The Genius Guide to The Talented Bestiary



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Steve Helt, Dan Dillon

RgG

Pathfinder Roleplaying Game Compatible

Introduction

I once read a piece of advice that completely altered how I run games. It was in a horror setting, and the idea was simple.

Players are a jaded lot that have seen it all. The idea of fighting a troll isn't scary anymore. As soon as the word troll comes out of your mouth, they roll their eyes and ask who has fire and acid handy. The same goes for hundreds of other monsters from aboleths to yeti. So, do you just throw them away and always look for the next book?

Of course not!

If you rebrand the troll, give it a different description and appearance, you can use the exact same statistics. Don't say "troll"; say "it's a hulking reptile monster with bloody saliva oozing from a gaping maw". The players are now confronted with something completely new, to them. They have no idea that behind the screen you are rolling for a troll. When their weapons can't kill the beast, they must rediscover the troll's weakness all over again. They get the thrill, and the fear, of the unknown. They experience the feeling they had the first time they ever fought a troll.

You could even take it a step further! Instead of fire and acid, the mysterious beast can only be killed by cold and electricity. Or as an alternative to rending with claws, it has the ability to swallow whole. Replace scent with tremorsense and it senses vibrations in the water. Throw a template on there! A red half-dragon troll is pretty terrifying. Now we have a completely new monster slapped onto the troll chassis. And the best part is, no one has to know!

A monster is a tool used to tell your story. You should never feel limited by the creatures you have at your disposal or be required to scour through multiple source books to find the perfect stat-block. Antagonists should be as mutable and custom-crafted as player characters. If you don't like something about a monster, you should be able to change it. If you have an amazing idea for a creature, it should only take a few minutes to throw something together from scratch.

The ***Talented Bestiary*** was created with these principles in mind, and we are proud of the result!

We hope that this book lets you scare the pants off your players, and that no two trolls are ever the same again!

What's in this book?

Chapter One: Talented Monster Creation details the step by step streamlined process for determining a monster's base statistics. These rules allow you to quickly and easily design a monster of any size and challenge rating, balanced within the existing system. It introduces the concept of monster focus, allowing you to individualize each monster's role similar to player character classes. Examples of monster creation, advancement, and regression help illustrate the processes.

Chapter Two: Talented Monster Abilities breaks down every creature type and subtype, universal monster rule, and all the unique creature abilities for monsters in the *Pathfinder Roleplaying Game: Bestiary* so that each can be purchased with a straightforward point-buy system. Each monster gains a number of ability points according to its challenge rating and role, which can then be used to purchase abilities. The breakdowns allow for the easy customization of each individual monster, so that no two are alike, and advancement becomes easier. Universal abilities are open for purchase by all monsters, but unique abilities are divided out by creature type.

Chapter Three: Talented Monsters demonstrates the capabilities of the system by presenting new monsters created with it. Within are included variants or novel takes on most of the classic monsters from the *Pathfinder Roleplaying Game: Bestiary*. Each monster is presented with its focus, allowing for easier adjustment within the system to fit an encounter or campaign.

Chapter Four: Player Options presents rules adding new and interesting possibilities for player characters. Rules for construct creation, animating undead, monster cohorts, and summoning allows players to join in on the fun of creating customized monsters. Finally, optional rules are detailed for creating character class progressions from monsters, letting players play anything they can dream of!

Chapter Five: Talented Templates outlines our methods for using the monster creation rules to produce templates. The simple and easy methodology adds infinite options for modification of any monster presented in this book or otherwise. A step by step process breaks down the system and several examples help illustrate the versatility.

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Chapter 1: Talented Monster Creation

Building a monster is part science and part art, with innumerable rules of thumb combining to create balanced antagonists. The ***Talented Bestiary*** seeks to move monster design out of the realm of guess-and-check and into a streamlined step-by-step process.

It takes a lot of experience to learn how to make a "good" monster — a creature with appropriate abilities and statistics for its challenge rating. Even experienced designers often make mistakes, resulting in creatures that pose either an unfair or disappointing challenge to player characters. The following rules and tools simplify the complex aspects of balanced monster creation and modification, opening up a world of new possibilities.

Building the Monster

The following guidelines are provided to assist in monster creation, and to help balance a creation for its CR.

Step 1: Creature Concept

The first step in creating a new creature is to define its concept and role in the game. Generally, this involves picking the creature's CR, size, type, physical appearance, and theme. Once you have these basic pieces of information, you can consult the following tables and chapters to customize the creature.

Step 2: Select Monster Focus

The major departure from the ***Bestiary*** rules for monster creation is the concept of a monster focus. In the normal monster creation process it is assumed that a monster's role and base statistics are, to a certain extent, pre-determined by creature type. The following rules allow for creatures of any type to fulfill any role: combat, spellcasting, skilled, or a relatively weak monster (comparable to an NPC class). A monster cannot have more than one focus. When referring to the monster focus tables, keep the following points in mind.

CR: This is the CR for a Medium-sized monster. Altering the monster's size in Step 3 can affect the monster's base CR and statistics.

HD: This is the total number of Hit Dice that the monster possesses at the given CR. The monster's focus determines the hit die type — combat (barbaric) d12, combat (soldier) d10, spellcaster (arcane) d6, spellcaster (divine) d8, skilled d8, and weak d6.

TABLE: AVERAGE DIE RESULTS

Die Type	Average Result*
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5
d20	10.5

*Always round down after multiplying. For example, treat the average of 1d4 as 2 and the average of 2d4 as 5.

BAB: This is the creature's base attack bonus at the given CR. All combat-focused monsters have a strong base attack bonus progression. Spellcasters (divine) and skilled monsters have a medium base attack bonus progression. Spellcasters (arcane) and weak monsters have a slow base attack bonus progression.

Feats: This is the number of feats that a monster of the given focus and CR gains (one feat at 1 HD, and an additional feat for every 2 HD thereafter). A monster may take any feat it meets the prerequisites for. The monster may also purchase bonus feats using ability points.

Ability Scores: The monster's ability scores are determined by focus and CR, which decides many of their other base statistics. Ability scores are modified by changes to the monster's size, and certain creature types have limitations on maximum ability scores. The following abbreviations are used: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

Saves: Combat (barbaric) monsters have strong Fortitude and Reflex saves. Combat (soldier) monsters have all strong saves. Spellcaster monster have strong Will saves. Skilled monsters have strong Reflex saves. Weak monsters have no strong saves.

Natural Armor: A monster's natural armor represents its inherent resistance to harm. Some abilities or creature types alter natural armor or swap it for different types of armor class bonuses.

Recommended Number of Attacks: This is an estimation of the number of attacks for a monster to deal damage in a round approaching the

TABLE: COMBAT (BARBARIC) MONSTER CREATION STATISTICS BY CR

CR	HD	BAB	Feats	Saving Throws			Natural Armor	Recommended Number of Attacks	Recommended Damage Threshold
				Fort	Ref	Will			
1/2	1	1	1	2	2	0	1	1-2	4
1	2	2	1	3	3	0	2	2	7
2	3	3	2	3	3	1	4	2-3	10
3	4	4	2	4	4	1	5	2-3	13
4	5	5	3	4	4	1	6	2-3	16
5	6	6	3	5	5	2	7	2-3	20
6	7	7	4	5	5	2	8	3	25
7	8	8	4	6	6	2	9	3-4	30
8	9	9	5	6	6	3	9	3-4	35
9	10	10	5	7	7	3	11	3-4	40
10	11	11	6	7	7	3	12	4-5	45
11	12	12	6	8	8	4	13	4-5	50
12	13	13	7	8	8	4	14	4-5	55
13	14	14	7	9	9	4	15	5	60
14	15	15	8	9	9	5	16	5-6	65
15	16	16	8	10	10	5	17	6	70
16	17	17	9	10	10	5	17	6-7	80
17	18	18	9	11	11	6	18	6-7	90
18	19	19	10	11	11	6	19	6-7	100
19	20	20	10	12	12	6	20	6-7	110
20	21	21	11	12	12	7	21	6-7	120
21	22	22	11	13	13	7	22	6-7	130
22	23	23	12	13	13	7	24	6-7	140
23	24	24	12	14	14	8	25	6-7	150
24	25	25	13	14	14	8	26	6-7	165
25	26	26	13	15	15	8	27	6-7	180
26	27	27	14	15	15	9	28	6-7	195
27	28	28	14	16	16	9	29	6-7	210
28	29	29	15	16	16	9	29	6-7	225
29	30	30	15	17	17	10	30	6-7	240
30	31	31	16	17	17	10	31	6-7	255

monster's recommended damage threshold. This recommended value is reduced by increases to a monster's size, but may also vary depending on special abilities and feat selection. The recommended upper limit on a reasonable number of attacks for a monster to take is 6-7. After this point, the monster's damage for individual attacks should be increased primarily through abilities or feats to approach the monster's recommended damage threshold (such as rend, natural attack enhancements, or the Power Attack feat).

Recommended Damage Threshold: This is the recommended upper limit on the average damage that a creature of the given CR should be capable of dealing in a single round with a full attack action. The monster's base average damage per round is the sum of all attacks with the assumption of average roll results. Increasing or decreasing CR by altering size changes the recommended damage threshold. Feats and abilities that increase damage or deal the equivalent of damage (Constitution damage, level drain, etc.) should be taken into account when calculating average damage per round. Combat focus monsters have a higher damage threshold than skilled focus monsters. Skilled focus monsters have a higher damage threshold than spellcaster or weak focus monsters.

Monster Focus

Any monster of any given creature type may focus or specialize in various areas as described below.

Combat Focus

A combat monster specializes in relatively simple and straightforward fighting. Combat monsters generally possess higher hit points, attack bonuses, saves, and damage thresholds than other creatures of their CR, but have reduced access to abilities and spell-like abilities. The combat focus is subdivided into combat (barbaric) monsters and combat (soldier) monsters.

Barbaric: Monsters of this type represent untrained or uncivilized combatants that rely more upon brutality than organization. Combat (barbaric) monsters have d12 HD, fast BAB progression, strong Fortitude and Reflex saves, and 2+ Int modifier per HD skill points.

Combat (barbaric) monster class skills are Acrobatics (Dex), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

TABLE: COMBAT (BARBARIC) MONSTER CREATION ATTRIBUTES BY CR

CR	STR	DEX	CON	INT	WIS	CHA
1/2	10	10	12	6	10	12
1	10	10	12	6	12	12
2	12	10	12	6	12	14
3	14	10	12	6	12	14
4	16	12	14	6	14	14
5	18	12	16	8	14	14
6	20	12	18	8	16	16
7	20	12	18	8	18	16
8	22	14	20	8	18	18
9	24	14	20	8	20	18
10	24	14	20	10	22	18
11	24	14	22	10	22	18
12	26	16	22	10	24	20
13	26	16	22	10	24	20
14	26	16	24	10	24	20
15	26	16	24	12	26	20
16	28	18	26	12	28	22
17	28	18	28	12	28	22
18	28	18	28	12	30	22
19	28	18	30	12	30	22
20	28	20	32	12	30	22
21	28	20	34	14	32	22
22	28	20	36	14	32	22
23	28	20	38	14	32	24
24	28	22	40	14	34	24
25	28	22	42	14	36	24
26	30	22	42	14	36	26
27	30	22	44	16	38	26
28	30	24	44	16	40	28
29	30	24	46	16	40	28
30	30	24	46	16	42	28

TABLE: COMBAT (SOLDIER) MONSTER CREATION STATISTICS BY CR

CR	HD	BAB	Feats	Saving Throws			Natural Armor	Recommended Number of Attacks	Recommended Damage Threshold
				Fort	Ref	Will			
1/2	1	1	1	2	2	2	1	1-2	4
1	2	2	1	3	3	3	2	2	7
2	3	3	2	3	3	3	4	2-3	10
3	4	4	2	4	4	4	5	2-3	13
4	5	5	3	4	4	4	6	2-3	16
5	6	6	3	5	5	5	7	2-3	20
6	7	7	4	5	5	5	8	3	25
7	8	8	4	6	6	6	9	3-4	30
8	9	9	5	6	6	6	9	3-4	35
9	10	10	5	7	7	7	11	3-4	40
10	11	11	6	7	7	7	12	4-5	45
11	12	12	6	8	8	8	13	4-5	50
12	13	13	7	8	8	8	14	4-5	55
13	14	14	7	9	9	9	15	5	60
14	15	15	8	9	9	9	16	5-6	65
15	16	16	8	10	10	10	17	6	70
16	17	17	9	10	10	10	17	6-7	80
17	18	18	9	11	11	11	18	6-7	90
18	19	19	10	11	11	11	19	6-7	100
19	20	20	10	12	12	12	20	6-7	110
20	21	21	11	12	12	12	21	6-7	120
21	22	22	11	13	13	13	22	6-7	130
22	23	23	12	13	13	13	24	6-7	140
23	24	24	12	14	14	14	25	6-7	150
24	25	25	13	14	14	14	26	6-7	165
25	26	26	13	15	15	15	27	6-7	180
26	27	27	14	15	15	15	28	6-7	195
27	28	28	14	16	16	16	29	6-7	210
28	29	29	15	16	16	16	29	6-7	225
20	30	30	15	17	17	17	30	6-7	240
30	31	31	16	17	17	17	31	6-7	255

Soldier: Monsters of this type represent trained or disciplined warriors that rely upon tactics and teamwork. Combat (soldier) monsters have d10 HD, fast BAB progression, all strong saves, and 4+ Int modifier per HD skill points. Combat (soldier) monsters may purchase feats with fighter class levels as a prerequisite as if they were a fighter of their HD.

Soldier creature class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Perception (Wis), Profession (Wis), and Ride (Dex).



TABLE: COMBAT (SOLDIER) MONSTER CREATION ATTRIBUTES BY CR

CR	STR	DEX	CON	INT	WIS	CHA
1/2	10	10	14	10	6	12
1	10	10	14	10	6	12
2	12	10	14	10	6	14
3	14	10	14	10	6	14
4	16	12	16	10	8	14
5	18	12	18	12	8	14
6	20	12	20	12	10	16
7	20	12	20	12	10	16
8	22	14	22	12	12	18
9	24	14	22	12	12	18
10	24	14	22	14	14	18
11	24	14	24	14	14	18
12	26	16	24	14	16	20
13	26	16	24	14	16	20
14	26	16	26	14	16	20
15	26	16	26	16	16	20
16	28	18	28	16	18	22
17	28	18	30	16	18	22
18	28	18	30	16	20	22
19	28	18	32	16	20	22
20	28	20	36	16	20	22
21	28	20	36	18	20	22
22	28	20	38	18	20	22
23	28	20	40	18	20	24
24	28	22	42	18	22	24
25	28	22	42	18	22	24
26	30	22	44	18	24	26
27	30	22	46	20	24	26
28	30	24	46	20	26	28
20	30	24	48	20	26	28
30	30	24	48	20	28	28

TABLE: SKILLED MONSTER CREATION STATISTICS BY CR

CR	HD	BAB	Feats	Saving Throws			Natural Armor	Recommended Number of Attacks	Recommended Damage Threshold
				Fort	Ref	Will			
1/2	1	0	1	0	2	0	0	1	3
1	2	1	1	0	3	0	1	1-2	6
2	3	2	2	1	3	1	2	2	8
3	4	3	2	1	4	1	3	2	11
4	5	3	3	1	4	1	4	2	14
5	6	4	3	2	5	2	5	2-3	17
6	7	5	4	2	5	2	5	2-3	21
7	8	6	4	2	6	2	6	3	26
8	9	6	5	3	6	3	6	3-4	30
9	11	8	6	3	7	3	8	3-4	35
10	12	9	6	4	8	4	9	3-4	39
11	13	9	7	4	8	4	9	4-5	43
12	14	10	7	4	9	4	11	4-5	48
13	16	12	8	5	10	5	12	4-5	52
14	17	12	9	5	10	5	12	5	56
15	18	13	9	6	11	6	13	5-6	61
16	19	14	10	6	11	6	13	6	70
17	21	15	11	7	12	7	14	6-7	78
18	23	17	12	7	13	7	15	6-7	87
19	25	18	13	8	14	8	16	6-7	96
20	27	20	14	9	15	9	18	6-7	105
21	28	21	14	9	16	9	19	6-7	114
22	29	21	15	9	16	9	21	6-7	122
23	30	22	15	10	17	10	22	6-7	131
24	32	24	16	10	18	10	24	6-7	144
25	33	24	17	11	18	11	25	6-7	157
26	34	25	17	11	19	11	26	6-7	170
27	35	26	18	11	19	11	26	6-7	182
28	37	27	19	12	20	12	27	6-7	195
29	38	28	19	12	21	12	28	6-7	207
30	40	30	20	13	22	13	29	6-7	220

Skilled Focus

Monsters with the skilled focus develop a wide range of abilities and skills. Skilled monsters generally have average hit points, attack bonuses, and damage thresholds for monsters of their CR, and gain significant special and spell-like abilities. Skilled monsters have d8 HD, medium BAB progression, strong Reflex saves, and 6+ Int modifier per HD skill points.

Skilled monsters purchase the racial skill modifier ability at ½ the normal cost, and spell-like abilities at ⅔ the normal cost.

Skilled monsters count all skills as class skills.



TABLE: SKILLED MONSTER CREATION ATTRIBUTES BY CR

CR	STR	DEX	CON	INT	WIS	CHA
1/2	10	12	14	12	10	12
1	10	12	14	12	10	12
2	12	14	14	14	10	14
3	14	14	16	14	12	14
4	18	16	18	14	14	14
5	18	16	20	14	14	14
6	20	18	22	16	16	16
7	20	18	22	16	18	16
8	22	20	22	16	18	16
9	24	20	22	16	20	16
10	24	20	22	16	20	16
11	24	22	24	18	22	18
12	26	22	24	18	24	18
13	26	22	24	18	24	18
14	26	24	24	18	24	18
15	26	24	26	18	24	18
16	26	26	26	20	26	20
17	26	26	26	20	26	20
18	26	26	28	20	26	20
19	26	26	28	20	26	20
20	26	26	28	20	26	20
21	26	26	30	22	28	20
22	26	26	32	22	28	20
23	26	26	32	22	28	20
24	26	26	34	22	30	20
25	26	26	34	22	30	20
26	26	26	36	24	32	20
27	26	28	38	24	34	20
28	26	28	38	24	34	20
29	26	28	38	24	36	20
30	26	28	38	24	36	20

TABLE: SPELLCASTER (ARCANE) MONSTER CREATION STATISTICS BY CR

CR	HD	BAB	Feats	Saving Throws			Natural Armor	Recommended Number of Attacks	Recommended Damage Threshold
				Fort	Reflex	Will			
1/2	1	0	1	0	0	2	1	1	3
1	2	1	1	0	0	3	2	1-2	5
2	3	1	2	1	1	3	4	1-2	7
3	4	2	2	1	1	4	4	1-2	9
4	5	2	3	1	1	4	5	1-2	12
5	7	3	4	2	2	5	6	2	15
6	9	4	5	3	3	6	6	2-3	18
7	10	5	5	3	3	7	6	2-3	22
8	12	6	6	4	4	8	7	3	26
9	14	7	7	4	4	9	8	3-4	30
10	15	7	8	5	5	9	8	3-4	33
11	16	8	8	5	5	10	9	4	37
12	17	8	9	5	5	10	10	4	41
13	19	9	10	6	6	11	11	4-5	45
14	20	10	10	6	6	12	12	4-5	48
15	22	11	11	7	7	13	12	5	52
16	24	12	12	8	8	14	12	5-6	60
17	26	13	13	8	8	15	13	6-7	67
18	28	14	14	9	9	16	13	6-7	75
19	30	15	15	10	10	17	14	6-7	82
20	34	17	17	11	11	19	16	6-7	90
21	35	17	18	12	12	20	16	6-7	98
22	36	18	18	12	12	21	18	6-7	105
23	37	18	19	12	12	22	18	6-7	113
24	38	19	19	13	13	23	20	6-7	124
25	39	19	20	13	13	24	20	6-7	135
26	40	20	20	14	14	25	21	6-7	145
27	41	20	21	15	15	26	22	6-7	155
28	42	21	21	15	15	27	22	6-7	165
29	43	21	22	15	15	28	22	6-7	175
30	44	22	22	16	16	29	23	6-7	185

Arcane spellcasters purchase spell-like abilities at 1/2 cost in AP and may take any of the following spellcasting ability options: alchemist, bard, magus, sorcerer, summoner, witch, or wizard.

