

BOOK OF BEASTS



Wandering Monsters 1

**JON BRAZER
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DAEMON, BLIGHTDAEMON

This outsider has bat-like wings, several horns sticking out from its head and ghostly white eyes. Its hands possess three claws (one moving like a thumb) while its outside is a mix of scales, smooth skin and fur.

BLIGHTDAEMON

CR 4

XP 1,200

NE Small outsider (daemon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

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

hp 42 (5d10+15)

Fort +7, **Ref** +4, **Will** +4; -2 vs compulsion

DR 5/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

Weaknesses vulnerability to compulsion

OFFENSE

Speed 20 ft., fly 30 ft. (good)

Melee gore +10 (1d6+1 plus disease), 2 claws +9 (1d3+1)

Special Attacks disease, touch of illness (+9 touch)

STATISTICS

Str 12, **Dex** 16, **Con** 17, **Int** 10, **Wis** 11, **Cha** 8

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

Feats Alertness, Hover, Weapon Finesse^B, Weapon Focus (gore)

Skills Bluff +7, Fly +17, Knowledge (planes) +8, Perception +10, Sense Motive +10, Stealth +15

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

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, plague (3-12)

Treasure standard

SPECIAL FEATURES

Disease (Su) A living creature successfully attacked by a blightdaemon is at risk of contracting daemon death. If contracted, the infected creature begins to turn pale and looks frailer by the day. *Daemon death*: Gore-injury; save Fort DC 15; *onset* immediately; *frequency* 1/day; *effect* 1 Con damage and 1 Cha damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Touch of Illness (Su) As a standard action a blightdaemon may make a touch attack against a living opponent. A touched creature may contract blight weakness. If contracted, the infected creature feels their strength melt away. *Blight weakness*: Touch-contact; save Fort DC 15; *onset* one day; *frequency* 1/day; *effect* 1d2 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Vulnerability to Compulsion (Su) A blightdaemon takes a -2 penalty to all spell and spell-like abilities of the compulsion subschool.

Harbingers of plague, blightdaemons spread disease and death wherever they travel. They frequently are used by greater daemons and evil casters to assist in their evil plans as helpers and fodder in combat. While low ranking daemons, they represent a terrible threat to commoners and civilization. They fly from place to place seeking to spread their native illnesses to all they encounter. It only takes a few of these creatures allowed to act as they will on a city to bring about a terrible plague. In a matter of days, their terrible work can cause massive destruction to a population.

Supposedly, the archdaemon of disease himself created the first blightdaemon to bring disease to all the creatures he deemed so far beneath him that he did not feel the need to do the work himself. But he also wanted to make sure they would do his bidding and made them susceptible to compulsion effects. With this weakness available, these daemons would never be difficult to manipulate and control.



DEATH ADEPT

Dressed in priestly robes and carrying a scythe, this undead skeleton still has remnants of the corpse's flesh still hanging on. An orb glows in each eye socket and a holy symbol of the god of the undead hangs around its neck.

DEATH ADEPT

CR 8

XP 4,800

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 21, touch 12, flat-footed 19 (+8 armor, +2 Dex, +1 natural)

hp 102 (12d8+48)

Fort +7, **Ref** +8, **Will** +12

Defensive Abilities channel resistance +2; **DR** 5/bludgeoning; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee +1 *scythe* +12/+7 (2d4+2/x4)

Special Attacks channel negative energy 6/day (DC 21, 6d6)

Cleric Spells Prepared (CL 8; Concentration +12)

4th – *chaos hammer* (DC 18), *poison* (DC 19), *unholy blight* (DC 18)

3rd – *animate dead*, *bestow curse* (DC 18), *blindness/deafness* (DC 18), *dispel magic*

2nd – *darkness*, *death knell* (DC 17), *desecrate*, *resist energy*

1st – *bane* (DC 15), *cause fear* (DC 16), *inflict light wounds* x2 (DC 16), *shield of faith*

0 (at will) – *bleed* (DC 15), *detect magic*, *guidance*, *resistance*

STATISTICS

Str 12, **Dex** 14, **Con** -, **Int** 9, **Wis** 18, **Cha** 16

Base Atk +9; **CMB** +10; **CMD** 22

Feats Command Undead, Improved Channel, Lightning Reflexes, Spell Focus (necromancy), Toughness, Weapon Focus (scythe)

Skills Intimidate +26, Perception +19, Spellcraft +14;

Racial Modifiers +8 Intimidate, +8 Sense Motive

ECOLOGY

Environment any

Organization solitary

Treasure Gear (+1 scythe, +2 breastplate, vial of unholy water, 5 lbs of silver dust (worth 25gp), onyx gem (worth 100 gp))

SPECIAL FEATURES

Spellcasting A death adept casts spells as an 8th level cleric. It does not gain domains or spontaneous casting.

