a Fortitude save, except for harmless effects and those also working in objects.

Damage reduction (Ex and Su): A hollow host gains damage reduction 10/adamantine and magic, as both its construct body and undead soul are highly resistant to mundane attacks.

Integrated armour (Ex): A hollow host's body counts as a masterwork suit of full plate armour worn at all times, which gives it a permanent armour check penalty of -5, a 35% chance of arcane spell failure, a maximum Dexterity bonus to Armour Class of +1 and the corresponding penalties to movement speed (see above).

Resistances (Ex): A hollow host gains resistance to acid 5, cold 10, electrical 10 and fire 10. These replace any resistance to energy previously possessed by the base creature.

Saves: Same as base creature. Do not recalculate for the construct type.

Abilities: Adjust from the base creature as follows: Strength +8 Dexterity -2, Charisma +6. Being a construct, a hollow host has no Constitution score.

Skills: Same as base creature. However, a hollow host receives the equivalent skill check penalties of wearing a suit of full plate armour at all times.

Feats: Same as base creature.

Environment: Usually underground.

Organisation: Solitary.

Challenge Rating: As base creature +3.

Treasure: Double standard.

Alignment: Same as base creature (usually evil).

Advancement: Same as base creature (usually by character class).

Level Adjustment: +6.

Hollow Host Construction

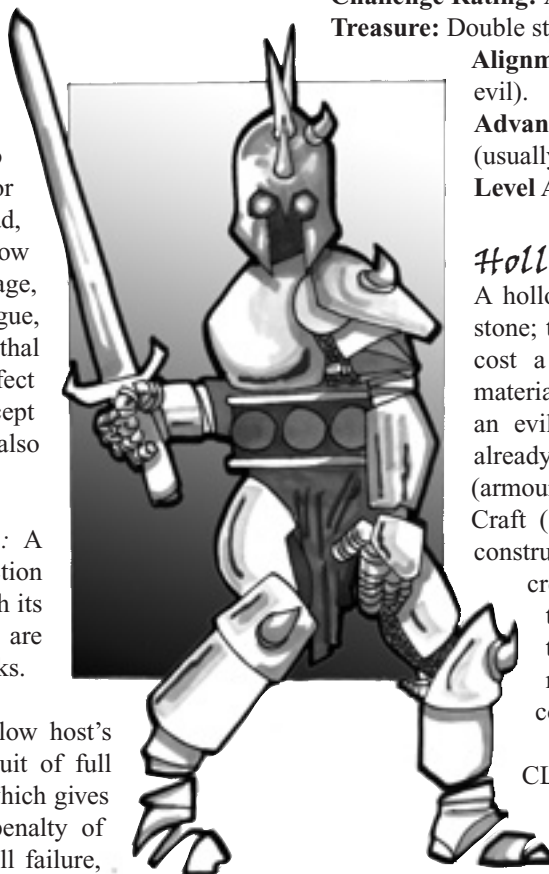
A hollow host must be crafted from iron or stone; the materials and procedures required cost a total of 5,000 gold pieces. The materials must be crafted in the likeness of an evil humanoid, which must have died already. Creating the body requires a Craft (armoursmithing), Craft (blacksmithing) or Craft (sculpting) check (DC 20). For the construct to animate, the undead spirit of the creature it represents must be summoned to inhabit it. Once the last spell is cast, the evil creature is reincarnated in its new artificial body, thus animating the construct.

CL 16th; Craft Construct, *greater magic weapon*, *limited wish*, *magic jar*, *reincarnate*, *trap the soul*; caster must be at least 16th level; Price 10,000 + (3,500 per base creature's

HD) gp; Cost 10,000 + (1,750 per base creature's HD) gp + (200 + 140 per base creature's HD) XP.

Hollow Host Characters

A hollow host's undead soul gives it the ability to continue advancing in levels. Hollow hosts usually choose to advance as fighters or to take levels in the blackguard prestige class. They seldom choose spellcasting classes; particularly sorcerer or wizards, whose spellcasting abilities are severely crippled by the hollow host's integrated armour special quality.



Horse Horror

Large Magical Beast

Hit Dice: 9d10+36 (85 hp)

Initiative: +1

Speed: 60 ft. (12 squares)

AC: 19 (-1 size, +1 Dex, +9 natural), touch 10, flat-footed 18

Base Attack/Grapple: +9/+19

Attack: Bite +14 melee (1d8+6) or hoof +14 melee (1d8+6)

Full Attack: Bite +14 melee (1d8+6) and 2 hooves +9 melee (1d8+3)

Space/Reach: 10 ft. /5 ft.

Special Attacks: Rage

Special Qualities: Damage reduction 3/-, darkvision 60 ft., low-light vision, scent

Saves: Fort +10, Ref +7, Will +5

Abilities: Str 22, Dex 13, Con 19, Int 4, Wis 14, Cha 8

Skills: Listen +12 Spot +12

Feats: Diehard, Endurance, Improved Natural Attack (bite), Run

Environment: Any

Organisation: Solitary, pair, pack (3-6) or herd (7-12)

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral evil

Advancement: 10-27 HD (Huge)

Level Adjustment: +4 (cohort)

You see four black horses with red manes and eyes. Their hooves sound like the clanging of metal when it strikes the floor. However, what calls your attention the most is the fact they have sharp filed teeth; these are carnivorous horses.

These monsters are an evil meat-eating strain of normal horses, bred in the lower planes and then released on the material world to kill and feed on mortals. One of these creatures appears as an especially large horse with long filled teeth and bloodthirsty eyes. A horse horror's skin is usually black or a near-black shade of blue or red; its mane runs the gamut from maroon to vivid blood red. The beast's hooves and bones have the strength and consistency of bronze.

Combat

Horse horrors attack potential prey on sight, even if they are not hungry – which is rare anyway.

Rage (Ex): Once per day, a horse horror can enter a rage state, gaining a +4 bonus to its Strength and Constitution scores and suffering a -2 penalty to its Armour Class. This rage state lasts until the horse horror dies or no living enemy remains in sight. The additional hit points the horse horror gains from this Constitution increase are not lost first the



way temporary hit points are. A horse horror cannot end a rage voluntarily, nor is it fatigued at the end of a rage.

Skills: The sharp senses of horse horrors give them a +4 racial bonus on all Listen and Spot checks.

Iff

Diminutive Elemental (Air, Earth, Fire, Water)

Hit Dice: 1d8 (4 hp)

Initiative: +5

Speed: 20 ft. (4 squares); fly 20 ft. (perfect)

AC: 23 (+4 size, +5 Dex, +4 natural), touch 19, flat-footed 18

Base Attack/Grapple: +0/-15

Attack: Touch +9 melee (1d3)

Full Attack: Touch +9 melee (1d3)

Space/Reach: 1 ft. /0 ft.

Special Attacks: Elemental corruption, phlogiston puff

Special Qualities: Blink out, damage reduction 5/good, darkvision 60 ft., elemental traits, immunity to acid, cold, fire, electrical and sonic attacks

Saves: Fort +2, Ref +7, Will +1

Abilities: Str 4, Dex 21, Con 10, Int 10, Wis 13, Cha 15

Skills: Escape Artist +17, Hide +22, Listen +4, Move Silently +10, Spot +4

Feats: Alertness^B, Weapon Finesse

Environment: Any

Organisation: Solitary or clutch (2-4)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral evil

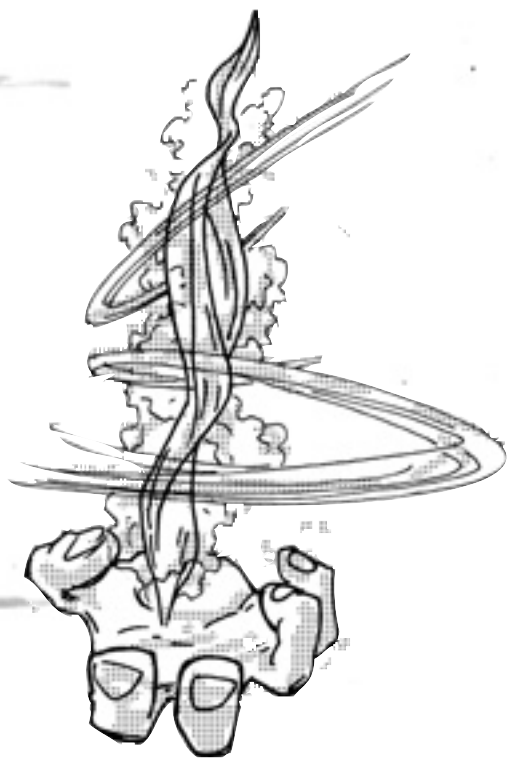
Advancement: 2-6 HD (Tiny)

Level Adjustment: +4 (improved familiar)

This minuscule creature appears as a palm sized elemental wisp of smoke, vapour or dust, dancing with near humanoid movements. A faint, mischievous laugh seems to float around the being; you would think it comes from the creature, except that it has no mouth.

An iff is a Diminutive elemental being with magical powers and an essentially evil nature. Iffi represent the infinitesimal, ever-present evil component in all of creation; they represent no specific element but the intrinsic, hidden evil in all of them. They appear as strange wisps made of mixed smoke, fog, vapour and dust. They have low, weak voices that seem to emanate from nowhere, constantly speaking evil thoughts in one of the four elemental languages. Iffi are sometimes taken as familiars by evil wizards via the Improved Familiar feat.

Iffi speak Aquan, Auran, Common, Draconic, Ignan and Terran.



Combat

Iffi abhor violence, preferring more insidious methods of spreading mischief. They use their special attacks mostly to avoid combat.

Elemental corruption (Su): Iffi constantly emit a faint aura of evil, which reads as overwhelming for the purposes of *detect evil* spells. However, this aura never seems to be centred on any creature; those who detect it always sense an evil presence, but not that it is centred on the iff. Once per day, as a full-round action, an iff can alter the aura of any 10 x 10 area or object, making it evil as well. Any area or object thus affected radiates an evil aura, exactly as if the iff had cast a *magic aura* spell on it, at caster level 5th.

Phlogiston Puff (Su): Three times per day, as a standard action, an iff can explode in a puff of coloured smoke. Any living, intelligent creature within 5 feet of an iff when this happens must succeed at a Will save (DC 15) or be affected exactly as per a *colour spray* spell at caster level 5th. The save DC is Charisma based and includes a +2 racial bonus.

Snuff Out (Su): As a standard action, an iff can snuff out its smoky form, being reduced to essential, invisible particles. While snuffed out, an iff is effectively incorporeal and invisible; it cannot use a phlogiston puff, though its elemental corruption still works. The iff can remain snuffed out indefinitely; switching from one state to another counts as a standard action.

Skills: Thanks to their wispy nature, iff gain a +8 racial bonus on Escape Artist checks, as well as a +4 racial bonus on all Hide and Move Silently checks. An iff can always take 10 on Escape Artist checks, even if distracted or endangered.

Kanaima

Medium Outsider (Chaotic, Evil, Incorporeal, Native)

Hit Dice: 4d8+8 (26 hp)

Initiative: +6

Speed: 40 ft. (8 squares), fly 40 ft. (good)

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

Base Attack/Grapple: +4/-

Attack: Incorporeal bow +6 ranged (1d10 plus death) or incorporeal touch +6 melee (1d10 plus wrath)

Full Attack: Incorporeal bow +6 ranged (1d10 plus death) or incorporeal touch +6 melee (1d10 plus wrath)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Death, possession, wrath

Special Qualities: Darkvision 60 ft., incorporeal traits, invisibility

Saves: Fort +6, Ref +6, Will +4

Abilities: Str —, Dex 15, Con 15, Int 10, Wis 10, Cha 16

Skills: Heal +7, Intimidate +9, Knowledge (nature) +9, Listen +7, Search +7, Sense Motive +7, Spot +7, Survival +7 (+9 when following tracks)

Feats: Ability Focus (possession), Improved Initiative

Environment: Warm forests

Organisation: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-8 HD (Medium), 9-12 HD (Large)

Level Adjustment: —

You see a strong human warrior, running towards you while it swings a battleaxe above its head. The warrior's face is distorted by rage and madness; its eyes are lost in the void and its mouth spews flecks of white foam. Then you think you make out the form of a ghostly beast behind the warrior, guiding its actions and howling with delight at his madness...

A kanaima is a raging, destructive spirit embodying the darkest and most violent aspects of the human soul. It is always incorporeal and invisible; it needs to possess humanoids to manifest. A character possessed by a kanaima appears as a crazed lunatic, halfway between madness and berserker frenzy. In its natural form, a kanaima is a four-legged Medium beast with sharp fangs and claws, although nobody has ever seen one clearly — except through the eyes of a possessed mortal.

Kanaima speak Abyssal.

Combat

Kanaima prefer to fight through possessed victims, causing them to rage and battle to death. When this option is not available for any reason, they use their arrows of death and incorporeal wrath touch (in that order).

Death Arrows (Su): A kanaima has a supernatural attack, which takes the form of an incorporeal bow, through which it can shoot a limitless number of incorporeal arrows. Any living, intelligent creature hit by a kanaima's incorporeal arrows must succeed at a Fortitude save (DC 15, Charisma

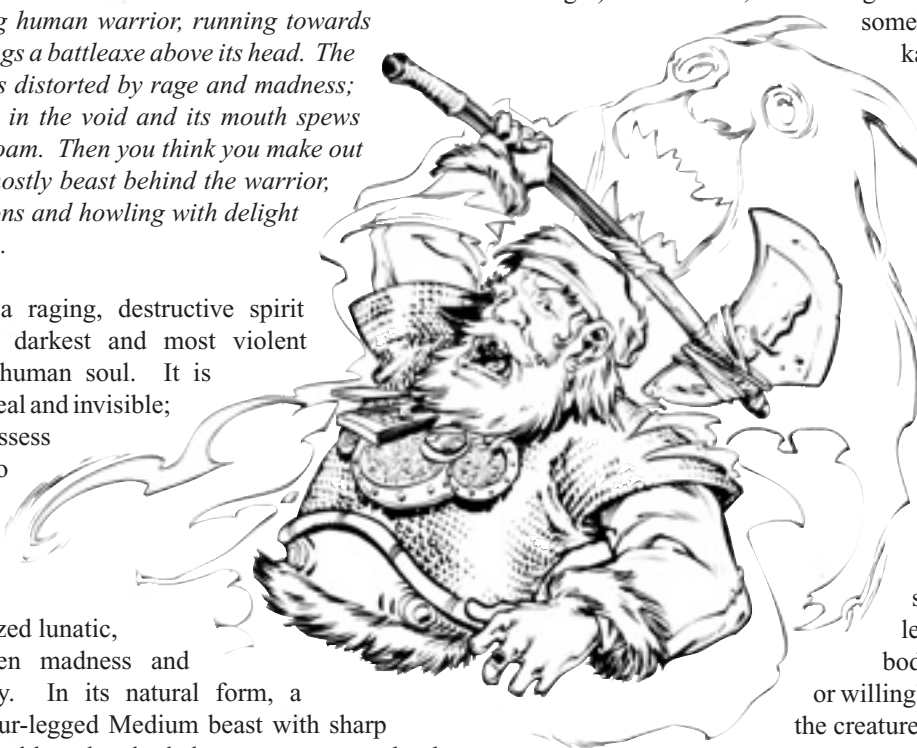
based) or be shot through the heart and die on the spot (–10 hit points).

Possession (Su): A kanaima can possess humanoid creatures as a standard action. The intended victim is allowed a Will save (DC 17, Charisma based) to avoid possession. The kanaima controls the body of a possessed creature. A possessed creature enters a greater rage (as if it was an 11th level barbarian), except it attacks everything in sight, not only enemies, starting with the nearest creature, and the rage state lasts for as long as the kanaima spirit chooses to remain inside the host's body (usually until the possessed creature dies or there is no other living creature in sight). Otherwise, such a rage can only be ended by somehow expelling the

kanaima from the creature's body. If possession would force a victim to attack a creature it regards as an ally or friend, the creature is allowed an additional Will save to negate the possession effects, up to a maximum of one Will save for each round it would be forced to attack an ally or friend. As soon as the kanaima leaves the creature's body (either forcefully or willingly), the rage ends and the creature becomes exhausted.

Wrath (Su): Any creature damaged by a kanaima's incorporeal touch must succeed at a Will save (DC 15, Charisma based) or become affected as per a *confusion* spell at caster level 9th. A creature thus confused by a kanaima's touch also enters a greater rage (as an 11th level barbarian) for as long as the confusion effect lasts. When the confusion ends, the creature becomes exhausted.

Invisibility (Su): A kanaima's natural form is invisible, even when attacking or taking any other action. This ability is always in effect, and not affected by invisibility-dispelling effects such as *invisibility purge*. A *detect invisibility* spell reveals the vague bestial outlines of the kanaima, though the creature is still affected as per a *blur* spell (and thus has concealment).



Khodumodumo

Gargantuan Aberration

Hit Dice: 17d8+170 (246 hp)

Initiative: -1

Speed: 20 ft. (4 squares)

AC: 22 (-4 size, -1 Dex, +17 natural), touch 5, flat-footed 22

Base Attack/Grapple: +12/+36

Attack: Bite +20 melee (6d6+18)

Full Attack: Bite +20 melee (6d6+18)

Space/Reach: 20 ft./20 ft.

Special Attacks: Improved grab, swallow whole, unbearable sight

Special Qualities: Damage reduction 15/magic, darkvision 60 ft.

Saves: Fort +15, Ref +4, Will +11

Abilities: Str 35, Dex 8, Con 30, Int 6, Wis 13, Cha 21

Skills: Hide +12, Move Silently +9

Feats: Cleave, Diehard, Endurance, Great Cleave, Power Attack, Skill Focus (Hide)

Environment: Warm forests

Organisation: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Usually neutral evil

Advancement: 18-51 HD (Colossal)

Level Adjustment: —

You cannot say what it is. It has no form. It has no size; it has no limit. It covers the jungle with a mantle of non-being, as if blindness travelled with it and nothingness was its skin. Where it touches, it devours. It destroys. It is nothing; it does not exist – yet it is unstoppable.

The khodumodumo is the stuff of nightmares in more than one sense. It is a horrid, formless shape that crawls in the jungle to devour everything in its path; often, entire villages have disappeared between the maws of one single khodumodumo. No one has a clear idea what a khodumodumo looks like, mainly because it has no clear shape. Those who have survived encounters with it describe the creature only as a Colossal patch of dark nothingness.

Combat

A khodumodumo always attempts to eat its enemies. It barely has a concept of 'combat' or 'fighting'; for a khodumodumo, the world and everything in it are things to be eaten, so it eats them.

Improved Grab (Ex): A khodumodumo that hits with its bite attack can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it immediately swallows its victim whole (see below).

Swallow Whole (Ex): A khodumodumo that wins a grapple against a Huge or smaller opponent automatically swallows its prey whole. Once inside the khodumodumo, the victim takes 6d6+12 points of crushing damage plus 12 points of acid damage per round. A swallowed creature can cut its way out by dealing 30 points of slashing or piercing damage to the khodumodumo's gizzard (AC 18). Contrary to other creatures with the Swallow Whole ability, a khodumodumo does not have a muscular action allowing holes in its gizzard to be closed automatically; once a creature gets free, all swallowed creatures that are still alive may use that exit again, one creature per round. Note that the gap opened by a creature to break free only allows creatures of its own size or smaller to pass through it. A creature can open a larger gap by dealing an additional 15 points of slashing damage to the khodumodumo's gizzard per additional size category; thus, a Medium creature must deal 45 points of slashing damage to the khodumodumo for Large creatures to pass through the gap and 60 points for Huge creatures to pass to the gap. A khodumodumo's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, 512 Tiny or more than a thousand smaller opponents.

A khodumodumo's Cleave and Great Cleave feats allow it to swallow more than one opponent per round, provided each of the swallowed opponents is downed by the khodumodumo's bite attack.



Unbearable sight (Su): The formless shape of a khodumodumo is so hard to grasp with eyesight that any intelligent creature gazing at it must succeed at a Will save (DC 23, Charisma based) each round or momentarily forget the physical shape of the khodumodumo, perceiving it as a black shape of nothingness at best for that round. Such creatures treat the khodumodumo as invisible for the duration of the effect. Creatures succeeding at this Will save become shaken for that round from the awful sight of the khodumodumo's true form.

Skills: A khodumodumo receives a +12 racial bonus to Hide checks. It can take 10 on any Hide check, regardless of stress conditions.

Kigatilik

Large Magical Beast (cold)

Hit Dice: 10d10+40 (95 hp)

Initiative: +6

Speed: 50 ft. (10 squares), swim 40ft.

AC: 21 (-1 size, +2 Dex, +10 natural), touch 11, flat-footed 19

Base Attack/Grapple: +10/+22

Attack: Claw +18 melee (1d8+8) or bite +17 melee (1d8+8)

Full Attack: 2 claws +18 melee (1d8+8) and bite +12 melee (1d8+4)

Space/Reach: 10 ft. /10 ft.

Special Attacks: Divine devouring, improved grab

Special Qualities: Darkvision 60 ft., divine assimilation, immunity to cold, low-light vision, scent, vulnerability to fire

Saves: Fort +11, Ref +9, Will +4

Abilities: Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 14

Skills: Hide +7*, Listen +6**, Move Silently +11, Spot +6**, Survival +7**, Swim +16

Feats: Improved Initiative, Power Attack, Track, Weapon Focus (claw)

Environment: Any cold

Organisation: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Usually chaotic evil

Advancement: 11-20 HD (Huge), 12-30 HD (Gargantuan)

Level Adjustment: —

An apish, hairy white demon walks through the ice wastes. Its yellow fangs drool and snap as it walks towards you, screaming in some forgotten bestial tongue.

A kigatilik is a fearsome monster from polar regions. It appears as a Large furry ape with a horned demon's head, whose cavernous jaws sport two large curved, yellow fangs. The teeth and claws of a kigatilik can tear a full-grown man

apart in seconds. It has a preference for divine spellcasters, whose spiritual souls seem to be somehow necessary for the creature's nourishment.

Kigatilik speak Abyssal and their own savage language.

Combat

Kigatilik savagely bear down upon their prey with their teeth and claws. They always attack clerics first, followed by druids, creatures with spell-like abilities resembling divine spells, paladins, clerics and other creature types (in that order).

Divine Devouring (Su): A kigatilik gains strength from killing priests. For every 5 points of damage dealt to a divine spellcaster by a kigatilik's claws or bite, the kigatilik recovers 1 hit point. A kigatilik may not gain hit points putting it above its maximum hit points in this fashion.

Improved Grab (Ex): A kigatilik that hits with a claw attack can attempt to start a grapple as a free action, without provoking an attack of opportunity.

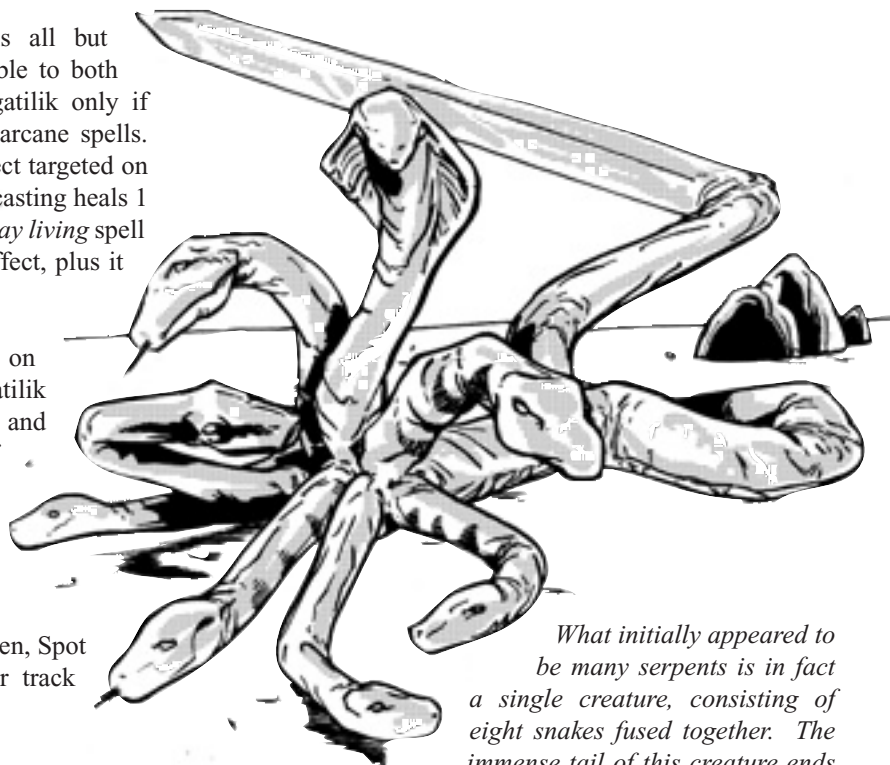


Divine Assimilation (Su): A kigatilik is all but impervious to divine magic. Spells available to both arcane and divine spellcasters affect a kigatilik only if they come from a creature using them as arcane spells. Otherwise, any divine spell or spell-like effect targeted on a kigatilik is automatically dispelled and its casting heals 1 point per spell level to the kigatilik. Thus a *slay living* spell cast on a kigatilik is dispelled with no ill effect, plus it heals 5 points to the kigatilik.

Skills: A kigatilik gains a +4 racial bonus on all Hide and Move Silently checks. A kigatilik gains a +8 racial bonus on all Swim checks and can always take 10 on Swim checks, even if rushed or threatened.

*When in snowy or glacial environments, the Hide bonus rises to +12.

**A kigatilik gains a +4 racial bonus on Listen, Spot and Survival checks made to sense and/or track divine spellcasters.



What initially appeared to be many serpents is in fact a single creature, consisting of eight snakes fused together. The immense tail of this creature ends in a mighty, sword-like blade.

Koshi Serpent

Huge Magical Beast

Hit Dice: 9d10+45 (94 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

AC: 20 (-2 size, +2 Dex, +10 natural), touch 10, flat-footed 18

Base Attack/Grapple: +9/+24

Attack: Bite +15 melee (1d8+7 plus poison) or tail slash +14 melee 4d6+7/19-20)

Full Attack: 8 bites +15 melee (1d8+7 plus poison) and tail slash +12/+7 melee 4d6+3/19-20)

Space/Reach: 15 ft. /10 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +11, Ref +9, Will +4

Abilities: Str 24, Dex 17, Con 21, Int 4, Wis 13, Cha 7

Skills: Listen +7, Spot +7

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

Environment: Any desert

Organisation: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 10-18 HD (Huge), 19-27 HD (Gargantuan)

Level Adjustment: +5 (cohort)

Koshi serpents are demonic ophidians, probably related to hydras. A koshi serpent appears as a huge jade snake with eight heads, whose single tail ends in a clanging blade resembling an oversized greatsword.

Combat

Koshi serpents may wield their sword-shaped tails just as if they were real swords. The swordtail of a koshi serpent counts as a secondary attack when used in conjunction with its bite attacks, though it allows a second attack at a -5 penalty when used as part of a full attack action.

Poison (Ex): Injury DC 19 (Constitution based), initial and secondary damage 1d8, Str.

Kurke Weevil

Diminutive Outsider (Evil, Native)

Hit Dice: 1/4d8 (1 hp)

Initiative: +3

Speed: 5 ft. (1 square), fly 10 ft. (average)

AC: 17 (+4 size, +2 Dex, +1 natural), touch 16, flat-footed 15

Base Attack/Grapple: +1/-16

Attack: —

Full Attack: —

Space/Reach: 1 ft. /0 ft.

Special Attacks: Disease, poison

Special Qualities: Darkvision 60 ft.
Saves: Fort +2, Ref +5, Will +2
Abilities: Str 1, Dex 16, Con 10, Int 1, Wis 10, Cha 1
Skills: Hide +19, Listen +4, Spot +4
Feats: Weapon Finesse
Environment: Any
Organisation: Solitary
Challenge Rating: ½
Treasure: None
Alignment: Always neutral evil
Advancement: —
Level Adjustment: +4 (Improved Familiar)

A minute black beetle crawls out of your rations. It has a strange arcane pattern on its back, almost like it was created by some dark magician instead of by nature. If such a creature had a proper face, you could swear this one would be smiling nastily. Then, just as the ebony weevil skitters away from your food, you start to feel dizzy...

Kurke weevils are a vermin plague sent from the lower planes. They leave their demonic eggs in food, infecting mortals with their offspring and the many demonic diseases and poisons they carry. A kurke weevil appears as a big black stag beetle with a thaumaturgic symbol on its wings.



Combat

Kurke weevils rarely fight, preferring to destroy mortals by infecting their food and water.

Disease (Su): Any creature that eats a kurke weevil, or anything touched by it, is affected by a supernatural disease – Ingested, DC 10 (Constitution based), incubation one day, damage 1d4 Con. Any creature whose Constitution is reduced to 0 or less by this disease dies, its body transformed into a vessel for a kurke weevil's eggs. These eggs spawn 2d6 new kurke weevils, which eat their way out of the body 24 hours after its death.

Poison (Ex): Injury, DC 10 (Constitution based), initial and secondary damage 2d4 Con. To use its poison attack, a kurke weevil must spend a full-round action and succeed at a touch attack (attack bonus +7) against the intended target, which must be a single living creature.

Leviathan, Galasian

Colossal Magical Beast (Aquatic)

Hit Dice: 48d10+441 (702 hp)

Initiative: +5

Speed: 20 ft. (4 squares), swim 80 ft.

AC: 25 (–8 size, +1 Dex, +22 natural), touch 3, flat-footed 24

Base Attack/Grapple: +48/+78

Attack: Gore +55 melee (8d6+14) or claw +54 melee (4d6+14) or tail slap +54 melee (3d6+14)

Full Attack: Gore +55 melee (8d6+14) and 2 claws +52 melee (4d6+7) and tail slap +52 melee (3d6+7)

Space/Reach: 60 ft./20 ft.

Special Attacks: Capsize, powerful charge, tremor

Special Qualities: Amphibious, damage reduction 15/epic, darkvision 60 ft., land deficiency, low-light vision

Saves: Fort +37, Ref +27, Will +17

Abilities: Str 39, Dex 12, Con 29, Int 4, Wis 13, Cha 8

Skills: Listen +20, Spot +20, Swim +39

Feats: Alertness, Awesome Blow, Cleave, Diehard, Endurance, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Sunder, Multiattack, Power Attack, Snatch, Toughness (2), Weapon Focus (gore)

Environment: Any aquatic

Organisation: Solitary

Challenge Rating: 21

Treasure: None

Alignment: Always chaotic evil

Advancement: 49+ HD (Colossal)

Level Adjustment: —

The monster swims past you – or rather, you sail past it, since it is so large it seems the sea is moving around it rather than the other way around. It seems like a gigantic

fish with an unthinkable big set of bull's horns; the water boils at its breath and the waves churn at its passing. When it reaches the coast, you are horrified to see it climbs on the earth. Two immense, deformed claws, covered with the scales of a fish, crawl upon the shore and take the titanic terror inland...

A galasian leviathan is a foul, deformed sea monster with the shape of a fish and the size of ten whales. It can move on land as well as on water, thanks to the immense, scaly claws protruding from its mid-section. The creature's nightmarish head has the muzzle and horns of a Colossal bull, which it uses to puncture and sink ships – or to fight other sea monsters.

Combat

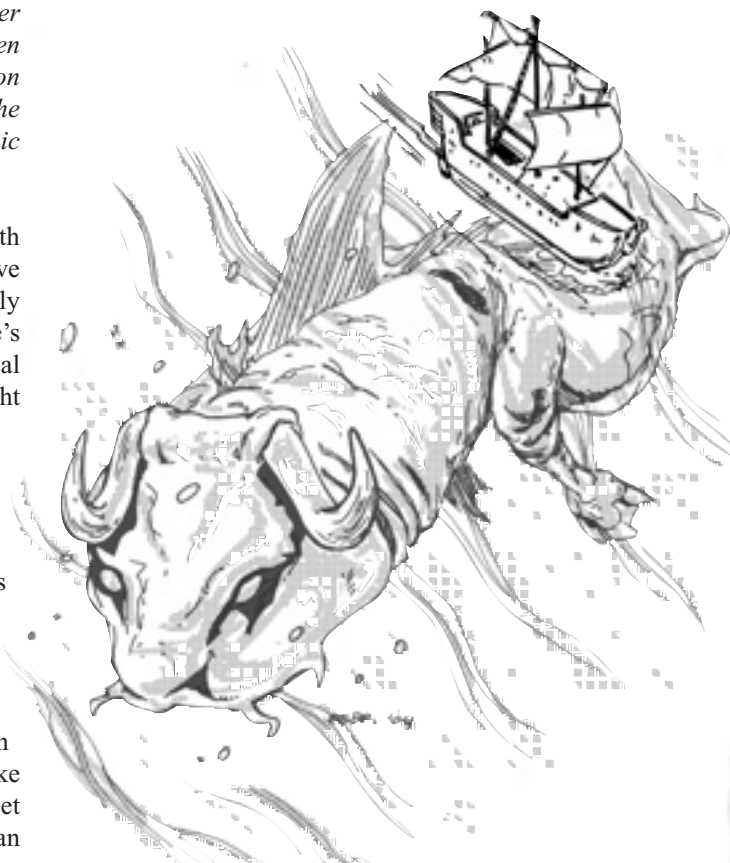
A galasian leviathan prefers to use its powerful charge attack as soon as it spots a viable target, swimming towards it at top speed. When on land, a galasian leviathan is unable to use its claws to attack, relying instead on its tail slaps and its tremor special ability.

Capsize (Ex): By spending a full-round action, a galasian leviathan in water may cause great waves and blindly strike at nearby creatures and ships. Any ship within 30 feet of a ship has a 40% chance of capsizing. If the galasian dragon focuses its efforts on a single ship (such as striking it with the waves or surfacing directly below it), the capsize chance is doubled (80%). Add 20% to the capsize chance if the ship is less than 50 feet long. Any non-water-breathing creature that falls into the water due to a galasian leviathan's capsize attack must succeed at a Swim check (DC 48, Strength based) or begin drowning.

Powerful Charge (Ex): A galasian leviathan deals 16d6+28 points of damage when it makes a charge.

Tremor (Ex): By spending a full-round action, a galasian leviathan on land may cause the ground to violently shake and tremble. Creatures within 60 feet of a galasian leviathan using this ability must succeed at a Reflex save (DC 48, Strength based) or fall prone and suffer 2d6 points of bludgeoning damage. Buildings on the area automatically suffer 3d6 points of damage.

Land Deficiency (Ex): When moving on solid ground, a galasian leviathan cannot use its claws and all its attacks are considered secondary attacks (–2 on attack rolls, can only add half its Strength bonus to damage). Furthermore, a galasian leviathan cannot use the run or charge actions while on the land.



Skills: A galasian leviathan gains a +8 racial bonus on all Swim checks made to avoid hazards or perform special manoeuvres. It can always take 10 on Swim checks, even if distracted or endangered.

Ling

The ling are an evil race of savage anthropoids inhabiting the rock passages below the hills and mountains of the wintry north. Their perennial presence has spawned countless legends about man-apes and atavistic cavemen dwelling in remote places; yet they had always kept a low profile, remaining always intuited but never known. Ling look like erect, intelligent apes, with red, grey or white fur covering their bodies and an air of savage cunning to their gaze. They do wear clothing, though thanks to their fur they do not need it as much as other civilised races.

They favour cloaks, skirts and loincloths, besides a respectable amount of jewellery. They usually carry spears, axes or large knives; all of these weapons are of advanced design and crafted from unfathomable metals.

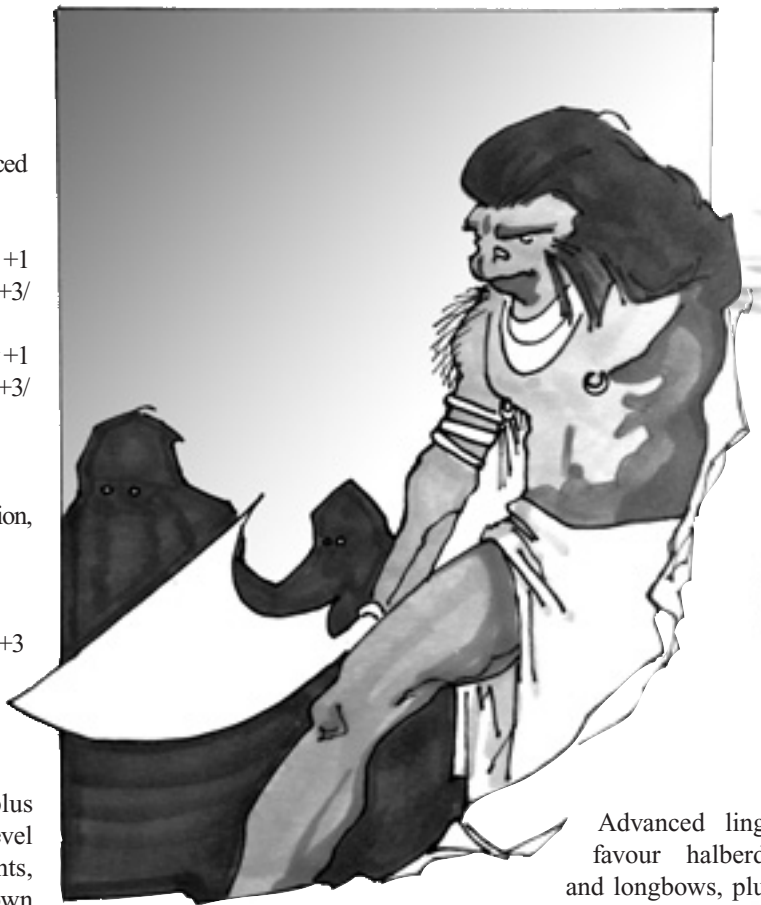
All ling speak their own language. Those with Intelligence scores of 10 or higher usually speak Common as well.

*Ling, 1st Level Warrior***Medium Humanoid****Hit Dice:** 1d8+2 (6 hp)**Initiative:** +4**Speed:** 30 ft. (6 squares)**AC:** 13 (+3 hide armour), touch 10, flat-footed 13 (advanced ling: 14 (+4 chain shirt), touch 10, flat-footed 14)**Base Attack/Grapple:** +1/+3**Attack:** Greatclub +3 melee (1d10+3) or shortbow +1 ranged (1d6/x3) (advanced ling: halberd +4 melee (1d10+3/x3) or longbow +2 ranged (1d8/x3))**Full Attack:** Greatclub +3 melee (1d10+3) or shortbow +1 ranged (1d6/x3) (advanced ling: halberd +4 melee (1d10+3/x3) or longbow +2 ranged (1d8/x3))**Space/Reach:** 5 ft. /5 ft.**Special Attacks:** –**Special Qualities:** Darkvision 60 ft., low-light vision, resistance to cold 5**Saves:** Fort +4, Ref +0, Will –1**Abilities:** Str 15, Dex 11, Con 14, Int 8, Wis 9, Cha 6**Skills:** Climb +3, Hide +1, Move Silently +1, Survival +3 (advanced ling: Hide +3, Intimidate +2, Move Silently +3, Survival +3)**Feats:** Improved Initiative**Environment:** Any mountains**Organisation:** Solitary, gang (3-6), pack (7-12 plus one 3rd level leader), band (20-50 plus one 2nd level lieutenant per ten individuals, two 3rd level sergeants, one 3rd level adept, one 5th level leader and 1-2 brown bears) or tribe (50-200 plus 35% noncombatants, one 3rd level lieutenant per 20 individuals, three 5th level sergeants, one 4th level adept, one 7th level chieftain, 2-12 ogres and 2-4 brown bears or 1-4 apes)**Challenge Rating:** ½**Treasure:** Standard**Alignment:** Common lings: usually chaotic evil; advanced lings: usually lawful evil**Advancement:** By character class**Level Adjustment:** +0

Up the snowed mountain they come, dozens of hairy apish humanoids, carrying strange clothes and mysterious metal weapons. They are similar in size and gait to humans, walking upright and speaking a distinct if unknown dialect. Nonetheless, their faces and hairy limbs are doubtlessly simian.