Spellcaster Focus

Monsters with the spellcaster focus gain access to spellcasting, abilities, and cheaper spell-like abilities at the expense of combat capability. Spellcaster monsters generally have lower hit points, attack bonuses, and damage thresholds than other monsters of their CR, but make up for it with unique abilities and spells. The spellcaster focus is sub-divided into spellcaster (arcane) and spellcaster (divine) monsters.

All spellcaster focus monsters purchase spell-like abilities at ½ the normal ability point cost. Spellcaster is the only focus that can purchase the spellcasting ability.

Arcane: Monsters of the spellcaster (arcane) focus study the arcane arts or develop natural arcane spellcasting abilities. Spellcaster (arcane) monsters have d6 HD, slow BAB progression, strong Will saves, and 4+ Int modifier per HD skill points. Spellcaster (arcane) monsters must choose to be Intelligence- or Charisma-based casters. You may then choose which of the two abilities is highest for the creature, which may influence spellcasting save DCs and bonus spells if the monster possesses the spellcasting ability. If the monster does not possess the spellcasting ability, Charisma is recommended as the higher ability score.

Spellcaster (arcane) class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Spellcraft (Int), and Use Magic Device (Cha).



TABLE: SPELLCASTER (ARCANE) MONSTER CREATION ATTRIBUTES BY CR

CR	STR	DEX	CON	INT or CHA*		WIS
1/2	10	10	14	12	12	12
1	10	10	14	12	12	12
2	14	10	16	14	12	14
3	14	12	16	14	12	14
4	18	14	18	16	12	16
5	18	14	18	16	12	16
6	18	16	18	16	12	16
7	20	18	18	16	12	16
8	20	18	18	18	12	16
9	20	20	18	18	12	16
10	22	22	20	18	12	18
11	22	22	20	18	14	18
12	24	24	22	18	14	20
13	24	24	22	18	14	20
14	24	24	22	20	14	20
15	24	26	22	20	14	20
16	24	28	22	20	14	20
17	24	28	24	20	14	20
18	24	30	24	22	14	20
19	24	30	24	24	14	20
20	24	30	24	26	14	20
21	24	32	24	26	16	20
22	24	32	26	28	16	20
23	26	34	26	30	16	20
24	26	34	26	32	16	20
25	28	36	28	32	16	20
26	28	36	30	34	18	20
27	30	36	30	36	18	20
28	30	38	30	38	18	20
29	32	40	30	40	18	20
30	32	40	30	42	18	20

*Choose one spellcasting ability

TABLE: SPELLCASTER (DIVINE) MONSTER CREATION STATISTICS BY CR

CR	HD	BAB	Feats	Saving Throws			Natural Armor	Recommended Number of Attacks	Recommended Damage Threshold
				Fort	Ref	Will			
1/2	1	0	1	0	0	2	1	1	3
1	2	1	1	0	0	3	2	1-2	5
2	3	2	2	1	1	3	4	1-2	7
3	4	3	2	1	1	4	4	1-2	9
4	5	3	3	1	1	4	5	1-2	12
5	6	4	3	2	2	5	6	2	15
6	7	5	4	2	2	5	6	2-3	18
7	8	6	4	2	2	6	6	2-3	22
8	9	6	5	3	3	6	7	2-3	26
9	11	8	6	3	3	7	8	2-3	30
10	12	9	6	4	4	8	9	3	33
11	13	9	7	4	4	8	9	3-4	37
12	14	10	7	4	4	9	10	3-4	41
13	16	12	8	5	5	10	11	4-5	45
14	17	12	9	5	5	10	12	4-5	48
15	18	13	9	6	6	11	13	5	52
16	19	14	10	6	6	11	13	5-6	60
17	21	15	11	7	7	12	14	6-7	67
18	23	17	12	7	7	13	15	6-7	75
19	25	18	13	8	8	14	16	6-7	82
20	27	20	14	9	9	15	18	6-7	90
21	29	21	15	9	9	16	18	6-7	98
22	31	22	16	10	10	17	21	6-7	105
23	33	23	17	11	11	18	22	6-7	113
24	35	24	18	11	11	19	23	6-7	124
25	37	25	19	12	12	20	24	6-7	135
26	39	26	20	13	13	21	25	6-7	145
27	41	27	21	13	13	22	25	6-7	155
28	43	28	22	14	14	23	26	6-7	165
29	45	29	23	15	15	24	27	6-7	175
30	47	30	24	15	15	25	27	6-7	185

Divine spellcasters purchase spell-like abilities at 1/2 cost in AP and may take any of the following spellcasting ability options: cleric, druid, inquisitor, oracle, paladin, and ranger.

Divine: Monsters with the spellcaster (divine) focus draw magical power from a divine source, typically faith in a god or gods, nature, or a higher purpose. Spellcaster (divine) monsters have d8 HD, medium BAB progression, strong Will saves, and 2+ Int modifier per HD skill points. Spellcaster (divine) monsters must choose to be Wisdom- or Charisma-based casters. You may then choose which of the two abilities is highest for the creature, which may influence spellcasting save DCs and bonus spells if the monster possesses the spellcasting ability. If the monster does not possess the spellcasting ability, Charisma is recommended as the higher ability score.

Spellcaster (divine) class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), and Spellcraft (Int).



TABLE: SPELLCASTER (DIVINE) MONSTER CREATION ATTRIBUTES BY CR

CR	STR	DEX	CON	INT	WIS or CHA*	
1/2	10	10	14	10	12	12
1	10	10	14	10	12	12
2	12	10	14	10	14	12
3	14	12	16	10	14	12
4	18	14	16	10	16	12
5	18	14	20	12	16	12
6	20	16	22	12	16	12
7	20	18	22	12	16	12
8	22	18	22	12	18	12
9	24	20	22	12	18	12
10	24	20	22	14	18	12
11	24	22	24	14	18	14
12	24	24	24	14	18	14
13	24	24	24	14	18	14
14	24	24	24	14	20	14
15	24	24	26	16	20	14
16	24	26	26	16	20	14
17	24	26	26	16	20	14
18	24	26	26	16	22	14
19	24	26	28	16	24	14
20	24	26	28	16	26	14
21	24	26	28	18	26	16
22	24	26	28	18	28	16
23	24	26	28	18	30	16
24	24	28	30	18	32	16
25	24	28	30	18	32	16
26	24	28	30	18	34	18
27	24	30	32	20	36	18
28	24	30	32	20	38	18
29	24	30	32	20	40	18
30	24	32	32	20	42	18

*Choose one spellcasting ability

TABLE: WEAK MONSTER CREATION STATISTICS BY CR

CR	HD	BAB	Feats	Saving Throws			Natural Armor	Recommended Number of Attacks	Recommended Damage Threshold
				Fort	Ref	Will			
1	2	1	1	0	0	0	0	1-2	5
2	3	1	2	1	1	1	2	1-2	7
3	4	2	2	1	1	1	2	1-2	9
4	5	2	3	1	1	1	3	1-2	12
5	7	3	4	2	2	2	4	2-3	15
6	9	4	5	3	3	3	4	2-3	18
7	10	5	5	3	3	3	4	2-3	22
8	12	6	6	4	4	4	5	2-3	26
9	14	7	7	4	4	4	6	3-4	30
10	15	7	8	5	5	5	6	3-4	33
11	16	8	8	5	5	5	7	3-4	37
12	17	8	9	5	5	5	8	3-4	41
13	19	9	10	6	6	6	8	3-4	45
14	20	10	10	6	6	6	9	3-4	48
15	22	11	11	7	7	7	9	4-5	52
16	24	12	12	8	8	8	9	4-5	60
17	26	13	13	8	8	8	10	5-6	67
18	28	14	14	9	9	9	10	5-6	75
19	30	15	15	10	10	10	10	6-7	82
20	34	17	17	11	11	11	12	6-7	90

Weak Monsters represent non-combative examples of a given monster type and are far less capable than the focuses. Experience for Weak Monsters is equal to a creature of their CR -1.

Weak Focus

Monsters with the weak focus are not adept at combat, and are less powerful in all respects than other monsters of their CR. The weak focus represents monsters that are ordinary or unimpressive examples of the creature type, much in the same way that NPC classes like the warrior are not quite as powerful as PC classes like the fighter. Weak monsters can also be used to represent disposable extras that are less of a threat to PCs. Weak creatures have d6 HD, Slow BAB, no strong saving throws, and 2+ Int modifier per HD skill points.

Weak monsters have no class skills.



TABLE: WEAK MONSTER CREATION ATTRIBUTES BY CR

CR	STR	DEX	CON	INT	WIS	CHA
1/2	10	10	12	10	10	10
1	10	10	12	10	10	10
2	14	10	14	10	10	10
3	14	10	16	10	10	10
4	18	12	16	10	10	10
5	18	12	16	10	10	10
6	18	12	18	10	10	10
7	20	12	18	10	10	10
8	20	14	18	10	10	10
9	20	14	18	10	10	10
10	22	14	18	10	10	10
11	22	14	20	12	12	12
12	24	16	20	12	12	12
13	24	16	20	12	12	12
14	24	16	20	12	12	12
15	24	16	20	12	12	12
16	24	18	22	12	12	12
17	24	18	22	12	12	12
18	24	18	22	12	12	12
19	24	18	22	12	12	12
20	24	20	22	12	12	12

Weak Monsters represent non-combative examples of a given monster type and are far less capable than the focuses. Experience for Weak Monsters is equal to a creature of their CR -1.

Step 3: Creature Size

A creature's size modifies its base statistics and CR. When a creature increases in size, its CR increases, which improves the number of ability points the creature gains during Step 4. When a creature decreases in size, its CR decreases, but it does not lose any of the ability points for a creature of its CR before size modification. The creature's recommended damage threshold is adjusted to be suitable for its final CR, after adjustments.

A creature's size grants bonuses or penalties to a creature's attack, armor class (AC), combat maneuver bonus (CMB), and combat maneuver defense (CMD). Creatures larger than Medium gain penalties to attack, AC, and certain skill checks, but bonuses to CMB and CMD. Creatures smaller than Medium gain bonuses to attack, AC, and certain skill checks, but penalties to CMB and CMD.

Please note: increases to a creature's Strength ability score due to increases in size is reduced from the rules presented in the ***Bestiary*** in order to more appropriately balance increases in attack/damage with increases in CR. Also, these rules for monster creation assume that while there are limitations on the maximum or minimum CR of a creature of a given size, there are no set minimum or maximums on a creature's base statistics by size.

TABLE: SIZE CHANGES TO BASE STATS

Size	Natural Armor	Size Bonus/ Penalty to Attack and AC	Recommended Attack Decrease	Base CR Increase/ Decrease	Minimum Final CR	Maximum Final CR
Fine	–6	+8	—	–2	—	2
Diminutive	–4	+4	—	–1	—	4
Tiny	–2	+2	—	–1	—	6
Small	+0	+1	—	+0	—	—
Large	+3	–1	—	+1	2	—
Huge	+5	–2	–1	+2	4	—
Gargantuan	+9	–4	–1	+3	6	—
Colossal	+14	–8	–2	+4	8	—

Decreasing a monster's size does not reduce its AP per CR or maximum AP per CR. Increasing a creature's size grants it additional AP per CR and increases its maximum AP per CR.

TABLE: SIZE CHANGES TO BASE ATTRIBUTES

Size	STR*	DEX	CON
Fine	–8	+8	–8
Diminutive	–6	+6	–6
Tiny	–4	+4	–4
Small	–2	+2	–2
Large	+4	–2	+4
Huge	+8	–4	+8
Gargantuan	+16	–4	+10
Colossal	+24	–4	+12

*The recommended number of attacks decreases as a monster's Strength increases. The recommended damage threshold is altered to what is appropriate for a monster with the focus of the increased or decreased CR.

Step 4: Select Creature Type and Subtypes

A monster's type determines base abilities and what unique creature abilities it has access to. Select a creature type first, and then select any subtypes. A monster may only possess one creature type, but may possess multiple subtypes. Ability points spent during this step count against the total APs available to the creature in Step 6. Some creature types and subtypes grant an impressive suite of abilities. It is possible that some creature types or subtypes cannot be purchased if the creature's CR is too low and there are insufficient ability points available. However, the total ability point costs of the creature type or subtypes are not limited by the maximum APs that can be spent at a given CR. So, a CR 1 creature could be an outsider with the angel subtype, but only if they have the skilled or spellcaster focus.

Some creature types and subtypes grant a suite of abilities. Note that abilities gained by creature type and subtype are purchased with a discount. Some creature types (animals, constructs, oozes, etc.) have lower or non-existent ability scores. Make any necessary alterations to the monster's ability scores at this time.

Unless otherwise noted, all creature types eat, breathe, sleep, and are proficient in any armor, shields, or weapons they use.

Step 5: Determine Monster's Base Statistics

After the monster's size, final CR, and type have been determined, calculate the monster's base statistics. This includes: hit points, armor class, and saves. Skills, feats, initiative, combat maneuver bonus, and combat maneuver defense can also optionally be determined at this time, but these may later change due to ability and weakness selections.

Step 6: Choose Monster Abilities

Once a monster's focus, size, base statistics, and type are determined, you can begin to purchase universal and creature type specific abilities. Many abilities include enhancements and flaws that allow you to customize the ability with increases or decreases to cost. The minimum cost for any ability (regardless of flaws) is 1 AP.

The monster's CR (modified by size as described above) and focus determines how many ability points are available to spend. Monsters with a combat or weak focus have less ability points to spend than a monster with the skilled or spellcasting focus. A CR ½ monster gains ability points as a CR 1 monster.

A monster's CR also determines the maximum AP that can be spent on any single ability. If a monster purchases an ability multiple times (for example, two different breath weapons), these purchases are calculated independently of each other, and are not additive towards the maximum AP per single ability. A monster does not need to spend all ability points during creation, but may not spend more than the APs it has available.

If an ability you wish to purchase is too powerful for the CR you have selected, you can consider increasing the monster's CR or adding flaws to the ability to reduce the cost. If you do not have sufficient ability points to purchase all the abilities you would like for your creature, consider increasing the creature's CR or taking weaknesses to gain bonus ability points.

Universal abilities are available to any monster, regardless of creature type. Creature type specific abilities are generally recommended for monsters that possess a certain creature type or subtype.

After you have purchased all abilities and weaknesses, recalculate any necessary base statistics and finalize the creature's skills, feats, initiative, CMB, CMD, and other base statistics, if you have not done so already.

TABLE: ABILITY POINTS (AP) AND LIMITS BY CR

Monster	Combat or Weak Focus	Skilled or Spellcasting Focus	Maximum AP Spent per Ability
1	5	8	3
2	8	10	4
3	10	15	5
4	12	20	5
5	15	30	6
6	15	35	6
7	15	40	7
8	15	40	7
9	20	50	8
10	20	50	8
11	20	50	9
12	25	65	9
13	35	80	10
14	35	90	10
15	35	90	11
16	35	100	11
17	40	105	12
18	45	110	13
19	45	115	13
20	50	120	14
21	55	125	14
22	60	130	15
23	65	135	15
24	70	140	16
25	75	145	16
26	80	150	17
27	85	155	17
28	90	160	18
29	95	165	18
30	100	170	19
31	105	175	19
32	110	180	20
33	115	185	20
34	120	190	20

Step 7: Calculate Monster Attack and Damage

A monster's damage output varies widely depending on the nature of the attacks, the monster's size, the number of attacks, feats, and abilities. Under each focus per CR are a recommended number of attacks that a monster of the given CR and focus could possess, as well as an upper limit on the amount of damage that the monster should deal during a full attack action.

The recommended number of attacks is a suggestion based off the creature's Strength and damage averages for a monster of the given size. These values should be considered suggestions to help guide instead of hard rules. It is important to note (especially for the spellcaster focus) that the monster may possess spells or abilities that exceed the maximum damage threshold for attack damage.

Calculate what average damage your monster is expected to deal during a full attack action. Keep in mind that some feats and abilities may affect the effective damage the monster is expected to deal in

TABLE: XP AND GP VALUES BY CR

CR	XP	Slow GP	Medium GP	Fast GP
1/8	50 XP	20 gp	35 gp	50 gp
1/6	65 XP	30 gp	45 gp	65 gp
1/4	100 XP	40 gp	65 gp	100 gp
1/3	135 XP	55 gp	85 gp	135 gp
1/2	200 XP	85 gp	130 gp	200 gp
1	400 XP	170 gp	260 gp	400 gp
2	600 XP	350 gp	550 gp	800 gp
3	800 XP	550 gp	800 gp	1,200 gp
4	1,200 XP	750 gp	1,150 gp	1,700 gp
5	1,600 XP	1,000 gp	1,550 gp	2,300 gp
6	2,400 XP	1,350 gp	2,000 gp	3,000 gp
7	3,200 XP	1,750 gp	2,600 gp	3,900 gp
8	4,800 XP	2,200 gp	3,350 gp	5,000 gp
9	6,400 XP	2,850 gp	4,250 gp	6,400 gp
10	9,600 XP	3,650 gp	5,450 gp	8,200 gp
11	12,800 XP	4,650 gp	7,000 gp	10,500 gp
12	19,200 XP	6,000 gp	9,000 gp	13,500 gp
13	25,600 XP	7,750 gp	11,600 gp	17,500 gp
14	38,400 XP	10,000 gp	15,000 gp	22,000 gp
15	51,200 XP	13,000 gp	19,500 gp	29,000 gp
16	76,800 XP	16,500 gp	25,000 gp	38,000 gp
17	102,400 XP	22,000 gp	32,000 gp	48,000 gp
18	153,600 XP	28,000 gp	41,000 gp	62,000 gp
19	204,800 XP	35,000 gp	53,000 gp	79,000 gp
20	307,200 XP	44,000 gp	67,000 gp	100,000 gp
21	409,600 XP	56,000 gp	84,000 gp	126,000 gp
22	615,000 XP	70,000 gp	105,000 gp	158,000 gp
23	820,000 XP	88,000 gp	132,000 gp	198,000 gp
24	1,230,000 XP	110,000 gp	165,000 gp	248,000 gp
25	1,640,000 XP	138,000 gp	208,000 gp	312,000 gp

a round (for example, Constitution damage or the Power Attack feat). You should take these abilities into account when determining the monster's expected average damage output per round. If it is significantly above the recommended damage threshold for a monster of its focus and CR, it is suggested that you modify its attacks, number of attacks, or other abilities so that the average value is closer to the threshold.

Step 8: Experience and Treasure

A monster should have an amount of treasure appropriate to its CR. See Table: XP and GP Values by CR for a list of treasure totals based on CR. For some monsters, their treasure consists of loot from their recent meals strewn across their lairs, while for others it consists of a greed-fueled hoard or even gear it uses in combat. It should be noted in the monster's entry if they commonly possess more, or less, treasure than normal for a monster of their CR (none, incidental, standard, double, or triple). Adding magical gear to a monster does not cost ability points, but should be factored into the monster's treasure. Be sure to account for any weapons or armor that the monster uses in combat.

Step 9: Details

Now that you have all the monster's statistics sorted out, it's time to fill in the details — such as name, alignment, space, environment, and ecology. Additionally, the creature gains a number of appropriate languages equal to 1 + its Intelligence modifier. Half of the monster's ability scores should be made odd and half even, with a preference towards even in the case of creatures with an odd number of ability scores. For example, an undead with no Constitution score would have three even ability scores and two odd ability scores. An incorporeal undead with no Strength or Constitution score would have two even ability scores and two odd ability scores.