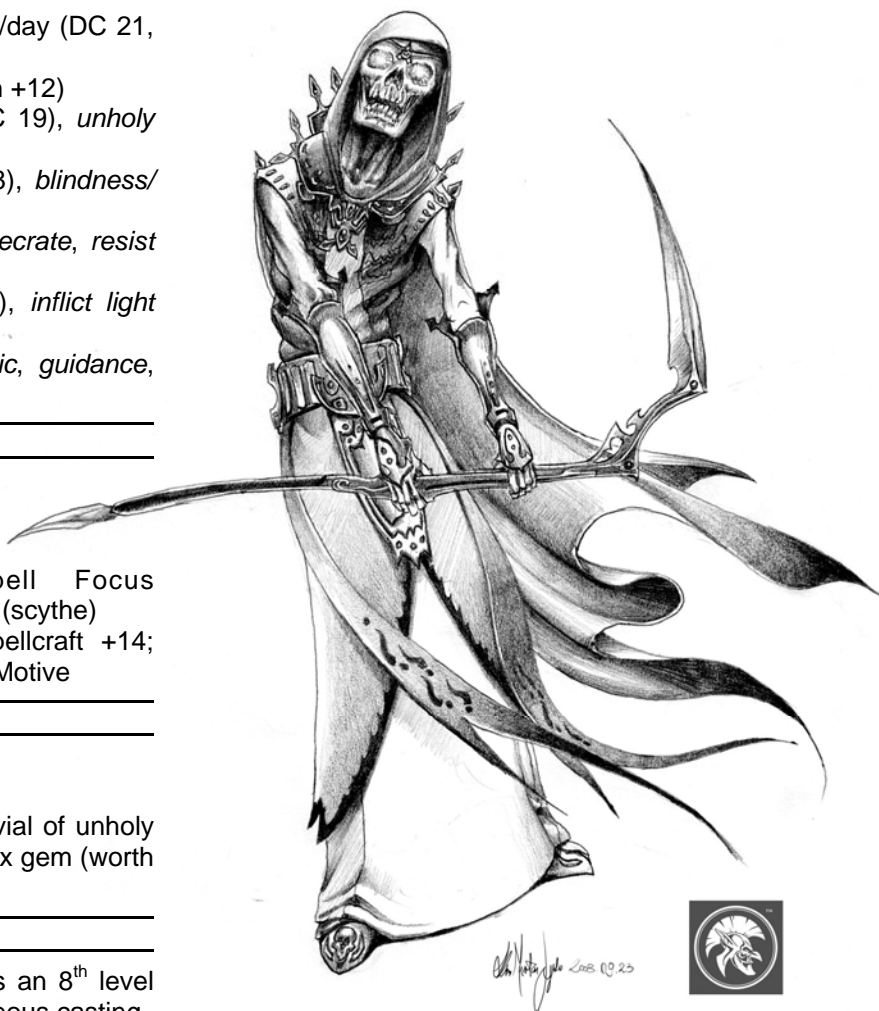
Even the undead need their priests to commune with their deity. A death adept is both a priest and commander of undead forces against the living. This unholy abomination

to life worships the deity of undeath alone and works to obliterate the living. Whether it is creating desecrated land or raising zombies, it will not rest until it achieves a total mockery of life.

The death adept fights primarily with its negative energy and its spells. It initially focuses on melee combatants, targeting them with *bestow curse* and *blindness* spells. It also makes sure to cast *darkness* when fighting humans.

While it works to remove the scourge of life, it does not do so at the expense of its own existence. Should the death adept be brought below 15 hp, it will command all undead still animated to cover its retreat. The death adept is willing to sacrifice any undead to make sure it continues the fight against the living.