Combat

Typical lings attack in groups, terrorising and subduing helpless or lone travellers with their crude bows and clubs. Advanced lings are more fond of complex strategy and organised attacks, plus they are much more likely to attack superior forces such as a fortress or armed caravan.



Advanced lings favour halberds and longbows, plus they wear chain shirts. All of an advanced ling's armour and weapons count as masterwork items.

Ling Traits (Ex): Ling characters possess the following racial traits.

- +2 Strength, +2 Constitution, –2 Intelligence, –4 Charisma.
- + Medium size.
- + A ling's base land speed is 30 feet.
- + Darkvision up to 60 feet and low-light vision.
- + +4 racial bonus on Hide and Move Silently checks. Lings are naturally careful and inconspicuous.
- + +4 racial bonus on Survival checks. Lings are accustomed to endure harsh environments.
- + Weapon and armour proficiency: Lings are proficient with all simple weapons.
- + Special Qualities: Resistance to cold 5.
- + Automatic Languages: Ling. Bonus Languages: Abyssal, Common, Draconic, Dwarven, Gnome, Goblin, Infernal, Orc, Terran, Undercommon.
- + Favoured Class: Fighter.
- + Level Adjustment +0.

The ling warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Lings with Non-Player Characters classes have a CR equal to their character level -1. Lings with Player Characters classes have a CR equal to their character level.

Ling Society

Lings associate in tribes, hidden on caves at mountain tops and periodically climbing down to raid and assail other humanoids and their settlements. They have a simple chain of command, with the stronger members having the positions of higher power. A ling chieftain will often take the services and counsel of a primitive spellcaster such as an adept or low level cleric or druid. These 'wise ling' are the closest the average ling has to a scholar caste.

Common lings have no access to metal, making their weapons from wood and stone. For this reason, weapons that are usually made at least partially of metal (such as swords and most polearms) are nearly unknown in ling society. Some lings wear hide armour, though most of them dress only in leather loincloths and a few bone adornments.

Advanced Lings

Roughly 10% of ling settlements have evolved beyond their accustomed cave dwelling and stone wielding, developing a very advanced culture whose achievements are beyond the ken even of other humanoids such as humans or dwarves. These 'advanced settlements' go from small citadels carved in stone cliffs to whole walled cities, holding hundreds of ling citizens. Lings from these settlements are equal to common lings in most respects, except they have a much more rigid caste and law system, with a strong tyrant ruling its community by harsh and stern laws. Advanced lings have somewhat abandoned the days of simply raiding and killing other humanoids, having seen the benefits of using them as slave labour or foot soldiers.

Advanced lings dress in fine clothes and adorn themselves with varied jewellery. They craft weapons and armour made of strange metals found in secret galleries below their mountains; for some reason, no race other than lings has discovered the use of this strange metal. Armour

and weapons made from ling metal always count as being of masterwork quality.

Lyncotropix

Tiny Aberration

Hit Dice: 1d8+1 (5 hp)

Initiative: +1

Speed: 20 ft. (4 squares), fly 20 ft. (poor)

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

Base Attack/Grapple: +0/-12

Attack: Bite +3 melee (1d3-4 plus lyncotropix affliction)

Full Attack: Bite +3 melee (1d3-4 plus lyncotropix affliction)

Space/Reach: 2 ½ ft. /0 ft.

Special Attacks: Lyncotropix affliction

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., low-light vision, spell resistance 11

Saves: Fort +1, Ref +1, Will +3

Abilities: Str 2, Dex 12, Con 13, Int 7, Wis 12, Cha 12

Skills: Hide +11, Listen +2, Spot +2

Feats: Weapon Finesse

Environment: Any

Organisation: Solitary

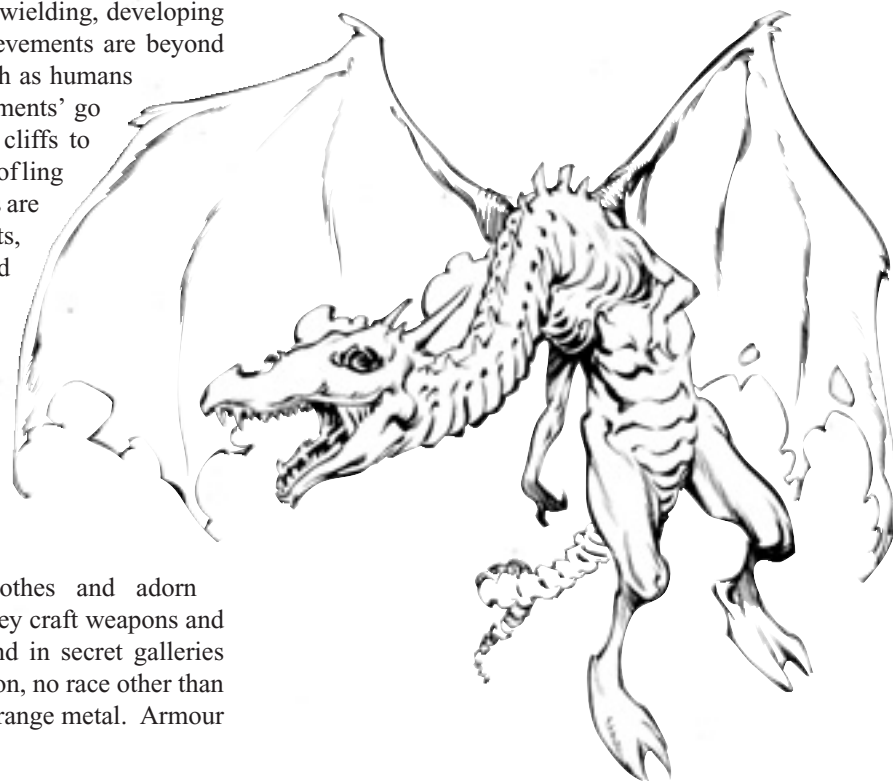
Challenge Rating: 1

Treasure: None

Alignment: Usually neutral evil

Advancement: 2-3 HD (Tiny)

Level Adjustment: +2 (Improved Familiar)



This strange creature looks like the fossil of a little dragon, its colour that of parched old sepia, its consistence stony, dry and brittle. It makes no sound, but jerkily swings to and fro, studying you with what appears to be curiosity. Then the creature stops swaying and fixes its hollow eye sockets on you...

A lyncotropix (*pl.* lyncotropixi) is a very strange creature, with the power of infecting the minds and souls of mortals. The creature carries a supernatural, alien disease, affecting the victim's emotions as opposed to its body; it can transmit it by simply gazing on the target. A lyncotropix appears as the Tiny, fossilised skeleton of a winged dragon, in a state way beyond decomposition; all its bones look yellow and rotten, halfway between brittle and petrified. However, the creature is not undead; this strange fossil appearance is its true, natural form. A lyncotropix usually stands on its rear legs, as its front paws are too small for it to crawl on all fours. The bony remains of its skeletal wings are perfectly capable of flight.

Lyncotropixi speak only their own language.

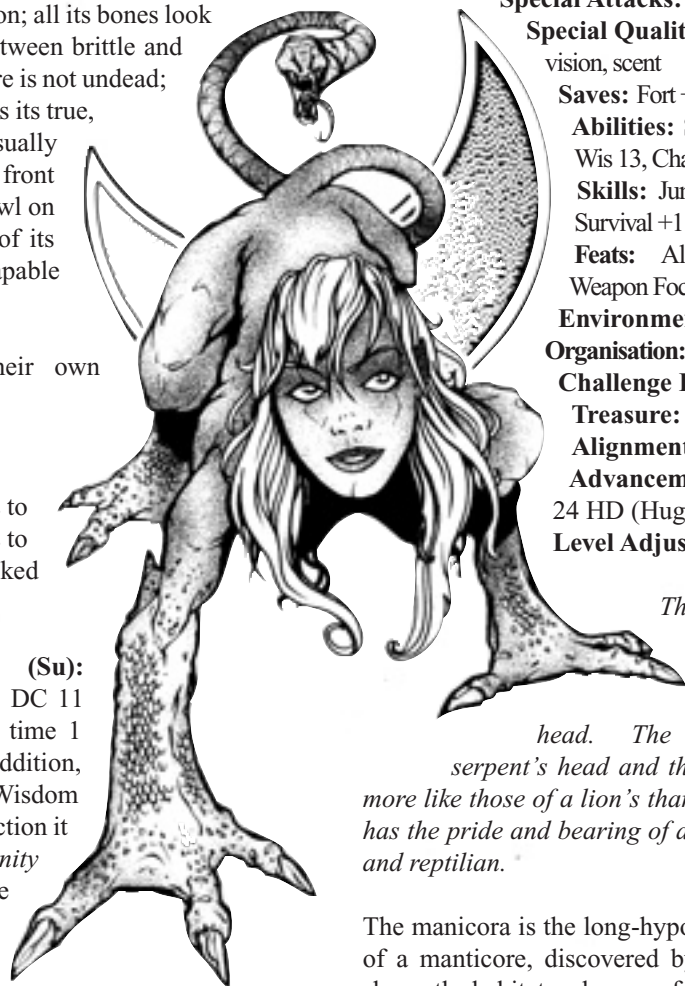
Combat

A lyncotropix always attempts to bite its opponent and then tries to fly away as soon as it has attacked successfully.

Lyncotropix Affliction (Su): Supernatural disease – Injury, DC 11 (Charisma based), incubation time 1 day, damage 1d2 Wis. In addition, every day a creature suffers Wisdom damage from lyncotropix affliction it is also affected as per an *insanity* spell, which lasts for the whole day or until the disease is somehow cured.

Lyncotropixi Familiars

A lyncotropix is a dangerous companion or familiar, causing its master to suffer the effects of a *confusion* spell once per day, for a number of rounds equal to the master's class levels. This *confusion* effect may be dispelled or prevented by typical means such as *dispel magic* and the like.



Manicora

Large Magical Beast

Hit Dice: 8d10+24 (68 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

AC: 22 (–1 size, +3 Dex, +8 natural), touch 14, flat-footed 19

Base Attack/Grapple: +8/+16

Attack: Claw +12 melee (1d8+4) or tail bite +11 melee (1d3+4 plus poison)

Full Attack: 2 claws +12 melee (1d8+4) and tail bite +9 melee (1d3+2 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison, pounce

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +9, Ref +9, Will +3

Abilities: Str 18, Dex 16, Con 17, Int 13, Wis 13, Cha 13

Skills: Jump +15, Listen +11, Spot +11, Survival +11

Feats: Alertness, Multiattack, Track^B, Weapon Focus (claw)

Environment: Any warm

Organisation: Solitary

Challenge Rating: 5

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: 9-16 HD (Large), 17-24 HD (Huge)

Level Adjustment: +3 (cohort)

The creature facing you looks like a quadruped scaly reptile the size of a lion; it has a blonde woman's head. The creature's tail ends in a serpent's head and the claws on its four feet are more like those of a lion's than a lizard's. Its human head has the pride and bearing of a queen but her gaze is cruel and reptilian.

The manicora is the long-hypothesised female counterpart of a manticore, discovered by science only recently. It shares the habitat and space of its male equivalent, although its appearance is significantly different, to the point that it might even be an all-female, reptilian subspecies of manticore. A manicora appears as a Large green-scaled lizard with draconic claws, a serpent for a tail and the head of a beautiful, fair-skinned woman.

Manicoras speak Common and Draconic.

Combat

Manicoras prefer to use their claws in close combat, using their snake tail mostly for attacks of opportunity or full attack actions.

Poison (Ex): Injury, Fort DC 17 (Constitution based), initial and secondary damage 1d6 Str.

Pounce (Ex): A manicora can make a full attack action after a charge.

Skills: A manicora gains a +4 racial bonus on Spot checks.

Membra

Large Magical Beast

Hit Dice: 6d10+12 (45 hp)

Initiative: +8

Speed: 20 ft. (4 squares), climb 20 ft., swim 40ft.

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

Base Attack/Grapple: +6/+13

Attack: Bite +10 melee (1d6+4 plus poison)

Full Attack: Bite +10 melee (1d6+4 plus poison)

Space/Reach: 10 ft. /5 ft.

Special Attacks: Gliding leap, poison, spikes, spit

Special Qualities: Darkvision 60 ft., immunity to poison, low-light vision, scent

Saves: Fort +7, Ref +9, Will +4

Abilities: Str 16, Dex 19, Con 15, Int 5, Wis 14, Cha 6

Skills: Balance +13, Climb +13, Hide +6, Listen +8, Spot +8, Swim +12

Feats: Improved Initiative, Weapon Finesse, Weapon Focus (bite)

Environment: Any swamp

Organisation: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Usually neutral evil

Advancement: 7-10 HD (Large), 11-18 HD (Huge)

Level Adjustment:
+4 (cohort)

Slithering above the water, the monstrous black ophidian nears you with the cold leisure of a predator that knows it is about to kill. The creature appears as a large viper, but its body is completely lined by three rows of sharp spikes, sustaining slimy dark membranes that the creature apparently uses as a floater. It regards you with a gaze that goes far beyond animal intelligence...

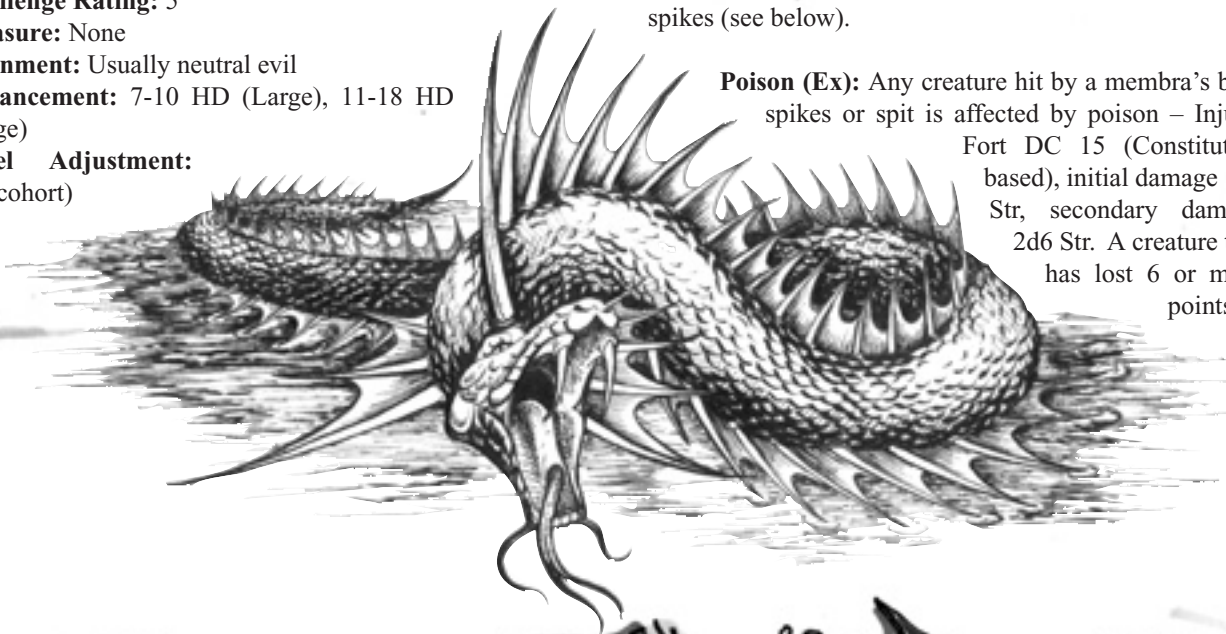
A membra is the pinnacle of ophidian evolution, being the perfect killing machine in many ways, the least of which is not the creature's near-human intelligence. Membras look like ten feet long vipers, with two parallel rows of sharp spikes lining the full length of their bodies. Between each of these spikes there is a thin membrane, allowing the creature to slither on the surface of the water as well as it does on land. A third membranous spike crest protrudes from the creature's head and runs all along its back. By folding its spikes and membranes, the creature is able to coil and climb as well. The membra's spikes are longer (and therefore the membrane wider) the closer they get to the head of the creature; its three largest spikes are located on the top and each side of the skull; the shortest ones form the membra's tail tip.

Combat

A membra usually attempts to spit its venom on a target's eyes before entering melee combat, which it usually starts by lunging against an enemy and then attempting to coil around it with its spikes and bite it to death.

Gliding Leap (Ex): As a full-round action, a membra can thrust itself through the air as a straight projectile, gliding past its enemies with its membranes functioning as a limited air cushion and a deadly whizzing blade. A membra can thus shoot itself up to 40 feet, in a straight line. Any creature in this line is affected by the membra's spikes (see below).

Poison (Ex): Any creature hit by a membra's bite, spikes or spit is affected by poison – Injury, Fort DC 15 (Constitution based), initial damage 1d6 Str, secondary damage 2d6 Str. A creature that has lost 6 or more points of



Strength from a membra's poison becomes immediately paralysed for 1d4 rounds.

Spikes (Ex): Any creature making a melee attack (whether successful or not) against a membra or standing in the path of a membra's gliding leap must succeed at a Reflex save (DC 17, Dexterity based) or suffer 1d3 points of slashing damage and be affected by the creature's poison (see above).

Spit (Ex): By concentrating their poisonous saliva and spitting it through the air, a membra can use its poison as a ranged weapon. As a standard action, a membra may attempt a ranged attack against a single opponent. If the attack is successful, the victim is affected by the membra's poison as described above.

Skills: A membra gains a +4 racial bonus on all Hide, Listen and Spot checks. It gains a +8 bonus on Balance and Climb checks. A membra uses its Dexterity modifier instead of its Strength modifier on Climb checks. A membra gains a +8 racial bonus on Swim checks made to perform special manoeuvres and avoid hazards. It can always take 10 on Climb and Swim checks, even if rushed or threatened.

Mezadevs

Medium Fey

Hit Dice: 10d6+30 (65 hp)

Initiative: +6

Speed: 40 ft. (8 squares), fly 40 ft. (poor)

AC: 24 (+2 Dex, +4 deflection, +8 natural), touch 16, flat-footed 22

Base Attack/Grapple: +5/+7

Attack: Claw +7 melee (1d6+2)

Full Attack: 2 claws +7 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/cold iron or magic, low-light vision, resistance to acid 10, cold and electrical 10, spell resistance 22

Saves: Fort +6, Ref +9, Will +11

Abilities: Str 14, Dex 14, Con 16, Int 15, Wis 19, Cha 19

Skills: Concentration +16 (+20 casting defensively), Hide +19*, Intimidate +17, Knowledge (nature) +27, Listen +21, Move Silently +19*, Spot +21, Survival +25 (+27 in natural aboveground environments)

Feats: Alertness, Combat Casting, Improved Initiative, Track

Environment: Cold and temperate forests

Organisation: Solitary

Challenge Rating: 11

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: 11-15 HD (Medium), 16-30 HD (Large)

Level Adjustment: —

You see a horned humanoid dressed in a tattered, hooded dark green robe. The bloody carcass of a goat hangs from the creature's left claw. It waits in the middle of the forest road, almost daring you to enter its domain.

The mezadevs is a mighty and terrible spirit of the forest, haunting the woodland borders and demanding bloody tribute from humans living nearby. The creature has supernatural power over every living thing in its territory, from bushes and roots to wild beasts; those crossing the mezadevs must be prepared to fight against a whole evil forest. A mezadevs appears as a tall, sinewy humanoid with dark russet skin and the horns of a wild beast, such as a stag or ram. Its beastly eyes shine with a foul red light.

A mezadevs speaks Common and Sylvan.

Combat

Rather than entering combat personally, a mezadevs prefers to use its magical abilities to cause nature itself to attack and destroy its opponents. It also enjoys many offensive



magical abilities, which it can directly use in combat before having to resort to melee.

Spell-Like Abilities: At will—*bane* (DC 15), *cause fear* (DC 15), *darkness*, *dominate animal* (DC 17), *entangle* (DC 15), *hold animal* (DC 16), *plant growth*, *summon nature's ally III*; 3/day—*blight* (DC 18), *command plants* (DC 18), *contagion* (DC 18), *spike stones* (DC 18), *summon nature's ally V*, *wall of thorns*; 1/day—*animate plants*, *control plants* (DC 22), *control weather*, *shambler*, *summon nature's ally IX* (elder earth elemental only). Caster level 20th. Save DCs are Charisma based.

Skills: A mezadevs gains a +4 racial bonus on all Hide and Move Silently checks.

*While in a forest environment, the Hide and Move Silently bonuses rise to +8. A mezadevs' alert attitude gives it a +4 racial bonus on Listen and Spot checks. Finally, a mezadevs gains a +8 racial bonus on Knowledge (nature) and Survival checks.

Mind Maggot

Diminutive Aberration

Hit Dice: 2d8 (9 hp)

Initiative: -5

Speed: 1 ft. (1/5 square), climb 5ft.

AC: 12 (+4 size, -5 Dex, +3 natural), touch 9, flat-footed 12

Base Attack/Grapple: +1/-16

Attack: —

Full Attack: —

Space/Reach: 1 ft./0 ft.

Special Attacks: Catch host, *insidious will*, parasite, psionics, psychic nudge

Special Qualities: Blindsight, immunities, spell resistance 17, telepathy (one mile)

Saves: Fort +0, Ref -5, Will +8

Abilities: Str 1, Dex 1, Con 10, Int 20, Wis 20, Cha 20

Skills: Concentration +10*, Diplomacy +12, Hide +12, Intimidate +10, Knowledge (arcana) +10, Listen +12*, Sense Motive +10, Spot +12*

Feats: Alertness

Environment: Any

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Usually lawful evil

Advancement: 3-4 HD (Diminutive), 5-6 HD (Small)

Level Adjustment: +5 (Improved Familiar)

This creature appears as a translucent flatworm, with dozens of irregular stumps all over its edge. These stumps



appear to be tightly fastened to the skull of the man whose head the creature's attached to. In the ooze inside the worm's slimy body, strange lights appear to flicker and blink all around.

A mind maggot is an insidious parasite that feeds off the mental energy of its host while it subtly controls its mind. It appears as a Diminutive, colourless flatworm or planarian, whose great psychic energy manifests as a constant energy flux within its protoplasmic body.

To catch a host, a mind maggot lies perched on a branch, rock or crevice, waiting for a suitable host to pass by. Then, it uses its very limited locomotion abilities to slip off its perch, calculating its fall to end atop its target's head.

Mind maggots cannot speak, but they are able to communicate telepathically with any intelligent creature within one mile.

Combat

A mind maggot relies mostly on its host to move and attack. When lacking a host, a mind maggot attempts to use its psionic abilities to keep potential enemies at bay while it slithers away to a suitable hiding place.

Catch Host (Ex): A mind maggot's method to catch potential hosts is to wait at a suitable hiding place and then attempt to latch itself to the potential victim's body. A host may be any living, corporeal creature with at least 1 point of Intelligence. Given the mind maggot's sluggishness,

this ability usually requires the target to be flat-footed, or otherwise unaware of the mind maggot; a target that is aware of the mind maggot's presence is allowed a Reflex save (DC 6, Dexterity based) to avoid the mind maggot's touch. A creature successfully touched by a mind maggot is automatically considered grappled, thanks to the mind maggot's control over nervous reflexes. Any creature grappled by a mind maggot becomes the mind maggot's host. A mind maggot may be removed physically, or else via a *heal* or *remove disease* spell. If a mind maggot is removed physically from its host, the host suffers 2d6 points of Constitution and Wisdom damage.

Insidious Will (Su): The host of a mind maggot must succeed at a Will save (DC 16, Charisma based) every time it wants to harm the mind maggot directly or indirectly, as well as every time it tries to remove the mind maggot from its body, or indirectly cause it to be removed. If the save fails, the host suffers 5d6 points of magical damage and becomes exhausted. While exhausted, a host cannot attempt to harm or remove the mind maggot. If the save is successful, the host may freely attack, harm or remove the mind maggot.

Parasite (Su): The host of a mind maggot suffers a -2 penalty to its Initiative and a -2 penalty to its Wisdom score for as long as the mind maggot remains attached to its body.

Psionics (Su): At will—*comprehend languages*, *daze* (DC 15), *detect magic*, *detect secret doors*, *detect thoughts* (DC 17), *identify*, *message*, *see invisibility*, *true strike*; 3/day—*locate object*, *touch of idiocy* (DC 17). Caster level 3rd. Save DCs are Charisma based. A mind maggot's host has a -4 penalty on Will saves made against any of these effects.

Psychic Nudge (Sp): A mind maggot is convinced it always knows the best course of action possible, so it is always making proposals and recommendations to its host. If the host refuses one of these recommendations, it must succeed at a Will save just as if the mind maggot had made a *suggestion*, as the spell at caster level 5th. The save DC is 18 (Charisma based). Suggestions that put the host in danger or strongly clash with its values fail automatically (no save required). Extremely reasonable suggestions impose a -1 or -2 penalty to the save, as usual. A mind maggot never gives a suggestion if it thinks it would hazard its host's survival.

Blindsight (Su): Though blind, a mind maggot can 'see' by means of supernatural, extraordinarily developed senses.

Immunities (Ex): A mind maggot is immune to all mind-affecting spells and effects such as fear, illusions and sleep. Furthermore, due to its protoplasmic body a mind maggot is not subject to critical hits, death from massive damage, flanking or nonlethal damage.

Skills: A mind maggot gains a +4 racial bonus on Concentration, Listen and Spot checks when it is attached to a host. A mind maggot uses its Wisdom modifier instead of its Constitution modifier for Concentration checks.

Mind Maggots as Familiars

A mind maggot can replace an arcane spellcaster's familiar or a psion's psicrystal. The master of such a mind maggot may freely use any of the mind maggot's psionic abilities just as if he had them himself, though it is still vulnerable to the mind maggot's insidious will and *psychic nudge* abilities.

Monster Mother

Huge Monstrous Humanoid

Hit Dice: 18d8+207 (288 hp)

Initiative: -3

Speed: 5 ft. (1 square)

AC: 25 (-2 size, -3 Dex, +20 natural), touch 5, flat-footed 25

Base Attack/Grapple: +18/+33

Attack: Slam +23 melee (1d6+7) or bite +23 melee (1d4+7)

Full Attack: 2 slams +23 melee (1d6+7) and bite +18 melee (1d4+3)

Space/Reach: 15 ft. /15 ft.

Special Attacks: Consume, mothering frenzy, spawn, stench

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunities, resistance to acid 10, cold 10, electrical 10 and fire 10, spell resistance 23

Saves: Fort +19, Ref +8, Will +12

Abilities: Str 24, Dex 5, Con 33, Int 10, Wis 13, Cha 10

Skills: Intimidate +14, Listen +15, Spot +15

Feats: Cleave, Great Cleave, Great Fortitude, Power Attack, Snatch, Toughness (3)

Environment: Underground

Organisation: Solitary or brood (1 plus 2d6 spawn)

Challenge Rating: 10

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: 19-36 HD (Gargantuan), 37-54 HD (Colossal)

Level Adjustment: —

You see an enormous, swollen monster with a shape reminiscent of a big fat woman. It has filed teeth in its small mouth, its minuscule eyes as black beads, its hair only a stringy lump above its head. Its immense body is full



of black warts and lumps. The creature calls, as a mother calls for her children, and monsters begin to swarm in...

A monster mother is a horrid abomination, probably created by some unspeakable curse, with the ability to spawn demons from the creatures it eats. The 'children' thus spawned are like twisted, monstrous versions of the original, exactly as per the fiendish template. A monster mother appears as a Huge, swollen ogress, its body so bloated and distended it barely looks humanoid anymore. It kills by snatching prey with its claws and then swallowing it, often in just one gulp.

Monster mothers speak Abyssal, Common and Giant.

Combat

A monster mother always attempts to send its 'children' first, allowing them the 'sport' of doing away with intruders.

Consume (Ex): As a full-round action, a monster mother can completely devour a Medium or smaller creature against which it would be able to perform a coup de grace. The creature is killed and devoured instantly, with no chance to be brought back to life by *raise dead* or *resurrection*, although *True resurrection*, *miracle* or *wish* may restore the creature. 1d4 days after consuming a creature, the monster mother may spawn it as one of its 'children' (see below).

Mothering Frenzy (Ex): When one of its children is threatened or killed, a monster mother enters a frenzy, gaining a +4 bonus to its initiative and a +4 bonus on attack and damage rolls. A mothering frenzy lasts until the creatures menacing the monster mother's children are dead or disabled.

Spawn (Su): As a full-round action, a monster mother may spawn a single creature it has consumed on the last 1d4 days. This is usually an animal, giant or humanoid with the fiendish template. If there is no information regarding which creatures have been recently consumed by the monster mother, choose or randomly determine a creature from the Typical Monster Mother Spawn table below.

A monster mother is usually accompanied by 2d6 of its spawn, which can also be chosen from this table.

Typical Monster Mother Spawn

D20 roll	Creature	CR
1	Fiendish goblin, 1 st level warrior	½
2-3	Fiendish monstrous centipede (Medium)	½
4	Fiendish orc, 1 st level warrior	½
5	Fiendish dog (riding)	1
6	Fiendish duergar, 1 st level warrior	1
7	Fiendish gnoll	1
8	Fiendish grimlock	1
9	Fiendish human, 1 st level warrior	1
10-11	Fiendish monstrous scorpion (Medium)	1
12-13	Fiendish monstrous spider (Medium)	1
14	Fiendish troglodyte	1
15	Fiendish viper (Medium)	½
16	Fiendish wolf	1
17	Fiendish constrictor snake	2
18	Fiendish ettercap	4
19-20	Roll twice	—

The entries on this table are just suggestions; a Games Master may feel free to vary or enhance the presented creatures as he wishes.

Stench (Ex): Any living creature coming within 10 feet of a monster mother must succeed on a Fortitude save (DC 30, Constitution based) each round or become nauseated for that round.

Immunities (Ex): A monster mother's thick fatty body makes it immune to disease and poison, which have little chance of reaching the creature's vital organs through so much fat. By the same token, a monster mother is

not subject to critical hits, death from massive damage, nonlethal damage or sneak attacks.

Moondala

Large Magical Beast

Hit Dice: 8d10+24 (68 hp)

Initiative: +7

Speed: 40 ft. (8 squares)

AC: 20 (-1 size, +3 Dex, +8 natural), touch 12, flat-footed 17

Base Attack/Grapple: +8/+19

Attack: Claw +14 melee (1d6+7) or bite +14 melee (1d8+7)

Full Attack: 2 claws +14 melee (1d6+7) and bite +12 melee (1d8+3)

Space/Reach: 10 ft. /5 ft.

Special Attacks: Improved grab, pounce, rake 1d6+3

Special Qualities: Damage reduction 10/cold iron, darkvision 60 ft., low-light vision, *night invisibility*, scent

Saves: Fort +9, Ref +9, Will +4

Abilities: Str 25, Dex 17, Con 17, Int 4, Wis 14, Cha 12

Skills: Hide +20*, Listen +6, Move Silently +13, Spot +6

Feats: Improved Initiative, Multiattack, Stealthy

Environment: Warm forests

Organisation: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral evil

Advancement: 7-12 HD (Large), 13-18 HD (Huge)

Level Adjustment: +4 (cohort)

The night itself seems to move when the black tiger walks out of the bushes. Only its moonlit eyes and silver-white stripes

reveal the creature's form and position. For a moment, it gives you the vague impression of being the negative image of a normal tiger. Then it leaps with a bloodcurdling roar and becomes truly invisible.

A moondala is a mystical tiger-like monster related to the night and the moon. It combines the stealth and instinct of a predator with the corrupt soul of a demon. Moondalas look like black tigers with silvery stripes and eyes that reflect a malicious intelligence. Besides their natural camouflage and their stealth abilities, moondalas can become invisible at will; furthermore, those who actually get to see them in full rarely survive to tell the tale. Therefore, the reports on the true form of the Moondala have been extremely few.

Combat

Like tigers, moondalas stealthily stalk their prey, often attacking by surprise and killing their opponents before they have had a chance to realise what happened.

A moondala's natural attacks count as silver weapons for the purposes of overcoming damage reduction.

Improved Grab (Ex): A moondala that hits with its bite attack can start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): A moondala can make a full attack, including two rake attacks, after a charge.

Rake (Ex): Attack bonus +14 melee, damage 1d6+3.



Night Invisibility (Sp): During the night, a moondala can become invisible at will, as per the *invisibility* spell. This effect requires the moondala to spend a standard action, plus it is automatically dispelled every time the creature attacks – although the moondala can reactivate it by spending a standard action again.

Skills: A moondala gains a +8 racial bonus on Hide and Move Silently checks. When in low-light or darker conditions, the hide bonus raises to +12. Also, a moondala's finely tuned senses give it a +4 racial bonus on Listen and Spot checks.

Myrg

The myrg are an ancient, destructive race of insect-like monsters from the outer planes, related to formians but much more evil. Since their arrival to the mortal plane happened only recently, only two myrg types have been encountered so far, but there are solid reasons to believe there may be more kinds of myrg out there. The following are the descriptions for the two known myrg classes so far; the maggot myrg, a worker/soldier breed, and the myrg mutate, an elite shock trooper.

All myrgs speak their own language (Myrg) and Common.

Myrg Traits: All myrg types share the following traits, unless otherwise noted:

- ✦ **Blindsense (Ex):** All myrgs are blind, though they can 'see' via their highly developed sensory antennae.
- ✦ **Vermin Mind (Ex):** Myrgs are immune to all mind-affecting spells and effects, unless they specifically affect vermin.

Skills: A myrg's antennae give it a +4 racial bonus on all Listen, Search and Spot checks. All myrgs have a +8 racial bonus on Climb checks and may take 10 on any Climb check, even while distracted or endangered. A myrg may use its Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

Attack: Light pick +5 melee (1d3–1/x4)

Full Attack: Light pick +5 melee (1d3–1/x4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Mutation

Special Qualities: Blindsight 100 ft., damage reduction 5/adamantine, vermin mind

Saves: Fort +5, Ref +5, Will +4

Abilities: Str 9, Dex 14, Con 15, Int 8, Wis 13, Cha 8

Skills: Climb +16, Hide +12, Knowledge (dungeoneering) +5, Listen +11, Search +9, Spot +11, Survival +7 (+9 underground and following tracks)

Feats: Toughness, Weapon Finesse

Environment: Lawful evil-aligned planes

Organisation: Solitary or squad (2–4)

Challenge Rating: 2

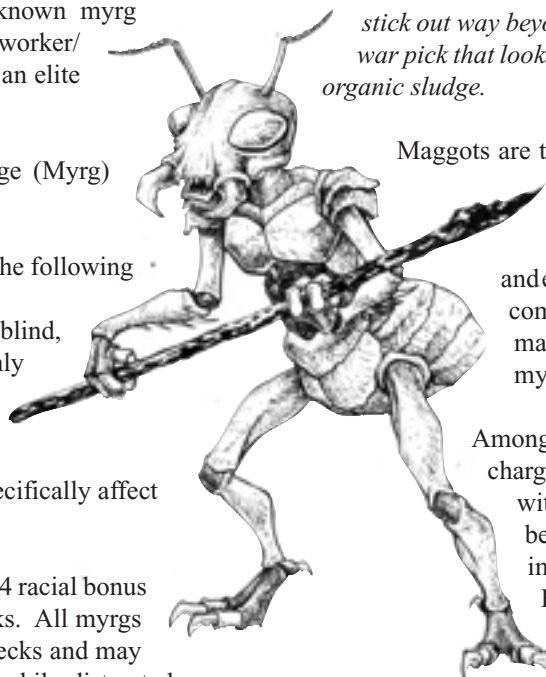
Treasure: Standard

Alignment: Usually lawful evil

Advancement: 4–6 HD (Medium), 7–8 HD (Large)

Level Adjustment: +3

You see a bipedal, gnome-sized ant with a deformed, bulbous head and two blind, emotionless eyes that stick out way beyond the creature's skull. It carries a war pick that looks like it was fashioned from petrified organic sludge.



Maggots are the base myrg developmental stage; they are also the most commonly encountered. They are abject, petty creatures that hate everybody and everything due to an innate inferiority complex. The standard dream of any maggot myrg is to someday become a myrg mutate.

Among other things, maggot myrgs are charged with the task of experimenting with mutations of other living beings, so as to research the possible improvement of their own species. By using an aggressive strain of their own natural metamorphosis process, maggot myrgs have the ability to induce awful mutations on other living creatures.

Maggot myrgs look as Small, bipedal ants with bulbous, crusty bodies and enormous heads. Their eyes are obviously blind, yet together they take up almost half the creature's total head mass.

Combat

Maggot myrgs attack in a fearful frenzy, partly attempting to scare their enemies away, partly scared out of their wits

Maggot Myrg

Small Outsider (Extraplanar)

Hit Dice: 3d8+9 (22 hp)

Initiative: +2

Speed: 20 ft. (4 squares), burrow 10 ft., climb 20 ft.

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

Base Attack/Grapple: +3/–2

themselves. They usually use their mutation ability only on helpless enemies, though necessity can easily change that.

Mutation (Ex): Once per day, a maggot myrg may attempt a special touch attack against a corporeal, living creature. If the attack succeeds, the creature must succeed at a Fortitude save (DC 13, Constitution based) or undergo a terrifying transformation, its flesh and muscles bulging and twisting to the point of deformity. A *remove disease* or *heal* spell cast within one minute after the mutation started stops its effects.

Otherwise, after one minute has passed, the mutated victim is drained 1d3 points of each of its ability scores and is permanently and horribly deformed, with significant parts of its skin and tissue transformed into a revolting organic sludge. Once it has manifested, this effect cannot be cured by *lesser restoration*, *remove disease* or *restoration* spells or effects. A *heal* or *greater restoration* spell restores the victim's lost ability scores, but does not remove the deformity. A *regeneration* spell restores the victim's appearance but not the lost ability scores. A *limited wish*, *miracle* or *wish* spell fully restores the victim to its previous state.

Roughly 5% of the victims of a maggot myrg's mutation actually come out improved from the effect (maggot myrgs treat these cases as successful experiments). The affected is still deformed but it does not lose any ability scores; instead, it permanently *gains* 1d3 points on one of its ability scores (chosen at random), plus it has a 50% chance of gaining one of the following special qualities:

- +3 natural armour bonus.
- +4 racial bonus to any one skill.
- +6 permanent hit points.
- Bite attack (if the creature did not have one already), dealing lethal damage equal to the creature's unarmed damage.
- Blindsense out to 100 feet (the creature is blinded by the mutation), plus scent and Track as a bonus feat.
- Claw attack (if the creature did not have one already), dealing lethal damage equal to the creature's unarmed damage.

- + Damage reduction 5/adamantine.
- + Endurance and Diehard as bonus feats.
- + Fast healing 5.
- + Resistance to cold and fire 10.
- + A single spell-like ability chosen from the list of 1st level wizard/sorcerer spells, usable once per day.

Any spell or effect removing any of a mutation's symptoms also removes all the effects and bonuses gained from such a beneficial mutation.



Myrg Mutate

Large Outsider (Extraplanar)

Hit Dice: 9d8+54 (94 hp)

Initiative: +1

Speed: 40 ft. (8 squares), burrow 20 ft., climb 40 ft.

AC: 22 (-1 size, +1 Dex, +12 natural), touch 10, flat-footed 21

Base Attack/Grapple: +9/+21

Attack: Bite +17 melee (1d8+8) or claw +16 melee (1d4+8)

Full Attack: Bite +17 melee (1d8+8) and 2 claws +14 melee (1d4+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Rend 2d4+12

Special Qualities: Blindsight 100 ft., damage reduction 10/adamantine, vermin mind

Saves: Fort +12, Ref +7, Will +7

Abilities: Str 27, Dex 13, Con 23, Int 8, Wis 13, Cha 8

Skills: Climb +28, Hide +9, Intimidate +11, Listen +17, Search +15, Spot +17, Survival +13 (+15 following tracks)

Feats: Cleave, Multiattack, Power attack, Weapon Focus (bite), Track^B

Environment: Lawful evil-aligned planes

Organisation: Solitary or gang (2-5)

Challenge Rating: 6

Treasure: None

Alignment: Usually lawful evil

Advancement: 10-18 HD (Large), 19-27 HD (Huge)

Level Adjustment: +5

You see a towering, monstrous biped insect appearing as a hyper-developed ant with a roughly humanoid shape. Its body looks like a malformed skeleton, still enveloped in rotten chitinous matter hanging from its frame as fleshy

scraps. The creature has no eyes or eye sockets in its skeletal ant's head; its bony jaws are lined with craggy teeth.