Monster Creation Example

The following example runs through a basic monster creation process. Additionally, every monster featured in Chapter 3 was created using this system, and all serve as examples of the endless possibilities for monster design.

Step 1: Creature Concept

Jennifer needs an encounter for her 2nd-level party. She's got them exploring a construct production factory, and would like them to fight a golem. Looking through the various supplements at her disposal she can't find a golem that fits the theme she wants with a CR that won't murder her party. So, she decides to create a broken-down rusted hulk of an iron golem set to be recycled. She'd like the final CR to be 4 and the size to be Large.

Step 2: Select Monster Focus

Normal iron golems are big, tough, and dumb. They've got some neat special abilities, but not a lot of them. Jennifer elects to go with a combat focus. Choosing between soldier and barbaric, the latter makes much more sense for her concept. Since she knows she'll be increasing the rusted iron golem's size (and therefore CR), she references the CR 3 statline for the focus. This gives her the following base statistics:

CR 3 Combat (barbaric)
HD 4d12; **BAB** +4; **Feats** 2
Str 14, **Dex** 10, **Con** 12, **Int** 6, **Wis** 12, **Cha** 14
Fort +4; **Ref** +4; **Will** +1
NA +5

Step 3: Determine Creature Size

Since Jennifer wants her rusted hulk to be Large size, she consults the Size Changes to Base Stats Table for the appropriate modifications, which are as follows:

Large
+4 **Str**, –2 **Dex**, +4 **Con**
NA +3; +/–1 size bonuses/penalties

Step 4: Select Creature Type and Subtypes

Jennifer has already decided that her rusted hulk is going to be a construct. Looking at the rules for constructs, she notes that it costs 4 AP for her construct to be mindless and 8 AP for it to be intelligent. She decides it doesn't make sense that the iron golem would get smarter after being trashed, so she sticks with the cheaper option. She also notes that constructs do not possess a Constitution score, but gain bonus hit points based on size and CR.

Step 5: Determine Monster's Base Statistics

With all of the above in mind, Jennifer's rusted hulk iron golem possesses the following base statistics before calculations are made:

CR 4 Large combat (barbaric)
HD 4d12; **BAB** +4
Str 18, **Dex** 8, **Con** —, **Int** —, **Wis** 12, **Cha** 14
Fort +4; **Ref** +4; **Will** +1
NA +8; +/–1 size bonuses/penalties

Jennifer does some quick calculations to determine hit points, armor class, and saves. She ends up with the following basic monster stat-block before abilities:

Rusted Hulk Golem **CR 4**

Combat (barbaric)
Large construct
AC 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)
hp 56 (4d12+30)
Fort +4, **Ref** +3, **Will** +2

OFFENSE

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

STATISTICS

Str 18, **Dex** 8, **Con** —, **Int** —, **Wis** 12, **Cha** 14
Base Atk +4; **CMB** +9; **CMD** 18

Step 6: Choose Monster Abilities

Now that Jennifer has his base statistics determined, she gets to spend abilities. The rusted hulk has a final CR of 4 and is a combat focus creature, so Jennifer has 12 ability points to spend, and can spend no more than 5 ability points on any single ability. Since her creature is the construct type, she has already spent 4 AP, and has 8 AP remaining. She spends her remaining AP in the following manner:

Immunity to Magic: Since a construct is not much of a golem without magic immunity, Jennifer elects to give her golem magic immunity similar to an iron golem. She references the immunity to magic construct ability and notes a base AP cost of 3 AP. She assigns the slowed by electricity for 1d6 rounds flaw (+2 AP), healed by fire enhancement (2 AP), and the *rusting grasp* vulnerability (+1 AP). The final ability point total becomes 2 AP.

Natural Attacks: Jennifer wants her rusted hulk to still hit pretty hard. She gains a single primary natural attack type for free, and selects slam. The base slam damage for a Large creature is 1d6. Jennifer spends 2 AP to increase that to 1d8 (as a Huge creature). She spends another 1 AP to have the golem deal x1.5 its Strength modifier with slam attacks (or x2 if it takes a single slam attack). She spends a total of 3 AP on natural attacks.

Damage Reduction: Jennifer notes that for her golem to have DR 15/adamantine, it would cost 7 AP. Not only is that more than her remaining point budget, but it also exceeds her 5 AP per ability limitation. She settles for DR 5/adamantine for 3 AP.

At this point Jennifer has spent a total of 12 AP. She could stop, but would really like to still give the rusting hulk some sort of poison-attack, even if it obviously won't be as cool as a normal iron golem. Since she is out of points and doesn't want to increase the monster's CR, she chooses to take some weaknesses.

Immobile: Jennifer decides that her decrepit iron golem is even slower than normal, and gives it the immobile flaw, reducing base speed to 15 feet for +1 AP.

Berserk: Jennifer imagines that the magical bindings on the golem's elemental must be on their last legs. She decides to give it the version of berserk where control cannot be re-established. This gives her an additional +3 AP.

After weaknesses, Jennifer now has 4 additional AP to spend on her poisonous attack.

Poison: Jennifer decides the golem is too damaged to store and breathe a gas, but instead is constantly leaking toxic sludge that poisons its slam attacks. The base AP cost for the poison power is 2 AP. She'd like it to do Constitution damage (which costs 2 AP), persist for 2 rounds (which costs 1 AP), and require two saves (costing 1 AP). Since that would put her over budget, she reduces the damage to 1d2 Con for +2 AP. So, her final poison attack has the following statistics and costs 4 AP:

Poison (Su) Slam—injury; *save* Fort DC 12, *frequency* 1/round for 2 rounds, *effect* 1d2 Con damage, *cure* 2 consecutive saves.

Step 7: Calculate Monster Attack and Damage

Jennifer notes that since her monster's final CR is 4, it is recommended that she take 2-3 attacks for a maximum of 16 damage. Since the rusted hulk is Strength 18, her improved slam attacks deal 1d8+6 damage. That means that each attack deals 10.5 points of damage on average.

Jennifer knows that if she hadn't increased the damage die and Strength multiplier, that the rusted hulk's attacks would deal 1d6+4 damage (or 7.5 on average). Then it would be more appropriate to give her creature two slam attacks, but as it stands, giving her monster two attacks would mean an average of 21 points of damage. That doesn't even include Constitution damage PCs might take from the poison!

Jennifer decides that is a little too harsh. If the rusted hulk only takes one slam attack, her base Strength modifier is multiplied by x1.5, and with her improved slam it becomes x2. So, with a single slam attack she deals 1d8+8 damage, or 12.5 on average. That is close to the maximum, and with the occasional Constitution damage, she decides it is a sufficient threat.

Step 8: Experience and Treasure

As a CR 4 monster, the rusted hulk is worth 1,200 XP. Like an iron golem, Jennifer decides that the hulk has no treasure.

Step 9: Details

Jennifer compiles everything together and makes a few final determinations. A lot of the decisions on alignment, environment, and ecology are already established by the iron golem, so she just steals that info.

Golem, Rusted Hulk

The mess of twisted red and rusted iron lurches forward, dripping foul green ooze burbling endlessly from within.

Rusted Hulk Golem **CR 4**

XP 1,200
N Large construct
Init –1; **Senses** darkvision 60 ft., low light vision; Perception +0

DEFENSE

AC 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)
hp 56 (4d12+30)
Fort +4, **Ref** +3, **Will** +2
DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 15 ft.
Melee slam +7 (1d8+8 plus poison)
Special Attacks berserk

STATISTICS

Str 18, **Dex** 8, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +4; **CMB** +9; **CMD** 18

ECOLOGY

Environment any
Organization solitary
Treasure none

SPECIAL ABILITIES

Berserk (Ex) When a rusted hulk golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserking golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Immunity to Magic (Ex) A rusted hulk golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows a rusted hulk golem (as the *slow* spell) for 1d6 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A rusted hulk golem gets no saving throw against fire effects.
- A rusted hulk golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Poison (Su) Slam—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save. The save DC is Constitution-based.

Looking at the final product, Jennifer is satisfied. The rusted hulk golem is big, tough, and scary. It has more hit points than normal for its CR, but a lower armor class. Damage reduction and construct traits combine to make it even tougher, and so it's a scary opponent for a stand-up fight.

However, with its limited mobility, lack of intelligence, and tendency to go berserk, the PCs have a number of tactical options to pursue in defeating it — especially if they think to slow it with electricity damage. She likes the thematic elements, and thinks the visual of a big, rusting, poisonous wreck of an iron golem should appeal to her players.

Monster Advancement Example

A real strength of the ***Talented Bestiary*** system is how easily monsters can be reduced or increased in CR. Also, since all monsters included in this book are made using the ***Talented Bestiary*** system, they should be relatively easy to scale up or down.

Jennifer decides that she likes the rusted hulk idea enough to save it for the final climactic encounter. By the time the PCs get to that point she expects they'll be 3rd level and she wants it to be a tough fight, so decides the rusted hulk should be CR 6 (CR 5 +1 for Large) instead of CR 4.

Since the size remains unchanged, she just consults the combat (barbaric) table to see what the changes in statistics are for a CR 3 creature versus a CR 5 creature.

Per the table, the hulk gains +2 HD, +2 BAB, +4 Str, +2 Dex, +1 to base saves, and +2 natural armor (keeping in mind restrictions due to creature type).

With a final CR of 6, the rusted hulk gains an additional 3 AP, and can spend a maximum of 6 AP on any single ability. Jennifer decides to use 2 AP to increase the hulk's damage reduction to DR 10/adamantine and 1 AP to increase the Con damage from the poison to 1d3 from 1d2. She recognizes the damage reduction might be hard for her players to overcome, but wants the big threat to be relatively hard to hurt for the climax.

Seeing that her slam attack damage should be either 1d8+12 with one slam attack (average of 16.5) or 1d8+8 with two slam attacks (average of 25), and that her recommended damage threshold is 25, Jennifer elects to go with the latter option. The additional possibility of Constitution damage then makes the rusted hulk scarier than what it should be for its CR, but Jennifer feels it is an appropriate challenge for the final encounter.

So now her final advanced rusted hulk has the following statistics:

Rusted Hulk Golem **CR 6**

XP 2,400
N Large construct
Init +0; **Senses** darkvision 60 ft., low light vision; Perception +0

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)
hp 84 (6d12+45)
Fort +5, **Ref** +5, **Will** +3
DR 10/adamantine; **Immune** construct traits, magic*

OFFENSE

Speed 15 ft.
Melee 2 slams +11 (1d8+8 plus poison)
Special Attacks berserk*

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +6; **CMB** +13; **CMD** 23

ECOLOGY

Environment any
Organization solitary
Treasure none

SPECIAL ABILITIES

*see above

Poison (Su) Slam—injury; *save* Fort DC 13; *frequency* 1/round for 2 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.

Monster Regression Example

Decreasing a monster's CR is as easy as advancing it! Jennifer's party has a bit of a side quest and it ends up they are 4th level going into the final encounter. She realizes that a single CR 6 monster is not going to be as threatening, so she wants to create some "lesser" rusted hulks to be cannon fodder. She decides on a CR of 1 and a size of Medium for the revised monster.

Since the monster's statistics are changing significantly, Jennifer just consults the combat (barbaric) table for the new base statistics. As a CR 1 creature, the lesser rusted hulk possesses 2 HD, +2 BAB, Str 10, Dex 10, +3 Fort, +3 Ref, +0 Will, and +2 natural armor.

As a CR 1 combat focus monster, the lesser rusted hulk only gains 5 AP. Jennifer knows the construct creature costs 4 AP, but the immobile and berserk weaknesses grant 4 bonus AP, so the lesser hulk has 5 AP to spend. She decides to let the lesser hulk keep magic immunity (2 AP), reduces its damage reduction to 2/adamantine (1 AP), and keeps improved size for slam damage (2 AP).

The improved slam damage for a Medium creature is 1d6. The recommended number of attacks is 2 for a maximum of 7 damage. Jennifer thinks that two slam attacks for 1d6 damage (7 damage on average) should work fine for the lesser rusted hulk. They won't be dealing out a lot of damage, but they should work well to add additional complications to the combat.

So now her lesser rusted hulk (which she names the rusted scrap golem) has the following statistics:

Rusted Scrap Golem **CR 1**

XP 400
N Medium construct
Init +0; **Senses** darkvision 60 ft., low light vision; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)
hp 17 (2d12+4)
Fort +3, **Ref** +3, **Will** +1
DR 2/adamantine; **Immune** construct traits, magic*

OFFENSE

Speed 15 ft.
Melee 2 slams +2 (1d6)
Special Attacks berserk

STATISTICS

Str 10, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +2; **CMB** +2; **CMD** 12

*see above

Chapter 2: Talented Monster Abilities

Creature Type

A monster's creature type determines what base abilities it gains, what subtypes are available, and what unique abilities it may purchase. Note that ability points spent towards determining creature type are not subject to the normal limitations on maximum AP per ability (for example, a CR 1 monster could be a construct even though it could not normally spend 4 AP on a single ability).

Some of the abilities a monster gains do not conform to the normal ability point costs if purchased separately. Likewise, there are some creature types that accept flaws that make them somewhat inferior to other similar creature types (such as animals versus magical beasts). A monster may spend additional APs to improve the base abilities of its creature type using enhancements.

A creature may not truly have more than one type, but it may count as more than one type for the purposes of spells and abilities for no additional cost. The creature does not count as a creature of both types for the purposes of purchasing unique creature type abilities, but is likely to have abilities from each creature type (see unique creature abilities for details). Any creature type traits and abilities must then be purchased separately.

Aberration (0 AP)

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. Aberrations gain darkvision 60 feet, and access to unique aberration abilities.

Animal (0 AP)

An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. Animals usually have additional information on how they can serve as companions. An animal has the following features, and access to unique animal abilities.

- Low-light vision.
- An animal has a maximum Intelligence score of 2. The animal does not receive any bonus points for this reduction in Intelligence.

Construct (4 AP)

A construct is an animated object or artificially created creature. A construct has the following features, and access to unique construct abilities.

- No Constitution score. Any DCs or other statistics that rely on a Constitution score treat a construct as having a score of 10 (no bonus or penalty).
- Most constructs are mindless (Intelligence score of —, Wisdom 11, and Charisma 1), but capable of robotically obeying the commands of their creator. A construct that possesses an Intelligence score (and other normal ability scores for its CR) does not automatically lose their natural immunity to mind-affecting effects, but costs an additional +4 AP (8 AP total).
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Darkvision 60 feet and low-light vision.
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Cannot heal damage on its own, but can be repaired using the Craft Construct feat. Constructs can be healed through spells such as *make whole*. A construct with the fast healing special quality still benefits from that quality.
- Not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
- Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
- A construct cannot be raised or resurrected.
- Constructs do not breathe, eat, or sleep.
- A construct is hard to destroy and gains bonus hit points based on its final CR and size, as shown on the following tables. Constructs of Tiny or smaller size do not gain bonus hit points, and constructs with a CR of 2 or less do not gain bonus hit points based on size. Note that a construct gaining bonus hit points per CR is an alteration from the base monster creation rules detailed in the ***Bestiary***, and purposed with bringing a construct creature's total HPs more in line with equivalent creatures of the same CR. Constructs of CR 20+ receive bonus hit points for a CR 20 construct.

Construct Size	Bonus Hit Points
Fine	—
Diminutive	—
Tiny	—
Small	10
Medium	20
Large	30
Huge	40
Gargantuan	60
Colossal	80

Construct CR	Bonus Hit Points
½	2
1	4
2	8
3	10
4	20
5	25
6	35
7	40
8	50
9	60
10	65
11	70
12	80
13	100
14	110
15	125
16	135
17	150
18	185
19	200
20 or higher	230

Dragon (1 AP)

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities. A dragon has the following features, and access to unique dragon abilities.

- Darkvision 60 feet and low-light vision.
- Immunity to magic sleep effects and paralysis effects.

Fey (0 AP)

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey gain low-light vision, and access to unique fey abilities.

Humanoid (0 AP)

A humanoid usually has two arms, two legs, and one head, or a human-like torso, arms, and a head. Many humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They are usually Small or Medium (with the exception of giants). Every humanoid creature also has a specific subtype to match its race, such as human, giant, goblinoid, reptilian, or tengu. Humanoids with 1 Hit Die exchange the features of their humanoid Hit Die for the class features of a PC or NPC class. Humanoids gain access to unique humanoid abilities.

Magical Beast (0 AP)

Magical beasts are similar to animals but can have Intelligence scores higher than 2 (in which case the magical beast knows at least one language, but can't necessarily speak). Magical beasts usually have supernatural or extraordinary abilities, but are sometimes merely bizarre in appearance or habits. A magical beast has the following features, and access to unique animal or magical beast abilities.

- Darkvision 60 feet and low-light vision.

Monstrous Humanoid (0 AP)

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. Monstrous humanoids gain darkvision 60 feet, and access to some unique humanoid and monstrous humanoid abilities.

Ooze (2 AP)

An ooze is an amorphous or mutable creature, usually mindless. An ooze has the following features, and access to unique ooze abilities.

- No Intelligence score, Charisma and Wisdom 1, and immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). You may give an ooze an Intelligence score (and all appropriate mental ability scores for CR and focus) at no additional cost, but it then loses immunity to mind-affecting effects.
- Many oozes possess a Dexterity score of 1, but their Dexterity is not automatically reduced. You may reduce the ooze's Dexterity score by taking the ability score reduction weakness (gaining 1 AP for every 4 points of Dexterity lost).

- An ooze's base natural armor bonus is reduced to 0. An ooze can gain natural armor appropriate for its focus, CR, and size for an additional +1 AP.
- Blind (but gain blindsight 30 feet), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. An ooze can gain sight as normal for no additional cost, but loses blindsight.
- Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Oozes do not sleep.

Outsider (0 AP)

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence. An outsider has the following features, and access to unique outsider abilities.

- Darkvision 60 feet
- Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection* don't work on an outsider. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life. An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be.
- Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Plant (2 AP)

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores and are not creatures, but objects, even though they are alive. A plant has the following features, and access to unique plant abilities.

- Low-light vision
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Plants do not sleep.

Undead (5 AP)

Undead are once-living creatures animated by spiritual or supernatural forces. An undead has the following features, and access to unique undead abilities.

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's save DC). When creating an undead, you may use the monster's final Charisma score or final Constitution score (based on CR, focus, and size) as the monster's Charisma, whichever you prefer.
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points.
- Undead do not breathe, eat, or sleep.

Vermin (0 AP)

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have the following features, and access to unique vermin abilities.

- Mindless: No Intelligence score, Charisma 1, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). You may give vermin an Intelligence score (and all appropriate mental ability scores for CR and focus) at no additional cost, but it then loses immunity to mind-affecting effects. A vermin-like creature with an Intelligence score may be more appropriate as an animal or magical beast, depending on its other abilities.
- Darkvision 60 feet.

Creature Subtypes

A monster's subtype(s) also determine what base abilities it gains and has some influence on unique abilities it may later purchase. Note that ability points spent towards determining a monster's subtype(s) are not subject to the normal limitations on maximum AP per ability (for example, a CR 1 monster could be an outsider with the devil subtype even though it could not normally spend 5 AP on a single ability).

Some of the abilities a monster gains do not conform to the normal ability point costs if purchased separately. A monster may spend additional APs to improve the base abilities of its subtype with enhancements at the normal cost, and some subtypes provide bonus AP for the purchasing of specific abilities. A monster may purchase any number of appropriate subtypes.

AIR SUBTYPE (1 AP): *Prerequisites*: none; This subtype is usually used for outsiders with a connection to the Elemental Plane of Air. *Benefit*: Creatures with the air subtype gain a fly speed equal to their base speed and perfect maneuverability. Air creatures treat Fly as a class skill.