Death adepts are made from the body of a good priest that has been within the bounds of desecrated land for over 100 years. The remains must be transported to the plane of evil and the *create greater undead* spell must be finished before the plane animates the corpse of its own accord. The spell requires a caster level of 17 to creature this creature.



MANTIAN

This preying mantis-looking creature walks similar to a centaur, stands nine feet tall and possesses claws for arms.

MANTIAN

CR 5

XP 1,600

CE Large magical beast

Init +2; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +22

DEFENSE

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

hp 57 (6d10+24)

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

Defensive Abilities compound eyes

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 2 claws +9 (1d6+4 plus grab), 2 stingers +7 (1d6+2 plus poison)

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

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 5, **Wis** 14, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 23

Feats Multiattack, Skill Focus (Perception), Toughness

Skills Perception +22, Survival +6; **Racial Modifiers** +4 Acrobatics when jumping, +8 Perception, +4 Survival

Language Common (cannot speak)

ECOLOGY

Environment temperate forests or plains

Organization solitary, pair

Treasure none

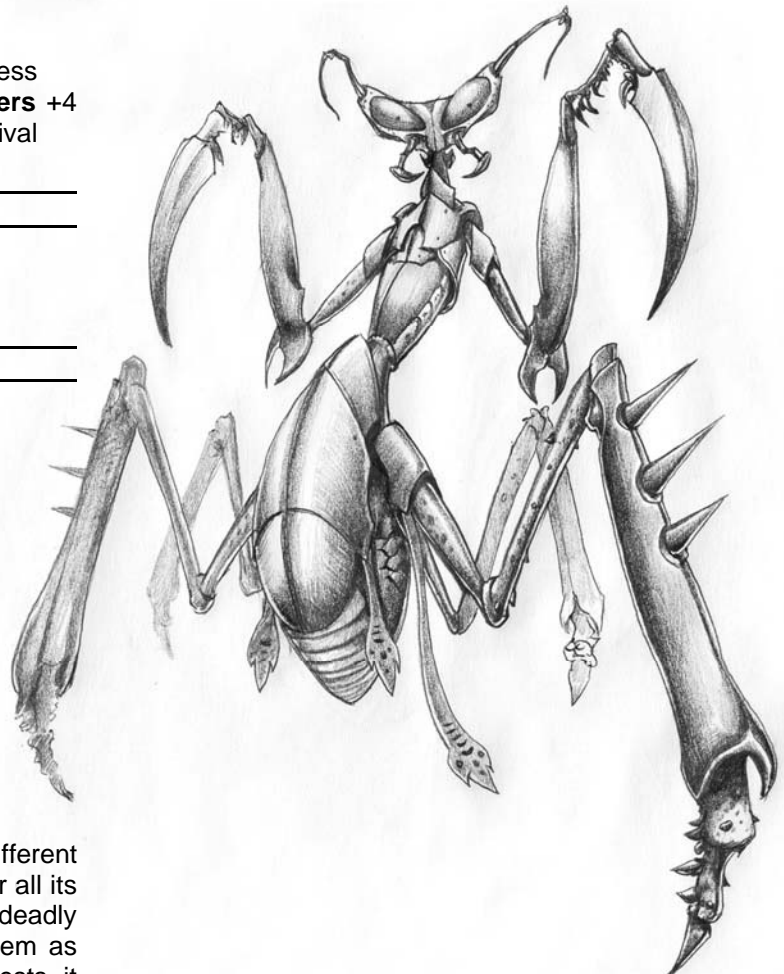
SPECIAL FEATURES

Poison (Ex) The mantian's stingers on its front legs deliver a deadly poison to any creature successfully attacked. Poisoned creatures find their reflexes and their wits slowed. The poison's DC is Constitution based. Mantodian Venom—injury; save Fort DC 16, frequency 1/round for 6 rounds, effect 1d2 Dex plus 1d2 Wis, cure 2 consecutive saves

The mantian looks like a giant preying mantis but is more intelligent than its vermin counterpart. Unlike the mantis, the mantian appears more upright and moves similar to a centaur. Also the mantian does not possess wings but can jump a considerable distance. The mantian's eyes are positioned in a slightly different location, allowing it to see all directions at once. For all its differences to its vermin-kin, though, it is equally deadly when hunting for food and possesses a link to them as well. It possesses a thick exoskeleton that protects it against many kinds of attacks and sharp claws that it uses to dismember and devour its prey.