Myrg mutates are the elite warriors and hunters of their race. They spread like a plague, hatched from monstrous eggs by the thousands and sent to all worlds to conquer and destroy. A myrg mutate looks like a Large biped insect, its thin frame appearing as a maroon skeleton with flesh tatters dangling all around. The creature's large ant-like arms and legs end in three curved claws each; its monstrous head has lost the oversized eyes characteristic of the race's maggot stage, having in fact no eye organs or even sockets thereof. A myrg mutate's jaws have two rows of long, bony fangs.

Combat

Myrg mutates attack without hesitation or pause, being genetically built to destroy and kill.

Rend (Ex): A myrg that hits with both claw attacks latches onto the opponent's body, tearing its flesh. This deals an additional 2d4+12 points of damage.

They howl to the moon and the moon itself hides behind the clouds. They dance around the bonfire and their rhythm makes the mountain shake to its very foundations. They roar their blood thirst and the veins of every living being around are chilled and withered from fear. Their bodies are those of hairy humanoids; their heads those of horned beasts. Their weapons are spears, axes and clubs, bathed in the blood of the weaker dwellers of the mountain.

Nahrash are a race of monstrous humanoids from rocky, elevated environments. They form savage and bloodthirsty raiding tribes, feared by every inhabitant of their lands. A nahrash looks like a muscular humanoid, clad in hides, with the head of a grey wolverine and goat's horns. It carries stone and wood weapons such as axes, clubs, spears and bows. Its eyes, manners and movements are utterly bestial and savage.

Nahrash speak their own language. Those with Intelligence scores of 10 or higher speak Common as well.

Nahrash

Medium Monstrous Humanoid

Hit Dice: 3d8+6 (19 hp)

Initiative: +5

Speed: 40 ft. (8 squares), climb 20ft.

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

Base Attack/Grapple: +3/+6

Attack: Gore +6 melee (1d6+3) or bite +6 melee (1d6+3) or club +6 melee (1d6+3) or handaxe +6 melee (1d6+3/x3)

Full Attack: Club +2 melee (1d6+3) and handaxe -2 melee (1d6+1/x3) and gore +1 melee (1d6+1) or club +2 melee (1d6+3) and handaxe -2 melee (1d6+1/x3) and bite +1 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Attack frenzy

Special Qualities: Darkvision 60 ft., low-light vision, scent

Saves: Fort +3, Ref +4, Will +3

Abilities: Str 17, Dex 13, Con 15, Int 7, Wis 11, Cha 11

Skills: Climb +12, Intimidate +5, Jump +12, Listen +5, Spot +5, Survival +1

Feats: Improved Initiative, Power Attack

Environment: Any mountains

Organisation: Solitary, gang (2-5), pack (4-7), band (7-12 plus one 3rd level leader) or tribe (11-20 plus two 2nd level lieutenants, one 4th level leader, one 1st level wizard or adept and 1-2 minotaurs)

Challenge Rating: 2

Treasure: 25% coins, Standard goods, standard items

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: +2



Combat

Nahrash leap into melee with the wild abandon of a force of nature. They are destructive, unruly and merciless, sweeping over their foes like a red tide. A nahrash is as likely to attack with horn and bite as with club and axe; as a rule, it will always use as many of its available attack forms as it can at the same time.

Attack Frenzy (Ex): When in combat, a nahrash is possessed by a savage frenzy giving it increased offensive power. While attacking, a nahrash gains a +2 morale bonus on attack and damage rolls, plus a +4 morale bonus to Initiative. It also receives a -2 penalty on its Armour Class.

Skills: A nahrash gains a +4 racial bonus on all Listen and Spot checks. Its brutal demeanour gives it a +4 racial bonus on Intimidate checks as well. A nahrash's powerful muscles give it a +8 racial bonus on Climb and Jump checks. It can always take 10 on Climb checks, even if rushed or threatened.

Nahrash as Characters

Nahrash characters possess the following racial traits.

- +6 Strength, +2 Dexterity, +4 Constitution, -4 Intelligence (minimum 3).
- Medium size.
- A nahrash's base land speed is 30 feet.
- Darkvision out to 60 feet and low-light vision.
- Racial Hit Dice: A nahrash begins with three levels of monstrous humanoid, which provide 3d8 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +1, Ref +3 and Will +3.
- Racial Skills: A nahrash's monstrous humanoid levels give it skill points equal to $6 \times (2 + \text{Int modifier, minimum } 1)$. Its class skills are Climb, Intimidate, Jump, Listen, Spot and Survival.
- +4 racial bonus on Intimidate checks. Nahrash are scary, brutal and tough.
- +4 racial bonus on Listen and Spot checks. Nahrash have the keen senses of a predator.
- +8 racial bonus on Climb and Jump checks. Nahrash are strong, agile and used to a life in the mountains.
- Racial Feats: A nahrash's monstrous humanoid levels give it two feats.
- Weapon Proficiency: A nahrash is proficient with the handaxe and all simple weapons.
- +3 natural armour bonus.

- + Natural Weapons: Bite (1d6), gore (1d6).
- + Special Attacks (see above): Attack frenzy.
- + Special Qualities (see above): Scent.
- + Automatic Languages: Nahrash. Bonus Languages: Common, Giant, Goblin, Sylvan.
- + Favoured Class: Barbarian.
- + Level Adjustment +2.

Nuckelavee

Large Monstrous Humanoid (Aquatic)

Hit Dice: 11d8+55 (104 hp)

Initiative: +6

Speed: 60 ft. (12 squares), swim 80ft.

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

Base Attack/Grapple: +11/+24

Attack: Slam +19 melee (1d6+9) or hoof +19 melee (1d4+9)

Full Attack: 2 slams +19 melee (1d6+9) and 2 hooves +17 melee (1d4+4)

Space/Reach: 10 ft. /5 ft. (10 ft. with slam)

Special Attacks: Bestow curse, fearsome sight

Special Qualities: Amphibious, darkvision 60 ft.

Saves: Fort +8, Ref +9, Will +8

Abilities: Str 28, Dex 15, Con 21, Int 13, Wis 13, Cha 14

Skills: Listen +12, Search +11, Spot +12, Survival +1 (+3 following tracks), Swim +27

Feats: Improved Bull Rush, Improved Initiative, Multiattack, Power Attack

Environment: Any saltwater

Organisation: Solitary

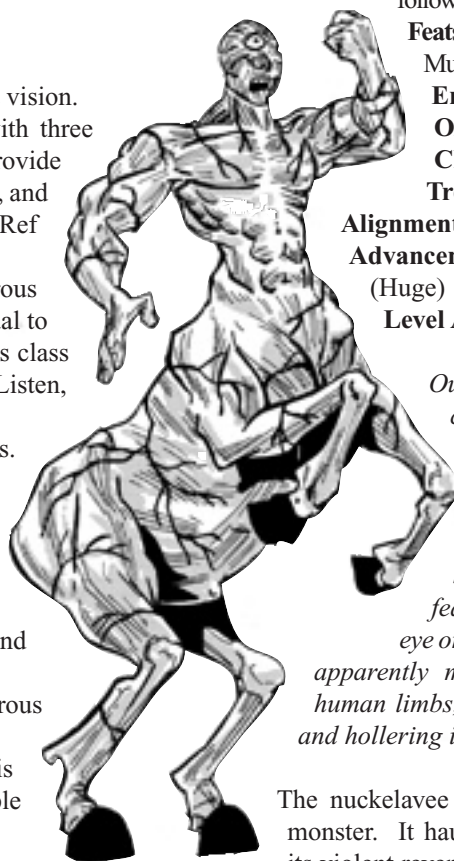
Challenge Rating: 7

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: 12-22 HD (Large), 23-33 HD (Huge)

Level Adjustment: +3



Out of the waves emerges a nightmarish creature with the shape of a horse whose flesh has been completely flayed. Where the horse's head should be, there is a human torso, as skinless as the horse part of its body. To complete its list of monstrous features, the creature has only one red eye on its human forehead. This monstrosity, apparently made entirely of skinned horse and human limbs, continues skittering out of the water and hollering incoherently.

The nuckelavee is a dreadful, unimaginably hideous monster. It haunts the coasts and riverbanks, taking its violent revenge against any mortal that despoils its

territory. A nuckelavee appears as a kind of centaur, only with absolutely no skin on its body, leaving its bare muscles and black-blooded veins bare for horrified opponents to see. The human portion of its body is burly and muscular to the point of deformity, with arms so huge they rival its horse legs in size. Where its human eyes should be, the nuckelavee has only one blood-red orb with a slit black pupil. Its filed teeth, hooves and nails are all black.

Nuckelavees speak Aquan and Common.

Combat

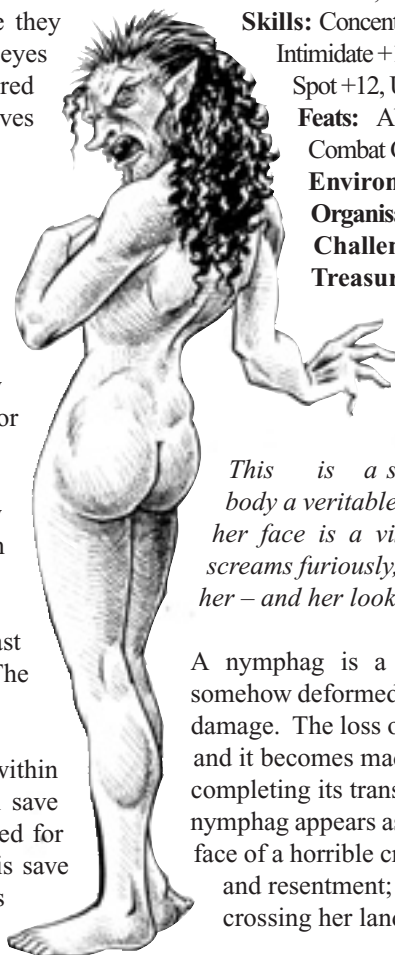
A nuckelavee charges its prey, attempting to seize it with its powerful arms and slam the life out of it. It uses its *bestow curse* ability when truly angered against an individual or community.

The arms of a nuckelavee are extraordinarily large, giving it a longer reach with its slam attacks.

Bestow Curse (Sp): A nuckelavee can cast *bestow curse*, as the spell, up to once per day. The save DC is 16 (Charisma based).

Fearsome Sight (Ex): Any creature coming within sight of a nuckelavee must succeed at a Will save (DC 17, Charisma based) or become frightened for 1 full minute. A creature that succeeds at this save cannot be affected by the same nuckelavee's fearsome sight for the next 24 hours.

Skills: A nuckelavee gains a +8 racial bonus on Swim checks made to avoid hazards or perform special manoeuvres. It can always take 10 on Swim checks, even if rushed or threatened.



Special Qualities: Damage reduction 10/cold iron, darkvision 60 ft., low-light vision, spell resistance 16

Saves: Fort +3, Ref +7, Will +6

Abilities: Str 13, Dex 15, Con 12, Int 13, Wis 13, Cha 14

Skills: Concentration +9, Diplomacy +4, Escape Artist +11, Intimidate +10, Hide +10, Listen +12, Sense Motive +11, Spot +12, Use Rope +4

Feats: Ability Focus (blinding horror), Alertness, Combat Casting

Environment: Temperate swamps

Organisation: Solitary

Challenge Rating: 7

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: 7-12 HD (Medium), 13-18 HD (Large)

Level Adjustment: +7

This is a stunningly beautiful woman; her naked body a veritable sight of heavenly perfection. However, her face is a vision of horror and monstrosity. She screams furiously, probably offended by your having seen her – and her look promises only dire retaliation.

A nymphag is a nymph whose gorgeous visage was somehow deformed, whether by accident, curse or physical damage. The loss of its beauty is too much for the creature and it becomes mad, its soul overtaken by evil and its face completing its transformation into a horrid monstrosity. A nymphag appears as an extremely shapely woman, with the face of a horrible crone. Its heart harbours nothing but evil and resentment; it thus becomes the enemy of everyone crossing her lands.

Nymphags speak Common, Giant and Sylvan.

Combat

A nymphag is the declared enemy of every living thing and they indiscriminately attack anyone entering its lands, regardless of their race or intentions.

Blinding Horror (Su): Any living, intelligent creature looking directly at a nymphag's face within 30 feet must succeed at a Will save (DC 17, Charisma based) each round or be blinded permanently from the horror of seeing the creature. This is a mind-affecting, fear effect.

Spell-Like Abilities: 3/day – *alter self*. Caster level 7th.

Spells: A nymphag may cast arcane spells as a 7th level sorcerer.

Typical Sorcerer Spells Known (6/7/7/4, save DC 12 + spell level): 0 – *acid splash*, *daze*, *ghost sound*, *mage hand*, *message*, *prestidigitation*, *touch of fatigue*; 1st – *charm*

Nymphag

Medium Fey

Hit Dice: 6d6+6 (27 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

AC: 18 (+2 Dex, +2 deflection, +4 natural), touch 14, flat-footed 16

Base Attack/Grapple: +3/+4

Attack: Claw +4 melee (1d2+1) or bite +4 melee (1d3+1)

Full Attack: 2 claws +4 melee (1d2+1) and bite –1 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blinding horror, frightening glance, spell-like abilities, spells

person, chill touch, hypnotism, ray of enfeeblement, reduce person; 2nd – hypnotic pattern, invisibility, mirror image; 3rd – displacement, ray of exhaustion.

Frightening Glance (Su): As a standard action, a nymphag can make a gaze attack against an intelligent, living creature within 30 feet. The target creature must succeed on a Will save (DC 15, Charisma based) or be panicked for 2d4 rounds.

Old Man Winter

Medium Fey (cold)

Hit Dice: 13d6+55 (100 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

AC: 22 (+1 Dex, +5 deflection, +3 natural, +3 hide armour), touch 16, flat-footed 21

Base Attack/Grapple: +6/+10

Attack: *Grim greataxe* +13 melee (1d12+8/x3)

Full Attack: *Grim greataxe* +13/+8 melee (1d12+8/x3)

Space/Reach: 5 ft./5 ft.



Special Attacks: Frost wind, *grim greataxe*, spell-like abilities

Special Qualities: Damage reduction 15/magic, darkvision 60 ft., immunity to cold, low-light vision, spell resistance 24, vulnerability to fire

Saves: Fort +10, Ref +9, Will +10

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

Skills: Intimidate +21, Knowledge (geography) +17, Knowledge (nature) +19, Listen +18, Search +17, Spot +18, Survival +18 (+20 to avoid getting lost, avoid natural hazards, follow tracks and in aboveground natural environments)

Feats: Diehard, Endurance, Great Fortitude, Weapon Focus (greataxe), Toughness

Environment: Any cold

Organisation: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral evil

Advancement: 14-19 HD (Medium), 20-39 HD (Large)

Level Adjustment: —

You see a powerfully built old man, with a generous white mane and beard; he dresses in red leather and hides, and carries a large hand axe. His eyes are cold and hard as ice and his breath has the chill of a blizzard.

'Old man winter' is the colloquial term used in reference to a mysterious, powerful fey spirit inhabiting cold forests during the snow season. It is a terrible and vengeful spirit, bringing down the cold forces of nature on anyone crossing its path. Old man winter appears as a human grandfather, with long silvery hair and beard. It carries a large axe and wears hide clothes and armour. Both its weapon and its attire are tinted red with the blood of its victims.

Old man winter speaks Aquan, Auran, Common, Sylvan and Terran.

Combat

Old man winter attacks by chopping opponents to pieces with its axe; it has a number of offensive magical abilities, though it far prefers to spill the blood of mortals personally.

Frost Wind (Su): At will, as a full-round action, old man winter may cause a frost wind to blow in a one-mile radius, increasing the wind force within the area to Strong and imposing a -2 penalty on ranged attacks and causing Tiny or smaller creatures to succeed at a Fort save (DC 10) or fall prone (or be thrown back 1d6x10 feet if they are flying). In addition, the climate in the area becomes bitter cold, causing creatures in the area to succeed at a Fortitude save (DC 15) each hour or suffer 1d6 points of nonlethal damage and become fatigued. The fatigued state lasts until the nonlethal damage is healed.

Grim greataxe: Old man winter's weapon is a +2 greataxe with the ability to freeze creatures to death. Any creature successfully damaged by old man winter's *grim greataxe* must succeed at a Fortitude save (DC 16, Charisma based) or suffer an additional 1d6 points of Constitution damage, as its body becomes numb and dead from the weapon's murderous cold.

Spell-Like Abilities: At will—*gust of wind* (DC 18), *sleet storm*; 3/day—*cone of cold* (20), *ice storm*; 1/day—*control weather*, *freezing sphere* (21). Caster level 13th. Save DCs are Charisma based.

Onyx

Medium Construct

Hit Dice: 7d10+20 (58 hp)

Initiative: +8

Speed: 40 ft. (8 squares)

AC: 24 (+4 Dex, +10 natural), touch 14, flat-footed 20

Base Attack/Grapple: +5/+8

Attack: Claw +9 melee (1d4+3) or bite +9 melee (1d3+3)

Full Attack: 2 claws +9 melee (1d4+3) and bite +7 melee (1d3+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved grab, pounce, rake

Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., low-light vision, spell resistance 22

Saves: Fort +2, Ref +6, Will +3

Abilities: Str 16, Dex 19, Con —, Int 3, Wis 12, Cha 3

Skills: Balance +12, Jump +11, Hide +9, Listen +5, Move Silently +9, Spot +5

Feats: Improved Initiative, Multiattack, Weapon Finesse

Environment: Underground

Organisation: Solitary or pair

Challenge Rating: 5

Treasure: Double standard

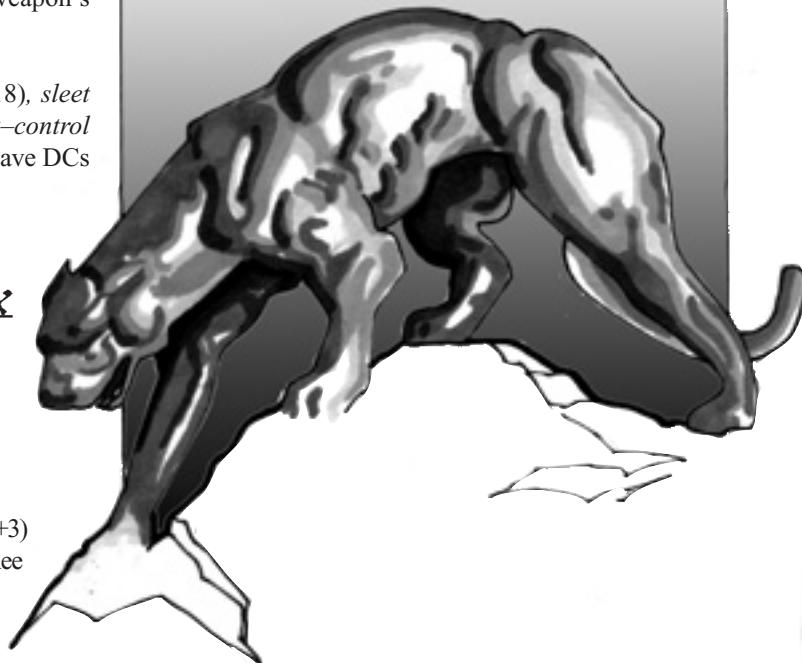
Alignment: Usually neutral evil

Advancement: 8-10 (Medium), 11-21 (Large)

Level Adjustment: +3

This appears to be the living sculpture of a big cat, only entirely made of jade or some other green stone. However, its movements are not like those of an animated effigy or statue; they are fluid, stealthy and agile, its articulations smooth and shifting as those of a normal animal.

An onyx is the idol of a cult of cat worshippers, given life and movement by a dark ritual. The creature appears as a Medium or Large, lean cat, fashioned from a single block of jade or greenstone. It usually wears a golden collar



or other such ornament. When an onyx moves, its limbs almost appear made of liquid gemstone.

Combat

An onyx attacks in utter silence. It stealthily stalks its opponents, waiting for the right moment to pounce on them and turn them to shreds with its stone claws.

Improved Grab (Ex): If an onyx hits with its bite attack, it can start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): An onyx can make a full attack, including two rake attacks, after a charge.

Rake (Ex): Attack bonus +9 melee, damage 1d4+1.

Skills: An onyx is built with a +4 racial bonus on all Hide and Move Silently checks, as well as a +8 racial bonus on Balance and Jump checks.

Onyx Construction

An onyx must be crafted from a single block of solid jade worth at least 2,500 gold pieces. Creating the body requires

a Craft (sculpture) check or a Craft (stonemasonry) check (DC 15).

CL 11th; Craft Construct, *animate objects*, *limited wish*, *stone shape*; caster must be at least 11th level; Price 26,000 gp; Cost 15,500 gp + 940 XP.

Orbeiron

Colossal (+) Aberration

Hit Dice: 100d8+3,290 (3,740 hp)

Initiative: -5

Speed: See text

AC: 52 (-8 size, +50 natural), touch 2, flat-footed 52

Base Attack/Grapple: +75/+91

Attack: —

Full Attack: —

Space/Reach: See text

Special Attacks: Cataclysmic aura, chaos aura, epic spell-like abilities, negative aura, terror aura

Special Qualities: Blindsight, damage reduction 40/epic, epic senses, immunities, interplanar travel, magic immunity, nonabilities, resistance to acid 40, cold 40 and fire 40, telepathy

Saves: Fort +84, Ref —, Will +48

Abilities: Str —, Dex —, Con 75, Int 35, Wis 41, Cha 41

Skills: Appraise +117, Concentration +141, Intimidate +116, Knowledge (arcana) +118, Knowledge (geography) +118, Knowledge (history) +118, Knowledge (nature) +108,

Knowledge (religion) +118, Knowledge (the planes) +115, Listen +121, Search +117, Sense Motive +111, Spellcraft +114, Spot +112

Feats: Alertness, Diehard, Endurance, Hover, Toughness (30)

Environment: See text

Organisation: Solitary

Challenge Rating: 61

Treasure: None

Alignment: Always neutral evil

Advancement: 101+ HD (Colossal+)

Level Adjustment: —

You see a floating black orb in the distance. It is surely at least as large as a city, but it floats at such a distance you are not able to determine its true size. As it floats past, however, the sky turns dark, a looming shadow flies over the land and an overwhelming aura of evil fills your heart.

An orbeiron is a concentration of such powerful, abundant evil power that it has taken the primal, colossal form of a small planet or asteroid, gathering earth and minerals from all corners of the universe to give shape to its evil soul. Therefore, an orbeiron appears as a mile-wide black sphere, with a corrupted soul as old as creation and the intelligence and wisdom of an evil god in whose presence all things turn to evil and despair.

Orbeirons cannot speak but they can communicate telepathically with any intelligent creature within 1,000 miles.

Combat

Due to its epic size and the staggering reach of its aura, an orbeiron can start a fight hours or even days before actually arriving on an area, as the effects of its many auras and magical abilities can be felt from thousands of miles away as the creature slowly approaches a world. In fact, an orbeiron is never considered to 'have' arrived – the closest it can get to the surface of a world is still too far for it to be physically threatening to its inhabitants.

However, its infinitely powerful auras and magical abilities are more than enough to lay an entire world – or more – to waste.

Orbeiron Space

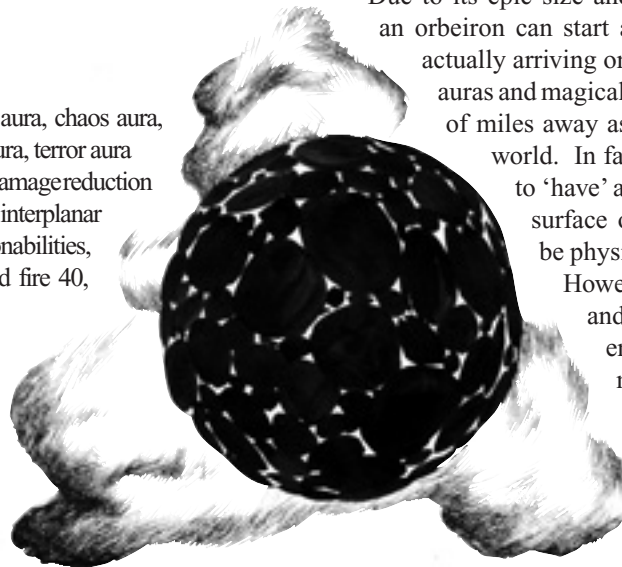
Using the normal combat rules, an orbeiron would need many thousands of feet (and many thousands of squares) of space.

Furthermore, it cannot ever tread on solid ground, seeing as how it is the size of a world itself; it must always stop and hover hundreds of miles above the ground, not being able to get any closer. When an orbeiron comes within sight, assume it to be many hundreds of miles away; to actually attack an orbeiron, opponents must get close to it.

Orbeiron Movement

An orbeiron can move through the ether between worlds as fast as to be effectively capable of interplanar travel (assume its base speed to be above 10,000 feet). However, once it arrives close to a world, the orbeiron stops completely until it has destroyed the world in question. Rather than using standard tactical movement rules, measure the orbeiron's movement in phases:

Phase 1: Usually, moving from one world to another takes 1d4 weeks for an orbeiron travelling at its maximum speed. At this point, the orbeiron's coming may be detected via



commune, contact other plane, discern location or legend lore spells cast from its destination world.

Phase 2: Once an orbeiron comes within sight of a world (usually from thousands of miles away) it slows its speed; it takes 1d4 days for an orbeiron to come close enough to a world for it to be seen from the world's surface. At this point, it becomes possible to see the orbeiron's coming via *greater scrying* or *scrying* spells cast from its destination world. Also at this point the orbeiron's chaos aura (see below) begins taking effect.

Phase 3: Once an orbeiron becomes visible from a world, it takes 1d4 hours for it to become close enough for its auras to start affecting the world. From this point on, the orbeiron's arrival is obvious to the inhabitants of its target world.

Phase 4: Once an orbeiron arrives close enough to a world to affect it, it stops many hundreds of miles short of the surface; opponents wishing to fight the orbeiron at this stage must travel through the air for 1d4 days or use *teleport* and similar spells to come within combat range of the orbeiron.

Cataclysmic Aura (Su): When an orbeiron reaches phase four (see above) of its advance towards a world, it causes catastrophic effects. A random spot within the area directly under the shadow of an orbeiron (usually a circle of about 300 miles in diameter) suffers an *earthquake* effect, as the spell at caster level 40th, every round the orbeiron remains hovering near the world.

Chaos Aura (Su): When an orbeiron reaches phase two of its advance towards a world, inhabitants of this world start acting strangely. For every hour the orbeiron remains at phase two, three or four, 100d100 living, intelligent creatures inhabiting its destination world are affected as per an *insanity* spell. Chose the affected creatures randomly, from all over the orbeiron's destination world. Any given individual typically has a 1 in 10,000,000 chance of being affected every hour.

Epic Spell-Like Abilities: Once it has reached phase four of its advance, an orbeiron may use the following epic spell-like abilities, once per round each: *At will—enslave* (DC 35), *greater ruin* (DC 35), *hellball* (DC 35), *memento mori* (DC 45), *nailed to the sky* (DC 35), *soul dominion* (DC 35), *soul scry* (DC 35); *1/day—eclipse, epic repulsion*. Caster level 50th. Save DCs are Charisma based. An orbeiron always takes 10 on Spellcraft checks required to cast its epic spell-like abilities.

Negative Aura (Su): Any living creature coming within one mile of an orbeiron (usually by flying towards it) must succeed at a Will save (DC 75, Charisma based) or receive one negative level. This negative level remains as long as the creatures remain within one mile of the orbeiron. A creature that touches an orbeiron (either by 'walking' on it or succeeding on a melee touch attack against it) suffers 1d4 negative levels (no save). Undead creatures actually *gain* one temporary Hit Die while they remain within one mile of an orbeiron and 1d4 Hit Dice when they touch it.

Terror Aura (Su): When an orbeiron reaches phase four of its advance towards a world, all living, intelligent creatures under its shadow (usually a 1,000 mile-diameter circle) in this world must succeed at a Will save (DC 75, Charisma based) or become panicked for one full day. A creature that successfully makes this save cannot be affected by that orbeiron's terror aura for the same 24 hours.

Epic Senses (Ex): An orbeiron, though blind, has godlike means of perception allowing it to see and hear events happening at appalling distances (usually 1,000 miles). An orbeiron's epic senses give it the blindsight ability with a range of 500 miles; plus it cannot be flanked or flat-footed.

Immunities (Ex): An orbeiron's planet-like composition gives it total immunity to disease, electrical damage, mind-affecting spells and effects, poison and sonic damage. It is also immune to any effect requiring a Fortitude saving throw, unless it is harmless or affects objects as well. Finally, the orbeiron is not subject to critical hits, nonlethal damage or death from massive damage.

Magic Immunity (Ex): An orbeiron is immune to any spell allowing spell resistance, except for the following spells, which affect it somewhat differently:

A *dire winter* epic spell targeted on an orbeiron slows it (as per a *slow* spell) and prevents it from using its epic spell-like abilities. Both effects last one hour.

An *eclipse* epic spell targeted on an orbeiron disorients it, preventing it from using its epic spell-like abilities for one hour.

A *raise island* or *verdigris* epic spell targeted on an orbeiron deals 20d8 damage to it (no save).

Nonabilities (Ex): An orbeiron has no Strength or Dexterity scores, so it cannot move or attack physically. It always fails Strength checks, Dexterity checks and Reflex saves.

Interplanar Travel (Ex): An orbeiron may travel from one plane to another by means of self-locomotion. Entering or leaving a world takes 1d4 hours for an orbeiron; actually travelling from one world to another takes 1d4 weeks.

Telepathy (Su): An orbeiron's telepathy is incredibly potent, allowing it to communicate with any intelligent creature within 1,000 miles. An orbeiron may use its mind-affecting epic spell-like abilities on any creature with which it maintains telepathic contact, regardless of distance.

Oztotl

Huge Construct

Hit Dice: 12d10+40 (106 hp)

Initiative: -5

Speed: 0 ft.

AC: 19 (-2 size, -5 Dex, +16 natural), touch 3, flat-footed 19

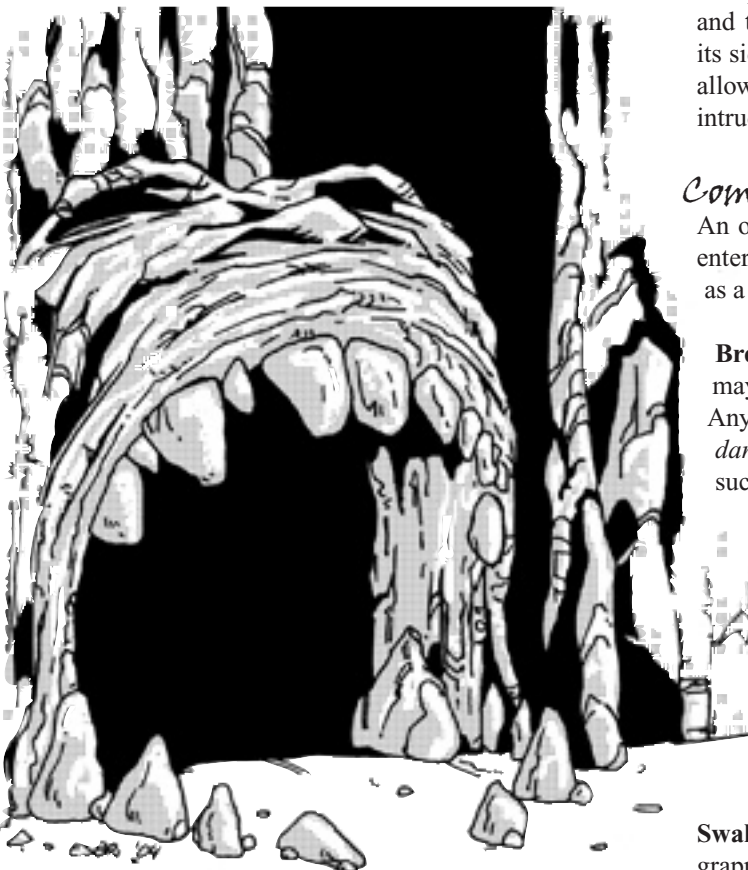
Base Attack/Grapple: +9/+27

Attack: Bite +17 melee (6d6+15)

Full Attack: Bite +17 melee (6d6+15)

Space/Reach: 15 ft./10 ft.

Special Attacks: Breath weapon, improved grab, swallow whole



Special Qualities: Construct traits, darkvision 60 ft., hardness 10, immunity to electrical and sonic attacks, low-light vision, resistance to cold 20 and fire 20

Saves: Fort +4, Ref -, Will +4

Abilities: Str 31, Dex -, Con -, Int -, Wis 10, Cha 1

Skills: -

Feats: -

Environment: Any hills and mountains

Organisation: Solitary

Challenge Rating: 7

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: 13-24 HD (Gargantuan), 25-36 HD (Colossal)

Level Adjustment: -

The painted cave entrance actually looks like the head of a beast, expecting food to enter its open maw by itself. You are unsure whether it is because of good craftsmanship or because it actually is a monstrous, living open mouth.

An oztotl comes into being when a wizard crafts a monster's jaws on a cave entrance and then uses magical rituals to give it a semblance of life. An oztotl looks like a normal cave entrance, except that huge canine fangs protrude from its top and bottom, a coloured muzzle is carved on its crown and two monstrous eyes have been fashioned on each of its sides. The enchantments by which the oztotl is created allow it to bite, emit a roar and cast a breath weapon at intruders.

Combat

An oztotl attacks mostly by attempting to bite everything entering the cave. It is programmed to use its breath weapon as a tool to reduce its opponents' effectiveness.

Breath Weapon (Su): Once every 1d4 rounds, an oztotl may breathe a cone of deep darkness as a standard action. Anything inside this cone is affected as per a *deeper darkness* spell (no save) for one full round, plus it must succeed at a Will save (DC 16, Wisdom based) or move directly into the oztotl's gaping mouth, due to the disorienting effect of the darkness.

Improved Grab (Ex): An oztotl that successfully hits with a bite attack may start a grapple as a free action, without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and may attempt to swallow its opponent whole the next round.

Swallow Whole (Ex): An oztotl that begins its turn grappling an opponent may attempt to swallow its enemy by succeeding at a special grapple check. If the oztotl wins

this grapple, the target is instantly swallowed by the oztotl. A swallowed target does not enter the cave guarded by the oztotl, but a special cavity above and behind the oztotl's mouth. There, the creature suffers 6d6+5 points of crushing damage every round. A swallowed victim may attempt to get free by cutting its way out; this requires dealing 20 points of slashing or piercing damage to the oztotl's cavity (AC 18, hardness 10). An oztotl's cavity can hold two Large creatures, four Medium creatures, eight Small creatures, 16 Tiny creatures or 64 smaller creatures at one time. Once a creature exits, collapsing rocks close the hole; another swallowed creature must make another exit.

Nonability (Ex): An oztotl has no Dexterity score, so it cannot move of its own volition, nor take any action other than opening and closing its mouth (which uses Strength). It always fails Dexterity checks and Reflex saves.

Oztotl Construction

An oztotl must be carved on the slope of a rocky hill or mountain, using materials and rituals costing 1,300 gp. Carving the oztotl requires a Craft (sculpting) or Craft (stonemasonry) check (DC 17).

CL 11th; Craft Construct, *animate objects*, *deeper darkness*, *geas/quest*, *guards and wards*; caster must be at least 11th level; Price 36,000 gp; Cost 19,300 gp + 1,388 XP.



Skills: Climb +20, Intimidate +13, Jump +12, Knowledge (arcana) +14, Knowledge (any two) +14, Listen +13, Spot +13

Feats: Iron Will, Spell Focus (Enchantment)

Environment: Any forest

Organisation: Solitary or pack (one plus 5-12 gorillas)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +7

You see a burly black gorilla with a much larger forehead than is normal for its species. It is clothed and sitting as if in deep thought. Alas, the evil glint on its eyes suggests it is not precisely thinking of a way to help you...

A priman is a big ape that, by magic or evolution, has developed an intelligence far beyond that of humans, its supposed mental betters. Its increased mental might gives a priman vast supernatural abilities, which understandably include an unfettered ambition and power lust. Therefore, most primen are power-hungry autocrats. A priman appears as a Medium, very strong ape with a deeply intelligent gaze. Its fur can go from milky white to raven black. Primen like to dress in regal, magnificent robes.

Primen speak Common and Draconic.

Priman Combat

Primen far prefer to use their psionic abilities in combat rather than entering melee. However, they are reasonably capable physical fighters; even in this case, they use psionics to augment their combat capabilities.

Psionics (Sp): At will—*daze monster* (DC 18), *hold person* (DC 19), *rage*, *major image* (DC 18), *suggestion* (DC 19); 3/day—*confusion* (DC 20), *dominate person* (DC 21), *telekinesis* (DC 20). Effective caster level 9th. Save DCs are Charisma based.

Skills: A priman gains a +8 racial bonus on Climb checks. It can always take 10 on Climb checks, even if rushed or threatened.

Medium Magical Beast

Hit Dice: 5d10+10 (37 hp)

Initiative: +2

Speed: 30 ft. (6 squares), climb 20ft.

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

Base Attack/Grapple: +5/+9

Attack: Slam +9 melee (1d4+4)

Full Attack: 2 slams +9 melee (1d4+4) and bite +4 melee (1d3+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Darkvision 60 ft., low-light vision, spell resistance 16

Saves: Fort +6, Ref +6, Will +8

Abilities: Str 19, Dex 14, Con 15, Int 22, Wis 21, Cha 21

Priman Characters

The self-awareness and ego of primen almost puts them in the category of humanoids (monstrous or otherwise); their intelligence puts them far above. Therefore it is not surprising that some of them choose to take character classes. A priman's favoured class is psion, although they have been known to take levels as sorcerers or wizards with the same dedication.

Pyrausta

Tiny Outsider (chaotic, evil, extraplanar, fire)

Hit Dice: 2d8+2 (11 hp)

Initiative: +1

Speed: 20 ft. (4 squares), climb 20 ft., fly 40 ft. (poor)

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

Base Attack/Grapple: +2/-8

Attack: Bite +5 melee (1d3-2 plus 1d6 fire)

Full Attack: Bite +5 melee (1d3-2 plus 1d6 fire)

Space/Reach: 2½ ft. /0 ft.

Special Attacks: Fiery halo, fire breath

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., immunity to fire, vulnerability to cold

Saves: Fort +4, Ref +4, Will +3

Abilities: Str 7, Dex 13, Con 13, Int 5, Wis 10, Cha 8

Skills: Balance +6, Climb +14, Listen +5,

Search +2, Spot +5, Survival +0 (+2

following tracks),

Feats: Weapon Finesse

Environment: Elemental

planes of fire, chaotic evil planes

Organisation: Solitary, flight

(3-6) or flock (9-20)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 3-4 HD (Tiny), 5-6 HD (Small)

Level Adjustment: +4 (Improved Familiar)

They all come flying from the conflagration, breathing the toxic fumes as if they were the purest air. They roar, burn and destroying everything in their path, hissing frantically as they do. The devastation they bring about could appear as the work of demons, but these are only five flying lizards the size of

cats, surrounded by wisps of smoke and fire. Their wings are like those of bats, replacing the creatures' front paws.

Pyraustae are demonic fire lizards from the lower planes, doubtlessly related to the salamander. They embody the senseless, destructive and devouring aspect of fire, which they represent perfectly. A pyrausta appears as a Tiny lizard or salamander, whose front legs extend as bat wings. It is constantly surrounded by a flowing halo of fire and smoke.

Combat

Pyraustae rarely fight with teeth and claw, preferring to let their fiery halo do their work for them. More than anything else, pyraustae love the destruction wrought by their fiery halo and breath weapon.