ANGEL SUBTYPE (8 AP): *Prerequisite*: outsider (good); Angels are a race of celestials, or good outsiders, native to the good-aligned outer planes. *Benefit*:

- Darkvision 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- *Protective Aura (Su)* Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals angel's HD).
- *Truespeech (Su)* All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to angel's Hit Dice). This ability is always active.

AQUATIC SUBTYPE (1 AP): *Prerequisite* none; *Benefit*: An aquatic creature gains a swim speed equal to its base speed and can move in water without making Swim skill checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality. Aquatic creatures always treat Swim as a class skill.

ARCHON SUBTYPE (5 AP): *Prerequisite*: outsider (good, lawful); Archons are a race of celestials, or good outsiders, native to lawful good-aligned outer planes. *Benefit*:

- Darkvision 60 feet and low-light vision.
- *Aura of Menace (Su)* A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a Will save (DC 12 + ½ the archon's HD + archon's Cha modifier) to resist its effects. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.
- Immunity to electricity and petrification.
- +4 racial bonus on saves against poison.
- *Teleport (Sp)* Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of carried objects.
- *Truespeech (Su)* All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

AUGMENTED SUBTYPE (0 AP): *Prerequisite*: none; A creature receives this subtype when something (usually a template) changes its original type. Some creatures (those with an inherited template) are born with this subtype; others acquire it when they take on an acquired template. The augmented subtype is always paired with the creature's original type. *Benefit*: none

AZATA SUBTYPE (4 AP): *Prerequisite*: outsider (chaotic, good); Azatas are a race of celestials, or good outsiders, native to chaotic good-aligned outer planes. *Benefit*:

- Darkvision 60 feet and low-light vision.
- Immunity to electricity and petrification.
- Resistance to cold 10 and fire 10.
- *Truespeech (Su)* All azatas can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

CHAOTIC SUBTYPE (0 AP): *Prerequisite*: none; This subtype is usually applied to outsiders native to the chaotically aligned outer planes. Most creatures that have this subtype also have chaotic alignments;

however, if their alignments change they still retain the subtype. *Benefit*: Any effect that depends on alignment affects a creature with this subtype as if the creature had a chaotic alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the chaotic subtype overcomes damage reduction as if its natural weapons and any weapons it wields are chaotically aligned.

COLD SUBTYPE (0 AP): *Prerequisite*: none; A creature with the cold subtype has immunity to cold and vulnerability to fire.

DAEMON SUBTYPE (5 AP): *Prerequisite*: outsider (evil); Daemons are neutral evil outsiders that eat souls and thrive on disaster and ruin. *Benefit*:

- Immunity to acid, death effects, disease, and poison.
- Resistance to cold 10, electricity 10, and fire 10.
- Telepathy 100 feet.
- Except where otherwise noted, daemons speak Abyssal, Draconic, and Infernal.

DARK FOLK SUBTYPE (0 AP): *Prerequisite*: humanoid; Dark folk are reclusive subterranean humanoids with an aversion to light. *Benefit*: none.

DEMON SUBTYPE (5 AP): *Prerequisite*: outsider (chaotic, evil); Demons are chaotic evil outsiders that call the Abyss their home. *Benefit*:

- Immunity to electricity and poison.
- Resistance to acid 10, cold 10, and fire 10.
- Telepathy 100 feet.
- Except where otherwise noted, demons speak Abyssal, Celestial, and Draconic.

DERRO SUBTYPE (0 AP): *Prerequisite*: humanoid or fey; This subtype is applied to derro and creatures related to derro. *Benefit*: Creatures with the derro subtype. *Benefit*:

- Darkvision 60 ft.
- *Madness (Ex)* See humanoid abilities.
- *Vulnerability to Sunlight (Ex)* A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

DEVIL SUBTYPE (5 AP): *Prerequisite*: outsider (evil, lawful); Devils are lawful evil outsiders that hail from the plane of Hell. *Benefit*:

- Immunity to fire and poison.
- Resistance to acid 10 and cold 10.
- *See in Darkness (Su)* Devils can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.
- Telepathy 100 feet.
- Except when otherwise noted, devils speak Celestial, Draconic, and Infernal.

DWARF SUBTYPE (0 AP): *Prerequisite*: humanoid; This subtype is applied to dwarves and creatures related to dwarves. *Benefit*: Creatures with the dwarf subtype have darkvision 60 feet.

EARTH SUBTYPE (0 AP): *Prerequisite*: none; This subtype is usually used for creatures with a connection to the Elemental Plane of Earth.

ELEMENTAL SUBTYPE (3 AP): *Prerequisite*: outsider (air, earth, fire, or water); An elemental is a being composed entirely from one of the four classical elements: air, earth, fire, or water. *Benefit*:

- Immunity to bleed, paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Elementals do not breathe, eat, or sleep.

ELF SUBTYPE (0 AP): *Prerequisite*: humanoid; This subtype is applied to elves and creatures related to elves. Creatures with the elf subtype have low-light vision.

EVIL SUBTYPE (0 AP): *Prerequisite*: none; This subtype is usually applied to outsiders native to the evil-aligned outer planes. Evil outsiders are also called fiends. Most creatures that have this subtype also have evil alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has an evil alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the evil subtype overcomes damage reduction as if its natural weapons and any weapons it wields are evil-aligned.

EXTRAPLANAR SUBTYPE (0 AP): *Prerequisite*: none; This subtype is applied to any creature when it is on a plane other than its native plane. A creature that travels the planes can gain or lose this subtype as it goes from plane to plane. Monster entries assume that encounters with creatures take place on the Material Plane, and every creature whose native plane is not the Material Plane has the extraplanar subtype (but would not have it when on its home plane). Creatures not labeled as extraplanar

are natives of the Material Plane, and they gain the extraplanar subtype if they leave the Material Plane. No creature has the extraplanar subtype when it is on a transitive plane, such as the Astral Plane, the Ethereal Plane, or the Plane of Shadow.

FIRE SUBTYPE (0 AP): *Prerequisite*: none; *Benefit*: A creature with the fire subtype has immunity to fire and vulnerability to cold.

GIANT SUBTYPE (0 AP): *Prerequisite*: humanoid, Large size or larger; A giant is a humanoid creature of great strength and size. Giants have low-light vision, and treat Intimidate and Perception as class skills.

GNOME SUBTYPE (0 AP): *Prerequisite*: humanoid; This subtype is applied to gnomes and creatures related to gnomes. Creatures with the gnome subtype have low-light vision.

GOBLINOID SUBTYPE (0 AP): *Prerequisite*: humanoid; Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin. Goblinoids treat Stealth as a class skill.

GOOD SUBTYPE (0 AP): *Prerequisite*: none; This subtype is usually applied to outsiders native to the good-aligned outer planes. Most creatures that have this subtype also have good alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature has a good alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the good subtype overcomes damage reduction as if its natural weapons and any weapons it wields are good-aligned.

HALFLING SUBTYPE (0 AP): *Prerequisite*: humanoid; This subtype is applied to halflings and creatures related to halflings.

HUMAN SUBTYPE (0 AP): *Prerequisite*: humanoid; This subtype is applied to humans and creatures related to humans.

HYDRA SUBTYPE (EX, 5 AP): *Prerequisites*: magical beast; A hydra can be killed by severing all its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's HD. To sever a head, an opponent must inflict enough damage to reduce the head's hit points to 0 or less. Severing a head deals damage to the hydra's body equal to the hydra's current HD. A hydra can't attack with a severed head, but takes no other penalties.

- *Regenerate Head (Ex):* When a hydra's head is destroyed, two heads regrow in 1d4 rounds. A hydra cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.
- *Fast Healing (Ex)*: Hydras possess the fast healing ability with a number of hit points healed each round equal to the number of heads the hydra possesses (minimum 5).

INCORPOREAL SUBTYPE (5 AP): *Prerequisite*: none; An incorporeal creature has no physical body. An incorporeal creature is immune to critical hits and precision-based damage (such as sneak attack damage) unless the attacks are made using a weapon with the *ghost touch* special weapon quality. The creature gains the incorporeal special ability.

KYTON SUBTYPE (3 AP): *Prerequisite*: outsider (evil, lawful); Kytons are a race of lawful evil outsiders native to the Plane of Shadow who feed on fear and pain. Kytons possess the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet.
- Immunity to cold.
- *Unnerving Gaze (Su)* All kytons have a gaze attack that manipulates the perceptions of those who look upon them. This acts as the gaze attack special ability. The exact effects caused by a particular kyton's unnerving gaze depend on the type of kyton, and so they receive a bonus 1 AP to spend on the gaze attack.

LAWFUL SUBTYPE (0 AP): *Prerequisite*: none; This subtype is usually applied to outsiders native to the lawfully aligned outer planes. Most creatures with this subtype also have lawful alignments; however, if their alignments change, they still retain the subtype. Any effect that depends on alignment affects a creature with this subtype as if the creature had a lawful alignment, no matter what its alignment actually is. The creature also suffers effects according to its actual alignment. A creature with the lawful subtype overcomes damage reduction as if its natural weapons and any weapons it wields are lawfully aligned.

NATIVE SUBTYPE (0 AP): *Prerequisite*: outsider; These creatures have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living creatures can be. Creatures with this subtype are native to the Material Plane. Unlike true outsiders, native outsiders need to eat and sleep.

NIGHTSHADE SUBTYPE (5 AP): *Prerequisite*: undead; Nightshades are monstrous undead composed of shadow and evil. They have the following traits.

- Low-light vision.
- *Desecrating Aura (Su)* All nightshades have a 30-foot-radius emanation equivalent to a *desecrate* spell centered on a shrine of evil power. Undead within this radius (including the nightshade) gain a +2 profane bonus on attack and damage rolls and saving throws, as well as +2 hit points per die, and the save DC of channeled negative energy is increased by +6 (these adjustments are included for the nightshades in their entries). This aura can be negated by *dispel evil*, but a nightshade can reactivate it on its turn as a free action. A desecrating aura suppresses and is suppressed by *consecrate* or *hallow*; both effects are negated within any overlapping area of effect.
- *Channel Energy (Su)* A nightshade can channel negative energy as cleric of a level equal to its CR. It can use this ability a number of times per day equal to 3 + its Charisma modifier.
- *Darksense (Ex)* Nightshades gain *true seeing* in dim light and darkness. Regardless of light conditions, they can detect living creatures and their health within 60 feet, as blindsense with *deathwatch* continuously active. *Mind blank* and *nondetection* prevent the latter effect but not the nightshade's *true seeing*.
- *Light Aversion (Ex)* A nightshade in bright light becomes sickened—the penalties from this condition are doubled when the nightshade is in natural sunlight.

ONI SUBTYPE (0 AP): *Prerequisite*: outsider (native, shapechanger); An oni is an evil spirit who takes humanoid form to become a native outsider. All oni have the following traits, unless otherwise noted in a specific creature's entry.

- Darkvision 60 feet and low-light vision.
- *Humanoid Shape*: As evil spirits clad in humanoid flesh, all oni count as possessing the humanoid subtype for the purposes of prerequisites and unique abilities.

ORC SUBTYPE (0 AP): *Prerequisite*: humanoid; This subtype is applied to orcs and creatures related to orcs, such as half-orcs. Creatures with the orc subtype have darkvision 60 feet and light sensitivity (half-orcs do not have light sensitivity).

RAKSHASA (4 AP): *Prerequisite*: outsider (native, shapechanger); A rakshasa is a lawful evil spirit born into the Material Plane. A shapechanger that can walk with ease among humanoids, a rakshasa's true form has animalistic features and strangely jointed limbs. All rakshasas are native to the Material Plane, and have the following traits.

- Darkvision 60 feet.
- *Change Shape (Su)* All rakshasas have the ability to change shape into any humanoid, as if using *alter self*. This supersedes the shapechanger bonus AP for the change shape universal ability.
- *Detect Thoughts (Su)* A rakshasa can *detect thoughts* as per the spell of the same name. This effect functions at CL 18th. A rakshasa can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent 3 rounds concentrating and thus gains the maximum amount of information possible. The Will save DC to resist this effect is equal to 10 + 1/2 the rakshasa's HD + the rakshasa's Charisma modifier.
- *Enhanced Defenses (Ex)* All rakshasas gain DR 2/good and piercing. In addition, rakshasas are exceptionally resistant to magic, and possess SR equal to their CR + 15.
- *Master of Deception (Ex)* All rakshasas gain a +4 racial bonus on Bluff checks and a +8 racial bonus on Disguise checks.

RATFOLK SUBTYPE (0 AP): *Prerequisite*: humanoid; This subtype is applied to the humanoid rodents called ratfolk and creatures related to ratfolk. Ratfolk gain darkvision 60 feet.

REPTILIAN SUBTYPE (0 AP): *Prerequisite*: humanoid; These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not all animals and monsters that are true reptiles.

SHAPECHANGER SUBTYPE (0 AP): *Prerequisite*: none; A shapechanger has the supernatural ability to assume one or more alternate forms, and gains 1 AP to spend on change shape or similar abilities. Many magical effects allow some kind of shapeshifting, and not every creature that can change shapes has the shapechanger subtype.

SWARM SUBTYPE (2 AP): *Prerequisite*: none; A swarm is a collection of Fine, Diminutive, or Tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A Tiny swarm has a maximum Strength score of 2-3, and a Diminutive or Fine swarm has a maximum Strength score of 1. When making a swarm using the ***Talented Bestiary*** rules, do not alter the creature's base stats to represent creatures of the individual swarm creature's size, and simply use the statistics for a Medium-sized creature. The swarm gains the size bonus to AC for a creature of the given size, but loses any natural armor bonuses to AC.

A swarm has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A swarm makes saving throws as a single creature. A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 10 feet on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Tiny creatures consists of 300 nonflying creatures or 1,000 flying creatures. A swarm of Diminutive creatures consists of 1,500 nonflying creatures or 5,000 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous squares.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swarm Attack: Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Melee entry, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16-20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

WATER SUBTYPE (0 AP): *Prerequisite*: outsider; This subtype is usually used for outsiders with a connection to the Elemental Plane of Water. Creatures with the water subtype gain a swim speed equal to ½ its base speed and can move in water without making Swim checks. A water creature can breathe underwater and can usually breathe air as well. Water creatures treat the Swim skill as a class skill.

Universal Monster Abilities

Universal monster abilities are abilities that can be purchased by any creature, regardless of type or subtype. Each ability has associated benefits and some have prerequisites. A monster is limited on the maximum ability points that can be spent per ability by CR and a monster's total ability points available to spend are dictated by the monster's focus and CR.

Many base abilities can be modified by adding enhancements or flaws. Enhancements cost additional ability points, while flaws reduce the cost of the ability. Flaws cannot reduce the cost of an ability below 1 AP.

For any given ability there may be a desired modification that is not reflected by the specific enhancements and flaws presented. In general, a minor benefit should cost an additional +1 AP, a moderate benefit should cost an additional +2-3 AP, and a major benefit should cost an additional +4 AP or more. Likewise, a minor flaw should earn a bonus 1 AP, a moderate flaw should earn 2 AP, and a major flaw should earn 3 or more AP towards purchasing the specific ability.

Creating New Abilities

While the ***Talented Bestiary*** contains a great many options for the creation of unique monsters, a GM may have an idea for an ability that is not reflected herein, or else is drawn from a product beyond the *Pathfinder Roleplaying Game: Bestiary*. When creating a new ability from scratch, the easiest way to go about it is to compare the ability's approximate power level to an equivalent spell level. Then, the ability point cost can be compared to the spell-like ability universal monster ability to create an appropriate cost.

If attempting to convert an existing monster's abilities into ability points, first note the monster's challenge rating. Reference the maximum ability points for a monster of that CR, and in general that should be a good starting estimate for the cost of the ability. From there, the GM might be able to increase or reduce the ability's cost by adding evident enhancements and flaws as demonstrated within this chapter.

DETAILS

The powers detailed in the following chapters make assumptions, and these assumptions might not always be correct for your creature. You should feel free to alter minor cosmetic details of ability wording or thematic elements, so long as you don't significantly alter the scope or utility of the power. Maybe your creature has an extraordinary power that usually is supernatural or even spell-like ability. Perhaps you want a plant that can "create spawn" that are plant creatures instead of undead. Maybe instead of constricting for bludgeoning damage, you want your monster to impale grappled creatures. All of these are relatively minor details, and tweaks of this nature don't cost anything.

Save Difficulty Class

Saving throw difficulty classes (DCs) for any given ability vary widely depending on the monster. Most saving throw DCs are controlled by the monster's Hit Dice and either Constitution or Charisma. A monster with a higher Charisma score (like an undead or sorcerer-style spellcaster) is going to have higher saving throw DCs with Charisma-based abilities. A monster with a higher Constitution (such as monsters with increased size) are going to have higher saving throw DCs with Constitution-based abilities.

The following table includes the recommended average difficulty class for either secondary or primary monster abilities (spells, spell-like abilities, and special abilities). A primary ability is an ability that the creature relies on in combat. A secondary ability is an ability that the creature does not rely on in combat.

If the monster you are creating has primary ability save DCs within +/– 2 of the recommended save DC, then there are likely no issues. If the save DC is less than the recommended value by 3-4 or more, consider using the racial save DC ability or Ability Focus feat to increase the save DC. However, a lower save DC might be appropriate for especially potent abilities, abilities that activate as free actions, or abilities that affect entire groups of PCs at once. This might be of particular importance when creating monsters (like constructs) that lack the ability score the save DC is set by.

If the save DC is greater than the recommended value by 3-4 or more, carefully consider the impact the power might have on player characters. If the power causes significant damage, renders PCs helpless for multiple rounds, or potentially affects all the PCs at once, it is probably too powerful. However,

if the ability takes longer than a standard action, can't be used every round, requires an attack roll, only impacts a single PC per round, or can be counteracted by easily accessible spells or equipment, it might still be acceptable. You can also consider lessening the impact or potency of high save DC abilities by assigning flaws or reducing enhancements.

Any monster's abilities might be an acceptable challenge for your specific party, but that should be evaluated on a case-by-case basis. For example, if you find that the Fortitude save DC for a monster's poison is high for its CR, then it would probably be better for the poison to do Wisdom damage instead of Constitution damage. However, if you are running a game where everybody is a dwarven fighter, cleric, or magus, then a high save DC Constitution poison might be fine.

NAMING CONVENTIONS

The names of abilities in the following section follow a standard template consistent with the ***Bestiary***, but it is quite possible that final abilities produced require new names. Certainly, when designing a new power, it is more interesting to give it a snappy name like "deadly joke" than to just say the monster can *power word kill* 1/day. Likewise, when using the burn ability to deal sonic damage, it might deserve a name change to "screech." This is left to the discretion of the GM producing the monster, but the majority of monsters produced within the ***Talented Bestiary*** try to retain the original naming conventions of the ability for clarity and consistency.