While a mantian is not commonly with its own kind, mantises of all sizes follow the mantian. When the mantian seeks food, it will lead two or three mantises into battle. Should a mantian need help from other preying mantises. It can call out with a series of ticks and hisses any mantises within the sound of its voice will respond. It is not uncommon for a group to be fighting an mantian and then be fighting three or four giant mantises.

A mantian presented here stands about 5 feet long before bending its torso upwards, putting its head about 8 feet high. It weighs about 500 pounds. They have been known to grow up to gargantuan size at 18 HD. This creature typically lives in the thickest part of the woods and hunts near the edge of a forest or in tall grass plains. It eats anything from goblins to dragons and has no fear of facing off against such dangerous creatures. Any remains of a creature not eaten on the spot is typically brought back to its lair and hung upside down from a tree branch. The treasure typically found at a mantian's lair is typically triple the standard treasure for the CR of the mantian living there.



REMEMBRENT

This decaying undead flies through the air shout an ear-splitting scream.

REMEMBRENT

CR 3

XP 800

CE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

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

hp 26 (4d8+8)

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

DR 5/magic; **Immune** sonic, undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee claw +3 (1d4)

Ranged ray +6 touch (see spell)

Special Attacks shriek (30 ft. cone, 2d4 sonic plus deafened, Fort DC 16 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 4; Concentration +8)

3/day – cause fear (DC 15), daze monster (DC 16), death knell (DC 16), inflict light wounds (DC 15), ray of enfeeblement

At will – bleed (DC 14), detect magic, guidance, touch of fatigue (DC 14)

STATISTICS

Str 10, **Dex** 14, **Con** -, **Int** 8, **Wis** 16, **Cha** 19

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

Feats Improved Initiative, Toughness^B, Weapon Focus (ray)

Skills Fly +17, Intimidate +11, Stealth +9

Languages Common, Elven

ECOLOGY

Environment any

Organization solitary, pair or coven (3-9)

Treasure standard

SPECIAL FEATURES

Shriek (Su) Once every 1d4 rounds, the remembrement can let out an ear-piercing shriek. All creatures within the cone of effect sustain 2d4 damage and are deafened for 1d3 rounds. A successful Fortitude save halves the damage and negates the deafness. The DC for the shriek is Charisma based.

It is said of the dead, "souls forget." Unfortunately, not all of them do. A few souls of bards and sorcerers cling to their memories and to their decaying bodies desperately trying to gain revenge for their death or some other wrong done to them in life. The soul shrieks loudly enough that their own dead bodies can hear, allowing the soul to take possession once again. These undead are called remembrements.

The shriek that allowed the body to animate again is also the remembrement's most well known weapon. The

shriek is loud enough to hurt and deafen those close by. It also casts deadly spells.

Although the remembrement possesses legs, they are useless. They simply hang there, unable to let the remembrement walk or attack with them. This is not a problem as the soul's cry for revenge allows the body to fly as fast as a human moves.

Even though a remembrement instinctively attacks any living creature encountered, it is not unreasonable. Remembrements have been known to make deals with the living. Many ask for the bodies of their wronger, but others desire some trinket from their life or a message delivered to their descendents. Some remembrements fade and are at peace once they receive their gift while others continue to seek a solution to their unquiet souls.

Remembrements typically appear dressed in their burial clothes or whatever they were wearing when they died.



ROCK OPHIDIAN

This medium sized, grey-colored dragon looks like a large salamander that drools acid.

ROCK OPHIDIAN CR 3

XP 800

LG Medium dragon (earth)

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +9

DEFENSE

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

hp 30 (4d12+4)a

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

Defensive Abilities dragon scales; **Immune** acid, paralysis, sleep

OFFENSE

Speed 40 ft., burrow 20 ft., climb 40 ft.