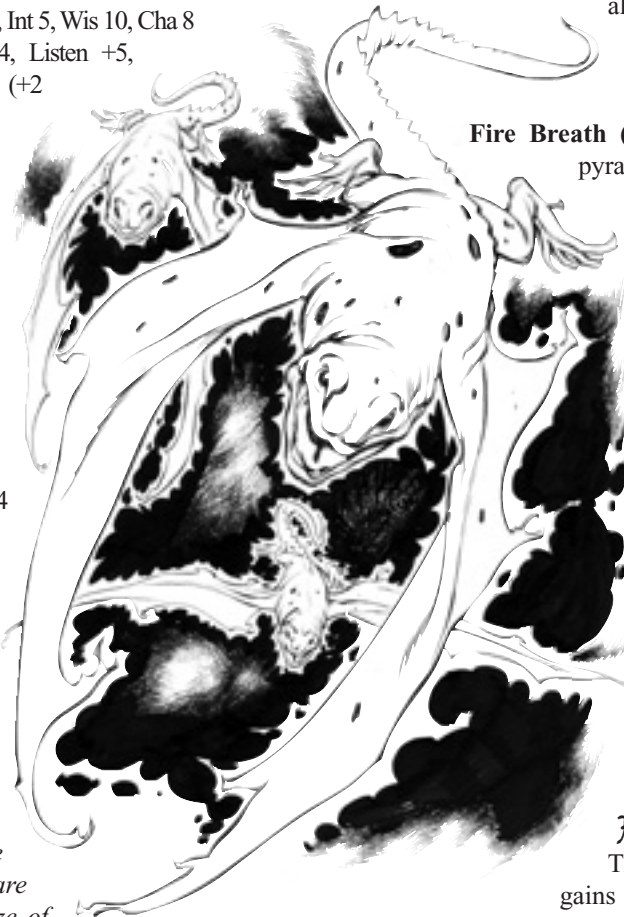
Fiery Halo (Su): A pyrausta sets everything it touches in fire, dealing 1d6 fire damage to any creature or object in the same area. Any creature or object damaged by a pyrausta's fiery halo catches on fire, suffering 1d6 points of fire damage every round. An affected creature is allowed a Reflex save (DC 16) each round to halve the fire damage and avoid catching on fire (or stop the fire if it had already caught on). The Reflex save DC is Constitution based and includes a +4 racial bonus.

Fire Breath (Su): Once every 1d4 rounds, a pyrausta may breathe a cone of fire 5 feet long by 5 feet wide. Any creatures caught in this cone suffer 3d6 points of fire damage, with a Reflex save (DC 16) allowed for half damage. The Reflex save DC is Constitution based and includes a +4 racial bonus.

Skills: A pyrausta gains a +8 racial bonus on Climb checks; it uses its Dexterity modifier instead of its Strength modifier for these checks. A pyrausta can always take 10 on Climb checks, even if distracted or endangered.

Pyraustae as Familiars

The master of a pyrausta familiar gains fire resistance 10 as long as both



remain within 10 feet of each other. This is in addition to any other benefits gained from having a familiar.

Quazo'orr

Medium Outsider (evil)

Hit Dice: 7d8+21 (52 hp)

Initiative: +3

Speed: 20 ft. (4 squares), fly 30 ft. (average)

AC: 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

Base Attack/Grapple: +7/+16

Attack: Sucker +9 melee (1d4+1) or gore +8 melee (1d4+1)

Full Attack: Sucker +9 melee (1d4+1) or gore +8 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Attach, disease, fluid drain

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunity to disease and poison, resistance to acid 10, cold 10 and fire 10

Saves: Fort +8, Ref +8, Will +5

Abilities: Str 13, Dex 17, Con 17, Int 7, Wis 11, Cha 7

Skills: Hide +13, Listen +10, Move Silently +13, Search +12, Spot +10 Survival +10 (+12 following tracks)

Feats: Great Fortitude, Track, Weapon Focus (sucker)

Environment: Evil planes

Organisation: Solitary or buzz (2-5)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 8-14 HD (Medium), 15-21 HD (Large)

Level Adjustment: +4 (cohort)

This horrid creature appears as some kind of hunched demon with the mixed features of a stag, a fly and an elephant. It drools and slobbers as it ambles towards you.

The quazo'orr is a loathsome scavenger from the hells. It feeds off the carrion of dead demons, devils and similar creatures, which has to be among the vilest substances in the universe. As a result, the quazo'orr is among the ugliest denizens of the lower planes. The creature's body is like a rotten, grey turnip full of furrows, lumps and warts, scattered with coarse black hairs here and there. The creature walks on the four hairy legs of a fly, of which it also has the wings. Its head is like a deformed humanoid's, with a bulbous nose, a thick-lipped sucking mouth and uneven, bulging eyes. However, the monster's most remarkable features are its large black deer's antlers and a set of long, flapping, diseased elephantine ears.

Quazo'orrs speak Abyssal and Infernal.



Combat

A quazo'orr attacks and feeds by sucking the flesh off a body. It immediately attempts to attach itself to a victim and then suck away until it has fed.

A quazo'orr's attacks count as evil for the purposes of overcoming damage reduction.

Attach (Ex): By spending a full-round action, a quazo'orr may attempt to attach to itself to a target. To do this, a quazo'orr must succeed on a sucker attack against its opponent's body. If the attack succeeds, the quazo'orr uses its four fly legs to stick to the opponent's body. An attached quazo'orr is effectively grappling its prey. The quazo'orr loses its Dexterity bonus to Armour Class (treat as if it was flat-footed). Quazo'orrs have a +8 racial bonus on grapple checks.

An attached quazo'orr can be struck with a weapon or grappled itself. To remove an attached quazo'orr through grappling, the opponent must achieve a pin against the quazo'orr.

Disease (Su): Any creature damaged by a quazo'orr's sucker is subject to a supernatural disease – Fort save DC 16 (Constitution based), incubation period 1 hour, damage 1d2 Str, 1d2 Dex and 1d2 Con.

Fluid Drain (Ex): A quazo'orr that begins its turn attached to a victim slowly drains the creature's vital fluids, inflicting 1d4 points of Strength and Constitution damage each round, in addition to base sucker damage. Once it has dealt a total of 12 points of Strength or Constitution damage, a quazo'orr detaches and flies off to digest its meal. If a quazo'orr's victim dies before its appetite has been sated, the quazo'orr detaches and seeks a new target.

Skills: A quazo'orr gains a +4 racial bonus on Search checks.

Quicksand Quirk

Large Elemental (Earth, Water)

Hit Dice: 6d8+24 (51 hp)

Initiative: +0

Speed: 20 ft. (4 squares), burrow 10 ft., swim 10 ft.

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

Base Attack/Grapple: +4/+12

Attack: Slam +7 melee (1d10+4)

Full Attack: 2 slams +7 melee (1d10+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, smother

Special Qualities: Darkvision 60 ft., elemental traits, immunity to disease, resistance to cold 20, electrical 20 and fire 20, tremorsense

Saves: Fort +9, Ref +2 Will +3

Abilities: Str 19, Dex 10, Con 19, Int 7, Wis 12, Cha 8

Skills: Hide +8, Listen +5, Spot +5, Swim +13



Feats: Alertness, Cleave, Power Attack

Environment: Any warm

Organisation: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 7-18 HD (Huge)

Level Adjustment: —

This patch of quicksand swings and flows as if it had a life of its own. At first you thought it was someone thrashing below its doughy surface; however, probably everything that comes under that quicksand patch is way beyond thrashing now...

A quicksand quirk is an evil elemental spirit possessing a patch of sand or mud. It looks as a normal, Large patch of quicksand, but it occasionally lashes out with a pseudopod or gives another signal of being alive. When the creature moves, the bones and other remains of its victims can be glimpsed among the sand.

Quicksand quirks speak Aquan and Terran.

Combat

Quicksand quirks lie down to form a patch of quicksand, hidden among the rocks and undergrowth until a suitable victim passes by it. Then, they lash out with their slam attack and attempt to drown the hapless passer-by.

Improved Grab (Ex): If a quicksand quirk hits with its slam attack, it may start a grapple as a free action, without provoking an attack of opportunity. If it wins the grapple, it establishes a hold and can smother.

Smother (Ex): Any creature that begins its turn grappled by a quicksand quirk goes under, trapped inside the quicksand quirk's body. The trapped creature must make a Constitution check (DC 17, Constitution based) each round or begin suffocating. Once a creature begins suffocating, no action is required from the quicksand quirk for suffocation to continue. Therefore, a quicksand quirk may grapple additional creatures while it has others already suffocating inside it. A quicksand quirk may hold up to one Large, four Medium, 16 Small or 64 smaller creatures at one time.

Skills: A quicksand quirk gains a +8 racial bonus on all Hide and Swim checks. It can always take 10 on Swim checks, even if distracted or endangered.

Sahitim

Sahitim are the definition of an evil race. They made a collective deal with evil forces, turning into a race of half-fiends, millennia ago; now they endeavour to stop the inbred curse causing them to die out, while doing the most harm possible to the rest of the universe. A sahitim appears as a lean humanoid demon, with blank eyes and golden orange skin. The creature's two horns protrude frontward from its brow and immediately describe a sharp curve upward, reaching up to three feet above the head in some individuals. All Sahitim dress neatly and elegantly, sacrificing mobility and practicality for grandeur.

Most sahitim speak Abyssal, Common, Draconic and Infernal.

Sahitim, 1st Level Warrior

Medium Humanoid

Hit Dice: 1d8 (4 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

AC: 16 (+4 chain shirt, +2 heavy shield), touch 10, flat-footed 16

Base Attack/Grapple: +1/+2

Attack: Scimitar +3 melee (1d6+1/18-20) or longbow +1 ranged (1d8/x3)

Full Attack: Scimitar +3 melee (1d6+1/18-20) or longbow +1 ranged (1d8/x3)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Aura of evil, evil domain

Special Qualities: Darkvision 60 ft., low-light vision, resistance to acid 10, cold 5 and fire 5

Saves: Fort +4, Ref +2, Will +2

Abilities: Str 13, Dex 11, Con 10, Int 12, Wis 11, Cha 10

Skills: Bluff +5, Diplomacy +5, Intimidate +8, Knowledge (religion) +9, Listen +2, Sense Motive +4, Spot +2

Feats: Weapon Focus (scimitar)

Environment: Any

Organisation: Solitary, squad (3-6), troop (7-12 plus one 1st level leader), company (11-30 plus two 2nd level sergeants, two 3rd level clerics and one 5th level leader) or sect (50-100 plus 40% noncombatants, three 3rd level captains, 2-7 1st level clerics, one 3rd level wizard, two 3rd level clerics, one 7th level leader and one 6th level cleric; plus 2-4 hell hounds, 2-7 lemure devils or 2-7 dretches)

Challenge Rating: 1

Treasure: Standard

Alignment: Always evil (any)

Advancement: By character class

Level Adjustment: +1

This thin, hairless humanoid has pale ginger skin and a set of long red horns curving far upward from its brow. The creature is dressed in an elegant, embroidered purple tunic.

Combat

While no less deadly by any means, a sahitim's combat style is extremely subtle and restrained, to the point that sahitim combatants seem to be standing still at times, even as they perform violent, complex fighting moves. Sahitim prefer weapons that are elegant, easy to wield and guaranteed to cause pain. Therefore, light weapons and those with increased critical ranges are preferred. Sahitim wear light armour, such as mail shirts.

A sahitim's weapons and natural attacks count as evil for the purposes of overcoming damage reduction.

Sahitim Traits: Sahitim characters have the following racial traits:

+ -2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma.

+ Medium size.

+ A sahitim's base speed is 30 feet.

+ Darkvision out to 60 feet and low-light vision.

+ +2 racial bonus on all saves. Sahitim are protected by their pact with dark forces.

+ *Aura of Evil (Su):* All sahitim emit an aura of evil, just as if they were clerics of a level equal to their character level. If

a sahitim takes levels as a cleric, these count double for the purposes of determining the strength of its aura of evil. A sahitim's natural attacks, as well as any weapons wielded by it, count as evil for the purposes of overcoming damage reduction. Sahitim always emit this aura of evil, regardless of their actual alignment.

+ Resistance to acid 10, cold 5 and fire 5.



- + +4 racial bonus on all Bluff, Diplomacy, Intimidate and Sense Motive checks. Sahitim are masters of social interaction, which they always twist to gain advantage over others.
- + +4 racial bonus on Knowledge (religion) checks, plus Knowledge (religion) is always a class skill for sahitim characters regardless of their character class. Sahitim are all well versed in the dark secrets of the evil forces they serve.
- + *Evil domain*: all sahitim have access to the spells and granted power of the Evil domain, just as if they were clerics of a level equal to their character level. If they take cleric levels, they may choose two additional domains as usual.
- + Automatic languages: Abyssal, Common, Infernal. Bonus languages: Any.
- + Favoured class: Cleric.
- + Level Adjustment: +1.

The Sahitim warrior presented above was created using the following ability score array: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: All sahitim have a CR equal to their character level.

Evil Domain (Su): All sahitim cast spells with the evil descriptor at +1 caster level and may cast *protection from good* once per day.

Sahitim Society

To say that sahitim are degenerate and sinful is a great understatement. They live in constant, close contact with the darkest forces and rituals imaginable, surpassing even races such as the drow in degradation and cruelty. Their social organisation reflects this, with the most treacherous and pitiless individuals ascending to the highest positions of clerical, political and military power. Sahitim cities are great iron fortresses built at remote sites. These fortresses are tall, dark and imposing castles, though they have at least as many underground levels as they have floors above the surface. Such underground levels serve for the sahitim's orgies, rites, dungeons and other unspeakable activities.

Sahitani

Sahitim with the half-fiend template are understandably numerous, since they have made a custom of breeding with demons and devils in terrible orgies. The spawn of such a mating are called sahitani, and given great respect within their society. It is common to find at least one sahitani leading any sahitim group.

Scalefolk

Scalefolk are a twisted race of humanoids, which somehow degenerated to a pre-human state, gaining reptilian qualities as their bodies and souls devolved to the characteristics of their oldest land-dwelling ancestors. There are three subraces of scalefolk; the descriptions below correspond to each of these subraces.

All scalefolk speak Common and Draconic.

Green Scalefolk

Medium Humanoid (Reptilian)

Hit Dice: 1d8-1 (3 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +0/+0

Attack: Bite +0 melee (1d3 plus poison)

Full Attack: Bite +0 melee (1d3 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Entrancing gaze, poisonous bite

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort -1, Ref +3, Will +2

Abilities: Str 10, Dex 13, Con 9, Int 14, Wis 14, Cha 13

Skills: Bluff +9, Diplomacy +9, Listen +8, Spot +8

Feats: Improved Initiative

Environment: Any

Organisation: Solitary, pair, gang (3-6), troop (7-12 plus one 3rd level leader) or band (11-20 plus two 2nd level



lieutenants, one 5th level leader and one 7th level wizard and 1-2 Huge vipers)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +2

You see a sinister robed humanoid; snake-like eyes peer evilly beneath its bald skull and spindly clawed fingers tap on its chest from beneath its robe's sleeves. Its skin has a noticeably green tint and is patched with scales on many spots.

Green scalefolk are incredibly intelligent and manipulative creatures, forming the spiritual backbone and leadership of the Scalefolk race. Green scalefolk appear as emaciated green humanoids, with features halfway between human and snake and a greenish tinge to their imperceptibly scaly skin. They often train as priests or wizards, dressing the part with long embroidered robes.

Combat

Green scalefolk feign peaceful intentions at first, so they may use their entrancing gaze on an enemy. If they succeed, they quickly use their best attack available on the victim.

Entrancing gaze (Su): By succeeding at a Diplomacy or Intimidate check against a creature, a scalefolk gains a limited power over its will. The affected creature must succeed at a Will save (DC equal to the green scalefolk's successful Intimidate or Diplomacy check) or stand transfixed, doing nothing but looking at the scalefolk's eyes, for 1 full round. The creature is considered stunned for game purposes.

Poisonous bite (Ex): Any creature successfully hit by a green scalefolk's bite attack is poisoned – Fortitude DC 9 (Constitution based), initial and secondary damage 1d3 Con.

Skills: A green scalefolk gains a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Bluff and Diplomacy checks.

Green Scalefolk as Characters

Green scalefolk characters possess the following racial traits.

- +2 Dexterity, -2 Constitution, +4 Intelligence, +4 Wisdom, +2 Charisma.
- Medium size.
- A green scalefolk's base land speed is 30 feet.

- + Darkvision up to 60 feet and low-light vision.
- +2 racial bonus on Listen and Spot checks. Scalefolk are quite alert and observant.
- +4 racial bonus on Bluff and Diplomacy checks. Scalefolk are very good with words and persuasion.
- Scalefolk with characters classes use the Hit Die type, base attack bonus, saves and skills of their 1st character class level.
- +3 natural armour bonus.
- Natural bite attack (1d3 damage).
- Special Attacks (see above): Entrancing gaze, poisonous bite.
- Automatic Languages: Common, Draconic. Bonus Languages: Any.
- Favoured Class: Wizard.
- Level Adjustment +2.



Pallid Scalefolk

Medium Humanoid (Reptilian)

Hit Dice: 1d8-1 (3 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

AC: 12 (+2 natural), touch 10, flat-footed 12

Base Attack/Grapple: +0/+0

Attack: Claw +1 melee (1d2 plus poison)

Full Attack: 2 claws +1 melee (1d2 plus poison)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Poison claws
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort -1, Ref +2, Will -1
Abilities: Str 10, Dex 10, Con 9, Int 13, Wis 9, Cha 10
Skills: Heal +5, Knowledge (arcana) +7, Spellcraft +7
Feats: Weapon Focus (claw)
Environment: Underground
Organisation: Solitary
Challenge Rating: ½
Treasure: Standard coins, double goods, standard items
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +0

This unsettling creature appears human except for its ill-defined features and leathery white skin; you would even guess it seems to have scales at some points. It has long, probing fingers with slightly hooked nails. Its eyes are wide open and seem fixed in a point of space beyond you. Its long tunic is stained with what appears to be a mix of arcane chemicals and human blood.

Pallid scalefolk are among the most insanely depraved creatures in the world. Their minds have degenerated nearly as much as their physical forms and virtually no pallid scalefolk retains full lucidity. All pallid scalefolk are found mostly in their grisly, nightmarish laboratories, where they use humanoid prisoners of all ages to conduct the most gory and unspeakable experiments with no other reason than furthering their pointless 'research' or satisfying other perverse needs. A pallid Scalefolk appears nearly human but for the consistency and pallor of its skin. Its features are quite faint, having only a discreet line for a mouth and two slightly protruding orifices for a nose. They like both long gaudy tunics and sober, practical 'work robes'.

Combat

Pallid scalefolk use their poison claws to induce madness in their opponents. They usually avoid combat, however, as it interferes with their misguided research.

Poison Claws (Ex): Any creature successfully hit by a pallid scalefolk's claw attack is poisoned – Fortitude DC 9 (Constitution based), initial and secondary damage 1d2, Con and 1d2, Wis. Any creature reduced to 0 Wisdom, but

not killed, by a pallid scalefolk's poison is affected as per an *insanity* spell until magically restored.

Skills: A pallid scalefolk gains a +2 racial bonus on all Heal and Knowledge (arcana) checks.

Pallid Scalefolk as Characters

Pallid scalefolk characters possess the following racial traits.

- +2 Constitution, +2 Intelligence, -2 Wisdom.
- + Medium size.
- + A pallid scalefolk's base land speed is 30 feet.
- + Darkvision up to 60 feet and low-light vision.
- + +2 racial bonus on Heal and Knowledge (arcana). All pallid scalefolk are well versed in medicinal alchemy, albeit they use it to inflict pain and madness.
- + Scalefolk with characters classes use the Hit Die type, base attack bonus, saves and skills of their 1st character class level.
- + Natural claw attack (1d2 damage).
- + +2 natural armour bonus.
- + Special Attacks (see above): Poison claws.
- + Automatic Languages: Common, Draconic. Bonus Languages: Any.
- + F a v o u r e d Class: Wizard.
- + Level Adjustment +0.



Yellow Scalefolk

Medium Humanoid (Reptilian)

Hit Dice: 1d8 (4 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +0/+0

Attack: Bite +0 melee (1d3) or heavy mace +0 melee (1d8) or claw +0 melee (1d2) or heavy crossbow +1 ranged (1d8/19-20)

Full Attack: Bite +0 melee (1d3) and heavy mace -2 melee (1d8) or bite +0 melee (1d3) and 2 claws -2 melee (1d2) or heavy crossbow +1 ranged (1d8/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Acid spit

Special Qualities: Darkvision 60 ft., low-light vision

Saves: Fort +0, Ref +3, Will -1

Abilities: Str 11, Dex 13, Con 11, Int 10, Wis 8, Cha 10

Skills: Balance +5, Climb +4, Hide +5, Move Silently +5

Feats: Multiattack

Environment: Any

Organisation: Solitary, pair, gang (3-6), troop (7-12 plus one 3rd level leader) or band (11-20 plus two 2nd level lieutenants, one 5th level leader and 2-4 Large vipers)

Challenge Rating: ½

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +1

You see a reptilian humanoid, vaguely similar to a lizardman except for its more humanoid features, leaner form and finer clothing. It does not have a tail. It wields a heavy mace and wears a breastplate over its tunic; its voice is nearly a hiss as it yells and attacks.

Yellow scalefolk are the most snakelike of their kin, with their features retaining only vague (yet notorious) vestiges of humanity. Their yellow skin is leathery and almost full of minuscule scales; they have long sharp fingernails and two venomous fangs in their mouths.

Combat

Yellow scalefolk fight in an organised, strategic fashion. They are cruel but efficient, never sacrificing combat effectiveness for the sake of hurting others. This also means they know when it is best to retreat.

Yellow scalefolk favour heavy maces and crossbows.

Acid Spit (Ex): Once every 1d4 rounds, a yellow scalefolk may spit acid against a single creature within 60 feet. The yellow scalefolk must make a successful touch attack against the target; if successful, the target suffers acid 1d4 damage and must succeed at a Fortitude save (DC 10, Constitution based) next round or suffer an additional 1d4 acid damage.

Skills: A yellow scalefolk gains a +2 racial bonus on all Balance and Climb checks, as well as a +2 racial bonus on Hide and Move Silently checks.

Yellow Scalefolk as Characters

Yellow scalefolk characters possess the following racial traits.

- +2 Dexterity, -2 Wisdom.
- Medium size.
- A yellow scalefolk's base land speed is 30 feet.
- Darkvision up to 60 feet and low-light vision.
- +2 racial bonus on Balance, Climb, Hide and Move Silently checks. The snakelike bodies of yellow scalefolk are well suited for stealth and agility.
- Scalefolk with character classes use the Hit Die type, base attack bonus, saves and skills of their 1st character class level.
- Natural attacks: claw (1d2 damage), bite (1d3 damage).
- +4 natural armour bonus.
- Special Attacks (see above): Acid spit.
- Automatic Languages: Common, Draconic. Bonus Languages: Any.
- Favoured Class: Fighter.
- Level Adjustment +1.

Screech Spirit

Tiny Magical Beast

Hit Dice: 2d10 (11 hp)

Initiative: +4

Speed: 10 ft. (2 squares), fly 80 ft. (good)

AC: 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14

Base Attack/Grapple: +2/-9

Attack: Touch +8 melee (1d2 plus *chill touch*)

Full Attack: Touch +8 melee (1d2 plus *chill touch*)

Space/Reach: 2½ ft./0 ft.

Special Attacks: *Chill touch*, hell hoot

Special Qualities: Darkvision 60 ft., low-light vision, spell resistance 14

Saves: Fort +3, Ref +7, Will +2

Abilities: Str 5, Dex 19, Con 11, Int 6, Wis 14, Cha 14

Skills: Hide +16, Listen +10, Move Silently +17, Spot +10

Feats: Weapon Finesse

Environment: Temperate forests

Organisation: Solitary

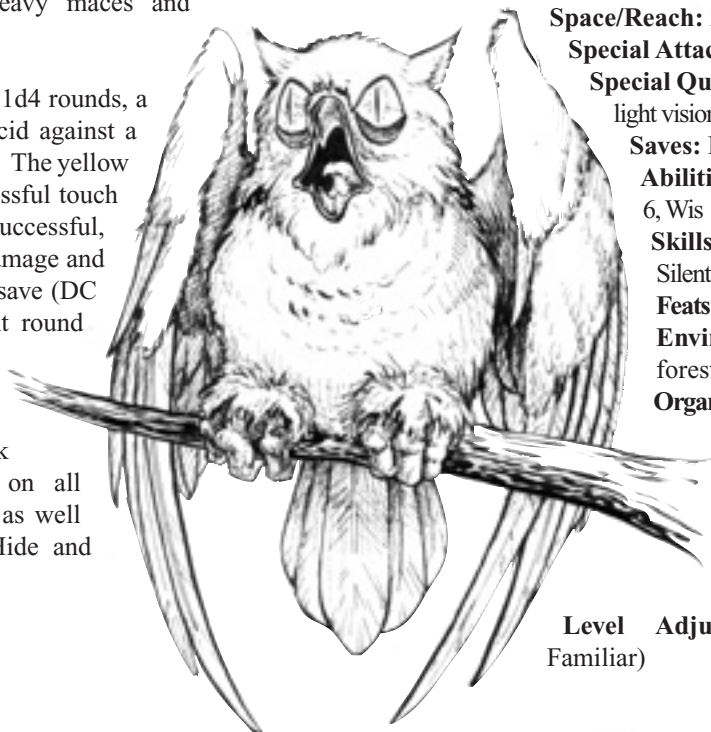
Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral evil

Advancement: 3-6 HD (Small)

Level Adjustment: +5 (Improved Familiar)



In the distance you hear its hooting and your bones are chilled to the marrow. Then it appears, flying as an ethereal carrier of death; its shape that of a snowy owl, its eyes those of a spirit of doom. It is about to screech again...

Screech spirits are evil messengers of death, whose call has the ability to stop the hearts of listeners, paralysing or even killing them from fright. A screech spirit appears as a spectral snowy owl, whose white plumage appears to shine eerily in the night. The creature's blank eyes are a bright yellow. Its hooting is, according to surviving witnesses, one of the most spine-chilling sounds in all of creation.

Screech spirits speak only their own hooting language.

Combat

Screech spirits swoop down on prey stealthily, attempting to catch them unaware so as to maximise the surprise provoked by their sudden hell hoot. If their hell hoot fails to affect a victim, the screech spirit attempts to fly away and try again later. They only use their touch attack against paralysed or helpless victims, unless forced by exceptional or dire circumstances. When using their touch attack, screech spirits combine both talons into a single attack.

Chill Touch (Sp): Any creature damaged by a screech spirit's touch attack must succeed at a Fortitude save (DC 13, Charisma based) or suffer 1d6 additional points of damage plus 1 point of Constitution damage.

Hell Hoot (Su): Once every 1d4 rounds, as a full-round action, a screech spirit can emit a bloodcurdling, hellish whoop, causing all living creatures within 30 feet to succeed at a Will save (DC 13, Charisma based) or become shaken for 1d4 rounds. In addition, a single living creature that has failed at this save (chosen by the screech spirit) must immediately succeed at an additional Will save (DC 13, Charisma based) or suffer 1d4 Wisdom damage and become paralysed for 1d4 rounds. A creature that succeeds at any Will save against a screech spirit's hell hoot cannot be affected by the same screech spirit's hell hoot ability for the next 24 hours. A creature reduced to 0 Wisdom by a screech spirit's hell hoot ability

dies from fright as its heart stops from the terrifying shock.

Skills: A screech spirit gains a +4 racial bonus on Hide checks, and a +8 racial bonus on all Listen, Move Silently and Spot checks. A screech spirit can always take 10 on Move Silently checks, even when rushed or threatened.

Screech Spirits as Familiars

Some evil spellcasters summon screech spirits as familiars via the Improved Familiar feat. In such cases, a screech spirit's master is immune to the creature's hell hoot ability.

Scyllamia

Medium Magical Beast

Hit Dice: 7d10+7 (45 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

AC: 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

Base Attack/Grapple: +7/+10

Attack: Bite +11 melee (1d6+4)

Full Attack: Bite +11 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Horrific aura, spell-like abilities

Special Qualities: Darkvision 60 ft., low-light vision, mimicry, scent

Saves: Fort +6, Ref +8, Will +3

Abilities: Str 17, Dex 16, Con 13, Int 8, Wis 13, Cha 10

Skills: Listen +4, Spot +4, Survival +5

Feats: Ability Focus (horrific aura), Track, Weapon Focus (bite)

Environment: Any plains

Organisation: Solitary

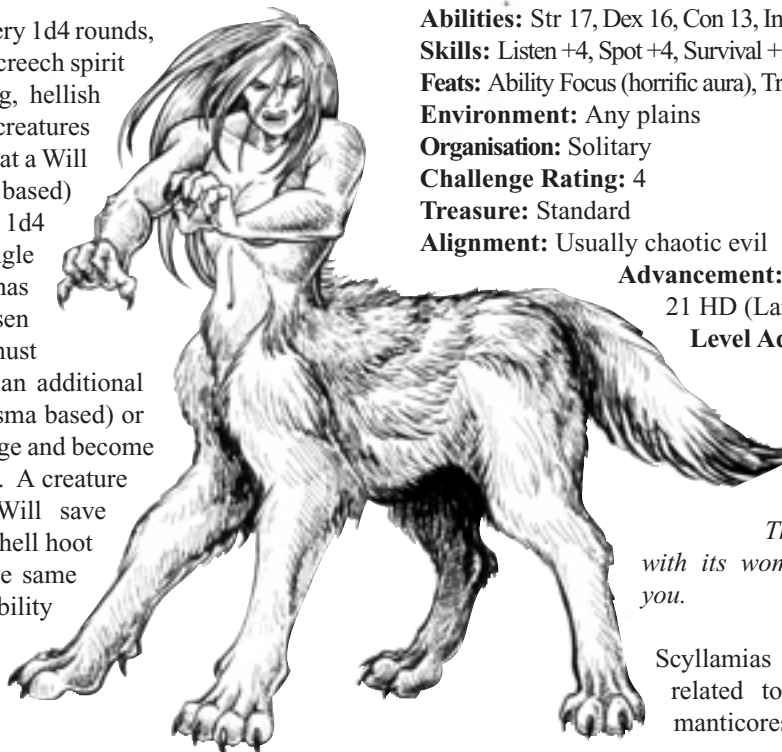
Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 8-9 HD (Medium), 10-21 HD (Large)

Level Adjustment: +4



This creature has the upper body of a woman and the lower body of a dog. The creature barks angrily with its woman's head and attacks you.

Scyllamias are repulsive monsters related to lamias, sphinxes and manticores. They appear as women

with the bodies of grey-white dogs where their human legs should be.

Scyllamias speak Common and Draconic.

Combat

Scyllamias hate everything and everybody, viciously attacking any creature that enters their domain, regardless of its power, attitude or intentions.

Horrific Aura (Su): A scyllamia is cursed with a supernatural aura making it appear even more horrific than it actually is. Any living creature coming within 30 feet of a scyllamia must succeed at a Will save (DC 15, Charisma based) or suffer 1d4 points of Wisdom damage from the creature's terrifying appearance. This is a fear-inducing, mind-affecting effect. Any creature that succeeds at this save is unaffected by that scyllamia's horrific aura for the next 24 hours.

Spell-Like Abilities: At will – *charm person* (DC 11), *cause fear* (DC 11), *disguise self*; 3/day–*rage*, *scare* (DC 12); 1/day–*crushing despair* (DC 14), *fear* (DC 14). Caster level 7th. Save DCs are Charisma based.

Mimicry (Su): A Scyllamia can imitate to perfection any sound it has heard previously, including the voice of a specific creature.

Season Slayer

Season slayers are terrible fey spirits dedicated to hunting and slaying mortals. Each type of season slayer is tied to one season or climate, therefore it only exists in certain regions.

Season Slayer Traits: All season slayers share the following traits, except where otherwise noted.

- ✦ Darkvision out to 60 feet.
- ✦ Spell-Like Abilities: All season slayers can use the following spell-like abilities at caster level 7th: At will–*blur*, *ghost sound*, *whispering wind*; 3/day–*blink*; 1/day–*fear*, *greater invisibility*. Save DCs equal 10 + spell level + the season slayer's Charisma modifier.
- ✦ Spell resistance 17.

In addition, all season slayers have the following traits in common:

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 7-12 HD (Medium), 13-18 HD (Large)

Level Adjustment: +6



Shrub Slayer

Medium Fey

Hit Dice: 6d6+12 (33 hp)

Initiative: +8

Speed: 40 ft. (8 squares), climb 30ft.

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

Base Attack/Grapple: +3/+6

Attack: Bite +7 melee (1d4+3) or claw +6 melee (1d3+3)

Full Attack: Bite +7 melee (1d4+3) and 2 claws +4 melee (1d3+1)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Sneak attack +3d6, spell-like abilities

Special Qualities: Damage reduction 5/cold iron, darkvision 60 ft., low-light vision, scent, spell resistance 17

Saves: Fort +4, Ref +9, Will +7

Abilities: Str 16, Dex 19, Con 14, Int 10, Wis 14, Cha 14

Skills: Climb +17, Hide +14*, Jump +9, Knowledge (nature) +8, Listen +12, Move Silently +14, Search +6, Spot +12, Survival +16 (+18 following tracks or in aboveground natural environments)

Feats: Improved Initiative, Multiattack, Weapon Focus (bite)

Environment: Temperate or warm forests

You see a crouching, naked humanoid with green skin and red eyes. It smiles at you with a fanged mouth and leaps to attack.

A shrub slayer, also called a green grim or green goddam, is a ghastly spirit from the forests and meadows, apparently made of earth or some kind of vegetation, which enjoys preying on mortals. It looks like a green-skinned, green-haired, naked humanoid with vicious fangs and claws. Its eyes are two bright crimson points of light. It is always smiling and showing off its sharp teeth with a killer's glee.

Shrub slayers speak Common and Sylvan.

Combat

Shrub slayers wait hidden among the bushes until suitable prey walks by; then they stealthily spring upon their intended victim, attempting to disable or kill it as quickly as possible.

Sneak attack (Ex): Shrub slayers have sneak attack as the rogue class ability, dealing 3d6 bonus damage on a successful sneak attack.

Spell-Like Abilities: At will—*alter self*, *blur*, *daze* (DC 12), *ghost sound* (DC 12), *invisibility*, *scare* (DC 14), *sleep* (DC 13), *true strike*, *whispering wind*; 3/day—*blink*, *deep slumber* (DC 15). 1/day—*fear* (DC 16), *greater invisibility*, *hallucinatory terrain* (DC 16). Caster level 7th. Save DCs are Charisma based.

Skills: A shrub slayer gains a +4 racial bonus on Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus rises to +12. A shrub slayer gains a +4 racial bonus on Listen and Spot checks, as well as a +8 racial bonus on Climb and Survival checks. It can always take 10 on Climb checks, even when rushed or threatened.

Storm Slayer

Medium Fey (cold)

Hit Dice: 6d6+18 (39 hp)

Initiative: +4

Speed: 30 ft. (6 squares), fly 40 ft. (good)

AC: 19 (+4 Dex, +5 deflection), touch 19, flat-footed 15

Base Attack/Grapple: +3/+4

Attack: Touch +7 melee (1d4 plus frost touch)

Full Attack: Touch +7 melee (1d4 plus frost touch)

Space/Reach: 5 ft./5 ft.

Special Attacks: Beguile, frost touch, spell-like abilities

Special Qualities: Darkvision 60 ft., immunity to cold, low-light vision, spell resistance 17, vulnerability to fire

Saves: Fort +5, Ref +9, Will +7

Abilities: Str 13, Dex 18, Con 16, Int 15, Wis 15, Cha 20

Skills: Bluff +14, Concentration +12, Diplomacy +7, Disguise +5 (+7 acting in character), Intimidate +7, Escape Artist +13, Hide +13*, Listen +11, Move Silently +17, Spot +11, Survival +11, Use Rope +4 (+6 with knots)

Feats: Ability Focus (beguile), Combat Casting, Weapon Finesse

Environment: Any cold

The woman's long golden tresses waft and flutter as she walks leisurely through the dewy leaf bed, apparently heedless of the cold despite being completely naked. She gives an inhuman smile and the wind increases its intensity; she winks and thunder calls. When the storm begins in its full fury, the fair woman has turned into a crow and flown away...

Storm slayers, also called Vilas, are the spirits of stormy weather in certain regions of the world. They appear just before a tempest, waiting among the woods for hapless mortals to pass by. They attack by unleashing cold and lightning or by using Enchantment magic on their victims. A vila has the ability to take the shape of any wild animal; its true form is that of a beautiful, naked woman with long blond hair flowing in the breeze, skin so fair as to be nearly white and eyes that are blue as hoarfrost.

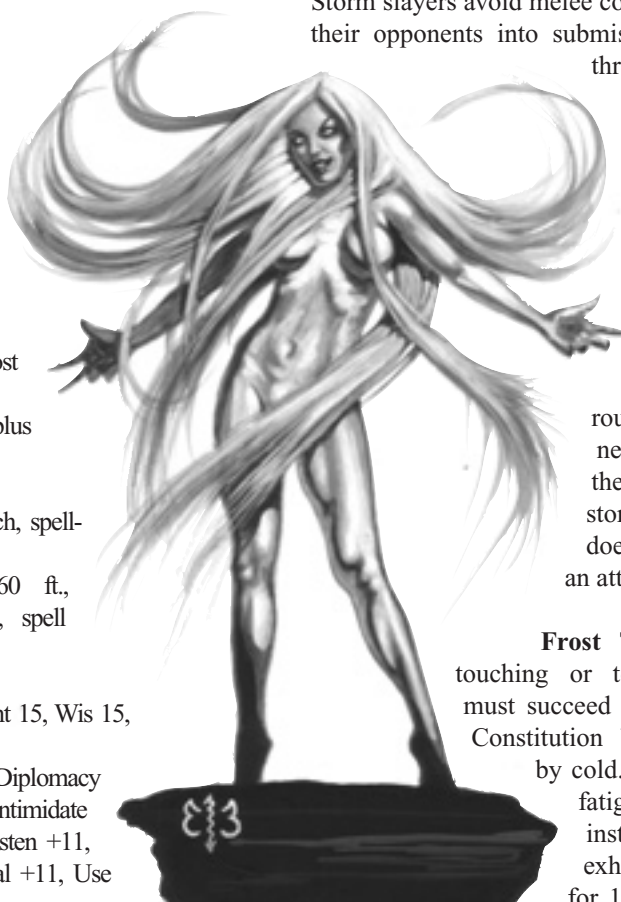
Storm slayers speak Common and Sylvan.

Combat

Storm slayers avoid melee combat, far preferring to charm their opponents into submission and then killing them through magical means.

Beguile (Su): Any living, intelligent humanoid in a storm spirit's presence or listening to a storm spirit's voice must succeed on a Will save (DC 20, Charisma based) or be compelled to follow the storm spirit wherever it goes for 2d6 rounds. This compulsion is negated if the storm spirit attacks the affected creature (note that a storm spirit's frost touch ability does not necessarily have to be an attack).

Frost Touch (Su): Any creature touching or touched by a storm spirit must succeed at a Fortitude save (DC 16, Constitution based) or become fatigued by cold. If the creature was already fatigued, it becomes exhausted instead. If it was already exhausted, it becomes stunned for 1d4 rounds. If a storm spirit



touches a stunned creature, the target immediately suffers 1d3 points of Constitution damage (no saving throw).

Spell-Like Abilities: At will—*blur*, *chill touch* (DC 16), *chill metal* (DC 17), *ghost sound* (DC 15), *gust of wind* (DC 17), *invisibility*, *levitate*, *ray of frost*, *whispering wind*; 3/day—*blink*, *call lightning* (DC 18), *gaseous form*, *lightning bolt* (DC 18), *sleet storm*, *wind wall*; 1/day—*fear* (DC 19), *greater invisibility*, *ice storm*, *polymorph*, *solid fog* (DC 19). Caster level 7th. Save DCs are Charisma based.