TABLE: RECOMMENDED SAVE DCS

CR	Primary Ability DC	Secondary Ability DC
½	11	8
1	12	9
2	13	9
3	14	10
4	15	10
5	15	11
6	16	11
7	17	12
8	18	12
9	18	13
10	19	13
11	20	14
12	21	15
13	21	15
14	22	16
15	23	16
16	24	17
17	24	18
18	25	18
19	26	19
20	27	20
21	27	20
22	28	21
23	29	22
24	30	23
25	30	24
26	31	25
27	32	26
28	33	27
29	34	28
30	35	29

TABLE: UNIVERSAL MONSTER ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Ability Damage	1	none	Attack or ability that reduces a target's ability score.
All-Around Vision	1	none	Become immune to flanking.
Amorphous	2	none	Become immune to critical hits and sneak attack.
Amphibious	0	aquatic subtype	Survive indefinitely on land.
Attach	2	none	Automatically grapple struck foe without counting as being grappled.
Bleed	2	none	Cause bleeding wounds with attacks.
Blindsense	1	none	Sense location of concealed or invisible creatures.
Blindsight	2	none	Pinpoint creatures and ignore concealment or invisibility.
Blood Drain	2	none	Deal Constitution damage during grapples.
Blood Rage	1	none	Gain bonuses and penalties in combat from rage.
Bonus Feat	2	none	Gain one bonus feat.
Breath Weapon	1	none	Deal elemental damage over an area.
Burn	3	none	All attacks add 1d6 acid, cold, electricity, or fire damage.
Burrow Speed	1	none	Gain a burrow speed.
Camouflage	3	none	The creature can always hide in natural terrain.
Capsize	3	Huge size or larger	Capsize ships with ramming attacks.
Change Shape	1	none	Alter appearance but not statistics.
Class Ability	varies	none	Gain class equivalent abilities.
Climb Speed	1	none	Gain a climb speed.
Compression	0	none	Squeeze into small spaces easier.
Constrict	1	grab	Deal damage when grappling.
Crush	5	Huge size or larger	Use bulk to pin and harm smaller creatures.
Curse	1	none	Inflict penalties on targets.
Damage Reduction	1	none	Ignore damage that isn't from certain sources.
Darkvision	1	none	See in the dark.
Death Throes	2	none	Explode when killed.
Disease	1	none	Infect creatures with a disease.
Distraction	2	none	Nauseate damaged creatures.
Earth Glide	2	earth subtype, burrow speed	Burrow through stone, but not metal.
Energy Drain	2	none	Deal negative levels.
Engulf	2	none	Automatically pin creatures that are moved over.
Entrap	2	none	Entangle or render foes helpless.
Evasion	4	none	Evade area effects completely with successful Reflex save.
Fast Healing	1	none	Regain lost hit points.
Fear	1	none	Affect targets with fear spell effect.

Ferocity	2	none	Continue fighting until dead.
Flight	1	none	Gain a fly speed.
Freeze	1	none	Feign being an inanimate object.
Frightful Presence	2	none	Give creatures the shaken condition.
Gaze	varies	none	Affect onlookers with various effects.
Grab	1	none	Automatically attempt grapple with successful attack.
Hatred	1	none	Gain attack bonuses against hated creature subtypes.
Hold Breath	0	none	Hold breath for extended duration.
Immunity	5	none	Gain immunity to one source.
Improved Ability Score	2	none	Increase base ability scores.
Improved Tracking	1	none	Ignore Survival check penalties for moving.
Incorporeal	0	incorporeal subtype	Gain immunity or resistance to most types of damage, but have greater difficulty interacting with physical reality.
Jet	1	swim speed	Rapidly move through the water as a full-round action.
Lifesense	2	none	Blindsight for living creatures.
Low-Light Vision	1	none	See twice as far with available light.
Multiweapon Mastery	1	none	Never take penalties on attack rolls with multiple weapons.
Natural Attacks	0	none	Gain a natural attack.
Natural Invisibility	5	none	Creature always counts as being affected by *greater invisibility*.
Negative Energy Affinity	0	none	Affected by negative and positive energy as an undead creature.
Paralysis	4	none	Give creatures the paralyzed condition.
Poison	2	none	Deal ability score damage with a poison.
Pounce	4	none	Make a full attack with a charge.
Powerful Charge	1	none	Deal extra damage on a charge.
Pull	1	none	Pull creatures closer.
Push	1	none	Push creatures further away.
Quadruped	0	none	Possess 4 (or more) legs.
Racial Save DC	1	none	Increase an ability saving throw difficulty check.
Racial Skill Modifier	1	none	Gain racial skill bonuses.
Rake	3	quadruped	Gain extra natural attacks against grappled opponents.
Reach	2	none	Gain additional reach with one attack type.
Regeneration	3	none	Regain lost hit points or regrow limbs.
Rend	5	two or more natural attacks	Deal extra damage when hitting with two or more natural attacks in a round.
Resistance	1	none	Gain resistance to energy damage.
Rock Catching	1	Large size or larger, rock throwing	Catch up to Large-sized projectiles.
Rock Throwing	3	Large size or larger	Throw projectiles for slam damage.
Scent	1	none	Detect enemies or track using smell.

Serpentine	1	none	Gain immunity to trip attacks.
Sound Mimicry	1	none	Perfectly imitate sounds or voices.
Speed	0	none	Improve base speed.
Spell-like Abilities	varies	none	Gain abilities that mimic spells.
Spellcasting	varies	Spellcaster Focus	Gain spells like various spellcasting classes.
Spell Resistance	3	none	Gain resistance to spells and spell-like abilities.
Split	7	none	Turn into identical copies when exposed to certain types of damage.
Stench	3	none	Cause creatures to become sickened.
Strangle	1	none	Prevent grappled opponents from speaking.
Stun	5	none	Deliver powerful stunning blows.
Swallow Whole	2	grab	Eat a grappled creature.
Swim Speed	1	none	Gain a swim speed.
Telepathy	1	none	Communicate with thought.
Terrain Stride	1	none	Ignore difficult terrain.
Timeless	2	none	Do not age, and lose need for sleep, eating, and drinking.
Trample	1	none	Crush creatures under foot.
Traps	0	none	Learn how to create traps.
Tremorsense	1	none	Sense creatures in contact with the ground or water.
Trip	1	none	Trip opponents as a free action.
Uncanny Dodge	2	none	Ignore flat-footed penalties.
Unnatural Aura	1	none	Force animals to remain distant or panic.
Water Breathing	0	none	Breathe underwater.
Weapon Mastery	1	none	Treat weapon as a light weapon for two-weapon fighting.
Web	1	none	Entangle creatures in webbing.
Whirlwind	3	none	Turn into a miniature tornado.
Wild Empathy	2	none	Calm and command animals.

ABILITY DAMAGE (EX OR SU, 1 AP): *Prerequisite*: none; *Benefit*: Select one attack type or ability (such as a breath weapon or gaze) to cause ability damage, reducing the designated ability score by the listed amount. Ability damage can be healed naturally.

The base ability deals 1d4 ability damage to any non-Constitution ability score chosen when the ability is taken. The creature must make a melee attack to deal the ability damage. The victim is allowed a Fortitude saving throw with a DC equal to 10 + ½ the creature's HD + creature's Con modifier. If the ability damage is tied to a separate ability that allows a save to negate or for partial effect, then the creature only makes a single save based on the parent ability, and on a successful save the ability damage is negated. Ability damage must be purchased separately for each attack type or ability that delivers the damage. Some abilities (such as disease or poison) deal ability damage, and are handled differently. Ability damage dealt by creatures with the undead type is usually a negative energy effect.

Enhancements

- The damage increases to 1d6 for an additional +1 AP, 1d8 for +2 AP, 2d4 for +3 AP, 2d6 for +4 AP, or 2d8 for +5 AP.
- The attack or special ability deals ability drain instead of damage for an additional +4 AP. Ability drain is permanent and can only be restored through magic.
- The ability damage affects Constitution instead of any other ability score for an additional +1 AP.

- The ability damage affects two ability scores instead of one for an additional +2 AP.
- The attack that delivers the ability damage is a touch attack for an additional +1 AP.
- The ability damage does not allow a save for an additional +2 AP.
- Creatures die if inflicted ability damage equals or exceeds their ability score (for non-Constitution ability damage) for an additional +1 AP.

Flaws

- The ability damage is decreased to 1d3 (1 AP) or 1 (2 AP).
- A successful save negates the ability damage (1 AP).
- The creature can only deal ability damage under certain restricted conditions (1 AP).
- On a successful save, the target is immune to further ability damage from this ability for 24 hours. The ability damage must offer a save (1 AP).

Format: 1d4 Str drain; *Location*: Special Attacks or individual attacks

ALL-AROUND VISION (EX, 1 AP): *Prerequisite*: none; *Benefit*: The creature sees in all directions at once. It cannot be flanked.

Format: all-around vision; *Location*: Defensive Abilities.

AMORPHOUS (EX, 2 AP): *Prerequisite*: none; *Benefit*: The creature's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits.

Format: amorphous; *Location*: Defensive Abilities.

AMPHIBIOUS (EX, 0 AP): *Prerequisite*: aquatic subtype; *Benefit*: Creatures with this special quality can survive indefinitely on land.

Format: amphibious; *Location*: SQ.

ATTACH (EX, 2 AP): *Prerequisite*: natural attack; *Benefit*: Select one natural attack type. The creature automatically latches onto its target when it successfully hits with the natural attack. The creature is considered grappling, but the target is not. The target can attack or grapple the creature as normal, or break the attachment with a successful grapple or Escape Artist check. The AP cost is paid separately for each natural attack the ability can be applied to.

Enhancements

- The creature gains a +2 racial bonus to maintain a grapple initiated with the attach ability for each additional +1 AP spent.

Format: attach; *Location*: individual attacks.

BLEED (EX, 2 AP): *Prerequisite*: none; *Benefit*: Select one type of attack, which may be a natural or weapon attack. The creature with this ability causes wounds with the selected attack type that continue to bleed, inflicting additional damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. The base damage for bleed is 1d4 per round.

Enhancements

- The bleed damage is increased to 1d6 for an additional +1 AP, 1d8 for +2 AP, 2d4 for +3 AP, 2d6 for +4 AP, or 2d8 for +5 AP.
- The bleed damage is more difficult to stop than normal, raising the Heal check DC to 20 for an additional +1 AP or 25 for +2 AP. The bleed damage can only be stopped by using magical healing for an additional +4 AP.
- While the creature is suffering bleed damage, any attempt to magically heal the creature must succeed on a caster level check (DC 11 + creature's CR) or the spell does not function for an additional +4 AP.



Flaws

- The bleed damage is decreased to 2 (1 AP) or 1 (2 AP).

Format: bleed (2d6); *Location*: Special Attacks and individual attacks.

BLINDSENSE (EX, 1 AP): *Prerequisite*: none; *Benefit*: Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see up to a range of 30 feet. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Enhancements

- The range of the creature's blindsense is increased to 40 feet for an additional +1 AP, 60 feet for +2 AP, 120 feet for +3 AP, or 300 feet for +4 AP.

Format: blindsense 60 ft.; *Location*: Senses.

BLINDSIGHT (EX, 2 AP): *Prerequisite*: none; *Benefit*: This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object up to a range of 30 feet. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability.

Enhancements

- The range of the creature's blindsight is increased by 30 feet for each additional +1 AP spent.

Flaws

- The creature's blindsight must be triggered as a free action and it only gains the benefits of blindsight during its turn (1 AP).

Format: blindsight 60 ft.; *Location*: Senses.

BLOOD DRAIN (EX, 2 AP): *Prerequisite*: none; *Benefit*: The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage. The base damage is 1d4 Constitution and the creature receives no save to resist.

Enhancements

- The damage is increased to 1d6 for an additional +2 AP, 1d8 for +4 AP, 2d4 for +6 AP, 2d6 for +8 AP, or 2d8 for +10 AP.
- The creature heals 5 hit points per point of Constitution damaged for an additional +2 AP, but cannot gain hit points in excess of the creature's maximum. Hit points gained in excess of the creature's maximum become temporary hit points that last for 1 hour for +1 AP (+3 AP total).

Flaws

- The ability damage is decreased to 1d3 (1 AP).
- The ability damage is decreased to 1 (2 AP).

Format: blood drain (1d2 Constitution); *Location*: Special Attacks.

BLOOD RAGE (EX, 1 AP): *Prerequisite*: none; *Benefit*: When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The rage lasts for duration of the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily. While in blood rage, the creature cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

Enhancements

- The creature gains +4 Constitution and +4 Strength for an additional +2 AP.
- The creature does not need to be damaged and can enter blood rage as a free action for an additional +2 AP.
- The creature can end blood rage as a free action for an additional +1 AP.

Flaws

- The creature is fatigued for 1 minute after blood rage ends and cannot enter blood rage when fatigued or exhausted (1 AP).

Format: blood rage (+4 Strength and Constitution, free action); *Location*: Special Attacks.

BONUS FEAT (EX, 2 AP): *Prerequisite*: none; *Benefit*: The creature gains a feat as a bonus feat, but it must meet all prerequisites for the feat. This ability may be taken multiple times, and the cost does not stack to determine the maximum AP points a creature may spend per CR.

Enhancements

- The creature gains a bonus feat and does not have to meet all prerequisites for the feat for an additional +2 AP.

BREATH WEAPON (SU, 1 AP): *Prerequisite*: none; *Benefit*: Some creatures can exhale a cone, line, cloud of energy, or other magical effects. A base breath weapon deals 2d6 acid, cold, electricity, or fire damage in a 30-foot line, 15-foot cone, or 10-foot cube cloud (chosen when the ability is taken). Breath weapons allow a Reflex save for half damage (DC 10+ 1/2 creature's racial HD + creature's Con modifier). A creature is immune to its own breath weapon. Using a breath weapon is a standard action. While multiple breath weapons may be purchased separately, no breath weapon a creature possesses can be used more than every 1d4 rounds.

Enhancements

- The damage increases by 2d6 for an additional +1 AP. This enhancement may be taken multiple times.
- The die type of the damage increases to d8s for +1 AP, d10s for +2 AP, or d12s for +3 AP.
- The range of the breath weapon (line) is increased by 30-feet for each additional +1 AP spent.
- The range of the breath weapon (cone) is increased to 30 feet for an additional +1 AP. The range can be further increased by 30-feet for each additional +1 AP spent.
- The area of the breath weapon (cloud) is increased to a 20-foot cube for an additional +1 AP. The cubic volume can be further increased by an additional 10 feet for each additional +1 AP spent.
- The breath weapon deals bludgeoning, piercing, or slashing damage for an additional +1 AP, or more extraordinary forms of damage (such as sonic, force, or negative energy) for +2 AP. The breath weapon deals a combination of two energy types for +1 AP.
- The breath weapon deals no damage but delivers a disease or poisonous gas that persists for 1 round for +2 additional AP. The disease or poison must be purchased as a separate ability. The breath weapon delivers the disease or poison in addition to the damage for an additional +4 AP.
- The effect of the breath weapon lasts beyond its initial use for an additional +3 AP. Creatures that take damage from the breath weapon or move through the area affected by the breath weapon in the following round take half the breath weapon's dice of damage the following round (Reflex save for half).
- The breath weapon requires only a move action to use instead of a standard action for an additional +4 AP, or the breath weapon requires only a free action for +8 AP.
- The breath weapon does not deal damage, but instead carries a spell effect like *sleep* or *stinking cloud*. Caster level equals the creature's HD and the save DC becomes Charisma-based. The type of save is changed to match the save required for the spell. If the spell does not allow a save, then the breath weapon still allows a Reflex save as normal to halve or negate the effect as appropriate. This ability modifier costs an additional +1 AP per level of the spell effect being duplicated. If the effect being duplicated does not resemble an existing spell, assign it a spell level based off existing spells for the purposes of calculating its cost. For an additional +2 AP (beyond the cost of the uncommon effect), the uncommon effect is in addition to the breath weapon's damage. Spell effects can be altered with minor or major modifications (enhancement or flaws) similar to spell-like abilities.

Flaws

- The breath weapon can only be used a number of times per day equal to the creature's Constitution modifier (1 AP)
- Using the breath weapon is a full-round action (1 AP).
- The delay before the breath weapon can be used again is +1 round, for a total of 1d4+1 rounds (1 AP).
- The creature is not immune to its own breath weapon (0 AP).

Format: breath weapon (60-ft. cone, 8d6 fire damage, Reflex DC 20 for half, usable every 1d4 rounds); *Location*: Special Attacks; if the breath is more complicated than damage, it also appears under Special Abilities with its own entry.

BURN (EX, 3 AP): *Prerequisite*: none; *Benefit*: A creature with the burn special attack deals 1d6 elemental damage (acid, cold, electricity, or fire) in addition to damage dealt on a successful hit in melee and each round it grapples. Metallic melee weapons wielded by the creature also conduct this damage.

Enhancements

- The damage is increased to 1d8 for an additional +1 AP, 2d4 for +2 AP, 2d6 for +3 AP, 2d8 for +4 AP, or 2d10 for +5 AP.

- Creatures that hit a burning creature with natural weapons or unarmed attacks take damage as though hit by the burning creature for an additional +1 AP. The damage affects any creature attacking in melee with a non-reach weapon for an additional +2 AP.
- The damage type of the burn ability is something more uncommon than elemental damage (such as sonic, force, or negative energy) for an additional +1 AP.
- Creatures affected by the burn ability must also succeed on a Reflex save or take continuing damage for an additional +1 AP. The creature continues taking damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 creature's racial HD + creature's Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground (or some other specific action) grants a +4 bonus on this save.
- The creature does not deal burn damage in melee but is surrounded by an elemental aura that deals 1d6 damage to any creature within 10 feet (Reflex save for half, DC 10 + ½ the creature's HD + creature's Con modifier) for an additional +1 AP, or deals burn damage in melee in addition to having an aura for an additional +2 AP. The area affected by the aura can be increased by 10 feet for each additional +1 AP spent. The base damage dealt by the aura is equal to the creature's burn damage, but can be increased by +1d6 for each additional +1 AP spent.
- The burn damage harms any melee weapon striking the creature for an additional +2 AP. If the burn damage bypasses the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes the creature is automatically destroyed.
- Anyone grappling or grappled by the creature takes an additional +1d6 damage for each additional +1 AP spent.

Flaws

- The damage is decreased to 1d4 (1 AP) or 1 (2 AP).
- Creatures (or weapons) receive a Reflex save with a DC equal to 10 + ½ the creature's HD + the creature's Constitution modifier for half damage (1 AP).

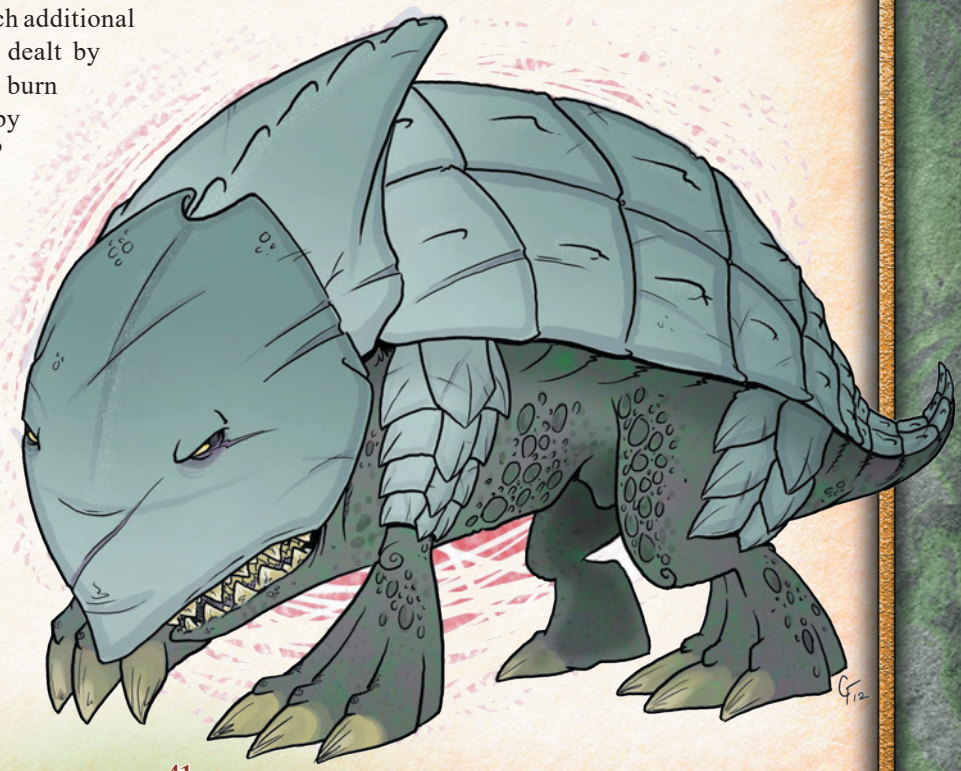
Format: burn (2d6, DC 15); *Location*: Special Attacks and individual attacks.

Format: burn (20 ft., 4d6 fire, DC 25); *Location*: Aura.