Melee bite +7 (1d8+3 plus 1d6 acid)

Special Attacks acidic spit (60 ft., 3d6 acid, Reflex DC 13 for half damage)

STATISTICS

Str 14, **Dex** 15, **Con** 13, **Int** 10, **Wis** 15, **Cha** 16

Base Atk +4; **CMB** +6; **CMD** 18

Feats Improved Initiative, Weapon Focus (bite)

Skills Appraise +7, Climb +9, Intimidate +10, Perception +9, Stealth +9, Survival +9

Languages Draconic

ECOLOGY

Environment temperate mountains

Organization solitary, pair or rampage (3-12)

Treasure double

SPECIAL FEATURES

Acidic Spit (Su) A rock ophidian can lob an acidic ball of spit at a single target as a standard action. The target must be within 60 ft. The target takes 3d6 points of acid damage unless it succeeds a DC 13 Reflex save. The target sustains half damage if it makes the save. Once a rock ophidian uses this ability, it cannot do so again for 1d4 rounds. The DC for this ability is Constitution-based.

Dragon Scales (Su) For a short amount of time every day, the scales of the rock ophidian are as protective as their more powerful brethren. It can gain a damage reduction equal to its hit dice for a number of rounds a day equal to its Cha bonus. For a typical ophidian that means DR 4/magic for 3 rounds.

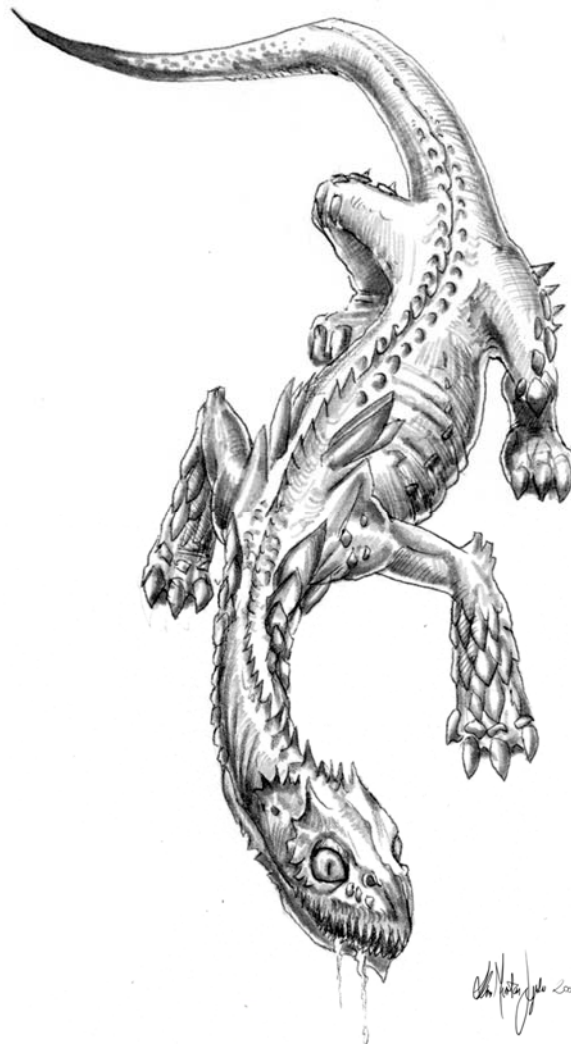
Living in the mountains, a rock ophidian spends most of its day crawling the rocky pathways of the mountains it inhabits looking for its next meal and building its horde. Like all dragons, the rock ophidian enjoys the luster of golden and silver coins as well as any gem it can find. It keeps its treasure in a mountain crevice it calls home. The rock ophidian prefers caves far too small for true dragons

and much too treacherous to be accessed by mountain lions and other predators of the terrain.

The acidic spit attack is possibly the rock ophidian's most distinctive feature. When it takes aim at its prey, it pulls its head in towards its body in much the same way a turtle pulls its head into its shell. Then it projects its head forward with great speed launching a ball of acid and other digestive juices towards its target. This deadly attack is the rock ophidian's preferred method of beginning a fight.

The rock ophidian only attacks smaller creatures on its own. Whenever outnumbered or facing a creature its size or larger it will retreat as quickly as possible, seeking out reinforcements.

A 9th level lawful-good spellcaster can gain a rock ophidian as a familiar if she has the Improved Familiar feat.





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