Skills: A storm slayer gains a +4 racial bonus on all Move Silently checks.

*It gains a +8 racial bonus on Hide checks made in cold environments.

Sunset Slayer

Medium Fey

Hit Dice: 6d6+12 (33 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +3/+7

Attack: Claw +7 melee (1d4+4) or bite +7 melee (1d6+4)

Full Attack: 2 claws +7 melee (1d4+4) and bite +2 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, stunning beauty

Special Qualities: Darkvision 60 ft., low-light vision, spell resistance 17

Saves: Fort +4, Ref +8, Will +6

Abilities: Str 19, Dex 17, Con 15, Int 13, Wis 13, Cha 19

Skills: Bluff +13, Diplomacy +6, Disguise +4 (+6 acting in character), Escape Artist +12, Hide +14*, Intimidate +6, Listen +10, Move Silently +18, Spot +10, Survival +10, Use Rope +3 (+5 with knots)

Feats: Ability Focus (stunning beauty), Improved Initiative, Stealthy

Environment: Cold and temperate plains

This is an eerie woman whose skin is the colour of the twilight sun and whose hair is the colour of the twilight sky. As the sun sets, she runs naked through the tilling fields, smiling and laughing with the wind; as the sun sets, the animals flee, the children cry and the terrified farmers bolt the doors of their homes...



A sunset slayer, also called a twilight spirit, is a merciless creature that walks the harvest fields as the sun sets. It appears as a naked beautiful woman the colour of autumn and sundown; however, this beautiful appearance is designed to make her prey lower their guard before the monster's fangs and claws. Despite its beauty, the sunset slayer is a murdering, carnivorous creature, which luckily only comes out as the sun sets and returns to its woodland lair during the day and night.

Sunset slayers speak Sylvan.

Combat

Sunset slayers are quite unusual in that they are 'evil' only at the twilight hours. Before sunset, they are peaceful creatures, laughing with the wind and playing with children; after sunset they retire to sleep in their lairs. It is only during the few hours of actual sundown that a sunset slayer becomes a murderous predator, indistinctly attacking anything that crosses its path. In any event, a sunset slayer will always attack viciously if provoked or attacked itself, regardless of the time of day.

Spell-Like Abilities: At will—*blur*, *charm person* (DC 15), *detect thoughts* (DC 16), *disguise self*, *ghost sound* (DC 14), *gust of wind* (DC 16), *hypnotic pattern* (DC 16), *whispering wind* (DC 16); 3/day—*blink*, *dimension door*, *hold person* (DC 17), *suggestion* (DC 17), *vampiric touch*, *wind wall*, *ray of exhaustion* (DC 17); 1/day—*fear* (DC 18), *greater invisibility*. Caster level 7th. Save DCs are Charisma based.

Stunning Beauty (Su): Any living, intelligent creature gazing at a sunset slayer must succeed at a Will save (DC 19, Charisma based) or become stunned for 1d4 rounds. A creature that succeeds at this save cannot be affected by the same sunset slayer's stunning beauty ability for the next 24 hours. A sunset slayer can turn this ability on or off at will.

Skills: A sunset slayer gains a +4 racial bonus on all Move Silently checks.

*It gains a +4 racial bonus on Hide checks in areas of tall grass.

Sireki

Medium Magical Beast (reptilian)

Hit Dice: 4d10+4 (26 hp)

Initiative: +7

Speed: 40 ft. (8 squares), climb 30 ft., swim 30 ft.

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

Base Attack/Grapple: +4/+7

Attack: Bite +7 melee (1d6+3) or claw +7 melee (1d3+3)

Full Attack: Bite +7 melee (1d6+3) and 2 claws +5 melee (1d3+1)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Improved grab, pounce, rage, rake 1d3+1

Special Qualities: Darkvision 60 ft., fast healing 4, low-light vision

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 16, Dex 17, Con 13, Int 5, Wis 12, Cha 7

Skills: Climb +11, Hide +11, Jump +18, Swim +11

Feats: Improved Initiative, Multiattack

Environment: Warm forests

Organisation: Solitary or pack (2-7)

Challenge Rating: 3

Treasure: None

Alignment: Usually chaotic evil

Advancement: 5-8 HD (Medium), 9-12 HD (Large)

Level Adjustment: +2 (cohort)



This creature looks like a humanoid iguana or similar lizard, with a human body covered with scales and a reptilian head with sharp teeth and a lashing tongue. A crest of green spines runs the length of the creature's head and back, reaching down to its tail. Both the monster's hands and feet are clawed.

A sireki, also called 'scaled leaper', is a breed of lizard that evolved to a near-humanoid form. These monsters stalk reeds and marshes, pouncing on anything they regard as prey. They have a limited intelligence, which allows them to hunt either for sport or for sadism. Sireki appear as humanoid reptiles with apish movements; their human-like bodies and limbs are covered with scales and capped with a reptilian head. The creature has sharp teeth, as well as claws on both hands and feet. A crest of greenish-black spikes lines its back. A sireki is halfway between quadruped and biped, having two distinct legs and two arms, yet it often walks on all fours, using its arms as forelegs.

Combat

Sireki immediately leap at potential prey, viciously attempting to gorge on the victim's body before giving it a chance to react.

Improved Grab (Ex): A sireki that hits with its bite attack may start a grapple as a free action without provoking an attack of opportunity. If it wins a grapple, it establishes a hold and can rake next round.

Pounce (Ex): A sireki can make a full attack, including two rake attacks, after a charge.

Rage (Ex): An angered or hurt sireki enters a state of rage, gaining a +2 bonus to its Strength and Constitution scores and a -1 penalty to its Armour Class. This rage state lasts until the sireki dies or there are no living creatures in sight. The additional hit points the sireki gains from this Constitution increase are not lost first the way temporary hit points are. A sireki cannot end a rage voluntarily, nor is it fatigued at the end of a rage.

Rake (Ex): Attack bonus +5 melee, damage 1d3+1.

Skills: A sireki gains a +8 racial bonus on Climb, Jump and Swim checks. Its natural camouflage abilities give it a +8 racial bonus on Hide checks made in any environment. A sireki can always take 10 on Climb, Hide, Jump and Swim checks, even when rushed or threatened.

Skullwearer

Tiny Undead

Hit Dice: 4d12 (26 hp)

Initiative: +2

Speed: 5 ft. (1 square), fly 20 ft. (perfect)

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

Base Attack/Grapple: +2/-10

Attack: Bite +7 melee (1d4-4 plus death bite)

Full Attack: Bite +7 melee (1d4-4 plus death bite)

Space/Reach: 2½ ft. /0 ft.

Special Attacks: Death bite, paralysing gaze, mortal skin

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., undead traits

Saves: Fort +1, Ref +3, Will +5

Abilities: Str 3, Dex 15, Con -, Int 13, Wis 13, Cha 14

Skills: Bluff +9, Diplomacy +11, Disguise +11 (+13 when acting in character)*, Gather Information +9, Sense Motive +8

Feats: Weapon Finesse, Weapon Focus (bite)

Environment: Warm forests

Organisation: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Usually neutral evil

Advancement: 5-12 HD (Tiny)

Level Adjustment: +5 (cohort)

All of a sudden, what seemed to be a normal, disembodied humanoid skull starts talking with its cavernous, deathly voice. Despite its ghastly appearance, it seems friendly enough...

The dread skullwearer is an undead horror with the ability to kill and impersonate mortals. It looks like a bare humanoid skull with the ability to float and talk in a deathly, cavernous voice. When it has gained the trust of a humanoid, the skullwearer attempts to kill its target and possess him by taking the place of the dead victim's own skull. Thus the term *skullwearer* becomes somewhat of a contradiction, as the victim's skull is in fact the only body part not worn, but replaced by the monster.

Curiously, skull spirits are very friendly, and like to enjoy the company of their victims for a while before killing them. In fact, strange as it sounds, they can be very loyal and agreeable companions before they attack, often for many weeks, months or even a couple of years. This, of course, has a double purpose; besides obtaining company

and entertainment, the skull spirit learns as much as it can about its intended victim's mannerisms and background.

Skullwearers speak Common, Draconic and Sylvan.

Combat

Skullwearers attack only when they feel they have the best chances to kill their target with a minimum of resistance, which means they often have to wait for a long time.

Death Bite (Su): In addition to its normal hit point damage, the bite of a skullwearer deals 1d3 points of Constitution damage on a successful hit unless the target succeeds at a

Fortitude save (DC 14, Charisma based) to avoid the draining. A victim reduced to 0 constitution by a skullwearer dies on the spot.

Paralysing Gaze (Su): Once per day, as a full-round action, a skullwearer may attempt a paralysing attack on a creature looking into its eye sockets. The target must succeed at a Will save (DC 14, Charisma based) or become paralysed for 1d6 rounds. A target that succeeds at a Will save against a skullwearer's paralysing gaze is generally unaware that the skullwearer attempted it, unless he succeeds at a Spellcraft check (DC 20).

Mortal skin (Su): As a full-round action, a skullwearer can peel off the skin of any humanoid

it has killed, and put it on itself. This process destroys the target's body and transforms the skullwearer into an exact replica of the slain humanoid. This effect works exactly as a *polymorph* spell at caster level 7th, except the skullwearer gains the creature's skills and feats in addition to its own and may 'wear' its victim's skin indefinitely, though it can be forced out of the skin by *dispel magic* and the like. A dead creature whose skin has been worn by a skullwearer can only be *raised* if both its skin and bones are present at the moment of casting.

Skills: *A skullwearer gains a +8 racial bonus to all Disguise checks made to impersonate the creature whose skin it is wearing.



Spirit-Cursed

The spirit-cursed are the result of the attack of a *mark of justice* spell or other specific curse cast by a fey or outsider from some regions (particularly warm forests). A spirit-cursed creature is robbed of her humanoid essence and imbued with a predatory soul, near-animal instinct and monstrous features. These creatures appear as they did before the curse, except their nails and teeth grow to sharp points and their feet become sharp spikes made of stone or bone.

Sample Spirit-Cursed

The following example uses a 1st level female human commoner as the base creature. It had the following abilities before applying modifiers: Str 10, Dex 12, Con 11, Int 8, Wis 13, Cha 9.

Spirit-Cursed, 1st Level Human Commoner

Medium Monstrous Humanoid (Augmented Humanoid)

Hit Dice: 1d8+2 (6 hp)

Initiative: +3

Speed: 20 ft. (4 squares)

AC: 19 (+3 Dex, +6 natural), touch 13, flat-footed 16

Base Attack/Grapple: +0/+3

Attack: Kick +4 melee (1d6+3/18-20) or dagger +3 melee (1d4+3/19-20)

Full Attack: Kick +4 melee (1d6+3/18-20) and dagger -2 melee (1d4+1/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Frightful presence

Special Qualities: Damage reduction 3/-, darkvision 60 ft., spiked legs

Saves: Fort +2, Ref +3, Will +2

Abilities: Str 16, Dex 16, Con 15, Int 3, Wis 15, Cha 9

Skills: Listen +6, Spot +6, Survival +6

Feats: Alertness, Weapon Focus (kick)^B

Environment: Warm forests

Organisation: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always chaotic evil

Advancement: 2-3 HD (Medium)

Level Adjustment: +2

This creature appears to be a tribal woman from the jungle, with coppery skin and black hair; however, her features are tragically altered by black sorcery. Her hands have been turned into claws and her mouth has become a monstrous fanged maw. However, the most appalling change was effected on her legs – now they do not end in normal feet,

but instead taper as if sharpened away to gory, bony sharp points that pin the ground with each step the once-human woman takes...

Combat

The spiked legs of this spirit-cursed creature deal piercing damage. It attacks almost mindlessly, focusing on destruction and killing for its own sake.

Frightful presence (Ex): Any living being seeing a spirit-cursed from within 30 feet must succeed at a Will save (DC 9, Charisma based) or become frightened for 3d6 rounds. A creature that succeeds at this save cannot be affected by the same spirit-cursed's frightful presence ability for the next 24 hours.

Spiked legs (Ex): A spirit-cursed's spiked legs give it a +10 racial bonus to all Balance and Climb checks made to avoid falling, plus a +4 racial bonus to all checks and rolls made to avoid being tripped or overrun.

Skills: A spirit-cursed gains a +4 racial bonus on all Survival checks.

Creating a Spirit-Cursed

'Spirit-cursed' is an acquired template that can be added to any normal (not monstrous) humanoid (hereafter referred to as the 'base creature') that has somehow earned the ill will of the spirits, most often by breaking some ancestral taboo.

A spirit-cursed uses all of the base creature's traits except as noted below:

Size and Type: The base creature's type changes to monstrous humanoid. Recalculate the base creature's base attack bonus, saves and skill points accordingly.

Hit Dice: Change all current and future Hit Dice to d8s; the base creature loses the ability to gain character class levels.

Speed: As base creature.

Armour Class: Increase the base creature's natural armour bonus by +6.

Attack/Full Attack/Damage: In addition to its base attack, the creature gains one of the following natural attacks at its new melee attack bonus. The creature is considered to have proficiency and Weapon Focus with the chosen natural attack.

Bite attack: The base creature grows a bestial, deformed maw with many rows of teeth. Damage equals 1d10 + one-and-a-half the spirit-cursed's Str modifier, with a critical damage multiplier of x3. Can be used along with a weapon during a full attack, in which case the weapon is the secondary attack.

Claw attack: The base creature's hands are deformed into misshapen claws. Damage equals 1d8 + the spirit-cursed's Str modifier. The spirit-cursed can make two claw attacks during a full attack action, or one claw and one weapon attack (in which case the weapon is always the secondary attack).

Spiked legs: The creature's feet become spikes; the toes of each foot are fused into a single hard bone spike. Kick damage equals 1d6 + the spirit-cursed's Str modifier and, as a weapon, it has a critical threat range of 18-20. The creature's land speed is reduced by 10 feet (minimum of 5 feet) but it gains a +10 racial bonus to all Balance and Climb checks made to avoid falling, plus a +4 racial bonus to all checks and rolls made to avoid being tripped or overrun. The spirit-cursed can use its kick attack and a weapon attack during a full attack action, in which case the weapon is always the secondary attack.

Special Attacks

A spirit-cursed loses the ability to use any special attacks based on Intelligence, Wisdom or Charisma. This includes the ability to cast spells or activate any spell-like abilities.

Frightful presence (Ex):

Any living being seeing a spirit-cursed from within 30 feet must succeed at a Will save (DC equal to 10 + $\frac{1}{2}$ the spirit-cursed's HD + the spirit-cursed's Cha modifier) or become frightened for 3d6 rounds. A creature that succeeds at this save cannot be affected by the same spirit-cursed's frightful presence ability for the next 24 hours.

Special Qualities

A spirit-cursed loses the ability to use any special qualities based on Intelligence, Wisdom or Charisma. This includes the ability to cast spells or activate any spell-like abilities. It gains the following special qualities:

Damage Reduction (Ex): The spirit-cursed's hide becomes incredibly tough, giving it damage reduction 3/-.

Darkvision (Ex): Out to 60 feet.

Saves: Change to a monstrous humanoid's base saves.

Abilities: Modify from the base creature as follows: Str +6, Dex +4, Con +4, Wis +2. Int is reduced to 3 unless it was 3 or lower already.

Skills: Spirit-cursed creatures gain a +4 racial bonus on Survival checks. They lose all previously gained skill ranks; recalculate skill ranks according to the monstrous humanoid type (2 + Int modifier) x (Hit Dice + 3). The class skills for a spirit-cursed are Listen, Spot and Survival. Spirit-cursed lose the ability to use any Intelligence or Charisma based skills, except for Intimidate.

Feats: A spirit-cursed loses the benefits of any feat that has Intelligence, Wisdom or Charisma mentioned among its prerequisites. It may not gain any new feat with an Intelligence, Wisdom or Charisma requirement.

Environment: As base creature (usually warm forests).

Organisation: Solitary.

Challenge Rating: As base creature +1.

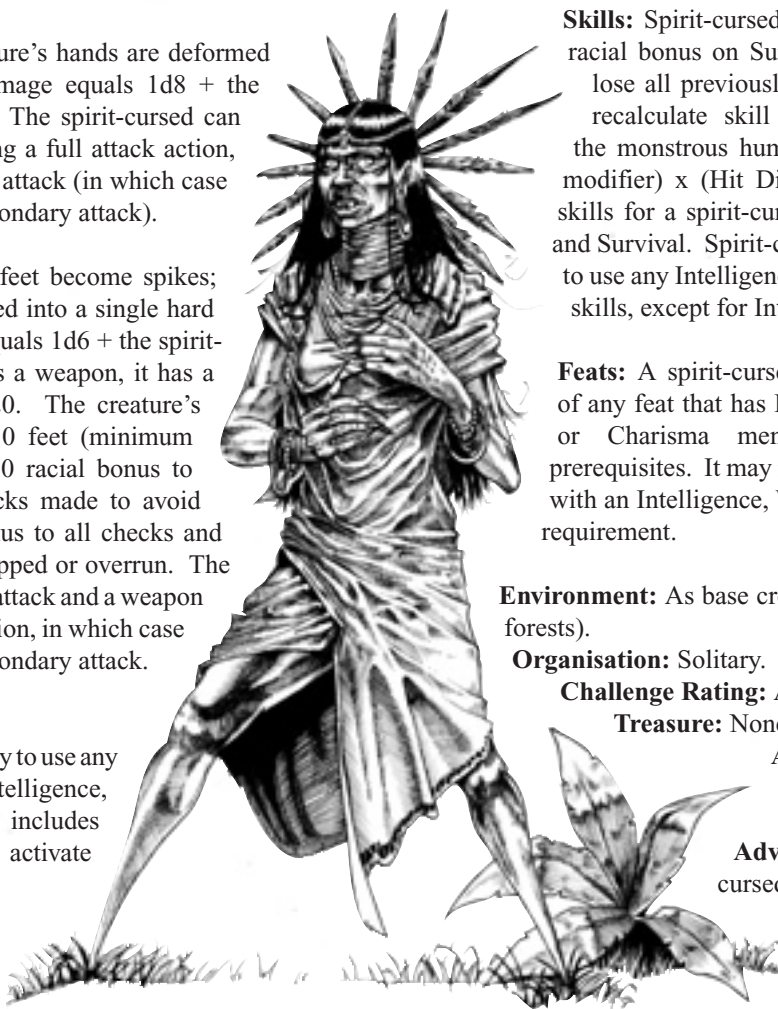
Treasure: None.

Alignment: Change to chaotic evil if it was not so already.

Advancement: Spirit-cursed lose the ability to gain character class levels. They may gain Hit Dice up to

three times the base creature's Hit Die total; however, they never increase in size.

Level Adjustment: As base creature +2.



Spirit Elk

Medium Fey (Earth)

Hit Dice: 5d6+5 (27 hp)

Initiative: +9

Speed: 60 ft. (12 squares), burrow 20 ft.

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

Base Attack/Grapple: +2/+3

Attack: Gore +3 melee (1d4+1) or hoof +3 melee (1d3+1)

Full Attack: Gore +3 melee (1d4+1) and 2 hooves -2 melee (1d3)

Space/Reach: 5 ft. /5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Damage reduction 5/cold iron, darkvision 60 ft., low-light vision, mimicry
Saves: Fort +3, Ref +9, Will +6
Abilities: Str 13, Dex 21, Con 15, Int 13, Wis 14, Cha 14
Skills: Bluff +16, Diplomacy +12, Escape Artist +103 Hide +17, Intimidate +9, Listen +10, Sense Motive +10, Spot +9
Feats: Improved Initiative, Persuasive
Environment: Underground
Organisation: Solitary
Challenge Rating: 3
Treasure: Double standard
Alignment: Always chaotic evil
Advancement: 6-10 HD (Medium), 11-15 HD (Large)
Level Adjustment: +4

Peering from the cracks on the wall, you see the head of a ghostly deer – the last creature you expected to find in these underground tunnels. However, there it is: a dazzling,



white stag of great size, which laughs wildly now that it has been freed...

Spirit elks are a strange kind of fiendish monster that climb out of some subterranean hell via underground tunnels and then wait behind secret passages for a miner, explorer or underground dweller to come near. Then, the elk-like monster uses its many supernatural abilities of illusion and trickery to get the traveller to lower his guard. A spirit elk appears as a radiant, phantasmal white deer with only the slightest hint of its demonic nature in its deep black eyes.

Spirit elks speak Common, Sylvan and Undercommon.

Combat

Spirit elks wait for victims to pass by their underground lairs; then, combining their Bluff skills with their natural mimicry abilities, they attempt to convince their target of their friendly intentions. Once they have earned the trust of a target they attack by surprise, either physically or magically, attempting to drag their victim back to their underground lair before anyone else notices. A spirit elk feeds on the blood of its enemies, though it usually needs the victim to be dead to ensure its co-operation. Once it has slain an enemy, a spirit elk licks its body dry of blood for many days, until it gets hungry and stalks the underground tunnels again.

Spell-Like Abilities: At will—*detect secret doors*, *ghost sound* (DC 12), *message*, *ventriloquism*; 3/day—*blur*, *charm person* (DC 13), *detect thoughts* (DC 14), *invisibility*, *scare* (DC 14), *whispering wind*. Caster level 4th. Save DCs are Charisma based.

Mimicry (Su): A spirit elk can imitate to perfection any sound, including the human voice.

Skills: A spirit elk gains a +4 racial bonus on Bluff checks. Its natural camouflage abilities also give it a +4 bonus on Hide checks.

Star Inquisitor

Medium Outsider (Extraplanar)

Hit Dice: 11d8+11 (60 hp)

Initiative: +5

Speed: 30 ft. (6 squares), fly 10 ft. (perfect)

AC: 21 (+1 Dex, +6 natural, +4 deflection), touch 15, flat-footed 20

Base Attack/Grapple: +11/+11

Attack: Touch +11 melee (1d4 plus fiendish seal)

Full Attack: Touch +11 melee (1d4 plus fiendish seal)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Fiendish seal, orb of idolatry, spell-like abilities, spells

Special Qualities: Alien mind, darkvision 60 ft., spell resistance 22, telepathy 100 ft.

Saves: Fort +8, Ref +8, Will +13

Abilities: Str 11, Dex 13, Con 13, Int 17, Wis 19, Cha 19

Skills: Decipher Script +17, Diplomacy +20, Intimidate +18, Knowledge (arcana) +17, Knowledge (religion) +17, Knowledge (the planes) +17, Listen +18, Sense Motive +18, Spellcraft +19, Spot +18, Survival +4 (+6 in other planes), Use Magic Device +18 (+20 with scrolls)

Feats: Ability Focus (orb of idolatry), Improved Initiative, Iron Will, Spell Focus (Enchantment)

Environment: Outer planes

Organisation: Solitary, coven (2-5), cabal (2-7 plus 1-3 1st level priests and one 2nd level priest) or cult (11-20 plus one 3rd level high priest)

Challenge Rating: 11

Treasure: Double standard

Alignment: Usually lawful evil

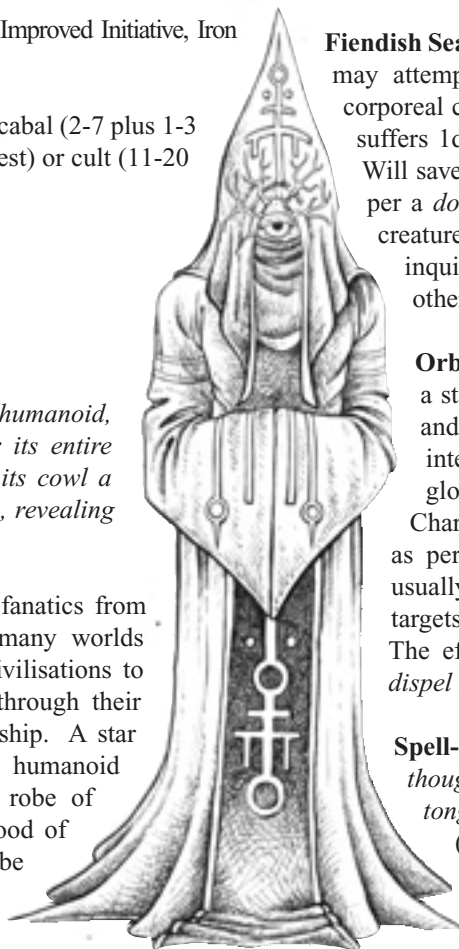
Advancement: By character class

Level Adjustment: +6

This creature appears as a hooded humanoid, whose dark cloak and cowl cover its entire body. However, from the base of its cowl a single monstrous eye peers through, revealing the inhuman nature of its owner.

Star inquisitors are a race of evil fanatics from another world. They roam the many worlds and planes of existence seeking civilisations to subjugate and rob of their souls through their aberrant, alien rituals of fiend worship. A star inquisitor appears as a vaguely humanoid figure dressed in a long flowing robe of purple and black. The tapering hood of this robe is much taller than would be required for a humanoid's head. A single bulbous red eye the size of a human fist comes out at the base of this hood. The opening through which this eye appears is encircled by a mesh of pulsating veins that seem attached to the hood as a parasite.

Star inquisitors worship fiends (demons and devils) as a divine force, though their foremost deity is an unknown, disembodied force of evil they call Ob. Ob represents the endless void of terrifying knowledge beyond the known worlds; its clerics gain access to the Evil, Knowledge, Magic and Trickery domains.



Star inquisitors speak only their own language, though they can communicate telepathically with any intelligent creature within 100 feet.

Combat

Star inquisitors prefer to use magic against potential enemies, and then only if they did not succeed at bending their wills with their orb of idolatry ability. They usually employ their fiendish seal ability only on helpless or willing targets.

Fiendish Seal (Su): As a standard action, a star inquisitor may attempt a touch attack against a single living, corporeal creature. If the touch succeeds, the creature suffers 1d4 points of damage and must succeed at a Will save (DC 19, Charisma based) or be affected as per a *dominate person* spell at caster level 11th. A creature thus dominated retains the mark of the star inquisitor's hand; a star-shaped, bulbous scar that otherwise works as an *arcane mark*.

Orb of Idolatry (Su): As a full-round action, a star inquisitor may cause its one eye to blaze and shine with an orange-red glow. Any living, intelligent creature within 30 feet of this reddish glow must succeed at a Will save (DC 21, Charisma based) or become permanently affected as per a *charm monster* spell. Star inquisitors usually employ this specifically to make affected targets see their religion as a good worship option. The effect is permanent, but can be negated by *dispel magic* and the like.

Spell-Like Abilities: At will—*daze* (DC 15), *detect thoughts* (DC 16), *levitate*, *suggestion* (DC 18), *tongues*; 3/day—*crushing despair* (DC 19), *fear* (DC 18), *hold monster* (DC 20), *resilient sphere* (DC 18), *telekinesis* (DC 19), *teleport*, *wall of force*; 1/day—*eyebite* (DC 20), *mass suggestion* (DC 21), *symbol of persuasion* (DC 21). Caster level 11th.

Save DCs are Charisma based.

Spells: Star Inquisitors can cast divine spells as 11th level evil clerics; they usually choose the Evil and Knowledge domains. The save DCs are Wisdom based. Caster level is 13th for Divination spells and spells with the evil descriptor.

Typical Cleric Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; save DC 15+spell level for Enchantment spells, save DC 14+spell level for all other spells):

0—*detect magic*, *guidance*, *inflict minor wounds*, *light*, *resistance*, *virtue*; 1st—*bane*, *cause fear*, *command* (2), *detect secret doors**, *doom*, *sanctuary*; 2nd—*augury*, *calm*

emotions, death knell, desecrate*, enthrall, silence; 3rd—blindness/deafness, clairaudience/clairvoyance*, dispel magic, invisibility purge, locate object, searing light; 4th—discern lies, dismissal, divination*, inflict critical wounds, spell immunity; 5th—greater command, plane shift, true seeing*; 6th—antilife shell, create undead*.

*Domain spell.

Alien Mind (Ex): Any creature that successfully reads the thoughts or detects the aura of a star inquisitor, whether by spells or special abilities, must in turn succeed at a Will save (DC 19, Wisdom based) or be affected as per a *confusion* spell for 1d3 rounds due to the star inquisitor's unfathomable psychic configuration. This is a mind-affecting effect.

Stymphalian Bird

Large Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +4

Speed: 20 ft. (4 squares), fly 80 ft. (average)

AC: 21 (–1 size, +4 Dex, +8 natural), touch 13, flat-footed 17

Base Attack/Grapple: +4/+14

Attack: Bite +9 melee (1d8+6) or wing +9 melee (1d6+6) or talons +9 melee (1d6+6)

Full Attack: Bite +9 melee (1d8+6) and wing +4 melee (1d6+6) and talons +4 melee (1d6+6)

Space/Reach: 10 ft. /5 ft.

Special Attacks: Feather darts, impale

Special Qualities: Damage reduction 5/adamantine, darkvision 60 ft., low-light vision, resistance to cold 10 and fire 10

Saves: Fort +6, Ref +8, Will +2

Abilities: Str 22, Dex 19, Con 15, Int 10, Wis 13, Cha 8

Skills: Hide +6, Listen +5, Spot +5, Survival +5

Feats: Flyby Attack, Hover

Environment: Rivers and underground

Organisation: Flock (11-20)

Challenge Rating: 3

Treasure: None

Alignment: Usually chaotic evil

Advancement: 5-8 HD (Large), 9-12 HD (Huge)

Level Adjustment: +3 (cohort)

Crossing the river comes a flock of atrocious birds, like raptors from a realm of evil. They look as withered, cadaverous birds with iron-like wings, claws and beaks. Their large swollen eyes smoulder as orbs of white fire.

Stymphalian birds are supernatural raptors roaming the near lower planes, although they sometimes seek their prey in the world of mortals. They frequent places where water

is abundant and light scarce, such as underground rivers and lakes. Stymphalian birds appear as Large, emaciated cranes whose serrated beaks and claws have the look and consistency of bronze. Their wings and feathers are also sharp and glistening as if they were made of metal and can in fact be used to attack.

Stymphalian birds speak Auran and Infernal.

Combat

Stymphalian birds hide in trees or caves near their river lairs, flying out in a savage flock as soon as an intruder appears. They attack everyone they can as best they can, preferring to use their bite attacks but often cutting enemies with their wings as well. When a Stymphalian bird uses its talons, it combines both talons into a single attack.

Feather Darts (Ex): As a full-round action, a Stymphalian bird may unleash a volley of slashing feathers on a 10 foot square area no more than 30 feet away. The Stymphalian bird may then make a separate ranged attack against each creature in this area; each successful attack deals 1d4+3 points of damage to the target.

Impale (Ex): If a Stymphalian bird makes a successful bite attack, it immediately deals an additional 1d8+6 points of damage as its serrated beak impales the target.

Skills: Stymphalian birds gain a +2 racial bonus on Listen and Spot checks.



T'ao-tieh

Large Magical Beast

Hit Dice: 10d10+40 (95 hp)

Initiative: +3

Speed: 60 ft. (12 squares)

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

Base Attack/Grapple: +10/+22

Attack: Bite +18 melee (3d6+8) or claw +17 melee (1d8+8)

Full Attack: Bite +18 melee (3d6+8) and 4 claws +12 melee (1d8+4)

Space/Reach: 10 ft. /5 ft.

Special Attacks: Improved grab, improved trip, pounce, savage bite, rake 1d8+4

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., low-light vision, *plane shift*, scent

Saves: Fort +11, Ref +10, Will +4

Abilities: Str 26, Dex 16, Con 19, Int 5, Wis 13, Cha 10

Skills: Jump +19, Listen +10, Spot +10, Survival +5*

Feats: Alertness, Run, Weapon Focus (bite), Track

Environment: Any

Organisation: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Usually chaotic evil

Advancement: 11-15 HD (Large), 16-30 HD (Huge)

Level Adjustment: +5 (cohort)

This creature appears as a six-legged monstrous tiger with a dog's head. It roars ravenously and leaps to the fight, the foam of wild craving filling its maw.

A t'ao-tieh is a fiendish, carnivorous beast that hunts its victims all over the planes in an endless search to satisfy its supernaturally endless hunger. It appears as a Large six-legged tiger with a monstrous wolf's head and glowing green eyes.

Combat

T'ao-tieh attack by leaping upon unsuspecting prey, sinking their jaws and four of their claws into their victim's body. If they manage to disable their prey in this fashion, they drag the body away to eat at their leisure.

Improved Grab (Ex): A t'ao-tieh that hits with its bite attack may start a grapple as a free action, without

provoking an attack of opportunity. If it wins the grapple, it establishes a hold and can rake. A t'ao-tieh can use both its improved grab and improved trip abilities at the same time, effectively making a trip attack and then automatically starting a grapple against the same enemy.

Pounce (Ex): A t'ao-tieh can make a full attack action, including four rake attacks, after a charge.

Rake (Ex): Attack bonus +12 melee, damage 1d8+4. A t'ao-tieh can make four rake attacks any time it is allowed to rake.

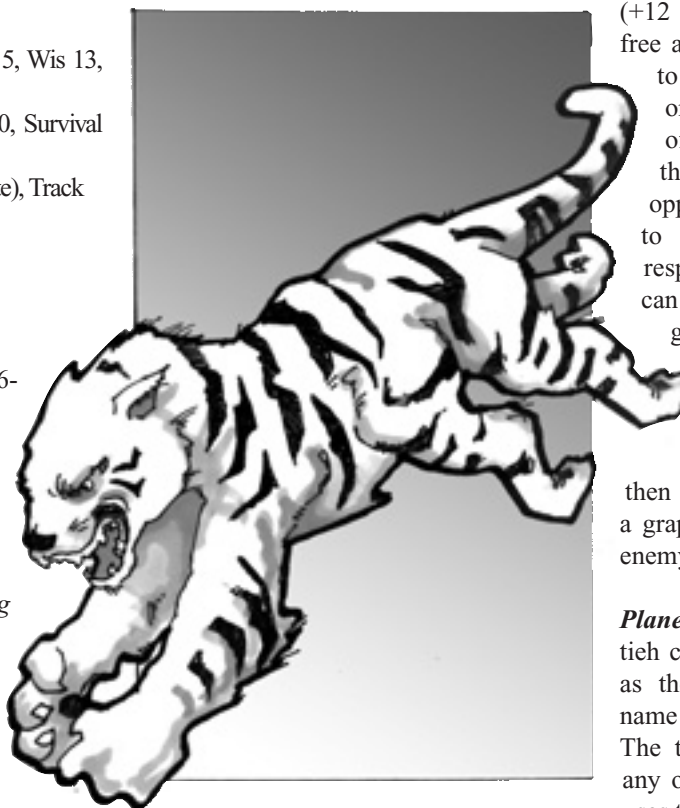
Trip (Ex): If a t'ao-tieh hits with its bite attack, it may attempt to trip the opponent (+12 check modifier) as a free action, without having to make a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot attempt to trip the t'ao-tieh in response. A t'ao-tieh can use both its improved grab and improved trip abilities at the same time, effectively making a trip attack and then automatically starting a grapple against the same enemy.

Plane Shift (Sp): A t'ao-tieh can *plane shift* at will, as the spell of the same name at caster level 10th. The t'ao-tieh cannot carry any other creature when it uses this ability.

Scent: When on the material plane, a t'ao-tieh can use its scent ability on creatures located on the astral or ethereal plane, just as if they were on the same plane as it is. It can always use its scent ability on creatures located on the material plane, regardless of which plane it is currently at.

Skills: A t'ao-tieh gains a +8 racial bonus on Jump checks and a +4 racial bonus on Listen and Spot checks.

*A t'ao-tieh gains a +4 racial bonus on Survival checks when tracking by scent.



Tamazulim

Huge Magical Beast

Hit Dice: 13d10+81 (152 hp)

Initiative: +5

Speed: 40 ft. (8 squares), swim 40 ft.

AC: 27 (-2 size, +1 Dex, +18 natural), touch 9, flat-footed 26

Base Attack/Grapple: +13/+30

Attack: Bite +20 melee (3d6+13)

Full Attack: Bite +20 melee (3d6+13)

Space/Reach: 15 ft./15 ft.

Special Attacks: Lightning, tongue grab

Special Qualities: Amphibious, damage reduction 10/magic, darkvision 60 ft., immunity to acid and electrical, low-light vision, resistance to cold 10 and fire 10

Saves: Fort +16, Ref +9, Will +5

Abilities: Str 29, Dex 12, Con 23, Int 3, Wis 13, Cha 7

Skills: Hide +1*, Listen +7, Spot +7, Swim +21

Feats: Ability Focus (lightning), Alertness, Great Fortitude, Improved Initiative, Toughness

Environment: Any marsh and underground

Organisation: Solitary

Challenge Rating: 9

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: 14-18 HD (Huge), 19-39 HD (Gargantuan)

Level Adjustment: +3 (cohort)

The huge, warty body of this gigantic black toad is covered with lustrous slime and it emits the odour of ten putrid swamps. When it opens its mouth it is not a tongue that shoots forward, but a streak of blue lightning.

Tamazulim are toad-demons inhabiting underground caves in arid plains, where they wait for prey to come near their electricity breathing maws. They look like Huge black toads, their skins bloated and deformed by the warts and pustules covering them. The mouth of a tamazulim can both make tongue attacks or breathe streaks of blue lightning.

Combat

A tamazulim attacks by frying its enemies with lightning first, attempting to lash them with its tongue afterwards. It only uses its bite attack against enemies that are within 10 feet.

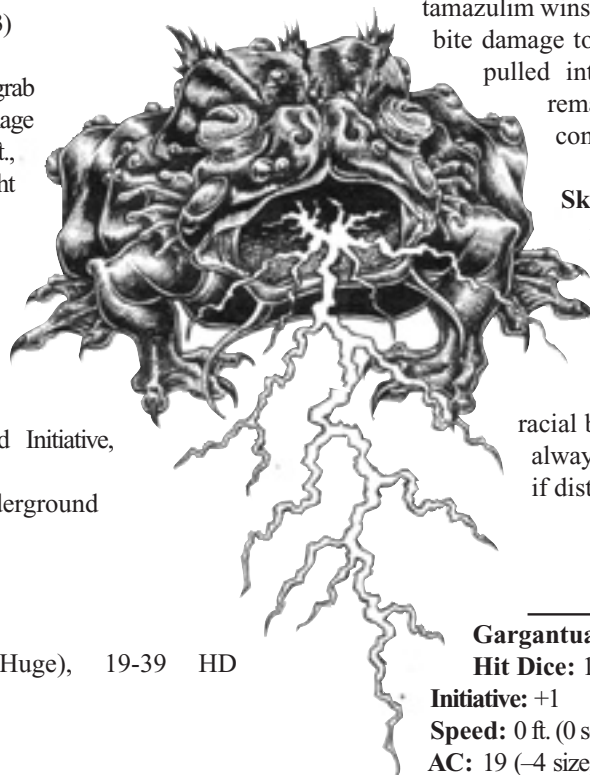
Lightning (Su): Once every 1d4 rounds, as a standard action, a tamazulim may breathe a 60 foot line of electrical energy. Any creature caught in its path suffers 6d6 points of

electrical damage, with a Reflex save (DC 24, Constitution based) allowed for half damage.

Tongue Grab (Ex): By spending a standard action, a tamazulim may attempt a touch attack with its tongue against an enemy within 30 feet. If the attack hits, the tamazulim may immediately start a grapple as a free action, without provoking an attack of opportunity. If the tamazulim wins the grapple, it immediately deals bite damage to the grappled creature, which is pulled into the tamazulim's mouth and remains there as long as the grapple continues.

Skills: A tamazulim gains a +4 racial bonus on all Hide checks due to its coloration.

*In low-light or darker areas, the Hide bonus goes up to +8. A tamazulim gains a +8 racial bonus on all Swim checks; it can always take 10 on Swim checks, even if distracted or endangered.



Tendrillass

Gargantuan Plant

Hit Dice: 16d8+121 (209 hp)

Initiative: +1

Speed: 0 ft. (0 squares)

AC: 19 (-4 size, -3 Dex, +16 natural), touch 3, flat-footed 19

Base Attack/Grapple: +12/+34

Attack: —

Full Attack: —

Space/Reach: 20 ft./20 ft.