BURROW SPEED (EX OR SU, 1 AP): *Prerequisite*: none; *Benefit*: A creature with this ability gains a burrow speed equal to ½ the creature's base speed. It can use this speed to move through dirt, clay, sand, and earth. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to burrow for as long as the antimagic effect persists. If a creature reduces its base speed from the normal base speed for a creature of its size, use the creature's original base speed for calculating burrow speed. Tunnels are not created when burrowing, and the earth fills in immediately behind the creature.

Enhancements

- The creature's burrow speed is increased to its base speed for an additional +1 AP, base speed x1.5 for +2 AP, base speed x2 +3 AP, base speed x4 for +4 AP, and base speed x6 for +5 AP.



- The creature leaves behind holes or tunnels when burrowing for an additional +2 AP.

Format: burrow 30 ft.; *Location*: Speed.

CAMOUFLAGE (EX, 3 AP): *Prerequisites*: none; *Benefit:* The creature can use Stealth to hide in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Format: camouflage; *Location*: SQ

CAPSIZE (EX, 3 AP): *Prerequisite*: Huge size or larger; *Benefit*: A creature with this special quality can attempt to capsize a boat or a ship by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. For each size category the ship is larger than the creature attempting to capsize it, the creature attempting to capsize the ship takes a cumulative –10 penalty on its combat maneuver check.

Format: capsize; *Location*: special attacks.

CHANGE SHAPE (SU, 1 AP): *Prerequisite*: none; *Benefit*: A creature with this special quality has the ability to assume the appearance of a specific humanoid subtype (chosen when the ability is taken). The creature retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form, but may alter any other details of the creature's appearance as they choose. This ability functions as an *alter self* spell, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Use of this ability grants a +10 circumstance bonus on all Disguise skill checks.

Enhancements

- The creature's physical ability scores (Strength, Dexterity, and Constitution) are adjusted when using change shape for an additional +1 AP.
- The creature can use change shape to transform into any humanoid subtype for an additional +1 AP.
- The creature can use change shape to assume the appearance of specific individuals for an additional +1 AP.
- The creature can assume any form allowable by either the *alter self* or *beast shape I* spells for an additional +2 AP (select one per purchase). Physical ability scores are adjusted as normal for the spell.
- The creature can assume any form allowable by either the *beast shape II* or *elemental body I* spells for an additional +3 AP (select one per purchase). Physical ability scores are adjusted as normal for the spell.
- The creature can assume any form allowable by either the *beast shape III*, *elemental body II*, *plant shape I*, or *polymorph* spells for an additional +4 AP (select one per purchase). Physical ability scores are adjusted as normal for the spell.
- The creature can assume any form allowable by either the *beast shape IV*, *elemental body III*, *form of the dragon I*, or *plant shape II* spells for an additional +5AP (select one per purchase). Physical ability scores are adjusted as normal for the spell.
- The creature can assume any form allowable by the *elemental body IV*, *form of the dragon II*, *giant form I*, *plant shape III*, or the *greater polymorph* spell for +7 AP (select one per purchase). Physical ability scores are adjusted as normal for the spell.
- The creature can assume any form allowable by either the *form of the dragon III* or *giant form II* spells for an additional +8 AP (select one per purchase). Physical ability scores are adjusted as normal for the spell.
- The creature can assume any form allowable by the *shapechange* spell for +10 AP. Physical ability scores are adjusted as normal for the spell.

Flaws

- The creature can only transform into forms with a specific creature type and subtype (if not humanoid) (1 AP).
- The creature can only transform into two specific forms, chosen when this ability is taken (2 AP).
- The creature can only transform into one specific form, chosen when this ability is taken (3 AP).
- The creature's ability to change shape is situational or requires some material component (1 AP).

Format: change shape (wolf, *beast form I*); *Location*: SQ, and in special abilities for creatures with a unique listing.

CLASS ABILITY (EX, VARIES): *Prerequisite*: none; *Benefit*: The creature with this ability gains a single character class ability with a maximum equivalent level equal to the creature's CR. The creature counts as a having the equivalent level in the class for the purposes of the class ability, but does not gain any other benefits of the class. This ability costs ½ the equivalent level taken, in AP (round up). The available class abilities are bardic performance (bard), channel energy (cleric), smite evil (paladin), smite good (antipaladin), or sneak attack (rogue).

Format: bardic performance (20 rounds/day); *Location*: Special Attacks.



CLIMB SPEED (EX OR SU, 1 AP): *Prerequisite*: none; *Benefit*: A creature with this ability gains a climb speed equal to the 1/2 creature's base speed and a +8 racial bonus on Climb checks. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to swim for as long as the antimagic effect persists.

Enhancements

- The creature's climb speed is increased to its base speed for an additional +1 AP.

Format: climb 30 ft.; *Location*: Speed.

COMPRESSION (EX, 0 AP): *Prerequisite*: none; *Benefit*: The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Format: compression; *Location*: Special Qualities.

CONSTRICT (EX, 1 AP): *Prerequisite*: grab; *Benefit*: A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is equal to the amount of damage caused by the creature's melee attack used to grab.

Enhancements

- The creature adds 1.5 times their Strength modifier on constrict damage for an additional +1 AP, or double their Strength modifier for an additional +2 AP. If the creature's Strength modifier is already multiplied by 1.5 to determine damage, then they deal double their Strength modifier on constrict damage for +1 AP.
- The creature adds an additional die of damage (that is the same type as the base damage) for an additional +1 AP.
- A creature that takes damage from constrict must succeed at on a Fortitude save (DC 10 + ½ the creature's HD + creature's Str modifier) or lose consciousness for 1 round for an additional +4 AP, 1d4 rounds for +8 AP, or 1d8 rounds for +12 AP.

Format: constrict (1d8+6); *Location*: Special Attacks.

CRUSH (EX, 5 AP): *Prerequisites*: Huge size or larger; *Benefit:* When flying, or jumping, the creature can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller. A crush attack affects as many targets as fit in the creature's space. Targets in the affected area must succeed on a Reflex save (DC 10 + ½ creature's HD + creature's Con modifier) or be pinned, automatically taking bludgeoning damage during the next round unless the creature moves off them. If the crushing creature chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals slam damage for the creature's size plus 1-1/2 times the creature's Strength bonus.

Enhancements

- The creature may crush targets that are two size categories smaller for an additional +2 AP or one size category smaller for an additional +4 AP.

Format: crush; *Location*: Special Attacks

CURSE (SU, 1 AP): *Prerequisite*: none; *Benefit*: A creature with this ability bestows a curse upon its enemies. A base curse inflicts a –2 penalty to AC, ability checks, attack rolls, saving throws, or skill checks (chosen when the ability is taken) to a foe within 30 feet that the creature possesses line of sight to. The curse allows a Will save (DC 10 + 1/2 cursing creature's racial HD + creature's Cha modifier), lasts for 1 minute, and can be removed through *remove curse* and similar effects. A curse that duplicates a witch hex (see below) has a save DC equal to 10 + ½ the creature's HD + the creature's Int modifier.

Enhancements

- The curse affects two statistics (AC, ability checks, attack rolls, saving throws, or skill checks) for an additional +2 AP, three statistics for +4 AP, four statistics for +6 AP, or all listed statistics for +8 AP.
- The curse inflicts a –4 penalty for an additional +2 AP.
- The effects of the curse are permanent until removed by a *remove curse* spell or similar effect for an additional +3 AP.
- Instead of the normal effects, the curse instead mimics the effects of the blight, misfortune, or slumber witch hexes for an additional +2 AP. Multiple hex effect curses must be purchased separately.
- Instead of the normal effects, the curse instead mimics the effects of the agony, nightmares, retribution, or waxen image witch major hexes for an additional +6 AP. Multiple hex effect curses must be purchased separately.
- Instead of the normal effects, the curse instead mimics the effects of the death curse or eternal slumber witch grand hexes for an additional +12 AP. Multiple hex effect curses must be purchased separately.

Format: curse name; *Location*: Special Attacks.

DAMAGE REDUCTION (EX OR SU, 1 AP): *Prerequisite*: none; *Benefit*: A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities.

A certain kind of weapon can sometimes damage the creature normally, as noted below. Some monsters are vulnerable to magic weapons (any weapon with at least a +1 enhancement bonus), different types of damage (piercing, bludgeoning, or slashing), certain materials (adamantine, alchemical silver, or cold-forged iron), epic weapons (mythic weapons, weapons with at least a +6 enhancement bonus, or artifacts), or weapons aligned to certain alignments (good, evil, chaotic, or law). Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced. When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

Base damage reduction is 5/(bludgeoning, magic, piercing, or slashing), 2/(adamantine, silver, or cold iron), 2/(good, evil, chaotic, or law), 1/epic, or 1/—, chosen when the ability is taken.

Enhancements

- The creature's damage reduction improves by one step on the following progression for an additional +2 AP: 1, 2, 5, 10, 15, and 20 for all base types but 1/—. Improving a base DR of 1/— costs an additional +3 AP per step. This enhancement may be taken multiple times.
- The creature's damage reduction can only be penetrated by a weapon that combines the base type and either bludgeoning, magic, piercing, or slashing for an additional +2 AP.
- The creature's damage reduction can only be penetrated by a weapon that combines the base type and either adamantine, silver, cold iron, good, evil, chaotic, or law for an additional +4 AP.

Flaws

- Add a weapon type that can also penetrate the creature's damage reduction (1 AP).

Format: DR 5/silver; *Location*: Defensive Abilities.

DARKVISION (EX OR SU, 1 AP): *Prerequisite*: none; *Benefit*: Darkvision is the ability to see with no light source at all, out to a range of 60 feet. Darkvision is black and white only (colors cannot be discerned). It does not allow creatures to see anything that they could not see otherwise — invisible objects are still invisible and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Enhancements

- The range of the creature's darkvision increases to 90 feet for an additional +1 AP or 120 feet for +2 AP.
- The creature can see perfectly in darkness of any kind, including darkness created by the *deeper darkness* spell for an additional +2 AP. This is noted as "see in darkness" in the creature's senses.

Format: darkvision 60 ft., see in darkness; *Location*: Senses.

DEATH THROES (SU, 2 AP): *Prerequisites*: none; *Benefit:* When the creature is slain, its body explodes damaging anything around it. Anything within a 10-foot radius burst takes 1d6 points of physical (bludgeoning, slashing, piercing) or elemental (acid, cold, electricity, fire) damage per CR of the creature. A Reflex or Fortitude save (DC 10 + ½ the creature's HD + creature's Con modifier) halves the damage. The type of damage and save is chosen when the ability is purchased.

Enhancements

- The die type of damage is increased to 1d8 for an additional +2 AP, 1d10 for +4 AP, or 1d12 for +6 AP.
- The range of the burst area increases to 30 feet for an additional +1 AP, 60 feet for +2 AP, or 100 feet for +3 AP.
- The creature deals hit point damage (not dice of damage) equal to the creature's CR x2 for an additional +1 AP, CR x3 for +2 AP, CR x4 for +3 AP, or CR x5 for +4 AP.
- The damage dealt can be some combination of basic damage types at no additional cost. The damage type can be or include a more uncommon form of damage (such as sonic or negative energy) for an additional +1 AP.
- On a failed save, creatures are blinded for 1 round for an additional +1 AP or 1d6 rounds for +2 AP. Creatures with the light blindness flaw are automatically blinded with no save.
- The creature's death throes deal no damage, but instead carry some additional ability, spell effect, or curse. The additional cost for a spell effect in AP is equal to the level of the spell. The save DC is equal to 10 + ½ the creature's

HD + the creature's Cha modifier with the save type determined by the spell. If the spell does not normally offer a save, the curse effect allows a Reflex or Fortitude save. This effect can be removed by any normal means for removing the effect or curse. For an additional +4 AP, this effect is in addition to the normal damage for death throes. Spell effects can be altered with minor or major modifications (enhancement or flaws) similar to spell-like abilities.

Flaws

- The death throes affect only the creature that strikes the death blow (1 AP).

Format: death throes; *Location*: Special Attacks

DISEASE (EX OR SU, 1 AP): *Prerequisite*: none; *Benefit*: A creature with this ability spreads diseases to other creatures. A disease may infect through contact, inhalation, injury, or may be inherited (chosen when the ability is taken). The disease deals 1d4 ability damage to any non-Constitution ability score (chosen when the ability is taken), has an onset time of 1 day, a frequency of 1/day, and requires one successful save to cure. The Fortitude saving throw to resist or cure infection is DC 10 + ½ infecting creature's racial HD + the creature's Con modifier. Diseases can be removed through *remove disease* and similar effects.

Enhancements

- The damage increases to 1d6 for an additional +1 AP, 1d8 for +2 AP, 2d4 for +3 AP, 2d6 for +4 AP, or 2d8 for +5 AP.
- The disease deals ability drain instead of damage for an additional +2 AP. Ability drain is permanent and can only be restored through magic.
- The disease deals Constitution damage for an additional +1 AP.
- The disease affects two ability scores instead of one for an additional +1 AP.
- The disease is spread by one additional method of contagion (contact, inhalation, injury, or inherited) for an additional +1 AP or all methods of contagion for +3 AP.
- The disease frequency is reduced to 8-hours for an additional +2 AP, 1-hour for +4 AP, 1-minute for +6 AP, or 1-round for +8 AP.
- The disease onset is decreased to 1-hour for an additional +1 AP, 1-minute for +2 AP, or immediate for +3 AP.
- The disease requires two consecutive saves to cure for an additional +2 AP, three consecutive saves for +3 AP, cannot be cured except through the *remove disease* spell for +4 AP, or can only be cured by a *remove disease* spell following a *remove curse* spell for +5 AP.
- Creatures infected with the disease can transmit the disease to others for an additional +2 AP. The disease is spread by the same method(s) of contagion.



Flaws

- The ability damage is decreased to 1d3 (1 AP) or 1 (2 AP).
- The disease frequency is increased to 1d4 or 3 days (1 AP), 1-week, 1-month, or 1-year (2 AP).
- The disease onset time is increased to 1d6 days (1 AP) or 1d3 weeks or 1d3 months (2 AP).

Format: **Disease Name (Ex)** Bite—injury; *save* Fort DC 15, *onset* 1d3 days, *frequency* 1 day, *effect* 1 Con damage, *cure* 2 consecutive saves; *Location*: Special Attacks and individual attacks.

DISTRACTION (EX, 2 AP): *Prerequisite*: none; *Benefit*: A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Format: distraction (DC 14); *Location*: Special Attacks.

EARTH GLIDE (EX, 2 AP): *Prerequisite*: earth subtype, burrow speed; *Benefit*: When the creature burrows, it can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing the burrowing creature flings it back 30 feet, stunning it for 1 round unless it succeeds on a DC 15 Fortitude save.

Enhancements

- The creature can burrow through stone, dirt, crystal, or metal for an additional +1 AP.

Format: earth glide; *Location*: Speed.

ENERGY DRAIN (SU, 2 AP): *Prerequisite*: none; *Benefit*: This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one negative level. If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. A draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell, such as *restoration*. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 10 + 1/2 draining creature's racial HD + creature's Cha modifier). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Enhancement

- The creature bestows 2 negative levels with a successful attack for an additional +3 AP, 3 negative levels for +6 AP, or 4 negative levels for +9 AP.

Flaw

- The creature does not gain temporary hit points from energy drain (1 AP).
- The victim must be grappled before the creature can inflict a negative level (1 AP).

Format: energy drain (2 levels, DC 18); *Location*: Special Attacks and individual attacks.

ENGULF (EX, 2 AP): *Prerequisite*: none; *Benefit*: The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save (DC 10 + ½ the engulfing creature's HD + creature's Str modifier) to avoid being engulfed—on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Format: engulf (DC 12, 1d6 acid and paralysis); *Location*: Special Attacks.

ENTRAP (EX OR SU, 2 AP): *Prerequisite*: none; *Benefit*: The creature has a ranged touch attack that restricts another creature's movement, usually with a physical effect such as ice, mud, lava, or webs. The target of an entrap attack must make a Fortitude save (DC 10 + ½ entrapping creature's HD + entrapping creature's Constitution modifier) or become entangled for 1 minute. If a target is already entangled by this ability, a second entrap attack means the target must make a Fortitude save or become helpless for 1 minute. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the entrapping material is removed. The target can use spells with only verbal components or spell-like abilities if it can make a DC 20 concentration check. An entangled creature can make a Strength check (at the same DC as the entrap saving throw DC) as a full-round action to break free; the DC for a helpless creature is +5 greater than the base saving throw DC. Entrap attacks have a base range of 30 feet.

Destroying the entrapping material frees the creature. A base entrapping material has hardness 5 and 10 hit points.

Enhancements

- The duration of the entrapment is 10-minutes for an additional +1 AP, 1-hour for +2 AP, or permanent for +3 AP.
- The hardness of the entrapping material increases to 10 for an additional +2 AP.
- The hit points of the entrapping material increases by 10 for an additional +1 AP. This enhancement may be taken multiple times.
- The range of the entrap attack is increased by 30 feet for every +1 AP spent.

Flaws

- The entrapping material has no hardness (1 AP).
- The entrap ability can only be used as part of a melee touch attack (1 AP) or melee attack (2 AP).

Format: entrap (DC 13, 1d10 minutes, hardness 5, hp 10); *Location*: special attacks and individual attacks.

EVASION (EX, 4 AP): *Prerequisite*: none; *Benefit*: The creature has evasion, as the rogue ability of the same name.

Enhancements

- The creature gains improved evasion, as the advanced rogue talent of the same name for an additional +4 AP.

Format: evasion; *Location*: Defensive Abilities.

FAST HEALING (EX, 1 AP): *Prerequisite*: none; *Benefit*: A creature with the fast healing special quality regains 1 hit point per round. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. It does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Enhancements

- The creature's fast healing improves by one step on the following progression for an additional +1 AP: 1, 2, 3, 5, 10, 15, 20, 25, and 30. This enhancement may be taken multiple times.
- The creature can reattach lost body parts for an additional +2 AP or regrow lost body parts for an additional +4 AP.

Flaws

- The creature's fast healing only operates under certain conditions, such as when the creature is submerged in water or within 30 feet of a creature suffering from a fear effect (1 AP).

Format: fast healing 5; *Location*: hp.

FEAR (SU OR SP, 1 AP): *Prerequisite*: none; *Benefit*: A creature with the fear ability possesses a fear attack, fear cone, or fear ray (chosen when the ability is taken). Fear causes creatures affected to make a Will save (DC 10 + 1/2 fearsome creature's racial HD + creature's Cha modifier) or become shaken for 1 round. A fear attack affects any creature hit with the attack type. A fear cone affects all creatures in a 30-foot-cone. A fear ray affects a creature hit with a ranged touch attack. A fear cone or ray requires a standard action to use. This is a mind-affecting fear effect.

Enhancements

- The range of the fear effect (cone or ray) is increased to 50-feet for an additional +1 AP or 100-feet for +2 AP.
- The duration of the fear effect increases to 1-minute for an additional +1 AP or 1-hour for +2 AP.
- Creatures who fail their save become frightened instead of shaken for an additional +2 AP, or creatures become frightened on a failed save and shaken on a successful save for an additional +6 AP.
- Creatures that fail their save against the fear effect are paralyzed for the duration for an additional +6 AP.
- The fear effect is a 20-foot-radius aura instead of an attack, cone, or ray for an additional +1 AP. The range of the fear effect (aura) is increased to 30-feet for +2 AP, 50-feet for +3 AP, or 100-feet for +4 AP.

Format: fear aura (30 ft., DC 17); *Location*: Aura.

Format: fear cone (50 ft., DC 19); *Location*: Special Attacks.

Format: fear; *Location*: Individual Attacks.

FEROCITY (EX, 2 AP): *Prerequisite*: none; *Benefit*: A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score. Creatures that do not possess a Constitution score may not possess the ferocity ability.

Enhancements

- The creature automatically stabilizes when reduced to below 0 hit points for an additional +1 AP.
- The creature is not staggered when reduced to negative hit points for an additional +2 AP.
- The creature remains alive and can continue to act for 1 round after any effect or damage results in its death for an additional +2 AP. It is not staggered for this final round of action.

Format: ferocity; *Location*: Defensive Abilities.

FLIGHT (EX OR SU, 1 AP): *Prerequisite*: none; *Benefit*: A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists. A creature has a base fly speed equal to its base speed and average maneuverability. A creature with a fly speed gains the Fly skill as a class skill.

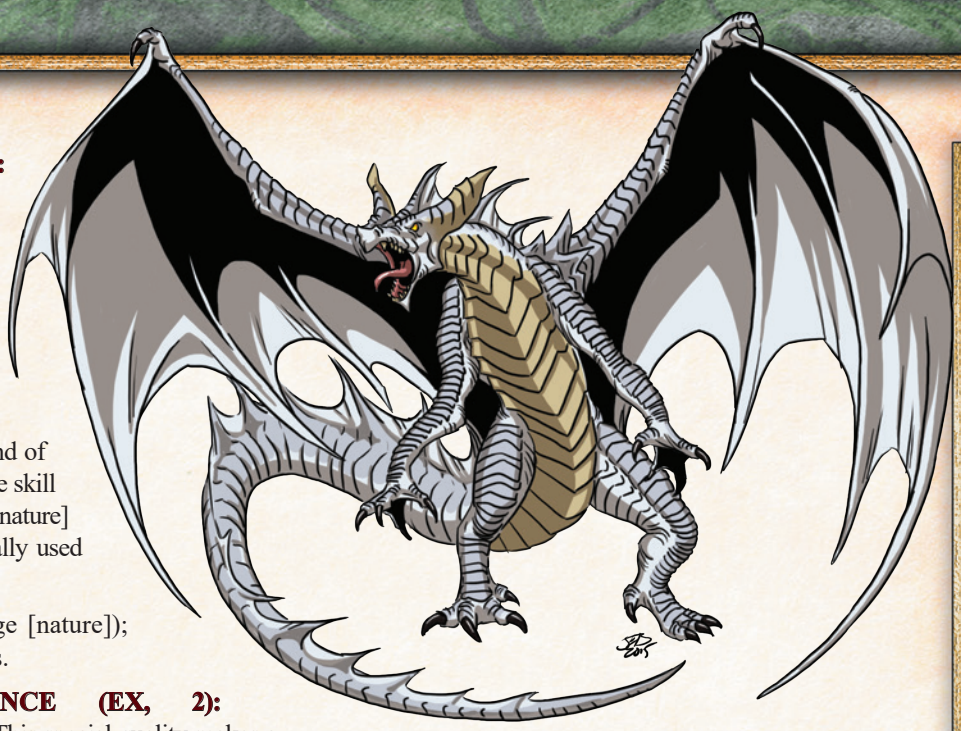
Enhancements

- The creature's fly speed is increased to its base speed x 1.5 for an additional +1 AP, base speed x2 for +2 AP, base speed x4 for +3 AP, or base speed x6 for +4 AP.
- The creature's maneuverability is improved to good for an additional +1 AP or perfect for +2 AP.

Flaws

- The creature has poor maneuverability (1 AP) or clumsy maneuverability (2 AP).

Format: fly 30 ft. (average); *Location*: Speed.



FREEZE (EX, 1 AP): *Prerequisite*: none; *Benefit*: The creature can hold itself so still it appears to be inanimate and unthreatening (a statue, patch of fungus, etc.). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object. Appropriate skill checks (such as Knowledge [nature] or Survival) may be optionally used to notice the creature.

Format: freeze (Knowledge [nature]); *Location*: Special Qualities.

FRIGHTFUL PRESENCE (EX, 2): *Prerequisite*: none; *Benefit*: This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become shaken. The base range is 30-feet, and the duration is 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature. An affected opponent can resist the effects with a successful Will save (DC 10 + 1/2 frightful creature's racial HD + creature's Cha modifier). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the opponent is shaken, or panicked if they have 4 HD or fewer. Frightful presence is a mind-affecting fear effect.

Enhancements

- The range of the frightening presence is increased to 60-feet for an additional +1 AP, 100-feet for +2 AP, 200-feet for +3 AP, or 300-feet for +4 AP.

Format: frightful presence (60 ft., DC 21); *Location*: Aura.

GAZE (SU, VARIES): *Prerequisite*: none; *Benefit*: A gaze special attack takes effect when foes look at the creature. The effects of the gaze must mirror some non-beneficial targeted spell effect such as *charm person* or *flesh to stone*, and has a caster level equal to the creature's HD. The gaze attack costs a number of APs equal to the equivalent spell-level of the effect. If the proposed gaze attack does not mimic an existing spell-effect, then assign it an equivalent spell-level for the purposes of AP cost.

The effect operates out to a range of 30-feet and creatures are allowed a save per the spell description (DC 10 + 1/2 gazing creature's racial HD + creature's Cha modifier). If the spell does not normally allow a saving throw, the targets are allowed a Fortitude save. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature can also veil or cover itself, thus negating its gaze ability, but the gaze ability is otherwise always active.

Enhancements

- The gaze can be suppressed and resumed as a free action for an additional +1 AP.

Flaws

- The creature is not immune to its own gaze attack or the gaze attack of creatures of its kind. If it looks upon itself in a reflection, it is subject to its own gaze attack, but always counts as averting its eyes (2 AP).
- The negative effects of the creature's gaze can be removed by exposing the affected creature to some specific, but relatively common curative. The curative sometimes incorporates portions of the gazing creature's body (1 AP).

Format: gaze; *Location*: Special Attacks.

GRAB (EX, 1 AP): *Prerequisite*: natural attack; *Benefit*: Select one natural attack type. If a creature with this special attack hits with the indicated attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Grab can only be used against targets of a size equal to or smaller than the creature with this ability. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Enhancements

- The creature may attempt to grab creatures that are one size category larger for an additional +1 AP, or any size for +2 AP.
- The creature does not gain the grapple condition when it grapples a foe at no penalty for an additional +5 AP.

Format: grab; *Location*: individual attacks.

HATRED (EX, 1 AP): *Prerequisites*: none; *Benefit:* The creature receives a +1 bonus on attack rolls against two creature subtypes, chosen when the ability is taken.

Enhancements

- The creature gains their hatred bonus to damage for an additional +1 AP.
- The bonuses from hatred increase by +1 for each additional +1 AP spent.
- The bonus from hatred applies to a single creature type and all subtypes for an additional +2 AP, or two creature types for +3 AP.

Flaws

- The creature only gains the hatred bonus against a single creature subtype (1 AP).

Format: hatred; *Location*: Special Attacks

HOLD BREATH (EX, 0 AP): *Prerequisite*: none; *Benefit*: The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Format: hold breath; *Location*: Special Qualities.

IMMUNITY (EX OR SU, 5 AP): *Prerequisite*: none; *Benefit*: A creature with immunities takes no damage from listed sources. The base cost of immunity assumes broad or reaching scope such as elemental damage (acid, cold, electricity, or fire), effects that allow a Fortitude save, any mind-affecting effect, or a school of magic. A creature that is immune does not suffer from these effects, or any secondary effects that are triggered due to an immune effect. Each time the immunity ability is taken, it applies to a separate source.

Enhancements

- The creature is immune to all spells and spell-like abilities that allow spell resistance for an additional +3 AP. Some specific spells may bypass this ability. Every harmful spell that does so reduces the cost by 1 AP. Every beneficial spell or effect that does so raises the cost by an additional +1 AP.

Flaws

- The immunity is rarely encountered, such as (but not limited to) a school of magic, poison, sonic damage, or force affects (2 AP).
- The immunity is extremely rare or from a relatively unthreatening effect, such as (but not limited to) a single spell or subschool of magic, disease, fear, or sleep effects (4 AP).

Format: **Immune** acid, fire, paralysis; *Location*: Defensive Abilities.

IMPROVED ABILITY SCORE (EX, 2 AP): *Prerequisite:* none; *Benefit:* Some creatures have higher ability scores than their role might suggest. Increase any one of the creature's ability scores by +2. This increase has no modifier type and simply modifies the base ability score of the creature. This

ability may be taken multiple times, but each time applies to a different ability score. When designing creatures with the ***Talented Bestiary***, try to avoid the temptation to alter statistics unless it is necessary. Gross adjustments could cause the monster to have disproportional statistics for a given CR.

Enhancements

- Combat or skilled focus creatures may increase Strength, Dexterity, or Constitution by a further +2 for an additional +4 AP, or Intelligence, Wisdom, or Charisma by a further +2 for +2 AP.
- Spellcaster focus creatures may increase Strength, Dexterity, or Constitution by a further +2 for an additional +2 AP, or Intelligence, Wisdom, or Charisma by a further +2 for +4 AP.

IMPROVED TRACKING (EX, 1 AP): *Prerequisites*: none; *Benefit*: The creature takes no penalty to Survival checks when tracking and moving at any speed.

Format: improved tracking; *Location*: SQ.

INCORPOREAL (EX, 0 AP): *Prerequisite*: incorporeal subtype; *Benefit*: A creature with the incorporeal subtype automatically gains the incorporeal ability, a fly speed equal to its base speed, and loses its base speed. The fly speed begins with good maneuverability, and enhancements/flaws can be applied to it as normal. An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks; nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier



applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Format: incorporeal; *Location*: Defensive Abilities.

JET (EX, 1 AP): *Prerequisite*: swim speed; *Benefit*: The creature can swim as a full-round action at its base swim speed plus 200 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so.

Format: jet 200 ft.; *Location*: Speed.

LIFESENSE (SU, 2 AP): *Prerequisite*: none; *Benefit*: The creature notices and locates living creatures within 60-feet, just as if it possessed the blindsight ability.

Enhancements

- The range of the creature's lifesense is increased to 120 feet for an additional +1 AP, or 300 feet for +2 AP.

Format: lifesense; *Location*: Senses.

LOW-LIGHT VISION (EX, 1 AP): *Prerequisite*: none; *Benefit*: A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Format: low-light vision; *Location*: Senses.

MULTIWEAPON MASTERY (EX, 1 AP): *Prerequisite*: none; *Benefit*: The creature never takes penalties on its attack rolls when fighting with multiple weapons.

Enhancements

- The creature can use a natural attack it possesses as a primary attack in addition to making a full attack with multiple weapons for +1 AP.

Format: multiweapon mastery; *Location*: Special Attacks.

NATURAL ATTACKS (0 AP): *Prerequisite*: none; *Benefit*: Most creatures possess one or more natural attacks (attacks made without a weapon). These attacks fall into one of two categories, primary and secondary attacks. Primary attacks are made using the creature's full base attack bonus and add the creature's full Strength bonus on damage rolls. Secondary attacks are made using the creature's base attack bonus –5 and add only 1/2 the creature's Strength bonus on damage rolls. If a creature has only one natural attack, it is always made using the creature's full base attack bonus and adds 1-1/2 the creature's Strength bonus on damage rolls. This increase does not apply if the creature has multiple attacks but only takes one. If a creature has only one type of attack, but has multiple attacks per round, that attack is treated as a primary attack, regardless of its type. Table: Natural Attack Base Damage by Size lists some of the most common types of natural attacks and their classifications.

Creatures with natural attacks and attacks made with weapons can use both as part of a full attack action (although often a creature must forgo one natural attack for each weapon clutched in that limb, be it a claw, tentacle, or slam). Such creatures attack with their weapons normally but treat all their natural attacks as secondary attacks during that attack, regardless of the attack's original type.

TABLE: NATURAL ATTACK BASE DAMAGE BY SIZE

	Fine	Dim.	Tiny	Sm.	Med.	Lg.	Huge	Garg.	Col.	Damage Type	Attack Type
Bite	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B/S/P	Primary
Claw	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S	Primary
Gore	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	P	Primary
Hoof, Tentacle, Wing	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Secondary
Pincers, Tail Slap	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	4d6	B	Secondary
Slam	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B	Primary
Sting	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	P	Primary
Talons	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	S	Primary
Other	—	1	1d2	1d3	1d4	1d6	1d8	2d6	2d8	B/S/P	Secondary

The Damage Type column refers to the sort of damage that the natural attack typically deals: bludgeoning (B), slashing (S), or piercing (P). Some attacks deal damage of more than one type, depending on the creature. In such cases, all the damage is considered to be of all listed types for the purpose of overcoming damage reduction.

Some fey, humanoids, monstrous humanoids, and outsiders do not possess natural attacks. These creatures can make unarmed strikes, but treat them as weapons for the purpose of determining attack bonuses, and they must use the two-weapon fighting rules when making attacks with both hands. See Table: Natural Attack Base Damage by Size for typical damage values for natural attacks by creature size.

Note a creature may take any number of attacks with the same attack type, which should be limited by CR and average damage output. Different attack types (primary or secondary) must be purchased separately. It is generally considered more appropriate for a creature to take an even number of attacks of a single attack type beyond the first (so a bite and 2 claws instead of 3 bites or claws). However, exceptions exist for creatures with an odd number of appendages (such as the xorn).

Enhancements

- The creature gains an additional primary natural attack type for an additional +1 AP. This enhancement may be taken multiple times, each time the creature gains a new type of primary natural attack. A creature that takes multiple attacks with a single attack type does not need to pay any additional AP.
- The creature gains an additional secondary natural attack type for no additional cost. This enhancement may be taken multiple times, each time the creature gains a new type of secondary natural attack.
- The creature's effective size increases by one category for the purposes of natural attack damage for an additional +2 AP, or by two size categories for +5 AP.
- The creature applies x1.5 its Strength modifier to damage with a primary natural attack (or x2 if it only takes a single attack) or its Strength modifier to damage with a secondary natural attack for an additional +1 AP. The creature applies twice its Strength modifier to a primary natural attack for +2 AP. The creature cannot apply more than twice its Strength to attacks.
- The creature either increases its critical threat rating by 1 (typically to 19-20) or increases an attack's critical multiplier by 1 (typically to x3) for an additional +2 AP. This does not stack with any other ability that increases critical threat range or multipliers, such as the Improved Critical feat. This ability may be taken multiple times.
- The natural attacks of the creature bypass damage reduction as if they were magic for an additional +1 AP, or any single type of material or alignment-based damage reduction for +2 AP. This ability can be taken multiple times, each time it allows the creature to bypass an additional type of damage reduction with natural attacks. Attacks that penetrate adamantine damage reduction also ignore object hardness.

Flaws

- If the creature is Large size or larger, one of the creature's natural attack types has at least 5 feet less reach than normal for a creature of its size (1 AP).
- The creature's primary attack is treated as a secondary attack (1 AP).
- The creature's attack type does damage as a creature of one or more size categories smaller (1 AP).

Format: bite +5 (1d6+1), 2 claws +5 (1d4+2), 4 tentacles +0 (1d4+1); *Location*: Melee and Ranged.

NATURAL INVISIBILITY (EX OR SU, 5 AP): *Prerequisite*: none; *Benefit*: This ability is constant — the creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the creature gains a +20 bonus on Stealth checks when moving, or +40 when standing still.

Format: natural invisibility; *Location*: Defensive Abilities.

NEGATIVE ENERGY AFFINITY (EX, 0 AP): *Prerequisite*: none; *Benefit*: The creature is alive but is healed by negative energy and harmed by positive energy, as if it were an undead creature.

Format negative energy affinity; *Location* Defensive Abilities

PARALYSIS (EX OR SU, 4 AP): *Prerequisite*: natural attack; *Benefit*: One of the creature's natural attacks can render creature's hit immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Fortitude saving throw (DC 10 + 1/2 paralyzing creature's racial HD + creature's Con modifier). Unlike *hold person* and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is

paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The base duration of the paralysis is 1 round.

Enhancements

- The duration of the paralysis is increased to 1d4+1 rounds for an additional +2 AP, 1d4+1 minutes for +4 AP, 1-hour for +6 AP, or permanent for +8 AP.
- Paralysis is a touch attack for an additional +2 AP.

Flaws

- Elves and other creatures immune to sleep are immune to the creature's paralysis (1 AP).
- Creatures affected by the paralysis may attempt a new save each round to end the effect (1 AP).
- Paralyzation requires the creature to be grappled (1 AP).

Format: paralysis (1d4+1 rounds, DC 18); *Location*: Special Attacks and individual attacks.

DISCRETION

Certain monster abilities can be exceedingly dangerous, especially at low levels or in combination with other abilities. It always falls to the Game Master's discretion on whether their party can handle a specific monster… whether it is crafted with this system or a published creature from the *Pathfinder Roleplaying Game: Bestiary*. Paralysis is an excellent case example on how this system can be used to create creatures tailor-made to murder an entire party. The cost for the paralysis ability takes into account the prevalence of the power, even among low-CR monsters. However, when combined with the coup de grace rules and a group of monsters, this can be a recipe for total party kill. Just because the ***Talented Bestiary*** rules allow a GM to build a CR 1 monster with a dozen paralyzing secondary natural attacks, doesn't mean it's an excuse to do so. Consider carefully before employing certain monster powers, and consider player character abilities. A ghoul is a deadly adversary, and a group of ghouls is terrifying. However, a few elves or clerics can make one significantly easier to manage.

POISON (EX OR SU, 2 AP): *Prerequisite*: none; *Benefit*: A creature with this ability can poison those it attacks. A poison can affect creatures through injury and deals 1d4 ability damage to any non-Constitution ability score (chosen when the ability is taken), has an immediate onset, a frequency of 1/round for 2 rounds, and requires 1 save to cure. The saving throw to resist the poison is a Fortitude save (DC 10 + 1/2 poisoning creature's racial HD + creature's Con modifier). Poisons can be removed through *neutralize poison* and similar effects. The creature may possess multiple methods for delivering a poison (such as purchasing it as both an inhaled for a breath weapon and injury for a bite) for no additional cost.

Enhancements

- The damage increases to 1d6 for an additional +1 AP, 1d8 for +2 AP, 2d4 for +3 AP, 2d6 for +4 AP, or 2d8 for +5 AP.
- The poison deals ability drain instead of damage for an additional +2 AP. Ability drain is permanent and can only be restored through magic.
- The poison deals Constitution damage for an additional +1 AP.
- The poison affects two ability scores instead of one for an additional +2 AP.
- The poison frequency is increased to 1/round for 4 rounds for +2 AP, 1/round for 6 rounds for +3 AP, or 1/round for 10 rounds for +4 AP.
- The poison requires two consecutive saves to cure for an additional +1 AP, three consecutive saves for +2 AP, or cannot be cured except through the *neutralize poison* spell for +3 AP.
- The poison is an inhaled poison and anyone within the creature's reach is automatically exposed for an additional +3 AP. See the breath weapon ability for delivering poison as a breath weapon.
- The poison is a contact poison that can be delivered with touch attacks or any physical contact, but has a base onset time of 1-minute for an additional +1 AP or immediate onset for +2 AP.
- Each time the creature fails a save against the poison, they take 2d6 acid, cold, electricity, or fire damage for an additional +2 AP. The elemental damage may be increased by 2d6 for each additional +1 AP spent.
- The poison deals no ability score damage but renders the target unconscious as the *sleep* spell for 1-minute on a failed save for an additional +1 AP, 1d3 hours for +2 AP, or 2d4 hours for +3 AP. This effect in addition to the ability damage inflicted by the poison for an additional +3 AP.

Flaws

- The ability damage is decreased to 1d3 (1 AP), 1d2 (2 AP), or 1 (3 AP).
- The poison must be ingested to be effective. All onset and frequency times are changed from rounds to minutes (2 AP).

- An injury poison's frequency is increased from rounds to minutes (1 AP).
- The poison's frequency is 1 round (1 AP).

Format: **Poison Name (Ex)** Sting—injury; *save* Fort DC 22, *frequency* 1/round for 6 rounds, *effect* 1d4 Con, *cure* 2 consecutive saves; *Location*: Special Attacks and individual attacks.