Special Attacks: Digestion, sap, woman-bud

Special Qualities: Blindsense 100 ft., damage reduction 5/slashing, low-light vision

Saves: Fort +20, Ref +2, Will +6

Abilities: Str 31, Dex 5, Con 26, Int 7, Wis 12, Cha 6

Skills: Hide +4, Listen +9, Spot +9

Feats: Alertness, Great Fortitude, Improved Initiative, Toughness (3)

Environment: Any forest or marsh

Organisation: Solitary

Challenge Rating: 7

Treasure: See text

Alignment: Usually neutral evil

Advancement: 17-24 HD (Gargantuan), 25-48 HD (Colossal)

Level Adjustment: —

You come upon the body of a human female, lying inert in the ground. When you approach it to investigate, you notice her 'body' was in fact some kind of human sized flower or bud, attached to the thick overhanging branch of a monstrous tree...

A tendrillass is a tree of the baobab family, given evil intelligence and supernatural abilities by some unknown force. As all baobabs, this plant horror has the ability to bend its branches until they touch the ground, take root and sprout a new part of the trunk, which will then sprout new branches and so on; only a tendrillass does this at a much faster, frightening pace. However, the tendrillass' most fearsome attribute by far is its ability to sprout a human sized flower, with the vague shape and contours of an unconscious woman, from the tip of one of its branches. The creature deposits this 'woman-bud' in the ground, hiding the branch it is attached to under the mud or undergrowth; then, when a potential victim touches the decoy sprout, the creature quickly recoils its branch and drops the unsuspecting victim inside its massive trunk, where the hapless creature is digested at the tendrillass' leisure.

Tendrillasses do not keep treasure, but their digestive cavities have a 50% chance of containing standard items for the tendrillass' Challenge Rating.

Combat

A tendrillass does not exactly fight in the strict sense of the word; it is more like a living trap, waiting for travellers to fall in it. As soon as a creature touches one of its woman-buds, the tendrillass' adhesive sap holds the creature fast, while the tendrillass' branches catapult the held creature inside the monster's maw.

Digestion (Ex): Any creature that falls inside a tendrillass' digestive cavity automatically suffers 4d6+10 points of crushing damage plus 8 points of acid damage every round. A swallowed victim may attempt to get free by cutting its way out; this requires dealing 24 points of slashing or piercing damage to the tendrillass' inner wall (AC 18, hardness 5). A tendrillass' digestive cavity can hold one Huge creature, four Large creatures, 16 Medium creatures, 64 Small creatures or 128 smaller creatures at one time. Once a creature exits, reflexive action closes the hole; another swallowed creature must make another exit.

Sap (Ex): Any creature touching a tendrillass' woman-bud must succeed at a Reflex save (DC 26, Constitution based) or be held fast to the woman-bud. A creature can immediately attempt to break free by succeeding at a DC 26 Strength check or by making a successful Escape Artist or

grapple check against a DC equal to the tendrillass' grapple check. If a creature fails to break free from the woman-bud's sap, it is immediately dropped into the tendrillass' digestive cavity (see above).

Woman-Bud (Ex): A tendrillass can lay down up to eight of its branches on the ground, each of them ending in a woman-bud. A creature seeing a woman-bud must succeed at a Spot check (DC 15) or mistake it for a real, unconscious woman. The tendrillass hides the branches holding the woman-buds among the grass or undergrowth; to notice the branches, a creature must succeed at a Spot check opposed by the tendrillass' Hide check. Once a creature becomes held to a woman-bud, the tendrillass may drop it inside its digestive cavity as a move action.

Skills: A tendrillass gains a +12 racial bonus on Hide checks; it may only make Hide checks to hide the branches attached to its woman-buds. It can always take 10 on Hide checks, even if rushed or threatened.



Titan

Titans were not always the godly, warm-hearted creatures they are now. The first titans were primal creatures of utter chaos, which damned and opposed the very creation of which they had been the forefathers. The following titan types correspond to that earlier, much less congenial yet mightier race of titans.

Chthonian Titan

Colossal Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 36d8+726 (882 hp)

Initiative: +4

Speed: 100 ft. (20 squares)

AC: 38 (-8 size, +36 natural), touch 2, flat-footed 38

Base Attack/Grapple: +36/+76

Attack: Slam +52 melee (3d6+24)

Full Attack: 2 slams +52 melee (3d6+24)

Space/Reach: 30 ft./30 ft.

Special Attacks: Chthonian traits, epic spell-like seeds

Special Qualities: Chthonian traits, damage reduction 20/epic, darkvision 60 ft., low-light vision, spell resistance 41

Saves: Fort +42, Ref +20, Will +25

Abilities: Str 59, Dex 10, Con 51, Int 8, Wis 16, Cha 32

Skills: Climb +51, Concentration +50, Craft (any one) +26,

Intimidate +38, Jump +51, Knowledge (any one) +26, Listen +30,

Search +26, Spot +30, Swim +51



Feats: Awesome Blow, Cleave, Diehard, Endurance, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Toughness (2)

Environment: Chaotic evil planes

Organisation: Solitary

Challenge Rating: 30

Treasure: None

Alignment: Always chaotic evil

Advancement: 37-66 HD (Colossal)

Level Adjustment: —

You see a colossal humanoid, if this hecatomb thing could be said to be related to humanity in any way. Its arms are as towers, its legs as mounds; its chest is a furnace and its head is like a world full of chaos and destruction.

Chthonian titans are not made of normal, or even extraplanar flesh and bone; their essence is that of inchoate pandemonium, of the primal hyper-material mud from which the universe was moulded. They appear as raging Colossal humanoids with varying monstrous features, such as an uneven number of eyes or limbs; fire coming out of their eyes, mouths or hair; gigantic claws and so on. Their skin is usually some dreary shade of red, brown or black.

Chthonian titans speak Abyssal.

Combat

No two chthonian titans are alike, so they all have different attack methods. As a rule, they prefer to use their godlike chthonian traits rather than normal melee attacks or spell-like abilities.

Chthonian Traits (Ex): Chthonian titans are creatures of chaos, and as such their physical features are jumbled and confusing. These diverse physical features are usually accompanied by unique special abilities, which no two chthonian titans share.

Every chthonian titan has 1d3 of the following traits, chosen or randomly determined from the table below. These traits are just examples; a Games Master may come up with different chthonian traits as he sees fit.

Epic Spell-Like Seeds: Chthonian titans have access to the *destroy* and *energy* epic spell seeds, just as if they were spell-like abilities. They may develop a different effect every time they use one of these seeds. Using an epic spell speed is a full-round action for a chthonian titan. A chthonian titan requires no Spellcraft check to use or develop epic spell effects based on these seeds. See the *Epic Level Handbook*, Chapter 2, for more information on epic spell seeds.

Chthonian Traits

D100		
Roll	Trait	Explanation
01-05	Breath weapon	The chthonian titan may breathe a cone of acid, cold, fire, electrical, negative energy or poison (choose one) dealing 18d6 damage; a Reflex save (DC equal to 10 + half the chthonian titan's Hit Dice + the chthonian titan's, Con modifier) is allowed for half damage
06-08	Chaotic mind	The chthonian titan gains a +4 racial bonus on Will saves, plus any creature using a Divination spell targeted on the chthonian titan must in turn succeed at a Will save (DC equal to 10 + half the chthonian titan's Hit Dice + the chthonian titan's Wis modifier) or become <i>confused</i> (as the spell) for one full minute
09-14	Claws	Substitute slam damage for 4d6 claw damage
15-20	Curved horns	The chthonian titan gains a secondary gore attack, which deals 4d6 damage plus one-and-a-half its Strength modifier
21-23	Digging claws	Substitute slam damage for claw damage; the chthonian titan gains a burrow speed equal to half its base movement speed
24-29	Energy touch	The chthonian titan deals an additional 3d6 damage on a successful slam or claw attack; this additional damage may be acid, cold, electrical, fire or negative energy (choose one)
30-35	Extra arms	The chthonian titan gains 1d4 new arms, each of which can be used to make a separate primary attack during a full attack action; the chthonian titan gains improved grab as a special attack
36-38	Extra head	+8 racial bonus to Listen, Search and Spot checks; can use one weapon in each hand without any penalty to the attack roll
39-41	Extra legs	The chthonian titan gains 1d4 new legs. Each leg adds a +10 to base speed and a +2 racial bonus to Climb, Jump, Swim and Tumble checks
42-47	Fanged maw	The chthonian titan gains a secondary bite attack dealing 4d6 damage plus Str modifier; if it has the improved grab ability, it gains the swallow whole attack as well
48-50	Fishlike tail	The chthonian titan gains a swim speed equal to its base movement speed; it can move on land by pushing itself with its arms at a speed equal to half its base movement speed
51-53	Flippers	The chthonian titan gains a swim speed equal to half its base movement speed
54-56	Insect-like limbs	The chthonian titan gains a Climb speed equal to half its base speed and a +8 bonus on Climb checks
57-62	Oversized arms	One (75%) or two (25%) of the chthonian titan's arms are disproportionately large; slam damage with the oversized arms increases to 4d8 plus one-and-a-half Strength modifier and the chthonian titan gains improved grab as a special attack
63-67	Pitch-black skin	The chthonian titan gains a +8 racial bonus on Hide checks, which rises to +12 in darkness
68-72	Poison attack	The chthonian titan injects poison (Fortitude save DC equal to 10 + half the chthonian titan's Hit Dice + the chthonian titan's Con modifier; initial and secondary damage 2d8, Con) with either its bite, claw, slam or tail attack (choose one)
73-75	Poisonous blood	The chthonian titan gains a +4 on Fortitude saves, plus any creature making a successful melee attack against it must succeed on a Reflex save or be poisoned (Fortitude save DC equal to 10 + half the chthonian titan's Hit Dice + the chthonian titan's Con modifier; initial and secondary damage 2d8 Con)
76-80	Reptilian tail	The chthonian titan gains a secondary tail attack dealing 4d6 damage plus one-and-a-half its Strength modifier
82-85	Rock-like skin	The chthonian titan gains a +10 bonus to its natural armour and a +4 bonus to hide checks made among rocks; reduce the chthonian giant's Dexterity score by 2
87-90	Scales	Increase natural armour bonus by +8
92-95	Very large eyes	The chthonian titan gains a +8 racial bonus on Intimidate, Search and Spot checks
95-99	Wings	A set of batlike, birdlike, fanlike or insect wings giving the chthonian titan fly speed equal to its base speed, with poor manoeuvrability
00	—	Roll twice, with each 00 counting as an additional roll (do not reroll double 00's)

Wild Titan

Gargantuan Outsider (Air, Chaotic, Evil, Extraplanar, Water)

Hit Dice: 28d8+364 (490 hp)

Initiative: +5

Speed: 60 ft. (12 squares), fly 120 ft. (good), swim 60 ft.

AC: 33 (-4 size, +1 Dex, +26 natural), touch 7, flat-footed 32

Base Attack/Grapple: +28/+57

Attack: Slam +40 melee (2d6+17)

Full Attack: 2 slams +40 melee (2d6+17)

Space/Reach: 20 ft./20 ft.

Special Attacks: Spell-like abilities, storm blast

Special Qualities: Damage reduction 15/magic, darkvision 60 ft., immunity to electricity, resistance to acid 10, cold 30 and fire 20, spell resistance 37

Saves: Fort +31, Ref +17, Will +22

Abilities: Str 44, Dex 12, Con 36, Int 19, Wis 19, Cha 28

Skills: Balance +32, Climb +56, Concentration +48, Intimidate +40, Jump +48, Listen +35, Spot +35, Search +35, Survival +35, Swim +56

Feats: Awesome Blow, Diehard, Endurance, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack

Environment: Any mountain or aquatic

Organisation: Solitary

Challenge Rating: 24

Treasure: Triple standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: —

This gigantic humanoid is the personification of godlike, unchained rage. Its blue skin is the colour of stormy skies, its long hoary hair and beard move about as if shaken by a hurricane. As the creature walks, thunder, storm and lightning seem to follow the beat of its footsteps.

Wild titans are outcasts of their race, ancient godlings whose destructive, uncontrollable behaviour has led to their expulsion from titan society. They usually retire to remote corners of the world, where they erect lonesome kingdoms of chaos by bending the area's weather and territory to their will. The haunts of wild titans are always regarded as places of terrible magic and unspeakable danger.

Wild titans are nothing more than experienced titans, who have lived and seen so much their minds have been overtaken by the quintessence of cosmic chaos. They appear as old, ragged humanoids of Gargantuan size, with thunder in their voice and lightning in their gaze.

Wild titans speak Abyssal, Auran, Aquan, Celestial, Common, Draconic and Giant.

Combat

Wild titans attack by barraging intruders with their spell-like abilities. They know no pity or concern, thus it is very hard to scare or rout them.

Spell-Like Abilities: At will—*air walk*, *call lightning storm* (DC 24), *chain lightning* (DC 25), *cone of cold* (DC 24), *control water*, *control weather*, *control winds* (DC 24), *ice storm*, *shatter* (DC 21), *sleet storm*, *wind wall*; 3/day—*earthquake* (DC 27), *freezing sphere* (DC 24), *whirlwind* (DC 28), *wind walk*; 1/day—*greater shout* (DC 27), *storm of vengeance* (DC 29). Caster level 28th. Save DCs are Charisma based.

Storm Blast (Su): Once every 1d4 rounds, a wild titan may emit a cone of wind, sleet and lightning, 60 feet long by 60 feet wide at the end. Any creature caught in this cone suffers 16d8 points of damage and is blinded by the snow for 2d4 rounds. A successful Reflex save (DC 37, Constitution based) halves the damage and negates the blindness effect. Any creature damaged by a wild giant's storm blast must succeed at a Fortitude save (DC 37, Constitution based) or become fatigued from frostbite for 2d6 rounds. The damage caused by a storm blast counts as both cold and electrical damage.

Skills: A wild titan gains a +8 racial bonus on all Climb and Swim checks. It can always take 10 on Climb or Swim checks, even if rushed or threatened.



Toadstooge

Diminutive Fey

Hit Dice: 1/2d6+1 (2 hp)

Initiative: +4

Speed: 10 ft. (2 squares), swim 20 ft.

AC: 19 (+4 size, +4 Dex, +1 natural), touch 18, flat-footed 15

Base Attack/Grapple: +0/-16

Attack: Bite +8 melee (1d2-4)

Full Attack: Bite +8 melee (1d2-4)

Space/Reach: 1 ft./0 ft.

Special Attacks: Chant, spell-like abilities

Special Qualities: Amphibious, low-light vision, spell resistance 13

Saves: Fort +1, Ref +6, Will +3

Abilities: Str 3, Dex 19, Con 13, Int 11, Wis 13, Cha 12

Skills: Escape Artist +8, Hide +20, Jump +16, Listen +5, Spot +5, Swim +16

Feats: Weapon Finesse

Environment: Any forest or marsh

Organisation: Mob (21-40)

Challenge Rating: 1

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: 1 HD (Diminutive), 2-3 HD (Tiny)

Level Adjustment: +3

You see a small mob of dark toads, all croaking in unison. As you discover a few scattered words in their croaking you realise they are actually chanting. You see their little, wicked humanoid faces and come to the conclusion this is yet another encounter with some kind of unnatural woodland creature...

Toadstooges are mischievous, spiteful sprites haunting the bogs and swamps in the deepest, darkest woodland

corners. They appear as Diminutive, dark green toads with the humanoid heads. Their mouths are wide and lined with little pointed incisors. A toadstooge stands less six inches tall and weighs about one pound.

Toadstooges speak Common and Sylvan, plus they can speak with frogs and toads at will as per the *speaking with animals* spell.

Combat

Toadstooges attempt to swarm in over opponents, overwhelming them by sheer numbers. They only use their spell-like abilities against truly dangerous opponents.

Chant (Su): A mob of 20 or more toadstooges may act in unison to emit a croaking, buzzing chant. Every full round the toadstooges spend chanting, all living, intelligent creatures within 60 feet must succeed at a Will save (DC 11, Charisma based) or be stunned for that round.

Spell-Like Abilities: At will—*speaking with animals* (toads and frogs only); 3/day—*dancing lights* (DC 11), *daze* (DC 11), *ghost sound* (DC 11), *ventriloquism* (DC 12). In addition, 4 or more Toadstooges acting in unison may use *summon monster II* and *summon nature's ally II* once per day. Caster level 3rd. Save DCs are Charisma based.

Amphibious (Ex): Toadstooges may breathe underwater indefinitely.

Skills: A toadstooge gains a +8 racial bonus on all Jump and Swim checks. It may use its Dexterity modifier instead of its Strength modifier when making Jump or Swim checks. It can always take 10 on Swim checks, even if rushed or threatened.



Treesnake

Medium Magical Beast

Hit Dice: 6d10 (33 hp)

Initiative: +3

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

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

Base Attack/Grapple: +6/+5

Attack: Bite +9 melee (1d4-1 plus poison)

Full Attack: Bite +9 melee (1d4-1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison bite, sneak attack, spell-like abilities

Special Qualities: Darkvision 60 ft., low-light vision, tree-dependent

Saves: Fort +5, Ref +8, Will +6

Abilities: Str 8, Dex 17, Con 11, Int 18, Wis 18, Cha 21

Skills: Balance +15, Bluff +22, Climb +15, Diplomacy +18, Hide +11*, Listen +13, Move Silently +10, Sense Motive +15, Spot +12, Swim +14

Feats: Negotiator, Spell Focus (Enchantment), Weapon Finesse

Environment: Any

Organisation: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement: 7-12 HD (Large), 13-18 HD (Huge)

Level Adjustment: +7 (cohort)

A jade coloured snake slithers down from the tree branches, twisting around the tree trunk as if it was its lover. To your mild surprise, a few feet before reaching the tree's roots the ophidian lifts its diamond-shaped head and speaks a few words of temptation...

Treesnakes are ancient, supernatural ophidian-like monsters with great wisdom and cunning. It is said they crawl up from the lower planes through their trees' roots to reach the mortal world, where they sow discord and despair with their manipulative schemes. As they always seem tied in body and essence to a single tree, it is also speculated they grow with the tree from the earth, reaching their maturity as the tree extends its first branches. A treesnake appears as a normal, dark green, arboreal snake, distinguished only

for its supernaturally intelligent gaze and for never leaving the vicinity of its tree.

Treesnakes speak Common, Draconic and Sylvan.

Combat

Treesnakes abhor combat, preferring to fast-talk their victims and using their spell-like abilities when fast-talking fails. They do not hesitate to slither away at the least sign of trouble.

Poison Bite (Su): A treesnake's poison is of a magical, evil and insidious sort, envenoming the mind instead of the body. Any creature damaged by a treesnake's bite attack must succeed at a Will save (DC 18, Charisma based) or suffer 1d4 Wisdom initial and secondary damage.

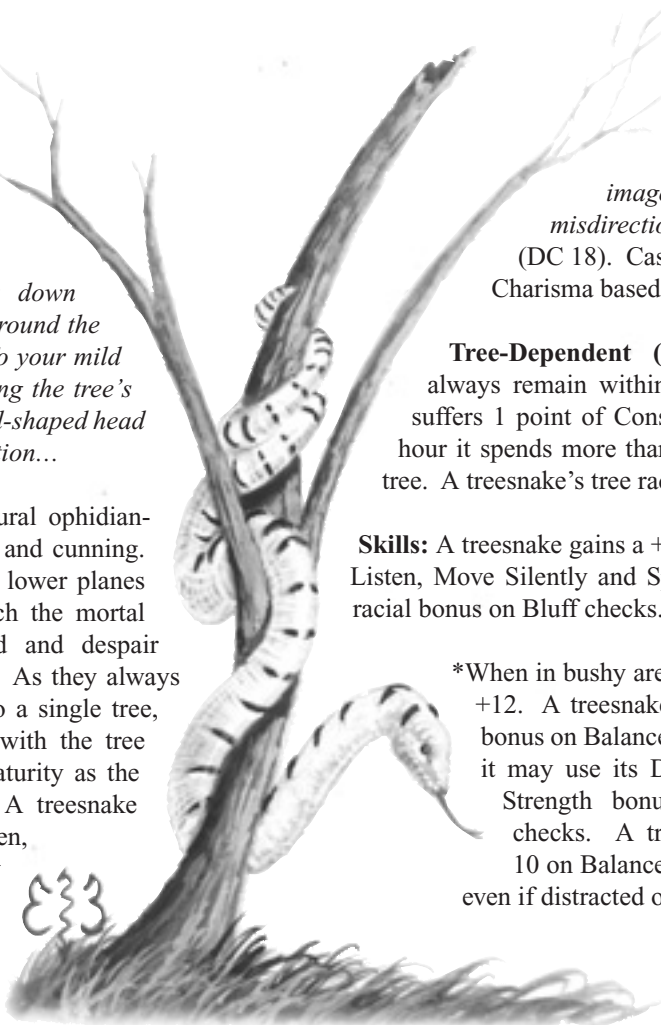
Sneak Attack (Ex): A treesnake has this ability exactly as if it was a 3rd level rogue, dealing 3d6 additional points of damage on a successful sneak attack.

Spell-Like Abilities: At will—*charm person* (DC 16), *detect thoughts* (DC 17), *prestidigitation*; 3/day—*invisibility*, *major image*, *suggestion* (DC 18), *misdirection* (DC 17), *suggestion* (DC 18). Caster level 6th. Save DCs are Charisma based.

Tree-Dependent (Ex): A treesnake must always remain within 300 yards of its tree; it suffers 1 point of Constitution damage for every hour it spends more than 300 yards away from its tree. A treesnake's tree radiates a strong aura of evil.

Skills: A treesnake gains a +4 racial bonus on all Hide, Listen, Move Silently and Spot checks. It gains a +8 racial bonus on Bluff checks.

*When in bushy areas, the Hide bonus rises to +12. A treesnake also receives a +8 racial bonus on Balance, Climb and Swim checks; it may use its Dexterity bonus instead of Strength bonus on Climb and Swim checks. A treesnake may always take 10 on Balance, Climb and Swim checks, even if distracted or endangered.



Triton, Acheloan *Combat*

Medium Outsider (Evil, Native, Water)

Hit Dice: 7d8+7 (38 hp)

Initiative: +0

Speed: 10 ft. (2 squares), swim 40ft.

AC: 18 (+8 natural), touch 10, flat-footed 18

Base Attack/Grapple: +7/+8

Attack: Spear +9 melee (1d8+1/x3) or gore +9 melee (1d8+1) or slam +8 melee (1d4+1)

Full Attack: Spear +9/+4 melee (1d8+1/x3) and gore +7 melee (1d8+1)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft.

Saves: Fort +6, Ref +5, Will +5

Abilities: Str 13, Dex 11, Con 13, Int 10, Wis 10, Cha 12

Skills: Escape Artist +10, Intimidate +11, Listen +10, Ride +10, Search +10, Spot +10, Survival +10 (+12 following tracks), Swim +19

Feats: Multiattack, Weapon Focus (gore), Weapon Focus (spear)

Environment: Any freshwater

Organisation: Gang (2-5), squad (6-11) or band (10-40)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 8-10 HD (Medium), 11-21 HD (Large)

Level Adjustment: +4

The body of this creature is that of a blue-skinned man, with the tail of a fish or maybe a sea serpent. Its bearded face sports two large bull's horns at the top.

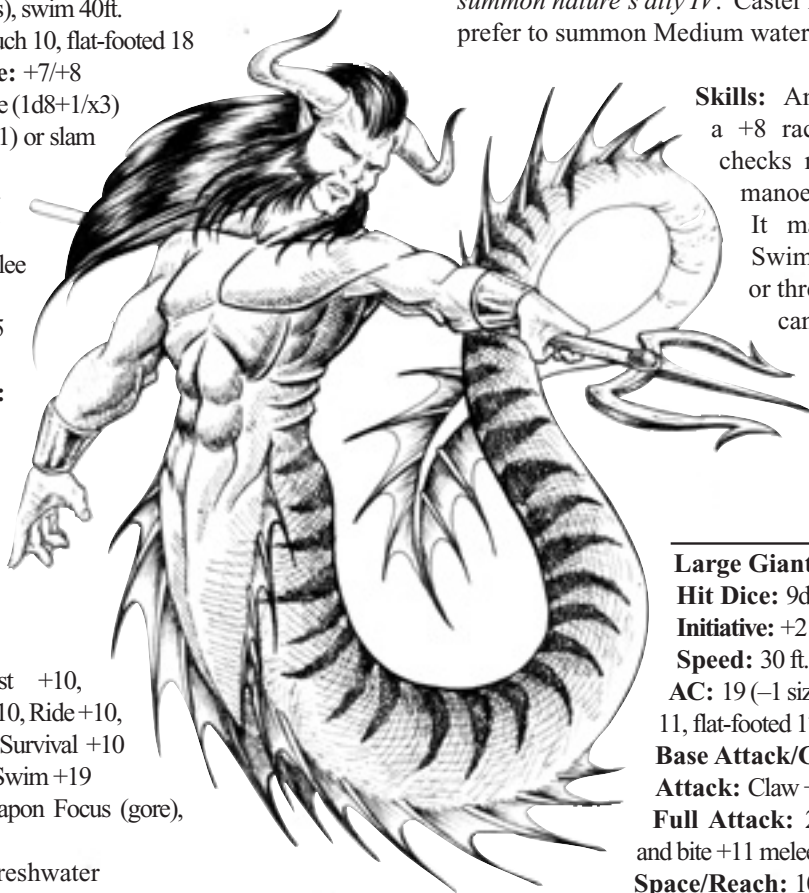
Acheloan tritons are like normal tritons in most respects, except for their evil alignment and the fact they dwell primarily in freshwater sources, such as rivers or lakes. There they build miscreant societies, given to vice and violence. An acheloan triton resembles a common triton or merfolk, except for the two bull's horns on its head.

Acheloan tritons speak Aquan, Common and Draconic.

Acheloan tritons charge into battle with their spears

Spell-Like Abilities: 3/day—bull's strength, polymorph, summon nature's ally IV. Caster level 7th. Acheloan tritons prefer to summon Medium water elementals or sea cats.

Skills: An Acheloan triton gains a +8 racial bonus on all Swim checks made to perform special manoeuvres or avoid hazards. It may always take 10 on Swim checks, even if rushed or threatened. Acheloan tritons can use the run action while swimming, provided they swim in a straight line.



Troll, Mimic

Large Giant

Hit Dice: 9d8+63 (103 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +6/+18

Attack: Claw +13 melee (1d6+8)

Full Attack: 2 claws +13 melee (1d6+8) and bite +11 melee (1d6+4)

Space/Reach: 10 ft. /10 ft.

Special Attacks: Assimilation

Special Qualities: Darkvision 60 ft., low-light vision, regeneration 6, scent

Saves: Fort +13, Ref +5, Will +2

Abilities: Str 27, Dex 14, Con 24, Int 6, Wis 8, Cha 8

Skills: Listen +5, Spot +5, Survival +3

Feats: Alertness, Iron Will, Multiattack, Track

Environment: Cold mountains

Organisation: Solitary

Challenge Rating: 8

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 10-13 HD (Large), 14-27 HD (Huge)

Level Adjustment: —

This is a vaguely troll-like creature; its right arm ends in five sharp blades, its left arm is a blunt mace head and its head is on fire.

Mimic trolls are true horrors in all senses; besides their race's natural strength and toughness, they have the dreadful

ability to assimilate the magical powers and effects they are affected with. Thus, a mimic troll affected by fire does not burn, but instead gains a fire attack form; a mimic troll cut in two by a blade not only rejoins its body but also gains a slashing attack, and so on.

A mimic troll appears as a normal troll except for the many magical effects and special attacks assimilated into its body, which always manifest as noticeable physical mutations such as icicles on its skin, a fire aura, lightning eyes, +5 *vorpal* claws and the like.

Mimic trolls speak Common and Giant.

Combat

Mimic trolls like to let their opponents attack first, if only to add to their assimilation repertoire. They are confident enough in their regeneration ability to be unafraid of any attack form.

Assimilation (Su): A mimic troll gains special attacks every time it suffers hit point or ability damage from any source, which the mimic trolls assimilates and gains as its own for a limited time. The specific special attacks gained are determined according to the damage type suffered, as indicated on the table below. The mimic troll must have actually suffered hit point or ability damage from the damage source, regardless of whether it regenerated it or not. If the mimic troll did not actually suffer damage, it does not gain any assimilated special attacks.

Mimic Troll Assimilation

Damage Type Assimilated	Special Attack Available
Weapon	Weapon claw (Ex)
Energy (acid, cold, electrical, fire)	Energy touch (Su)
Energy (sonic or magical)	Sound blast (Su)
Negative energy	Negative energy touch (Su)
Poison	Poison touch (Ex)

A special attack is available for a maximum of one hour after the mimic troll assimilated it, after which it completely loses the ability to use that particular special attack. During that hour, the mimic troll may choose which of its assimilated damage types to use each round. A mimic troll can use up to three assimilated damage types each round; for example, a weapon claw in one hand, an energy touch in the other and a poison touch on its bite attack.

If a mimic troll suffered no hit point or ability damage during the last hour, it cannot use the assimilation ability. If it is unknown whether the troll suffered damage within



the last hour, assume it has 1d3 damage types currently assimilated.

Weapon Claw (Ex): One or all of the mimic troll's natural attacks (either or both of its claws and/or bite) gains additional damage equal to the assimilated weapon's base damage. Any magical bonuses or effects the weapon had are also assimilated by the mimic troll and applied to both its attack bonus and damage. For example, a mimic troll damaged by a +1 *wounding longsword* during the last hour may, as a free action, choose to increase the damage of its claw and/or bite attacks by 1d8+1 slashing damage plus 1 Con damage (from *wounding* quality) for one round.

Energy Touch (Su): One or all of the mimic troll's natural attacks (either or both of its claws and/or bite) gains additional damage of the type assimilated (acid, cold, electrical or fire) equal to 1d6 per spell level of the damage source. If the damage source did not have an associated spell level, assume the additional damage to be equal to 2d6 or to the original amount of damage, whichever is lower. For example, a mimic troll damaged by a *fireball* on the last hour may, as a free action, choose to increase the damage of its claw and/or bite attacks by 3d6 fire damage for one round.

Sound Blast (Su): The mimic troll gains the ability to emit a deafening force blast from its mouth as a standard action. All living, intelligent creatures within 30 feet are affected, suffering an amount of damage equal to 1d8 per spell level of the assimilated damage source (no save allowed). This damage counts as both force and sonic. For example, a mimic troll damaged by a *magic missile* during the last hour may, as a standard action, emit a force blast dealing 1d8 points of force and sonic damage to all creatures within 30 feet.

Negative Energy (Su): The mimic troll gains the ability to make a negative energy attack as a standard action. The mimic troll must succeed at a melee touch attack against a living creature; if successful, the target must succeed at a Fortitude save (DC 21, Constitution based) or gain one negative level. For example, a mimic troll that has lost Strength to a shadow's attack during the last hour may, as a standard action, make a negative energy touch attack bestowing a negative level on the target.

Poison Touch (Su): One of the mimic troll's natural attacks (either its claws or its bite) gains a poison effect equal to the one assimilated by the troll, except the save DC equals $\frac{1}{2}$ the mimic troll's Hit Dice plus the mimic troll's Constitution modifier. For example, a mimic troll damaged by a large viper's poison bite during the last hour may, as a free action, choose to add a poison effect – Injury, Fortitude save DC 21, initial and secondary damage 1d6 Con – to either its claws or bite attack for one round.

Regeneration (Ex): A mimic troll's regeneration ability works against all attack forms, including acid and fire. It cannot be permanently destroyed except by effects with the ability to utterly destroy matter, such as a *disintegrate* spell.

Troll, Thing

Thing trolls differ from their common kindred in their close blood affinity to a certain natural substance; this affinity is evident in many of the thing trolls' physical traits, although the thing troll is not actually made of the related substance. Thing trolls gain a number of special abilities related to the substance they are related to.

The following are some of the best-known types of thing troll, although many more may exist.

Thing trolls speak Common and Giant.

Troll, Cinder

Large Giant

Hit Dice: 6d8+30 (57 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +4/+13

Attack: Claw +8 melee (1d6+5)

Full Attack: 2 claws +8 melee (1d6+5) and bite +3 melee (1d6+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Dust cloud, improved grab

Special Qualities: Darkvision 60 ft., dust cloud, low-light vision, regeneration 6

Saves: Fort +10, Ref +3, Will +3

Abilities: Str 21, Dex 13, Con 21, Int 6, Wis 9, Cha 6

Skills: Hide +8, Listen +4, Spot +4

Feats: Alertness, Improved Initiative, Iron Will

Environment: Cold or temperate desert

Organisation: Solitary or gang (2-4)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 7-9 HD (Large), 10-18 HD (Huge)

Level Adjustment: +5



This appears to be a troll, yet it is incredibly gaunt and lanky; furthermore, its body appears to constantly crumble into, and rearrange itself from, a permanent ash cloud surrounding it. The thing's grey body is almost invisible while inside this dust cloud.

Cinder trolls have hearts and souls as dry as the charred matter they take their name from. One of these creatures appears as an incredibly dull, dark grey troll with particularly gangly features, constantly surrounded by a thin ash cloud wherever it goes. Despite its appearance of being made of ash – and a cinder troll actually does have this appearance, even to a discerning eye – a cinder troll is flesh and blood, however tough and regenerating. When a cinder troll speaks, black dust and smoke seem to pour from its mouth.

Combat

Cinder trolls attempt to grab their opponents and pull them inside their dust cloud, where they have all the advantages. Otherwise they fight as normal trolls do, charging into battle with the boldness of a creature that believes itself indestructible.

Dust Cloud (Ex): The dust cloud surrounding a cinder troll has two main effects: first, it gives the troll a continuous concealment effect (20% miss chance, may make Hide checks at any time); second, any creature within 5 feet of the cinder troll must succeed at a Fortitude save (DC 18, Constitution based) each round or become half-blinded and coughing from the dust (treat as stunned) for that round.

Improved Grab (Ex): A cinder troll that hits with a claw attack may start a grapple as a free action without provoking an attack of opportunity.

Regeneration (Ex): A cinder troll suffers normal damage from acid. If a cinder troll loses a limb or body part, the lost portion reforms from the troll's dust cloud in 3d6 minutes. A cinder troll can reattach a lost body part instantly by holding it against the stump for one round.

Skills: A cinder troll gains a +8 racial bonus on all Hide checks. If its dust cloud is dispelled by any means, the Hide bonus is negated.

Troll, Salt

Large Giant

Hit Dice: 6d8+33 (60 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +4/+13

Attack: Claw +8 melee (1d8+5 plus salted wounds)

Full Attack: 2 claws +8 melee (1d8+5 plus salted wounds) and bite +3 melee (1d6+2 plus salted wounds)

Space/Reach: 10 ft./10 ft.

Special Attacks: Salted wounds

Special Qualities: Darkvision 60 ft., low-light vision, regeneration 5, resistance to acid 5, cold 10, electrical 10 and fire 5

Saves: Fort +10, Ref +4, Will +4

Abilities: Str 21, Dex 14, Con 21, Int 7, Wis 10, Cha 7

Skills: Listen +6, Spot +7

Feats: Alertness, Iron Will, Toughness

Environment: Temperate desert

Organisation: Solitary or gang (2-4)

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 7-12 HD (Large), 13-18 HD (Huge)

Level Adjustment: +5

This troll is completely white, covered with a crystalline sprinkling not unlike salt. Its colourless skin is sunken and dry even for a troll; its dull black hair is sparse and stringy.

Salt trolls appear as very old members of their species, with deep-set, wrinkled features from head to toe. Their skins are completely white; their coarse hair may be white or black. All salt trolls have a wry, humourless demeanour, even for a troll, not even enjoying the murdering frenzy other trolls seem to relish.



Combat

Salt trolls are much less eager for combat than their relatives, preferring to be left alone. If provoked, though, they can be very dangerous opponents.

Salted Wounds (Ex): Any creature damaged by a salt troll is wracked by intense pains from the countless tiny crystals entering its body. This imposes a -1 penalty to Armour Class and initiative, as well as a -1 penalty on all attack rolls and skill checks, lasting until all damage from the salt troll's attacks is healed. *Cure* spells and natural healing are only half as effective against wounds caused by a salt troll, restoring only half the indicated hit points.

Regeneration (Ex): A salt troll suffers normal damage from acid. If a salt troll loses a limb or body part, the lost portion grows back in one hour. A salt troll can reattach a lost body part instantly by holding it against the stump for one round.



Troll, Sap

Large Giant

Hit Dice: 6d8+39 (66 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +4/+14

Attack: Claw +9 melee (1d6+6)

Full Attack: 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: -

Special Qualities: Damage reduction 3/-, darkvision 60 ft., low-light vision, regeneration 6, resistance to acid 5, cold 10, electrical 20 and fire 5

Saves: Fort +11, Ref +4, Will +4

Abilities: Str 23, Dex 15, Con 23, Int 9, Wis 11, Cha 9

Skills: Listen +6, Spot +7

Feats: Alertness, Iron Will, Toughness

Environment: Temperate forests or mountains

Organisation: Solitary or gang (2-4)

Challenge Rating: 6

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 7-9 HD (Large), 10-18 HD (Huge)

Level Adjustment: +5

You see a troll whose amber body appears oily and sticky at the same time. Its warts and wrinkles appear as if varnished; when it moves, its muscles seem to flow rather than flex or bend.

Sap trolls are a bit bulkier and merrier than their kin, having a healthy aura in both mind and body; this of course does not stop them from being ruthless murderers that hate everyone else. Sap trolls appear as stronger-than-average trolls, whose amber-coloured skin has a lacquered consistency to it. This appearance of being encased in amber has gained them the nickname of 'troll fossils' from some witty – and dead – bard humorists.

Combat

Sap trolls enter combat with particular glee, enjoying their life almost as much as the death of others. They are even more confident than normal trolls, given the increased durability gained from their damage reduction.

Regeneration (Ex): A sap troll suffers normal damage from acid and fire. If a sap troll loses a limb or body part, the lost portion grows back in one hour. A sap troll can reattach a lost body part instantly by holding it against the stump for one round.

Troll, Tar

Large Giant

Hit Dice: 6d8+45 (72 hp)

Initiative: -1

Speed: 20 ft. (4 squares)

AC: 16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16

Base Attack/Grapple: +4/+27
Attack: Claw +10 melee (1d6+7)
Full Attack: 2 claws +10 melee (1d6+7) and bite +5 melee (1d6+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Improved grab, tar
Special Qualities: Darkvision 60 ft., immunity to poison, low-light vision, regeneration 6
Saves: Fort +12, Ref +1, Will +3
Abilities: Str 24, Dex 9, Con 24, Int 5, Wis 8, Cha 5
Skills: Hide +6, Listen +4, Spot +4
Feats: Alertness, Iron Will, Toughness
Environment: Temperate marshes
Organisation: Solitary or gang (2-4)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 7-9 HD (Large), 10-18 HD (Huge)
Level Adjustment: +5

This creature appears as a black, podgy troll, completely covered in syrupy black oil. Even its movements are thick, slow and viscous; when it opens its mouth, wide strands of black oil run between its lips.

Tar trolls are the dourest and dimmest of their kind. These creatures appear as squat, chubby trolls, whose skin is lustrous black and completely caked with tar.

Combat

Tar trolls hunt by catching victims in their slow, sticky embrace, which makes it hard for them to catch prey, but harder for any caught prey to escape.

Improved grab (Ex): A tar troll that hits with any of its natural attacks may start a grapple as a free action without provoking an attack of opportunity. Thanks to the sticky tar covering its body, a tar troll may also start a grapple as a reaction against any creature making a melee attack against it.

Tar (Ex): If a creature makes a melee attack (whether successful or not) against a tar troll's tar-covered body, the tar troll may immediately start a grapple or make a disarm attempt against that creature, as a reaction, without provoking an attack of opportunity. A tar

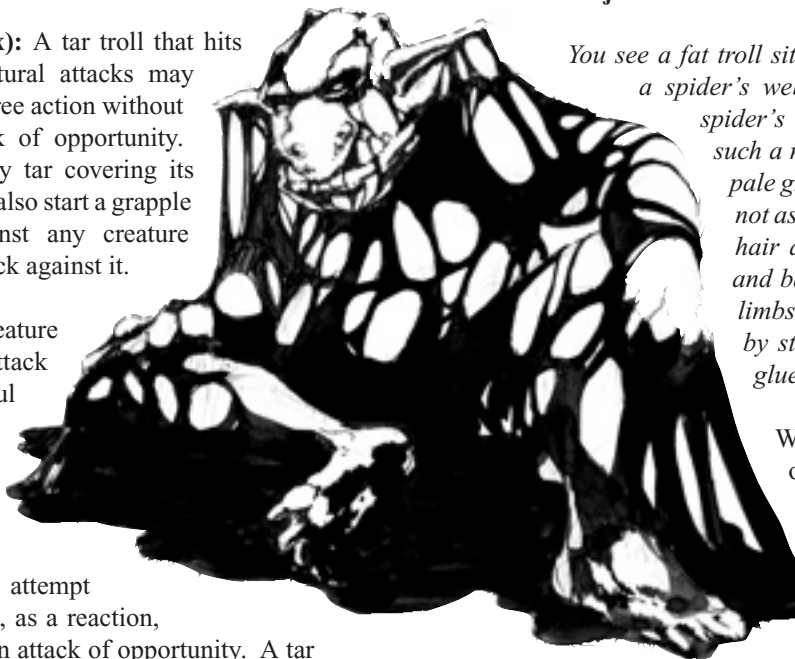
troll's sticky body gives it a +12 racial bonus on all grapple checks.

Skills: A tar troll's dark body gives it a +8 racial bonus on all Hide checks.

Troll, Web

Large Giant
Hit Dice: 6d8+24 (51 hp)
Initiative: +6
Speed: 30 ft. (6 squares), climb 20 ft.
AC: 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple: +4/+12
Attack: Claw +7 melee (1d6+4)
Full Attack: 2 claws +7 melee (1d6+4) and bite +2 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: Command spiders, web
Special Qualities: Darkvision 60 ft., immunity to poison, low-light vision, regeneration 5
Saves: Fort +9, Ref +4, Will +5
Abilities: Str 18, Dex 14, Con 18, Int 10, Wis 12, Cha 10
Skills: Climb +12, Handle Animal +6*, Listen +9, Spot +9
Feats: Alertness, Improved Initiative, Iron Will
Environment: Temperate forest
Organisation: Solitary, pair or clutch (one plus 1d4 Huge, 1d6 Large, 1d8 Medium, 2d6 Small or 2d8 Tiny monstrous spiders)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: 7-9 HD (Large), 10-18 HD (Huge)
Level Adjustment: +5

You see a fat troll sitting on what appears to be a spider's web, but it must be a strong spider's web to hold the weight of such a rotund creature. The troll is pale grey in colour, very plump but not as muscular, with gristly black hair all over its head, shoulders and back. Some of the creature's limbs appear attached to the web by stronger means than just the glue in the filaments.



Web trolls are the smartest of their kind; so smart they actually use their affinity to webs to summon and control spiders. A web troll appears as a somewhat smaller yet



fatter troll, with light grey skin and a strange, wide patch of wiry black fur growing on its back, head and shoulders. The creature often appears escorted by a small contingent of monstrous spiders.

Combat

A web troll sends its spider minions into melee first, while it attempts to disable as many opponents as it can with its web. It does not recoil from melee combat, though, unless the enemy is overwhelmingly stronger. Contrary to others of its kind, a web troll knows 'regeneration' does not mean 'absolute invulnerability'.

Command Spiders (Ex): Due to some basic affinity, a web troll is able to use Handle Animal checks to command and train monstrous spiders of its size or smaller, which it uses as pets and guardians.

Web (Ex): As a full-round action, a web troll can make a web attack. This counts as a net attack but has a maximum range of 25 feet, with a range increment of 5 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist or Strength check (DC 17, Constitution based). A web troll's web has 10 hit points, hardness 5, and takes double

damage from fire. Contrary to other web-using creatures, a web troll cannot make a sheet out of its webbing.

Skills: A web troll gains a +8 racial bonus on Climb checks. It may take 10 on any Climb check, even if distracted or threatened.

*A web troll may use the Handle Animal skills on all kinds of vermin; it gain a +4 racial bonus on Handle Animal checks made to influence spiders.

Tworc

Large Monstrous Humanoid

Hit Dice: 2d8+6 (15 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

AC: 17 (-1 size, +1 Dex, +4 natural, +3 studded leather armour), touch 10, flat-footed 16

Base Attack/Grapple: +2/+13

Attack: Falchion +8 melee (2d6+10/18-20) or javelin +2 ranged (1d8+3)

Full Attack: Falchion +8 melee (2d6+10/18-20) or javelin +2 ranged (1d8+3)

Space/Reach: 10 ft. /10 ft.

Special Attacks: -

Special Qualities: Darkvision 60 ft., low-light vision, scent, split

Saves: Fort +5, Ref +4, Will +2

Abilities: Str 25, Dex 12, Con 16, Int 8, Wis 9, Cha 8

Skills: Listen +3, Spot +4

Feats: Alertness, Great Fortitude^B

Environment: Any

Organisation: Solitary (pair; see text)

Challenge Rating: 1

Treasure: Standard

Alignment: Often chaotic evil

Advancement: +2 HD per character class of orc twins; see text

Level Adjustment: +3

Without further notice, the two orcs touch each other and a disgusting, aberrant process seems to take place. Limbs and features mix and flow in a sickening twist of flesh, cloth and bone until, where two orcs stood, there is a nightmarish, not entirely orc-like beast. This creature has a muscular, hairy body, larger and better armour and weapons and a monstrous head that resembles a boar more than an orc...

A tworc is a bizarre monster created when two specially trained, twin orc warriors (they must have been born as twins) come in physical contact with each other. Upon

contact, these orc warriors unleash strange magical forces that fuse them into a single entity – a tworc.

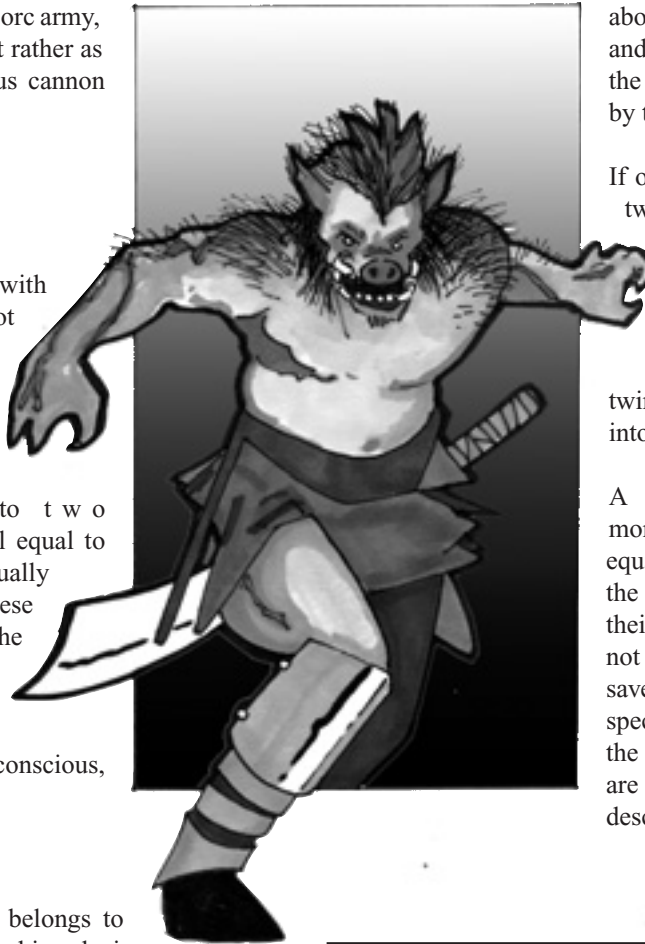
Tworcs serve as elite forces in an orc army, not as bodyguards or officers but rather as shock troops and very dangerous cannon fodder.

Tworcs speak Common and Orc.

Combat

Tworcs make mighty strikes with their falchions. They are not afraid of dying and show it by charging to the front lines of combat at the first opportunity.

Split (Su): As a standard action, a tworc may split into two normal orcs of a character level equal to half the tworc's Hit dice (usually 1st level orc warriors). These correspond in all respects to the orc featured in the *MM*. When a tworc splits, its clothing, armour and weapons split with it. If a tworc is killed or falls unconscious, it splits automatically.



Becoming a Tworc

The ability to become a tworc belongs to no single orc; it may only be achieved via co-operation between the same two, specific orc twins, which must have been subject to a secret ritual giving them this ability. Only an orc spellcaster with access to 7th level or higher spells may cast this ritual, which has an approximate cost of 5,000 gp including trappings, components and materials. Once the ritual is completed, the orc twins gain the ability to fuse into a tworc with each other.

An orc cannot fuse into a tworc with just any other orc, even if both have the ability to become tworcs – they must both have received the ritual together. Besides being natural twins, these two orcs must have the same ability scores, as well as the same class and level to successfully fuse into a tworc. If for any reason these become different, they lose the ability to fuse into a tworc until they have the same level or ability scores again. Furthermore, both orcs must be carrying the same type of weapon and wearing the same type of armour at the moment of fusion; otherwise the magic will not work.

In tworc state, the creature appears as a Large monstrous humanoid with long muscular arms, bristles covering its entire body and a boar-like head above it all. A tworc's weapons and armour are larger versions of the armour and weapons carried by the two orcs creating it.

If one of the two orcs forming a tworc dies, the other loses the ability to fuse into a tworc permanently. If the dead orc is brought back to life by any means, the ritual must be cast again for both twins to regain the ability to fuse into a tworc.

A tworc has a number of monstrous humanoid Hit Dice equal to twice the class level of the orcs forming it, regardless of their actual class. A tworc does not retain the base attack bonuses, saves, skills, feats, hit points or special abilities possessed by the orcs forming it, unless they are also listed on the tworc's description above.

Typhoeon

Colossal Monstrous Humanoid

Hit Dice: 32d8+352 (496 hp)

Initiative: +1

Speed: 50 ft. (10 squares), fly 80 ft. (clumsy), swim 50ft.

AC: 36 (–8 size, +1 Dex, +33 natural), touch 3, flat-footed 35

Base Attack/Grapple: +32/+61

Attack: Bite +38 melee (4d6+13) or gore +38 melee (2d8+13) or tail +37 melee (2d8+13)

Full Attack: 2 bites +38 melee (4d6+13) and gore +36 melee (2d8+13) and tail +35 melee (2d8+13)

Space/Reach: 30 ft. /30 ft.

Special Attacks: Breath weapons, constrict, improved grab, powerful charge

Special Qualities: Damage reduction 15/epic, darkvision 60 ft., low-light vision, spell resistance 37

Saves: Fort +23, Ref +19, Will +20

Abilities: Str 37, Dex 13, Con 32, Int 14, Wis 14, Cha 18

Skills: Intimidate +39, Listen +37, Spot +37, Swim +56

Feats: Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Multiattack, Power Attack, Snatch, Weapon Focus (bite), Weapon Focus (gore)

Environment: Temperate mountains
Organisation: Solitary
Challenge Rating: 23
Treasure: Triple standard
Alignment: Always chaotic evil
Advancement: 33-64 HD (Colossal)
Level Adjustment: —

This abominable creature is not a dragon nor a giant, but a sick combination of the two. It has a humanoid torso and head, but its lower body is that of an extremely large snake. Its arms have the shape of giant serpents, fanged heads where the hands should be. The monster's bearded head has two dragon-like horns and fiery eyes. The creature has two draconic, membranous wings as well.

A typhoon is among the most dangerous and powerful creatures in the world. They are created by the gods themselves, usually with the purpose of challenging or punishing mortals. A typhoon appears as a Colossal monstrous humanoid with the lower body of a snake, Gargantuan wyrms for arms (and wyrm's heads instead of hands!), two membranous wings and a set of piercing green horns among its black mane. The creature's face has a long, hirsute black beard; its eyes are constantly on fire.

Typhoei speak Abyssal, Common, Draconic and Giant.

Combat

A typhoon attacks by breathing with both its dragon heads; then it charges against opponents with its horns and finally tries to constrict them with its enormous serpentine tail.

Breath Weapons (Su): Each of a typhoon's dragon heads may breathe a cone of fire 60 feet wide and 60 feet long, dealing 16d6 points of fire damage to any creature caught inside it. A reflex save (DC 37, Constitution based). A typhoon can use both breath weapons on the same round, on different areas.

Constrict (Ex): A typhoon deals 4d6+19 points of bludgeoning damage on a successful grapple check.

Improved Grab (Ex): A typhoon that hits with its tail attack can start a grapple as a free action, without provoking an attack of opportunity. If it wins a grapple, it establishes a hold and can constrict.

Powerful Charge (Ex): A typhoon deals 4d8+26 points of damage with a charge attack.

Skills: A typhoon gains a +8 racial bonus on all Swim checks. It can always take 10 on Swim checks, even if rushed or threatened.



ululant

Huge Plant (Evil)

Hit Dice: 13d8+129 (187 hp)

Initiative: -5

Speed: 0 ft. (0 squares)

AC: 21 (-2 size, -5 Dex, +18 natural), touch 3, flat-footed 21

Base Attack/Grapple: +9/-

Attack: —

Full Attack: —

Space/Reach: 15 ft./15 ft.

Special Attacks: Infernal noise, spell-like abilities, zone of evil

Special Qualities: Damage reduction 15/good, darkvision 60 ft., low-light vision, plant traits

Saves: Fort +17, Ref -1, Will +3

Abilities: Str -, Dex -, Con 28, Int 6, Wis 8, Cha 18

Skills: Listen +7, Spot +7

Feats: Ability Focus (infernal noise), Toughness (4)

Environment: Any

Organisation: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Always neutral evil

Advancement: 14-19 HD (Huge), 20-39 HD (Gargantuan)

Level Adjustment: —

Then there is the scream. There is no way to describe it. It is a thousand hot pokers through your ears and brain, it is a chill scratching inside your ribs and heart, it fills the air as a blanket of madness, fills the world as if everything was happening, exploding, crying and dying at the same time. It is the sound of dozens of tortured screams, of a hundred doomed souls, of a thousands howls of utter despair and

hopelessness. It is the sound of pain and death, one after the other, once and again and all over again. It is the cry of Hell. It comes from the tree. The dead tree is screaming.

An Ululant is a semi-sentient (but thoroughly evil) undead tree, once a treant or some other similar creature, which, upon dying, became a dead stump whose roots slowly reached the lower planes and became firmly grafted on it. As a dead tooth's root, the hollow tunnel of the rotted tree reaches the depths of the most dreadful lower realms, which channel all the anguish, pain, punishment and sin of their world through the ululating sound coming through the tree's cavity. Some say ululants are in fact the reincarnated souls of great sinners, given the grisly and imaginative punishment of becoming a living conduct for Hell's pain.

An Ululant appears as a dark, dead hollow tree with the imprecise semblance of a face in terrible pain amidst the bark creases.

Combat

Ululants are incapable of fighting; they defend themselves by using their many spell-like abilities. All of an ululant's spell-like abilities are sound-based, since they require the ululant to call upon dark forces with its tortured voice.

Infernal Noise (Su): An ululant is constantly emitting the tortured screams of the damned, which has the following effects on approaching creatures:

- + Any intelligent creature within 100 feet of an ululant must make a Concentration check each round, with the appropriate consequences of failure depending on the action taken.
- + Any living creature within 60 feet of an ululant must make a Will save each round (DC 22, Charisma based) or be able to do nothing that round but stop its ears and bend over in pain (treat as stunned) from the unbearable noise.
- + Any living, intelligent creature within 30 feet of an ululant must succeed at a Will save (DC 22, Charisma based) each round or suffer 1d2

points of wisdom damage from the maddening pain heard in the sounds.

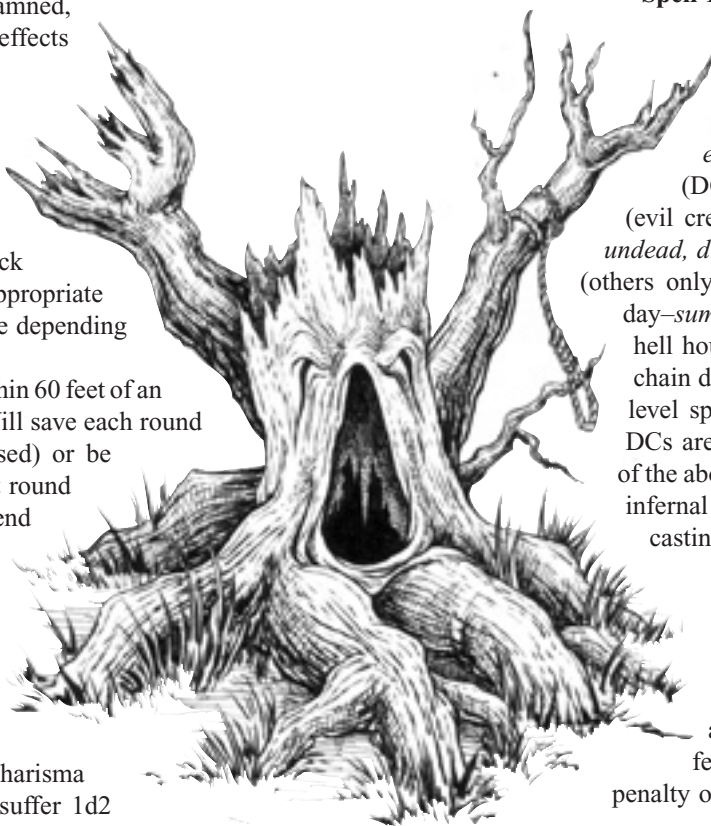
- + Any living, intelligent creature within 10 feet of an ululant must succeed at a Fortitude save (DC 22, Charisma based) each round or suffer 2d6 points of damage from the sheer shrillness of the screams.

These effects are cumulative; therefore, a creature within 10 feet of an ululant suffers all four of them. An ululant may not stop its infernal noise, being itself doomed to hear it for the rest of its life.

A *protection from evil* or *magic circle against evil* effect gives the affected creatures a +4 bonus on all saving throws against the ululant's infernal noise. A *dispel evil* or *holy aura* effect protects the affected creatures completely against the ululant's infernal noise. A successful *silence* or *dispel magic* effect targeted on the ululant stops the infernal noise for 1 round, after which it starts again. A successful *break enchantment* or *greater dispel magic* effect stops the infernal noise for 1 round per caster level. Treat the infernal noise as having caster level 13th for the purposes of these spells. Finally, a *holy word* or *mage's disjunction* effect ends the infernal noise for one full hour. Other than the above measures, the ululant's infernal noise stops only if the creature is destroyed

Spell-Like Abilities: By bending, twisting and pitching its infernal noise, an ululant may cause the following spell-like effects: At will—*enthrall* (DC 16), *sound burst* (DC 16); 3/day—*banishment* (evil creatures only) (DC 21), *create undead*, *dimensional anchor*, *plane shift* (others only), *unholy blight* (DC 18); 1/day—*summon fiend* (1d6 dretches, 1d4 hell hounds, 1d2 bearded devils, one chain devil or one xill; counts as a 6th level spell). Caster level 13th. Save DCs are Charisma based. Using any of the above spell-like abilities ends the infernal noise for the duration of the casting time.

Zone of Evil (Su): The aura in a 60 foot radius of the ululant emanates an overwhelming aura of evil. Any good-aligned creature within 60 feet of an ululant receives a -2 penalty on all attack and damage rolls,



a -2 penalty on all saves and skill checks and a -2 penalty to its Armour Class.

Velendroth

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 9d8+54 (94 hp)

Initiative: +2

Speed: 60 ft. (12 squares)

AC: 20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18

Base Attack/Grapple: +9/+19

Attack: Bite +15 melee (2d6+6 plus noxious fumes) or claw +14 melee (1d4+6)

Full Attack: Bite +15 melee (2d6+6 plus noxious fumes) and 6 claws +12 melee (1d4+3)

Space/Reach: 10 ft. /5 ft.

Special Attacks: Noxious fumes

Special Qualities: Damage reduction 10/blunt and good, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electrical 10 and fire 10

Saves: Fort +12, Ref +8, Will +6

Abilities: Str 23, Dex 15, Con 22, Int 10, Wis 11, Cha 12

Skills: Climb +18, Diplomacy +3, Intimidate +13, Jump +18, Listen +12, Search +12, Sense Motive +12, Spot +12, Survival +12 (+14 following tracks)

Feats: Multiattack, Run, Weapon Focus (bite), Track

Environment: Evil-aligned planes

Organisation: Solitary, pair, team (2-4) or squad (3-6)

Challenge Rating: 7

Treasure: None

Alignment: Always lawful evil

Advancement: 10-13 HD (Large), 14-27 HD (Huge)

Level Adjustment: +5 (cohort)

This creature appears as a strange skeletal centaur with a few more limbs than usual and a demonic skull. It has a long mane of white hair running down its bony spine.

Velendrothim are harassers from the lower planes, sent to break uprisings and torment offenders inside the Hells. A Velendroth appears as a completely skeletal centaur, with the bony frame of a horse below a humanoid skeletal torso. The creature's humanoid part has six arms and the skull of a horned dragon instead of a head. From this skull grows a long mane of fibrous white hair.

Velendrothim and agharrma (page 11) often work together, with a single agharrma directing a squad of velendrothim against troublemakers.

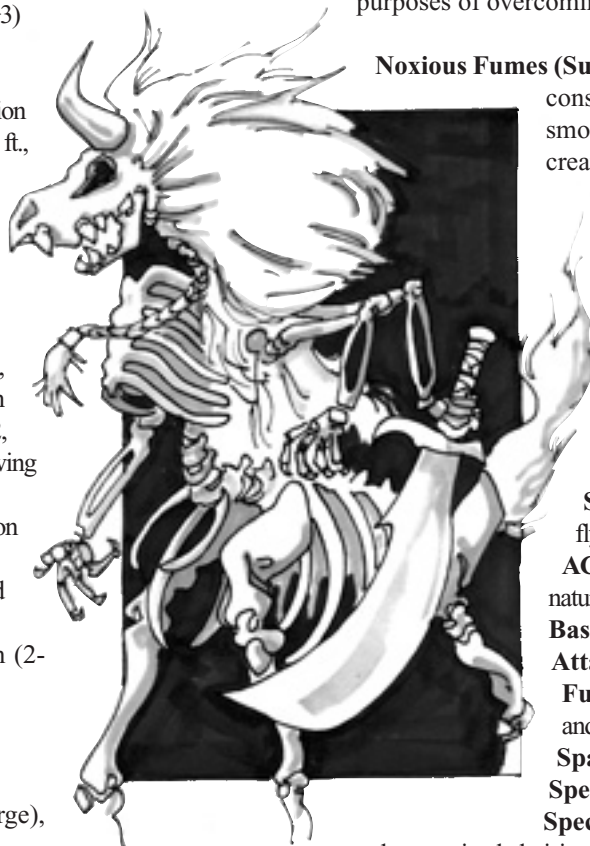
Velendrothim speak Infernal.

Combat

Velendrothim enjoy hitting and hurting other creatures, often laughing at their victims as they catch and dismember them. They prefer to use their bite and all of their claws at the same time.

A velendroth's attacks count as both lawful and evil for the purposes of overcoming damage reduction.

Noxious Fumes (Su): The skeletal jaws of a velendroth constantly emit a cloud of hellish black smoke. This smoke requires any creature hit by a velendroth's bite to succeed at a Fortitude save (DC 20, Strength based) or suffer 1d4 points of constitution damage.



Vetala

Medium Fey

Hit Dice: 8d6+16 (44 hp)

Initiative: +3

Speed: 40 ft. (8 squares), climb 30 ft., fly 40 ft. (good)

AC: 22 (+5 Dex, +4 deflection, +3 natural), touch 19, flat-footed 17

Base Attack/Grapple: +4/+15

Attack: Claw +7 melee (1d4+3)

Full Attack: 2 claws +7 melee (1d4+3) and bite +2 melee (1d4+3)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Possession, song, spells

Special Qualities: Damage reduction 10/

good or magic, darkvision 60 ft., low-light vision, spell resistance 19

Saves: Fort +4, Ref +13, Will +11

Abilities: Str 16, Dex 21, Con 14, Int 17, Wis 17, Cha 18

Skills: Balance +24, Bluff +15, Climb +22, Diplomacy +17, Disguise +15 (+17 when acting in character), Escape Artist +27, Intimidate +6, Knowledge (arcana) +14, Listen +14, Spot +14, Use Rope +5 (+7 with knots)

Feats: Iron Will, Lightning Reflexes, Skill Focus (Escape Artist)

Environment: Any

Organisation: Solitary

Challenge Rating: 7

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: 9-16 HD (Medium)

Level Adjustment: +7

Hanging from a tree branch by its bent legs, the green skinned humanoid looks at you sarcastically. It flips in the air and leaps down from its perch, grinning and staring at you all the while. It looks like it is some kind of green vampire or ghoul, with short spiky hair and red eyes. The creature is naked.

The vetala is a wicked spirit inhabiting dead trees and graveyards (preferably dead trees in graveyards). Vetals are very wise and smart beings; they love to mock and harass mortals, playing grim and often deadly jokes on those passing through their domains. Second to vetala comes their passion for conversation and mind games, which often end in the ridicule or death of a mortal or two.

A vetala looks like a monstrous humanoid with green skin, red eyes and pointed ears; their clawed hands and feet are oriented backwards. Their ability to possess and animate corpses and their bestial physical features have led many to the belief that vetals are somehow related to vampires. Vetals rarely appear in their true forms, preferring to manifest through their undead possession ability. They do not always wear clothes; when they do, they favour loose pants and shirts or black cloaks.

Vetals speak Common, Draconic and Sylvan.

Combat

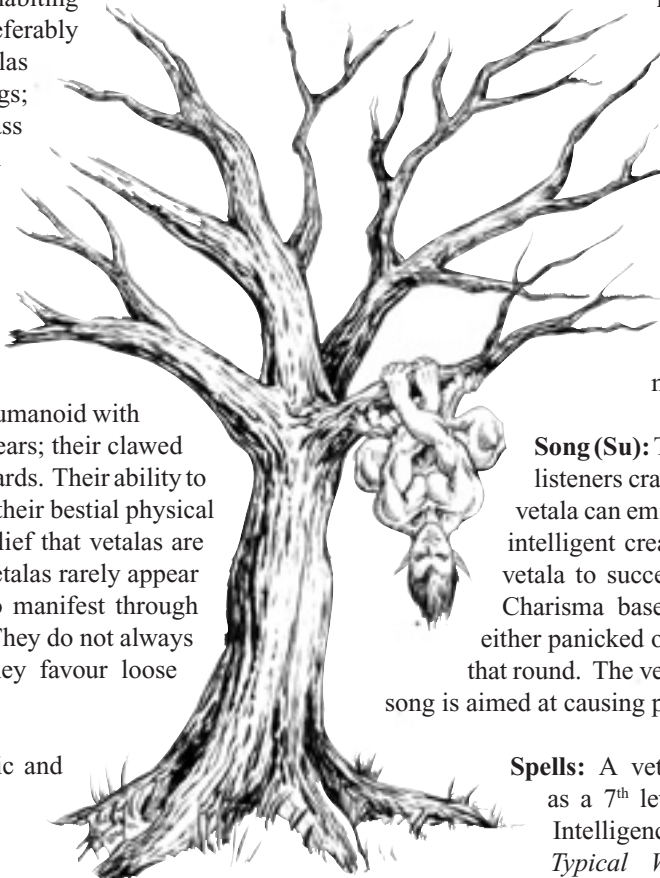
Despite its mean disposition, a vetala does not always go all the way to killing its opponents; quite often it is content with torturing and humiliating them. For this it uses its spell-like abilities and undead possession power, later employing its skills to escape retribution. It rarely enters actual combat, seeing it as an unsubtle way of solving problems. When it does, it at least attempts to make sure its opponent is at a clear disadvantage

Possession (Su): As a standard action, a vetala can enter and animate the dead body of a Small or Medium humanoid. The possessed corpse appears as a typical undead creature, such as a zombie, skeleton or ghoul, though retaining enough of the features it had in life to confound and terrify its living friends and relatives (great fun at family gatherings and parties!).

The vetala physically and spiritually enters the body of the possessed corpse, retaining its Intelligence, Wisdom, Charisma, base attack bonus and base save bonuses, plus all of its special attacks. The vetala loses all of its special qualities while inside a host body, except for its spell resistance. The host body has the Strength, Dexterity, Constitution, hit points, natural abilities and automatic abilities it had in life; it does not have any of its previous extraordinary, supernatural or spell-like abilities. A host body with extra limbs does not allow the vetala to make

more attacks (or more advantageous two-weapon attacks) than normal.

If the host body is slain, the vetala leaves it unharmed. Possession of a host is not possible if a *protection from evil* or similar spell is in effect on the dead body at the moment.



Song (Su): The song of a vetala can drive listeners crazy. As a full-round action, a vetala can emit a song requiring all living, intelligent creatures within 60 feet of the vetala to succeed at a Will save (DC 18, Charisma based) each round or become either panicked or *confused* (as the spell) for that round. The vetala may choose whether its song is aimed at causing panic or *confusion*.

Spells: A vetala can cast arcane spells as a 7th level wizard. Save DCs are Intelligence based.

Typical Wizard Spells Memorised

(4/5/4/3/1; save DC 13 + spell level):

0—*dancing lights, daze, message, prestidigitation*; 1st—*disguise self, expeditious retreat, obscuring mist, sleep, ventriloquism*; 2nd—*command undead, daze monster, invisibility, scare*; 3rd—*displacement, ray of exhaustion, suggestion*; 4th—*fear*.

Skills: A vetala receives a +8 racial bonus to all Balance, Climb and Escape Artist checks; it gains a +8 racial bonus on grapple checks. It can always take 10 on Climb checks, even if rushed or threatened.

Voidling

Voidlings are a race of outlandish beings, probably from one of the outer planes or some other ethereal realm of unfathomable evil. Their goals and motivations are as enigmatic as they are; their abhorrent, chilling nature being a complete mystery to those who have encountered them and survived, and retained their sanity.

Voidlings appear as humanoids whose bodies are either dressed in or made of a shadowy, syrupy flowing substance; their white mask-like faces are eerily immutable, their eyes nothing but two gulfs of endless void.

Voidlings speak Abyssal, Common and Infernal.

Voidling, 1st Level Warrior

Medium Outsider (Evil)

Hit Dice: 1d8 (4 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

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

Base Attack/Grapple: +1/+2

Attack: Masterwork quarterstaff +3 melee (1d6+1) or touch +2 melee (1d4 plus void self)

Full Attack: Masterwork quarterstaff +3 melee (1d6+1) or touch +2 melee (1d4 plus void self)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Psionics*, void self

Special Qualities: Absorb energy, damage reduction 5/magic, darkvision 60 ft., immunities, spell resistance 16

Saves: Fort +2, Ref +1, Will -1

Abilities: Str 13, Dex 12, Con 11, Int 10, Wis 9, Cha 8

Skills: Intimidate +3, Listen +0, Spot +0

Feats: Improved Initiative

Environment: Outer planes

Organisation: Solitary, pair, team (3-5), gang (4-6), troop (8-11 plus one 4th level leader) or band (11-22 plus two 3rd level officers and one 6th level leader)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral evil

Advancement: By character class

Level Adjustment: +4

You see three humanoids with black bodies as liquid shadow and white impassive faces. You are not sure whether they are pale humanoids dressed in shadow or humanoid shadows wearing pale masks. They appear to flow rather than walk as they approach, their deep black eyes reflecting the abyss of the stars...



Combat

Voidlings attack without showing any emotion, not even a desire to kill; they simply march on, attack and continue on. They may retreat if faced by a superior force, though they also do so without showing any fear or concern.

Psionics (Sp): 1/day—*cause fear* (DC 10), *daze* (DC 9), *chill touch* (DC 10), *ray of enfeeblement* (DC 10). Caster level equals the voidling's class levels. Save DCs are Charisma based.

Void Self (Su): Any creature touching or touched by a voidling, including those making a successful melee attack against a voidling, as well as any creature that attempts to cast any Divination spell or effect on a voidling, suffers 1 point of Wisdom damage. Any creature reduced to 0 Wisdom by contact with a voidling's body or mind is turned completely and permanently insane (as per an insanity spell).

Absorb Energy (Su): Any acid, cold, electrical, fire or sonic attack directed at a voidling is automatically sucked away and dispelled by the voidling's unearthly physical structure. Area energy spells and effects that do not target

a voidling directly still work normally, though a voidling is still unaffected by them.

Immunities (Su): Voidlings are immune to poison, disease and negative energy effects such as level draining or ability damage.

Voidling Society

Voidlings travel aboard large starfaring ships, able to travel between worlds, until they find a world suitable for their purposes (whatever they might be). Once they have found an adequate world, they build a lair on it, usually a bizarre castle or fortress built of unfathomable materials. These fortresses may hold up to 200 voidlings at one time, which frequently strike out at neighbouring humanoid settlements to gather prisoners or materials for their enigmatic designs.

Voidling Characters

Voidling characters possess the following racial traits.

- + Medium size.
- + A voidling's base land speed is 30 feet.
- + Darkvision: Voidlings can see in the dark up to 60 feet.
- + Racial Hit Dice: Voidlings trade in their outsider Hit Die for the first character class level they attain.
- + Racial Feats: A voidling gains feats according to its class levels.
- + Special Attacks (see above): *Psionics*, void self.
- + Special Qualities (see above): Absorb energy.
- + Spell Resistance: All voidlings have spell resistance equal to 15 + their class level.
- + Automatic Languages: Abyssal, Common, Infernal. Bonus Languages: Auran, Aquan, Celestial, Draconic, Ignan, Terran.
- + Favoured Class: Rogue.
- + Level adjustment +4.

Challenge Rating: Voidlings with Non-Player Characters class levels have a Challenge Rating equal to their class level +1. Voidlings with character class levels have a Challenge Rating equal to their class level +2.



Special Attacks: Eat magic

Special Qualities: Darkvision 60 ft., low-light vision, magical scent, spell resistance 17

Saves: Fort +4, Ref +5, Will +0

Abilities: Str 5, Dex 14, Con 13, Int 6, Wis 10, Cha 10

Skills: Hide +11, Listen +5*, Move Silently +3, Search +3*, Spot +5*

Feats: Weapon Finesse

Environment: Any

Organisation: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Usually neutral evil

Advancement: 3-6 HD (Small)

Level Adjustment: +4

This creature looks like a lanky, hairless rat the size of a cat. It has a tiny set of bat's wings and an aura of decay around it.

A walchupog, or 'dweomer eater', is a strange monster with the ability (and necessity) to consume magical energies. It can drain magic items dry or devour (Tiny or smaller) supernatural creatures.

Walchupog

Tiny Magical Beast

Hit Dice: 2d10+2 (13 hp)

Initiative: +2

Speed: 20 ft. (4 squares), fly 20 ft. (poor)

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

Base Attack/Grapple: +2/-9

Attack: Bite +6 melee (1d3-3)

Full Attack: Bite +6 melee (1d3-3)

Space/Reach: 2½ ft. /0 ft.

Walchupogs look like Tiny, skinny black rats with bat wings. They make excellent familiars for evil wizards, although they are rather expensive to feed.

Walchupogs speak Draconic.

Combat

Walchupogs feed on Tiny or smaller creatures with supernatural or spell-like abilities, such as grigs or pseudodragons. They do not attack larger creatures unless specifically commanded to do so by their masters.

Eat Magic (Su): The bite of a walchupog works as a targeted *dispel magic* spell on any creature or object successfully hit by it, in addition to normal bite damage. The *dispel magic* effect applies even if the walchupog does not cause any damage to the creature or object; however, if the creature or object is damaged by the walchupog's bite, the dispel magic effects are always permanent. Therefore, if a walchupog successfully deals damage to a magic item and succeeds at the targeted *dispel magic* effect against it, the item loses the dispelled magical properties forever.

Magical Scent (Su): As a free action, a walchupog is able to sense the presence of magical auras, such as magic items, spellcasters or ongoing magical effects, within 120 feet, plus being able to ascertain their general direction. The walchupog may also use this ability as a *detect magic* effect at will, at caster level 2nd.

Skills: A walchupog gains a +4 racial bonus on all Listen, Spot and Search checks.

*Against creatures with supernatural, spell-like or spellcasting abilities, these bonuses rise to +8.

Full Attack: 2 slams +4 melee (1d4+2)

Space/Reach: 5 ft. /5 ft.

Special Attacks: Enslavement, improved grab, spell-like abilities

Special Qualities: Low-light vision, *meld into water*

Saves: Fort +2, Ref +6, Will +4

Abilities: Str 14, Dex 16, Con 12, Int 13, Wis 13, Cha 17

Skills: Bluff +9, Diplomacy +11, Escape Artist +17, Hide +9*, Listen +7, Spot +7, Swim +16

Feats: Improved Initiative, Weapon Finesse

Environment: Any freshwater

Organisation: Solitary

Challenge Rating: 4

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: 4-6 HD (Medium)

Level Adjustment: +4

This woman appears to be entirely made of water, with ripples and eddies flowing through the smooth crystalline surface of her skin, eyes that are two shining drops of perfect aqua and a long waterfall of hair that steadily flows from her head down to the stream she is standing in.

The wassernixe, or millpond nixie, is a wicked water spirit dwelling below freshwater wells and lakes. These creatures attempt to capture all that approach their lair, either by physical attack or by diplomacy and trickery.

A wassernixe looks like a naked female humanoid with blue-green skin and a long cascade of hair almost reaching her feet. It has the ability to turn its body's substance to water at will.

These creatures attempt to capture any creature approaching their millpond or lake, either by physical attack, magical means or plain deceit. Once a wassernixe has captured a living being, she takes it to her lair as a slave. When it tires of a slave, the wassernixe can kill it or set it free to make space for another victim.

Combat

A wassernixe usually attempts to deceive and trick its targets before actually attacking them. When it decides to

Wassernixe

Medium Fey (Aquatic)

Hit Dice: 3d6+3 (13 hp)

Initiative: +7

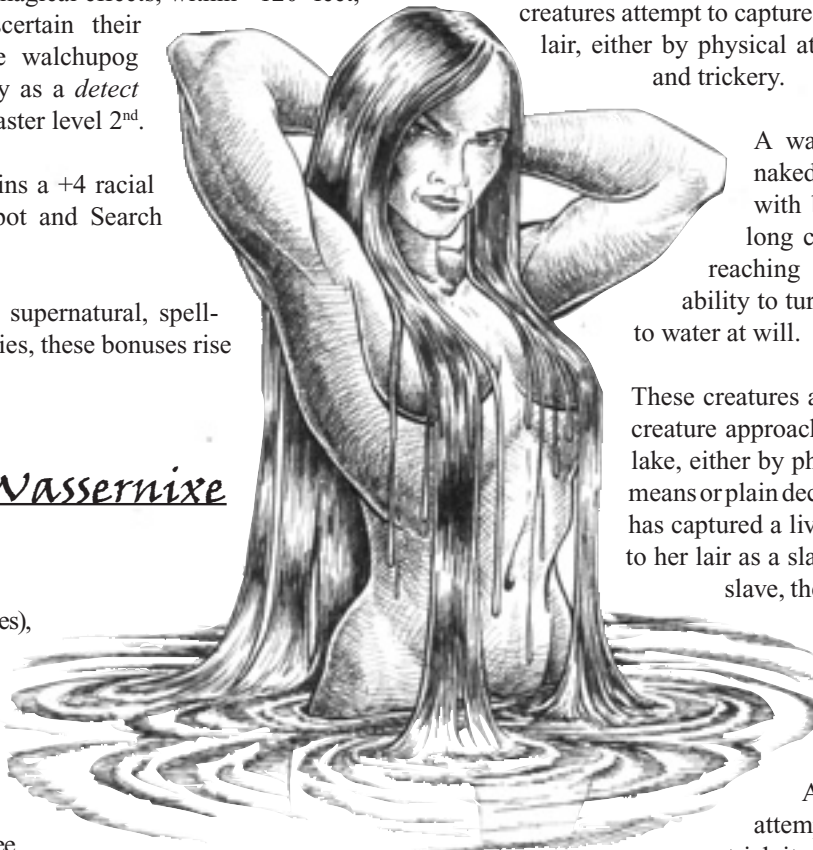
Speed: 30 ft. (6 squares), swim 60ft.

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

Base Attack/

Grapple: +1/+11

Attack: Slam +4 melee (1d4+2)



attack, it always tries to do it by surprise. A wassernixe attempts to grab and submerge its opponent first, using other combat tactics only when it feels its lair or life are threatened.

Enslavement (Su): If a living humanoid becomes entirely submerged beneath a wassernixe's pond, it must succeed at a Will save (DC 14, Charisma based) or become the wassernixe's slave, as per a *dominate person* spell, except that the effects last for one full month. A character thus dominated automatically gains the ability to breathe underwater. A wassernixe cannot have more than two creatures dominated in this fashion at the same time, but it can always kill or free one of them to make space for another. A creature that successfully saves against the wassernixe's enslavement power is automatically catapulted back to the surface out of the pond.

Improved grab (Ex): To use this ability, a wassernixe must make a successful slam attack against a Medium or smaller creature. If the attack hits, the wassernixe can start a grapple as a free action, without provoking attack of opportunity. If it wins the grapple, the wassernixe may submerge its opponent below her pond and enslave it. A wassernixe gains a +8 racial bonus on grapple checks.

Spell-like abilities: At will—*charm person* (DC 14), *detect thoughts* (DC 15); 3/day—*clairaudience/clairvoyance*, *lesser geas* (DC 17), *locate object*, *suggestion* (DC 16). Caster level 5th. Save DCs are Charisma based.

Skills: A wassernixe gains a +8 racial bonus on all Escape Artist and grapple checks.

*When underwater, a wassernixe gains a +8 racial bonus on Hide checks.

A wassernixe gains a +8 racial bonus on Swim checks made to perform special manoeuvres and avoid hazards. It can always take 10 on Swim checks, even if distracted or endangered. A wassernixe can use the run action while swimming, provided it swims on a straight line.

Whispering Presence

Diminutive Undead (Incorporeal)

Hit Dice: 2d12 (13 hp)

Initiative: +5

Speed: Fly 120 ft. (perfect)

AC: —

Base Attack/Grapple: +1/—

Attack: —

Full Attack: —



Space/Reach: 0 ft./0 ft.

Special Attacks: Maddening moan, scary sighs

Special Qualities: Darkvision 60 ft., incorporeal traits, invisibility, invulnerability, undead traits

Saves: Fort +0, Ref +5, Will +3

Abilities: Str —, Dex 20, Con —, Int 10, Wis 10, Cha 18

Skills: Bluff +11, Diplomacy +11, Intimidate +13, Perform (sing) +9

Feats: Persuasive

Environment: Any

Organisation: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 3-6 HD (Small)

Level Adjustment: +7 (cohort)

A voice whispers in your ear. There is nobody there.

A whispering presence is an unusual kind of undead whose sole manifestation is an eerie, unearthly voice. It has no other physical manifestation, attacking its victims purely through supernatural, mind-affecting powers that eventually drive the victim mad or kill it from fright.

A whispering presence can speak Common, plus any languages it knew in life.

Combat

Whispering presences attack by using their voice-based special attacks on a victim. They are not used to fear of getting hurt, since virtually nothing can harm them.

Maddening Moan (Su): A whispering presence's endless, bloodcurdling screams and complaints may cause the sanity of listeners to shatter. As a full-round action, a whispering presence may moan, cry and whine near a single living, intelligent creature on its same area. The target creature must make a Will save (DC 15, Charisma based) or suffer 1d3 points of Wisdom damage from the whispering presence's continued moaning. Any creature reduced to 0 Wisdom by a whispering presence's maddening moan is rendered permanently insane (as per an *insanity* spell). This is a sound-based, language-dependent ability.

Scary Sighs (Su): As a standard action, a whispering presence can emit a terrifying whisper, causing a single living, intelligent creature within 20 feet to make a Will save (DC 15, Charisma based). Failure means the target suffers 2d4 points of Charisma damage from fright. Any creature reduced to 0 Charisma by a whispering presence's scary sighs ability dies from fright within one round. This is a sound-based, language-dependent ability.

Invisibility (Su): A whispering presence has no physical or even incorporeal body beyond its voice; this counts as a permanent *greater invisibility* effect, which is not dispelled by *invisibility purge* or similar magic. A *true seeing* spell reveals the appearance the whispering presence had in life, but this is just a figment created by the spell, having nothing to do with the whispering presence's actual being.

Invulnerability (Su): Being nothing more than a voice, a whispering presence is all but invulnerable, immune even to attacks made by other incorporeal creatures. Spells or effects such as *command undead*, *undeath to death* or *disrupt undead* do not affect a whispering presence. It is, however, fully affected by turn/destroy or rebuke/command undead. In addition, a whispering presence is affected by the following sound-based spells and effects, albeit somewhat differently:

A *ghost sound* spell cast on the whispering presence's vicinity has the effects of a *daze* spell on the whispering

presence, requiring it to succeed at a Will save or lose its next action.

A *hideous laughter* spell or effect affects a whispering presence normally. This overcomes an undead creature's immunity to mind-affecting spells and effects.

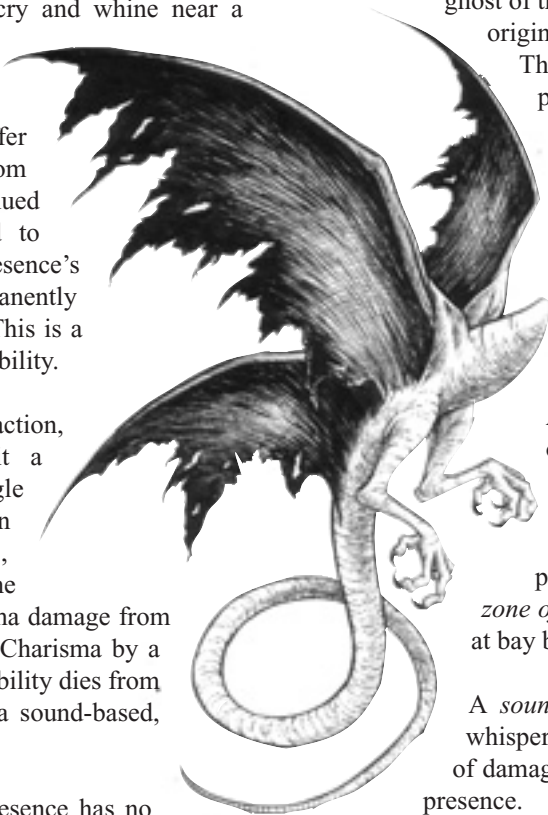
A *sculpt sound* spell turns the whispering presence into a ghost of the creature it was in life (treat as the original creature, with the ghost template). This transformation lasts one hour per caster level, during which the whispering presence can attack and be attacked by the same means a ghost can.

A *shout*, *greater shout* or *sympathetic vibration* spell or effect destroys the whispering presence (no save).

A *silence* or *zone of silence* spell or effect cast in the whispering presence's area requires it to succeed at a Will save or die immediately. A whispering presence cannot willingly enter a *zone of silence*, being in fact entirely kept at bay by the spell.

A *sound burst* spell or effect cast in the whispering presence's area deals 1 point of damage per caster level to the whispering presence.

A whispering presence destroyed by any of the above means reforms after 24 hours. A whispering presence can only be permanently destroyed by turn/destroy undead, or by such magic as a *wish* or *miracle*.



Wickedwing

Medium Aberration

Hit Dice: 3d8+9 (22 hp)

Initiative: +4

Speed: Fly 80 ft. (good)

AC: 18 (+4 Dex, +4 natural), touch 14, flat-footed 14

Base Attack/Grapple: +2/+14

Attack: Claw +6 melee (1d3+4)

Full Attack: Claw +6 melee (1d3+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Attach, improved grab

Special Qualities: Darkvision 60 ft.

Saves: Fort +4, Ref +5, Will +4
Abilities: Str 19, Dex 19, Con 16, Int 5, Wis 13, Cha 7
Skills: Escape Artist +18
Feats: Flyby Attack, Hover
Environment: Underground
Organisation: Solitary, pair, flight (3-6) or flock (11-30)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 4-6 HD (Large), 7-9 HD (Huge)
Level Adjustment: +1 (cohort)

You see a cluster of fluttering creatures, vaguely reminiscent of man sized demonic butterflies with dark wings as leathery rags. They seem to have no heads to speak of, the only feature of their thin bodies being a pair of snatching claws.

Wickedwings are bizarre creatures of unknown origin and unnatural cruelty, surely created by some dark aberration of nature or a mad god. These creatures appear to consist mainly of two leathery, tattered grey-black wings, attached to a headless, worm-like body about three feet long. This body has no features, except for two bird's claws on its upper end. A Wickedwing has a 10 foot wingspan.

Combat

Wickedwings attack by attaching themselves to the backs of their targets. Once they have done so, they fly as high as they can, so as to make it impossible for their victim to escape their clutches. When they have reached sufficient height, they drop their prey to its death. They need to do this so as to obtain their nourishment from the fluids inside a creature's body, which they have no other means of extracting.

Attach (Ex): If a wickedwing wins a grapple against a creature its own size or smaller, it attaches to the grappled creature's back just as if it was a set of wings. A creature may detach itself by winning an opposed Escape Artist or grapple check against the wickedwing, though this can be very risky since a wickedwing tends to soar as high as it can as soon as it has grappled an enemy. Once a wickedwing has reached a height of 200 feet or more, it drops its victim to its death. The target may attempt to avoid the fall by succeeding on a grapple check against the wickedwing's own grapple or Escape Artist check.

Improved Grab (Ex): If a wickedwing hits a creature with both claw attacks in the same round, it may start a grapple against that creature as a free action, without provoking an attack of opportunity. If it wins a grapple, it establishes a

hold and can attach itself to its victim's back. A wickedwing gains a +8 racial bonus on grapple checks.

Skills: A wickedwing gains a +8 racial bonus on all Escape Artist and grapple checks.

Wickedwings as Companions

Wickedwings may be trained or convinced to give their service willingly, attaching themselves to a creature's back and then *not* letting the creature fall. This reduces the wickedwing's speed by half and prevents it from making claw attacks, which effectively gives a 40 feet fly speed to the carried creature. A carried creature may control the wickedwing's movements by making Ride checks. A wickedwing may thus carry a Medium creature for one hour before needing rest; afterwards, the wickedwing becomes fatigued. If it is made to carry a Medium creature for two hours, the wickedwing becomes exhausted. Carrying a Small creature doubles the time limit, if the creature is Tiny the time is quadrupled. A wickedwing cannot carry more than one creature in this fashion.

A wickedwing may carry up to 116 pounds without penalty or up to 233 pounds as a Medium load. It cannot fly while it carries a heavier load than this. Evil wizards and monsters sometimes 'hire' a wickedwing's services in exchange for a constant supply of fresh, previously crushed, humanoid bodies.

Wingviper

Tiny Magical Beast

Hit Dice: 2d10+2 (13 hp)

Initiative: +4

Speed: 20 ft. (4 squares), fly 40 ft. (average)

AC: 19 (+2 size, +4 Dex, +3 natural), touch 16, flat-footed 15

Base Attack/Grapple: +2/-8

Attack: Bite +8 melee (1d3-2 plus poison)



Full Attack: Bite +8 melee (1d3–2 plus poison)
Space/Reach: 2½ ft. /0 ft.
Special Attacks: Poison
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +4, Ref +7, Will +0
Abilities: Str 6, Dex 19, Con 12, Int 5, Wis 11, Cha 7
Skills: Listen +5, Spot +5, Swim +1
Feats: Weapon Finesse
Environment: Underground
Organisation: Solitary, clutch (2-12) or flock (11-30)
Challenge Rating: 2
Treasure: None
Alignment: Usually neutral evil
Advancement: 3-4 HD (Tiny), 5-6 HD (Small)
Level Adjustment: +3 (Improved Familiar)

You see what appears to be a flight of large bats; the membranous wings, the dozens of creatures fluttering in a black cloud... almost immediately, you realise their bodies are not those of bats – these are winged snakes.

Wingvipers are evil flying ophidians, dwelling mostly in damp underground caves. They look like Small serpents, coloured many shades of dark green, with bat-like scaled wings of the same colour. They are also called dracolings. Evil wizards with the Improved Familiar feat may take wingvipers as familiars.

Combat

Wingvipers attack by flocking over opponents in a swarm of fluttering wings and poisonous bites.

Poison (Ex): Injury, Fortitude DC 12 (Constitution based), initial and secondary damage 1d8, Str.

Skills: A wingviper gains a +4 racial bonus on all Listen and Spot checks.

Winterwind Raven

Large Magical Beast (Cold)

Hit Dice: 11d10+22 (82 hp)

Initiative: +8

Speed: 20 ft. (4 squares), fly 100 ft. (average)

AC: 22 (–1 size, +4 Dex, +9 natural), touch 13, flat-footed 18

Base Attack/Grapple: +11/+18

Attack: Bite +14 melee (1d8+3)

Full Attack: Bite +14 melee (1d8+3) and talons +8 melee (1d6+1)

Space/Reach: 10 ft. /5 ft.

Special Attacks: Blindcloud, diamond dust, shriek

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunity to cold, low-light vision, resistance to acid 20 and electrical 20, vulnerability to fire
Saves: Fort +9, Ref +11, Will +4
Abilities: Str 16, Dex 18, Con 15, Int 11, Wis 13, Cha 16
Skills: Hide +0*, Listen +15, Spot +15
Feats: Ability Focus (diamond dust), Flyby Attack, Improved Initiative, Weapon Focus (bite)
Environment: Any cold
Organisation: Solitary, pair or flight (3-6)
Challenge Rating: 8
Treasure: None
Alignment: Usually chaotic evil
Advancement: 12-22 HD (Huge), 23-33 HD (Gargantuan)
Level Adjustment: +2 (cohort)

This large bird appears as a mix of white cloud matter and floating diamond dust, forming the precise shape of a real bird, down to the detail of each feather. As it flies, this creature leaves a trail of white smoke and sparkling dust behind it... and everything freezes and dies on its wake...

Winterwind ravens are monstrous otherworldly birds that cover the land with a gloomy freezing death wherever they fly. They look like Large ravens, sculpted from sparkling ice, crystal, diamond or some such substance. When in



flight, winterwind ravens generate a milky white vapour or mist that wafts in mounting puffs all around their bodies.

Winterwind ravens speak Auran and Aquan.

Combat

Winterwind ravens always use their special attacks first and then swoop down on enemies before they are able to react. When a winterwind raven attacks with its talons, it combines both talons into a single attack.

Blindcloud (Ex): As a standard action, a winterwind raven may expand the whitish mist surrounding its body, creating a cloud of impenetrable whiteness 40 feet high, 40 feet wide and 40 feet deep. All creatures within this cloud have total concealment (50% miss chance) *and* are blinded, being forced to move at one-half their base speed and losing their Dexterity bonuses to Armour Class. Since this is not true darkness, low-light vision and darkvision are useless inside this cloud, as are any light-producing spells (including *daylight*). The blindcloud lasts 1d6 rounds. A winterwind raven may only activate its blindcloud once every minute.

Diamond Ashes (Su): As a standard action, a winterwind raven may rain dull diamond ashes in its wake, covering a 100 square foot area. Any living creature in this area suffers 2d6 points of cold damage (no save), plus all normal plants and plant creatures in the area are affected as per a *blight* spell at caster level 11th. A Fortitude save (DC 17, Constitution based) halves the damage from the *blight* effect. A winterwind raven may rain diamond ashes only once every 1d4 rounds.

Shriek (Su): Three times per day, a winterwind raven may emit a shrill, sharp caw, which can be heard for miles. Creatures within 100 feet of the winterwind raven suffer 6d6 points of sonic damage and become deaf for 1 hour. A successful Fortitude save (DC 17, Constitution based) halves the damage and negates the deafness effect.

Skills: *A winterwind raven gains a +8 racial bonus on all Hide checks made in cold environments.

Space/Reach: 5 ft./5 ft.

Special Attacks: Dark wisps, moan

Special Qualities: Darkvision 60 ft., incorporeal traits, low-light vision, spell resistance 18, turn resistance +4, undead traits

Saves: Fort +2, Ref +5, Will +4

Abilities: Str —, Dex 17, Con —, Int 7, Wis 7, Cha 14

Skills: Hide +22*, Perform (act) +13

Feats: Ability Focus (dark wisps), Improved Initiative, Weapon Focus (incorporeal touch)

Environment: Any

Organisation: Solitary, pair or group (2-5)

Challenge Rating: 7

Treasure: None

Alignment: Usually chaotic evil

Advancement: 9-16 HD (Medium)

Level Adjustment: +4 (cohort)

The ghostlike creature floating towards you appears as a shifting, flowing mass of darkness that leaves floating silk-like strands behind it as it advances. It has a roughly humanoid shape, but its limbs are too scrawny and gangling to be human; what seems to be a wild mane of hair is rather a concentration of the strange silken black strands that make up the rest of its body. Its head appears as a white



Wispwraith

Medium Undead (Incorporeal)

Hit Dice: 8d12 (52 hp)

Initiative: +7

Speed: Fly 20 ft. (4 squares) (perfect)

AC: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12

Base Attack/Grapple: +4/—

Attack: Incorporeal touch +8 melee (1d8 plus dark wisps)

Full Attack: Incorporeal touch +8 melee (1d8 plus dark wisps)

carnival mask, whose eye and mouth holes move as if it was possessed by great pain and a frenetic fit of laughter at the same time. No sound comes out of its mouth, however – in fact, the creature's very presence appears to drown all sounds with a blanket of utter silence.

Wispwraiths are distressing undead creatures haunting only abandoned buildings, from ramshackle mansions to ruined theatres. They appear as a flowing knot of ghostly black silk strands, which flow and wave as a ragged cloak of sheer darkness. They have the vague shape of thin, threadlike humanoids, with a jumbled knot of black strands where their hair would be and a white theatre mask for a face. This mask is constantly changing expression from one emotional extreme to the other, making the creature appear not only dead, but also completely insane. All sounds emitted by a wispwraith are pure, overwhelming silence.

Combat

A wispwraith attacks by attempting to touch its opponents, so as to destroy their souls as its own soul was destroyed once. It only uses its moan attack when faced by an overwhelmingly numerous force. Wispwraiths are always playing a part of some imaginary performance, acting it out even during combat.

Dark Wisps (Su): The touch of a wispwraith requires the target to succeed at a Fortitude save (DC 18, Charisma based) or suffer 1d3 points of Charisma drain from the ethereal wisps of silky darkness seeping through its soul.

Moan (Su): Once every 1d4 rounds, as a free action, a wispwraith can emit a soundless moan, drowning all other sounds and rattling the minds and souls of listeners. Any living, intelligent creature within 20 feet of a moaning wispwraith must succeed at a Will save (DC 16, Charisma based) or suffer 1d3 points of Intelligence and Wisdom damage from the unholy combination of laughter, pain, horror and utter silence of this attack.

Skills: A wispwraith gains a +8 racial bonus on Hide checks.

*In dark areas, the Hide bonus rises to +12.

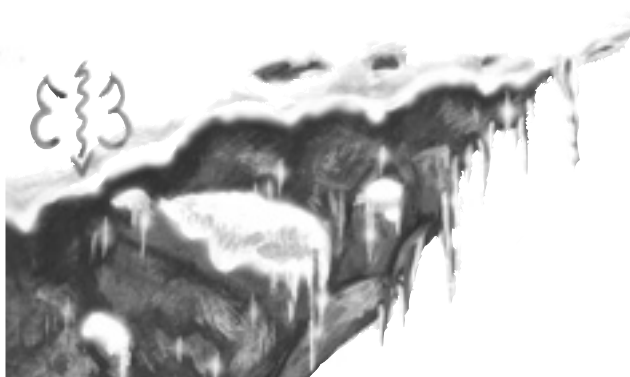
Wraith Wolf

Large Undead

Hit Dice: 12d12 (78 hp)

Initiative: +4

Speed: 60 ft. (12 squares)



AC: 22 (–1 size, +4 Dex, +3 deflection, +6 natural), touch 16, flat-footed 18

Base Attack/Grapple: +6/+18

Attack: Bite +14 melee (2d6+12 plus wound mark)

Full Attack: Bite +14 melee (2d6+12 plus wound mark)

Space/Reach: 10 ft./5 ft.

Special Attacks: Howl, trip, wound mark

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., immunity to cold, resistance to acid 20, electrical 10 and fire 10, low-light vision, scent, undead traits, woodland stride

Saves: Fort +4, Ref +8, Will +11

Abilities: Str 26, Dex 19, Con –, Int 5, Wis 16, Cha 16

Skills: Hide +7*, Listen +8, Move Silently +11, Spot +8, Survival +6*

Feats: Ability Focus (howl), Alertness, Run, Track, Weapon Focus (bite)

Environment: Any forest

Organisation: Solitary or pack (2-12)

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral evil

Advancement: 13-24 HD (Large), 25-36 HD (Huge)

Level Adjustment: —

Reality seems to bend and stop around the silhouette of what appears to be a wolf, composed of absolute featureless darkness. The only feature of the monster is a set of piercing animal eyes, located roughly where the creature's head seems to be. When it howls, the sound feels like it pierces reality, too...

A wraith wolf is a specific form of undead, created from the spirits of hundreds of slain forest animals. It manifests to haunt and torment humans, both those responsible for the death of its animal souls and those who had nothing to do with it. Wraith wolves are hateful, rancorous creatures that stop at nothing to wreak their revenge on mortals. A wraith wolf has the appearance of a wolf made entirely from shadow matter, with only two bright ghostly eyes on its head.

Combat

Wraith wolves attack by howling first, then running after enemies and biting them to death. A wraith wolf knows no fear or mercy, always fighting until it or its quarry are dead.

Howl (Su): A wraith wolf may emit a chilling howl as a full-round action. Any living creature listening to this howl within 500 feet (150 yards) must succeed at a Will save (DC 21, Charisma based) or become paralysed with fear for 2d6 rounds.

Trip (Ex): A wraith wolf that hits with its bite attack may immediately attempt to trip its opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wraith wolf.

Wound Mark (Ex): Any creature damaged by a wraith wolf's bite must succeed at a Fortitude save (DC 24, Strength based) or lose 1d4 of its maximum hit points. These lost hit points cannot be restored by natural healing or cure spells.

The victim gains a permanent, visible scar from the wraith wolf's attack.

Woodland Stride (Su): A wraith wolf can move or even run through all sorts of normal or magical undergrowth (such as thorns, briars, bushes or heavy foliage) without any penalty to its movement speed or any other kind of impairment or damage.

Skills: A wraith wolf gains a +4 racial bonus on all Hide and Move Silently checks.

*In low-light or darker conditions, the Hide bonus increases to +12. A wraith wolf also gains a +4 racial bonus on Survival checks made when tracking by scent.

Yetiggarr

Huge Giant (Cold)

Hit Dice: 15d8+93 (160 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

AC: 20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19

Base Attack/Grapple: +11/+28

Attack: Claw +19 melee (2d6+9) or bite +19 melee (1d8+9)

Full Attack: 2 claws +19 melee (2d6+9) and bite +17 melee (1d8+4)

Space/Reach: 15 ft. /15 ft.

Special Attacks: Walking blizzard

Special Qualities:

Darkvision 60 ft., immunity to cold, low-light vision, snow stride, vulnerability to fire

Saves: Fort +15, Ref +6, Will +7

Abilities: Str 29, Dex 13, Con 23, Int 10, Wis 15, Cha 9

Skills: Climb +19, Hide +7*, Listen +12, Move Silently +15, Spot +12, Survival +16

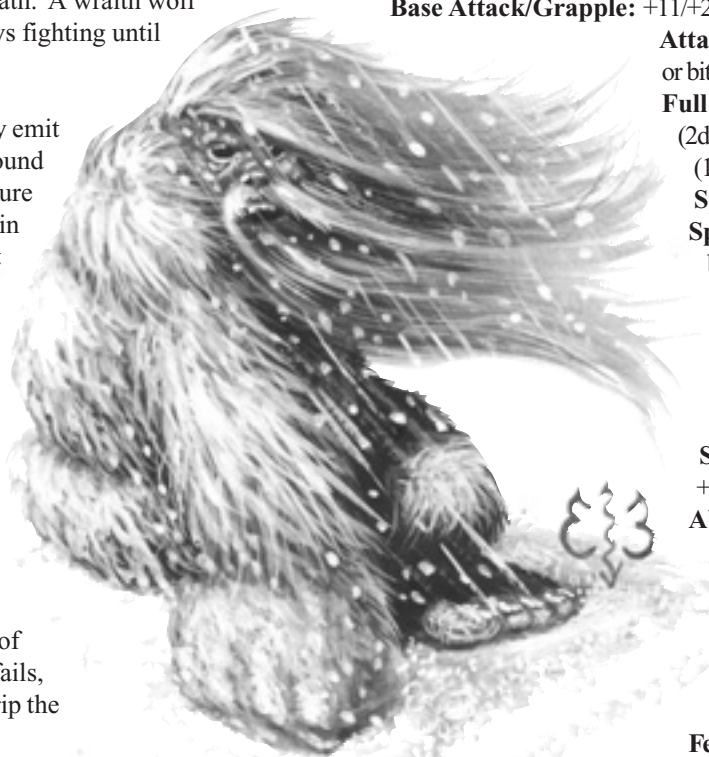
Feats: Cleave, Multiattack, Power Attack, Toughness, Weapon Focus (bite), Weapon Focus (claw)

Environment: Any cold

Organisation: Solitary

Challenge Rating: 9

Treasure: None



Alignment: Usually chaotic evil

Advancement: 16-30 HD (Gargantuan), 31-45 HD (Colossal)

Level Adjustment: —

The blizzard hides and at the same time defines the outline of the monster standing amidst the snow. It appears as a hairy humanoid not unlike a big ape or yeti, but its white mane and body hair are incredibly wild and long. When the thing howls, it is as if the winter gale was calling.

A yetiggar is a fearsome monster from polar regions, apparently with some supernatural control over winter and its weather. It appears as a Large, hairy, apish humanoid, whose long hair flutters in the breeze as it walks. Nevertheless, few travellers have ever been able to report a semblance of its features since the creature always appears amidst a raging snowstorm.

Yetiggar speak Giant.

Combat

Yetiggar expect their enemies to get lost inside their blizzard before attacking. A yetiggar prefers to attack stealthily, taking the enemy by surprise. If this is not an option, the yetiggar attacks openly, expecting its cold-generation abilities to help it on the job.

Walking Blizzard (Su): A yetiggar is constantly surrounded by a snowstorm, which moves with it everywhere it goes. Any creature within 100 feet of a yetiggar becomes unable to use ranged weapons and receives a -8 penalty on all Listen, Search and Spot checks. Creatures inside the area must also make a Fortitude save each hour or suffer 1d6 points of nonlethal damage and become fatigued. The fatigued state lasts until the nonlethal damage is healed. Small or smaller creatures within the blizzard must succeed at a Fortitude save each round or be unable to advance for that round due to the wind and snow. Flying creatures must succeed at a Fortitude save each round or be blown away 1d4x10 feet by the winds. Medium and larger creatures have their movement speed halved while inside the blizzard. The blizzard automatically extinguishes all normal flames and has a 50% chance of snuffing out magical flames as well. The yetiggar is perfectly accustomed to the snowstorm surrounding it, so it does not suffer any of these penalties. All of a yetiggar's blizzard effects have a Fortitude save DC equal to 23 (Constitution based).

Snow Stride (Ex): A Yetiggar never suffers any movement penalties or hindrances for walking on snow or ice, even if it comes from magical sources.

Skills: A yetiggar gains a +4 racial bonus on all Listen and Spot checks. It also gains a +4 bonus on Climb checks. Finally, a yetiggar gains a +8 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Survival checks.

*When inside a blizzard or snowstorm, the Hide bonus increases to +12.

Zesthion

Medium Outsider (Evil, Extraplanar)

Hit Dice: 6d8+6 (33 hp)

Initiative: +6

Speed: Fly 20 ft. (4 squares) (good)

AC: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Base Attack/Grapple: +6/+1

Attack: —

Full Attack: —

Space/Reach: 5 ft. /5 ft.

Special Attacks: Greeneyed zest, possession

Special Qualities: Darkvision 60 ft., low-light vision, telepathy 100 ft.

Saves: Fort +6, Ref +7, Will +11

Abilities: Str 1, Dex 15, Con 12, Int 18, Wis 18, Cha 19

Skills: Appraise +13, Bluff +13, Concentration +10, Diplomacy +17, Disguise +4 (+6 acting in character), Escape Artist +11, Forgery +13, Hide +11, Intimidate +15, Listen +13, Move Silently +11, Sense Motive +13, Spot +13, Use Rope +2 (+4 synergy)

Feats: Ability Focus (greeneyed zest), Improved Initiative, Iron Will

Environment: Any

Organisation: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral evil

Advancement: 7-12 HD (Medium), 13-18 HD (Large)

Level Adjustment: +3 (cohort)

A flowing, oozing mass of sickly green light hovers around you. The thing swells and recedes constantly, changing shape as it moves, but it seems to retain a very indistinct humanoid shape – not unlike yours, in fact. The entity radiates a strange, veiled aura of disgrace, of madness...

Zesthions are evil outsiders come to the mortal plane to possess and tempt mortals with power and maddening thoughts. They have the ability to subtly possess a humanoid body, giving their host creatures a surge of megalomaniac overconfidence making them act in a foolhardy or even criminal manner. A mortal possessed by a zesthion looks normal except for a strange green glow in its eyes. Zesthions usually appear possessing a creature; their true

forms are those of a kind of flowing, ghostly green light shape that slowly takes the form of the creature they are about to possess.

Zesthions cannot speak but they are able to communicate telepathically with any intelligent creature within 100 feet.

Combat

Zesthions have no attack forms; they always attempt to possess an opponent before anything else.

Possession (Su): As a standard action, a zesthion may enter the body of a Small or Medium humanoid or monstrous humanoid. The target is allowed a Will save (DC 17, Charisma based) to negate possession. If the save fails, the zesthion disappears inside the host body; during possession, it loses its physical abilities and all its special qualities except for telepathy. However, the host does not lose its own free will or consciousness; both creatures retain their mental abilities. A zesthion may not possess a creature under the effects of *protection from evil* or *magic circle against evil*.

A possessed creature has its alignment changed to neutral evil and loses any awareness or memory of the zesthion's existence. From that moment on, both creatures share the same space, with the zesthion subtly influencing the possessed creature's actions via its greeneyed zest ability. When making a skill check or saving throw, the possessed creature may use its own skill ranks and base save bonuses or the zesthion's, whichever are greater. The host creature is never aware of the zesthion controlling its actions; if confronted about its criminal or evil actions, it reacts with obstinate silence. A good cleric or paladin possessed by a zesthion is treated as an ex-member of its class as soon as the zesthion has taken hold.

The presence of a zesthion inside a host body may not be detected by *arcane sight*, *detect* spells or *divination*. A *detect evil* spell reveals the host creature as being evil, nothing else. A *greater arcane sight*, *legend lore* or *true seeing* effect reveals the zesthion as a green aura within and without the possessed creature. A *foresight* spell constantly warns the caster against an evil and dangerous presence inside the possessed creature, but it does not provide specifics.

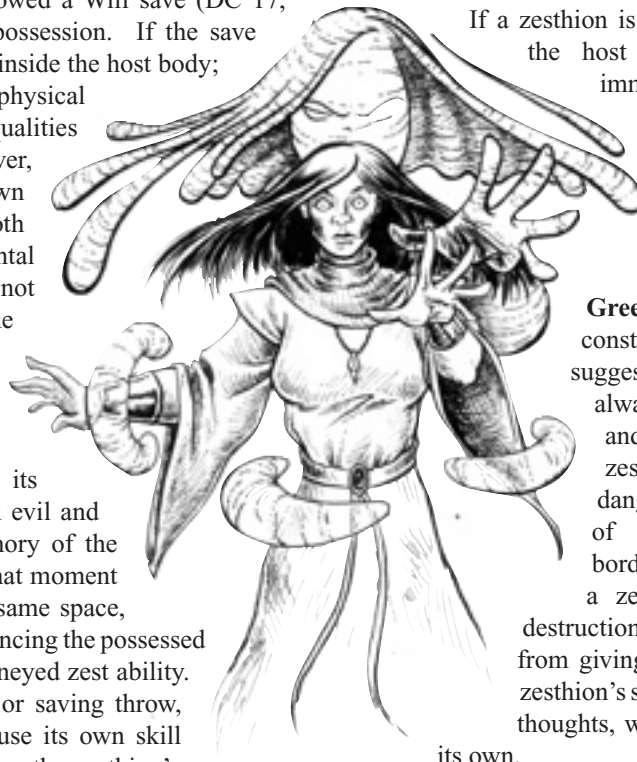
Revealing the presence of a zesthion does not make the host creature aware of it; in fact, if told about it, the host creature usually reacts with denial or obstinate silence. An *atonement* spell does not affect a creature possessed by a zesthion, as it refuses to admit its existence.

A zesthion may be forced out of a creature's body by the following spells and effects: *banishment*, *break enchantment*, *dismissal*, *dispel evil* or *freedom*. A successful *dispel magic* or *greater dispel magic* cancels any of the zesthion's suggestions currently affecting the creature, but does not reveal or affect the zesthion in any way, nor does it change the creature's alignment.

If a zesthion is forced out of a creature's body, the host regains its former alignment immediately; the zesthion may never possess the same creature again. A host that lost class abilities as a result of the zesthion control may now regain them via *atonement*.

Greeneyed Zest (Su): A zesthion is constantly making subtle telepathic suggestions to its host, which almost always include rape, murder, treason and crime. At the very least, the zesthion suggests actions that are dangerous to the host, giving it a surge of overwhelming self-confidence bordering on megalomania. However, a zesthion does not wish its own destruction, so it usually attempts to refrain from giving outright suicidal advice. All a zesthion's suggestions manifest as reasonable thoughts, which the host creature thinks are its own.

The host may resist these suggestions by succeeding at a Will save (DC 19, Charisma based). Some exceptionally reasonable or beneficial suggestions may not allow a saving throw, at the Game Master's judgement. If the save fails, the host carries out the criminal or self-destructive suggestion at the best of its abilities. If the host resists three consecutive suggestions, possession ends and the zesthion is automatically forced out of the creature's body, with both creatures returning to their normal states. If the host fails three consecutive suggestions, all future suggestions by the zesthion are automatically obeyed, no matter how callous or absurd they may seem; the creature's will is not its own anymore, although it may not realise it.



Monsters Ranked by Challenge Ratings

1/2

Anomalous
Blood Gerbil
Dwarf, Dwerf
Kurke Weevil
Ling
Scalefolk, Pallid
Scalefolk, Yellow

1

Aitvaras
Axehawk
Bronzefolk
Dementia Scorpion
Elf, Dopkalfar
Gargling
Gnome, Grim (Gatzegoregat)
Gobk
Gogg (All)
Grass Devil
Grunter, Grey
Lyncotropix
Sahitim
Scalefolk, Green
Spirit-Cursed
Toadstooge
Tworc
Walchupog

2

Aiaiman
Alebrije
Bugbear, Orl
Debrish, Furball
Devil, Drudge
Elf, Shinn
Familiar, Dread
Haggard One
Iff
Myrg, Maggot
Nahrash
Screech Spirit
Voidling
Wickedwing
Wingviper

3

Abiku
Bambalob, lesser
Bete-noir
Bork
Bugbear, Yawahu
Centaur, Savage
Cruel Coral
Debrish, Fireball
Demon, Fiend Cat
Dragon Dog
Foulfowl
Dark Fetish
Squiggler
Grunter, Grimy
Hag, Frog
Mind Maggot
Pyrausta
Sireki
Spirit Elk
Stymphalian Bird

4

Chimae, Ram
Debrish, Fearball
Demon, Shikome
Devil, Pet
Hag, Gullveig (Gold Hag)
Scyllamia
Skullwearer
Triton, Acheloan
Wassernixe
Zesthion

5

Demon, Quill Fiend
Elemental, Tears
Faceless One
Glith, Yob
Goathorn Gorilla
Tailrings
Grunter, Gross
Hag, Dragon
Kanaima
Manicora

Membra
Onyx
Quicksand Quirk
Troll, Web
Whispering Presence

6

C'coa
Centaur, Doom
Chimae, Lion
Boatman Demon
Demon Ogre
Elemental, Filth
Grunter, Great
Grunter, Grotesque
Hag, Vampiric
Myrg, Mutate
Quazo'orr
Season Slayer (All)
Treesnake
Troll, Cinder
Troll Sap
Troll, Tar

7

Abaasy
Abyss Marauder
Beastagore
Ethra
Facada, Club
Facada, Coin
Facada, Cup
Facada, Sword
Giant, Bronze
Horse Horror
Kigatilik
Koshi Serpent
Moondala
Nuckelavee
Nymphag
Oztotl
Priman
Tendrillass
Troll, Salt
Velendroth
Vetala
Wispwraith
Wraith Wolf

8

Adh-sidhe
Bamabalob
Demon, Shigidi
Dracolamia
Dreadrider
Elemental, Blood
Fierin
Giant, Night
Megalith
T'ao-tieh
Troll, Mimic
Winterwind Raven

9

Boar of Automedon
Couatl, Dark
Devil, Executioner
Elemental, Darkness
Gara'saka
Half-Rakshasa
Tamazulim
Yettigar

10

Devil, Torturer
Giant, Subterranean
Gor'rog
Hag, Cailleach
Monster Mother
Old Man Winter

11

Devil, Collector (Ferriggon)
Giant, Gaeon
Mezadevs
Star Inquisitor
Ululant

12

Agharrma
Gazilith
Glith Elder
Khodumodumo

13

Death Hunter
Demon, Carcass (Carnezu)

Devil, Mercenary
 Facad, Joker
 Hellferae
 Hollow Host

14

Ankou
 Archaic One
 Devil, Recruiter (Mezzemuth)
 Dragonskin
 Elemental, Calamity (All)
 Fury
 Genie, Dev
 Giant, Acherim

15

Forest Fiend
 Demon, Yahlog

16

Camatzotz

17

Abominion
 Devil, Contractor (Adramelei)
 Giant, Geryid

18

Dragon, Breeze (Delthaur)
 Giant, Dread

20

Behemammoth
 Chaos Dragon
 Demon, Abashakt

21

Archon, Fell
 Armoredon
 Demon, Meriginus
 Dragon, Blaze (Freigurn)
 Leviathan, Galasian

22

Dragon, Hecaton

23

Typhoeon

24

Titan, Wild

25

Dragon Whale

30

Titan, Cthonian

61

Orbeiron

Dragon CRs by Age and Type

Age	Arid	Ashen	Darkstone	Eerie	Sword	Titanium
Wyrmling	3	4	3	5	4	6
Very Young	4	5	5	7	5	8
Young	6	7	6	8	7	10
Juvenile	7	8	8	10	8	12
Young Adult	10	11	10	11	10	14
Adult	11	13	12	14	12	16
Mature Adult	13	16	13	16	13	17
Old	15	18	16	19	16	20
Very Old	18	21	18	21	18	22
Ancient	20	22	21	23	21	25
Wurm	22	24	22	24	22	27
Great Wurm	24	25	24	26	24	29

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Welcome to the second volume in the Monster Encyclopaedia series, a collection of tomes designed to bring you a massed horde of brand new enemies and allies for any D20 game. Within the Dark Bestiary are over 200 new creatures dedicated to evil and chaos, just waiting to be unleashed. Whatever your adversarial needs, you will find them within these pages, be tempted by the wassermläse, tormented by the whispering presence or terrified by the titanium dragon. Hordes more monsters both deadly and disgusting await but beware, every creature within these pages is dedicated to pure evil...

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