POUNCE (EX, 4 AP): *Prerequisite*: none; *Benefit*: When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Format: pounce; *Location*: Special Attacks.

POWERFUL CHARGE (EX, 1 AP): *Prerequisite*: none; *Benefit*: Select one of the creature's natural attacks. Whenever the creature charges, it deals twice the number of damage dice with the selected natural attack plus 1-1/2 times its Strength bonus.

Enhancement

- The creature deals twice its Strength bonus in damage when using powerful charge for an additional +1 AP.

Format: powerful charge (gore, 4d8+24); *Location*: Special Attacks.

PULL (EX, 1 AP): *Prerequisite*: none; *Benefit*: A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature 5 feet plus 5 feet for every 5 that the creature exceeds the target's CMD. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature. This ability must be tied to one of the creature's natural attacks or abilities that require an attack roll.

Enhancements

- The creature can pull creatures of any size for an additional +1 AP.
- The creature pulls targets 10 feet plus 10 feet for every 5 the creature exceeds the target's CMD for an additional +2 AP.

Format: pull (tentacle, 10 ft.); *Location*: Special Attacks and individual attacks.

PUSH (EX, 1 AP): *Prerequisite*: none; *Benefit*: A creature with the push ability can choose to make a free combat maneuver check with a successful attack (often a slam attack). If successful, this check pushes a creature directly away 5 feet plus 5 feet for every 5 that the creature exceeds the target's CMD, as with a bull rush. This ability only works on creatures of a size equal to or smaller than the pushing creature. Creatures pushed in this way do not provoke attacks of opportunity and stop if the push would move them into a solid object or creature.

Enhancements

- The creature can push creatures of any size for an additional +1 AP.
- The creature can push targets 10 feet plus 10 feet for every 5 that the creature exceeds the target's CMD for an additional +2 AP.

Format: push (slam, 10 feet); *Location*: Special Attacks and individual attacks.

QUADRUPED (EX, 0 AP): *Prerequisite*: none; *Benefit*: The creature has four legs. This gives it a +4 bonus to CMD to resist trip attacks and increases its base speed (see Speed universal monster ability). However, creature's larger than Medium size have their reach decreased by 5 feet for a creature of their size (a Colossal-sized creature's reach is decreased by 10 feet).

Enhancements

- The creature possesses six (or more) legs and the bonus to resist trip attacks increases by +2 for each additional +1 AP spent.
- The creature's reach is not decreased for an additional +1 AP.

Format: 10 (14 vs. trip); *Location*: CMD

RACIAL SAVE DC (EX, 1 AP): *Prerequisites*: none; *Benefit*: One of the creature's abilities that offers a saving throw gains a +1 racial bonus to the save DC. This ability can be taken multiple times, each time it adds an additional +1 bonus to one saving throw DC. When designing creatures with the ***Talented Bestiary***, try to avoid the temptation to alter save DCs unless it is necessary. Gross adjustments could cause the monster to have disproportional statistics for a given CR.

RACIAL SKILL MODIFIER (EX, 1 AP): *Prerequisite*: none; *Benefit*: The creature receives a +2 racial bonus to any one skill. If this ability is taken so that the skill bonus only applies in conditional situations, then the bonus improves to +4. Craft, Knowledge, and Profession are purchased for specific type and grant a +4 bonus. This ability may be taken multiple times. The AP limit by CR applies for each individual skill bonus, not for the total of all racial skill modifiers. Creatures with the skilled focus pay ½ cost for racial skill modifiers (minimum 1 AP).

Enhancements

- The creature applies a different ability score modifier to the skill than normal in certain situations for an

additional +1 AP. For example, applying Strength modifiers to Acrobatics checks made to jump. For an additional +2 AP the alternative ability score applies to all ability checks with the skill.

Format: +16 Acrobatics when jumping; *Location*: Racial Modifiers

RAKE (EX, 3 AP): *Prerequisite*: quadruped; *Benefit*: A creature with this special attack gains extra natural attacks when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free natural attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks are normal for a creature of its size. A monster with the rake ability must begin its turn already grappling to use its rake — it can't begin a grapple and rake in the same turn.

Enhancements

- The creature gains four natural attacks when raking for an additional +3 AP or six natural attacks for +6 AP.

Flaws

- The additional attack damage is for a creature of one size category smaller (1 AP) or two size categories smaller (2 AP).
- The additional attacks are treated as secondary attacks regardless of the form they take (1 AP).

Format: rake (2 claws +8, 1d4+2); *Location*: Special Attacks.

REACH (EX, 2 AP): *Prerequisite*: none; *Benefit*: One of the creature's natural attacks is capable of extending or reaching further than normal for a creature of its size. The natural attack has its reach extended by 5 feet per 2 AP spent. If the creature is Colossal in size, it can increase both space and reach by 5 feet for every 2 AP spent, or just space for every 1 AP spent.

Format: 0 ft. (5 ft. with tail); *Location*: Reach

REGENERATION (EX, 3 AP): *Prerequisite*: none; *Benefit*: A creature with this ability is difficult to kill. Creatures with regeneration heal 1 hit point of damage per round, as with fast healing, but they cannot die so long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Fire and acid cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

A creature must have a Constitution score to have the regeneration ability.

Enhancements

- The creature's regeneration improves by one step on the following progression for an additional +1 AP: 1, 2, 3, 5, 10, 15, 20, 30, and 40. This enhancement may be taken multiple times.
- The creature loses one weakness that nullifies regeneration for an additional +2 AP. The creature's regeneration has no method to bypass it for an additional +5 AP.
- Trade fire or acid for one of the following methods to bypass the regeneration for no additional AP cost: adamantine, cold, cold iron, electricity, or silver. Trade fire or acid for one of the following methods to bypass the regeneration for an additional +1 AP (weapons and spells): chaos, evil, good, or law. Trade fire or acid for a more unusual effect (such as necromancy spells) for an additional +3 AP.

Flaws

- The creature gains an additional weakness that nullifies regeneration (1 AP).

Format: regeneration 5 (fire, acid); *Location*: hp.

REND (EX, 5 AP): *Prerequisite*: two or more natural attacks; *Benefit*: If the creature hits with two or more natural attacks in 1 round, the creature can deal additional damage, but no more than once per round. The additional damage is equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

Format: rend (2 claws, 1d8+9); *Location*: Special Attacks.

RESISTANCE (EX, 1 AP): *Prerequisite*: none; *Benefit*: A creature with this special quality ignores 5 points of damage of the indicated type each time it takes damage of that kind (acid, cold, electricity, or fire).

Enhancements

- The creature's resistance increases to 10 for an additional +1 AP, 15 for +2 AP, 20 for +3 AP, or 30 for +4 AP.

Flaws

- The creature's resistance is an energy type that is more rarely encountered, such as sonic or negative energy (1 AP).

Format: **Resist** acid 10; *Location*: Defensive Abilities.



ROCK CATCHING (EX, 1 AP): *Prerequisite*: Large size or larger, rock throwing; *Benefit*: The creature can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack to make a rock catching attempt.

Enhancements

- The creature gains a +4 racial bonus on its Reflex save when catching a rock with rock catching for an additional +1 AP.

Format: rock catching; *Location*: Defensive Abilities.

ROCK THROWING (EX, 3 AP): *Prerequisite*: slam attack; *Benefit*: This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. Damage from a thrown rock is twice the creature's base slam damage plus 1-1/2 its Strength bonus. The base range of a thrown rock is 30 feet for a Medium-sized or smaller creature or 100 feet for a Large-sized or larger creature.

Enhancements

- The range of the thrown rock is increased by 40 feet per +1 AP spent.

Format: rock throwing (140 ft.); *Location*: Special Attacks (damage is listed in Ranged attack).

SCENT (EX, 1 AP): *Prerequisite*: none; *Benefit*: This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed — only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Enhancements

- The creature's scent is effective out to a range of 90-feet for an additional +1 AP, 180-feet for +2 AP, or up to a mile for +4 AP.

Flaws

- The creature's scent is only effective against a single type of source, such as metal or blood (2 AP).

Format: scent; *Location*: Senses.

SERPENTINE (EX, 1 AP): *Prerequisite*: none; *Benefit*: The creature has a snake-like body and method of locomotion, or otherwise moves without requiring legs. This reduces the creature's base speed by 10 feet, but makes it immune to trip attacks. Creature's larger than Medium size have their reach decreased by 5 feet for a creature of their size (a Colossal-sized creature's reach is decreased by 10 feet).

Enhancements

- The creature's reach is not decreased for an additional +1 AP.

Format: 10 (can't be tripped); *Location*: CMD

SOUND MIMICRY (EX, 1 AP): *Prerequisite*: none; *Benefit*: The creature perfectly imitates certain sounds or even specific voices. The creature makes a Bluff check opposed by the listener's Sense Motive check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it takes a –8 penalty on its Sense Motive check. The creature has a +8 racial bonus on its Bluff check to mimic sounds (including accents and speech patterns, if a voice mimic) it has listened to for at least 10 minutes. The creature cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though it may be able to mimic the sound of those abilities. This ability does not allow the creature to speak or understand languages it doesn't know.

Format: sound mimicry (voices); *Location*: Special Qualities.

SPEED (EX, 0 AP): *Prerequisite*: none; *Benefit*: A Medium sized or larger biped has a base speed of 30 feet. A Medium sized or larger quadruped has a base speed of 40 feet. Small-sized and smaller creatures have a base speed of 20 feet, or 30 feet for quadrupeds.

Enhancements

- The creature's base speed increases by 10 feet for an additional +1 AP. This enhancement can be taken multiple times.

Flaws

- The creature's base speed is reduced by 10 feet, minimum 0 feet (1 AP). Points gained from this flaw may be spent on alternate movement types (burrow, climb, or flight). Use the creature's unreduced base speed to calculate alternate movement type speeds. This flaw may be taken multiple times.

SPELL-LIKE ABILITIES (SP, VARIES): *Prerequisite*: none; *Benefit*: Spell-like abilities are magical and work just like spells (though they are not spells and so have no verbal, somatic, focus, or material components). They are suppressed in an *antimagic field* and are subject to spell resistance if the spell the ability is based on would be subject to spell resistance.

Spell-like abilities can be purchased for 1 AP per spell-level (0-level spells cost 0 AP before enhancements). The base limit on how often the spell-like ability can be used is 3/day. Using the spell-like ability is a standard action and doing so provokes attacks of opportunity. It is possible to make a concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

A constant spell-like ability, or one that can be used at will, has no use limit. Reactivating a constant spell-like ability is a swift action. If a constant spell-like ability requires concentration, the creature is treated as having always concentrated for the maximum duration.

For creatures with spell-like abilities, a designated caster level defines how difficult it is to dispel their spell-like effects and to define any level-dependent variables (such as range and duration) the abilities might have. The creature's caster level never affects which spell-like abilities the creature has. Sometimes the given caster level is lower than the level a spellcasting character would need to cast the spell of the same name. The base caster level is equal to the creature's HD. The saving throw (if any) against a spell-like ability is 10 + the level of the spell the ability resembles or duplicates + the creature's Charisma modifier.

Some spell-like abilities duplicate spells that work differently when cast by characters of different classes. A monster's spell-like abilities are presumed to be the sorcerer/wizard versions. If the spell in question is not a sorcerer/wizard spell, then default to cleric, druid, bard, paladin, ranger, or any other spellcasting class, in that order. This order also determines the spell level of the spell-like ability for the purposes of AP cost.

A creature's maximum AP per ability per CR applies to each individual spell-like ability and not the sum of all spell-like abilities (before adjustments due to focus). Spell-like abilities cost ½ the normal AP cost (round up) for creatures with a spellcaster focus. Spell-like abilities cost ⅔ the normal AP cost (round up) for creatures with the skilled focus. These reductions apply to each spell-like ability to

determine the maximum AP that can be spent on the individual spell-like ability. Apply the discount to the sum of all the creature's spell-like abilities.

Enhancements

- If the spell-like ability is an abjuration or divination spell, it can be made constant for an additional +2 AP. Any non-instantaneous spell can be made constant for an additional +6 AP.
- The spell-like ability can be used more than 3 times per day for an additional +1 AP, or at will for +2 AP.
- The spell's effects are improved in some minor but notable manner for an additional +1 AP. If the spell's effects are improved in a considerable manner, it costs an additional +3 AP.
- The caster level of a spell-like ability is increased to some level higher than the creature's HD (maximum 20th) for an additional +1 AP, or all the creature's spell-like abilities are increased for +3 AP.

Flaws

- The spell-like ability is usable 1/day (1 AP), 1/week (2 AP), or 1/year (3 AP).
- The spell-like ability requires a full-round action to activate (1 AP).
- The creature's caster level for all spell-like abilities is lower than its Hit Dice (1 AP) or less than half its Hit Dice (2 AP).
- The spell's effects are decreased or limited in some notable manner (1 AP).
- The spell-like ability is only available when two or more (2 AP) or three or more (4 AP) creatures with the spell-like ability with this restriction are within 10 feet of each other and contribute an action to the spellcasting. If a suite of spell-like abilities is purchased with this flaw, the discount is applied to each. Use the minimum caster level and ability score modifier to cast any of the spell-like abilities included, or the highest caster level and ability score modifier of the creatures contributing.
- The spell-like ability can only be used if certain conditions are met, such as (but not limited to) being used only at the request of another creature or when the caster has access to fuel sources (or material components) (1 AP).

Format: At will—*burning hands* (DC 13); *Location*: Spell-Like Abilities.

HAG COVENS

Hag covens are one of the more complex examples of monster spell-like abilities. A hag coven functions when three or more hags are within 10 feet of each other and spend a full round action spellcasting. They can then cast any of the following spell-like abilities: *animate dead, baleful polymorph*, *blight*, *bestow curse*, *clairaudience/clairvoyance, charm monster*, *commune, control weather, dream, forcecage, mind blank, mirage arcana*, *reincarnate, speak with dead, veil*, and *vision.* Each of these spell-like abilities would be purchased separately for each hag. Every spell-like ability purchased receives a discount of 1 AP for requiring a full round action and 4 AP for requiring three or more creatures for it to function. This comes to a total of 37 AP (25 AP for the skilled focus or 19 AP for the spellcaster focus). Extremely powerful hags might possess less (or even no) restrictions on these spell-like abilities. Perhaps a particularly ruthless hag learns a dark ritual to gain power through sacrificing the rest of her coven, or ancient hags simply possess superior powers. The suite of coven spell-like abilities costs 83 AP (55 AP for the skilled focus or 42 AP for spellcaster focus) if only two hags are required. A single incredibly powerful hag could cast all the spell-like abilities without requiring a coven for 115 AP (77 AP for the skilled focus or 58 AP for the spellcaster focus).

SPELLCASTING (SP, VARIES): *Prerequisites*: spellcaster focus (arcane or divine); *Benefit*: The spellcaster gains a number of known spells and spells per day as a spellcasting character class with a maximum level equal to the creature's CR. The creature gains no other benefits of the spellcasting class unless a class feature is necessary for spellcasting (such as a witch's familiar or a wizard's spellbook). The creature uses whatever casting ability is appropriate for the spellcasting class as their casting ability (for the purposes of maximum spell-level that can be cast and spell DCs). The spellcasting classes available for this ability are alchemist, bard, cleric, druid, inquisitor, magus, oracle, paladin, ranger, sorcerer, summoner, witch, and wizard, but a creature must have the spellcasting (arcane) focus to cast spells as an arcane spellcasting class or the spellcasting (divine) focus to cast spells as a divine spellcasting class.

Spellcasting costs ½ the level of the equivalent spellcasting character class in AP (after any enhancements or flaws). The spellcasting ability may not be taken multiple times.

Enhancements

- The creature adds the spell-list of one other spellcasting class available to their spell-list for an additional +4 AP or any spell-list for +8 AP.

Flaws

- The creature only gains spellcasting from one of the following classes: paladin or ranger (2 AP). The creature must have a divine spellcasting focus.
- The creature only gains spellcasting from one of the following classes: alchemist (extracts), bard, inquisitor, magus, or summoner (1 AP)

Format: 1st—*bless* (2); *Location*: Spells Prepared or Spells Known

SPELLS

There are a lot of spells available for a monster to cast, but many of them are not a good idea. Some involve significant increases to armor class or other combat-pertinent traits that are meant for PCs. When a PC wizard casts *mage armor* and *shield*, they need those boosts to survive. However, when a monster casts *mage armor* and *shield* it is usually on top of an armor class already appropriate for its challenge rating. A further +8 AC might get them well out of the reasonable range for a party to defeat. There are many other spell-like abilities that might make a monster an unfair challenge. Just because you can give a monster quickened *heal* 3/day, *divine power*, and *righteous might*... doesn't mean that you should. It is incredibly easy to make a monster an overwhelming threat with a few choice spells. It is recommended that such spells be avoided when crafting a monster, even if they are cheap to take. You are the GM, and often the greatest challenge in being a GM is **not** killing the PCs.

SPELL RESISTANCE (EX, 3 AP): *Prerequisite*: none; *Benefit*: A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. A creature's spell resistance is equal to 11 + the creature's CR. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Enhancements

- The creature's spell resistance is equal to 16 + the creature's CR for an additional +2 AP.

Flaws

- The creature's spell resistance is equal to 6+ the creature's CR (2 AP).

Format: **SR** 18; *Location*: Defensive Abilities.

SPLIT (EX, 7 AP): *Prerequisite*: none; *Benefit*: The creature splits into two identical copies of itself if subject to one of the following attacks or effects: bludgeoning damage, elemental damage (acid, cold, electricity, or fire), piercing damage, or slashing damage. The creature is immune to the damage type. Each copy has half the original's current hit points (rounded down). A creature reduced below 10 hit points cannot be further split and can be killed normally.

Enhancements

- The creature has two attacks or effects that cause it to split for an additional +3 AP or three attacks or effects for an additional +6 AP.

Flaws

- The creature must sustain damage from a single attack or effect of the appropriate type equal to at least ¼ its maximum hit points (1 AP) or ½ its maximum hit points (2 AP) in order to split.

Format: split (piercing and slashing); *Location*: Defensive Abilities.

STENCH (EX, 3 AP): *Prerequisite*: none; *Benefit*: A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + creature's Con modifier) or be sickened for 1 round. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Enhancements

- The duration of the stench is increased to 10 rounds for an additional +1 AP, or 10 minutes for an additional +2 AP.
- The stench causes creatures to become nauseated instead of sickened for an additional +5 AP, or the stench causes creatures to become nauseated on a failed save and sickened on a successful save for an additional +8 AP.

Format: stench (DC 15, 10 rounds); *Location*: Aura.

STRANGLE (EX, 1 AP): *Prerequisite*: none; *Benefit*: An opponent grappled by the creature cannot speak or cast spells with verbal components.

Format: strangle; *Location*: Special Attacks.

STUN (EX OR SU, 5 AP): *Prerequisites*: none; *Benefit*: The creature can deliver powerful stunning blows. A creature struck by the selected attack must make a Fortitude save (DC 10 + ½ the creature's HD + creature's Strength modifier) or be stunned for 1 round.

Enhancements

- The duration of the stun effect is increased to 1d4 rounds for an additional +3 AP or 1d6 rounds for +6 AP.

Flaws

- The creature is only dazed on a failed save (2 AP).
- The creature must be struck twice in one round to save versus the stun effect.

SWALLOW WHOLE (EX OR SU, 2 AP): *Prerequisite*: grab; *Benefit*: If a creature with this special attack begins its turn with an opponent grappled (see grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes damage equal to the grab attack type. The opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take 1d6 acid damage each round. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Enhancements

- The creature's stomach deals additional bludgeoning damage equal to its bite damage with 1.5 times its Strength modifier, but no acid damage for an additional +2 AP. Additional acid damage may be purchased separately.
- The creature's stomach deals cold, electricity, fire, or bludgeoning damage instead of acid damage for no additional AP cost. It may also alternately deal some combination of two types of damage for no additional cost. The stomach can deal more exotic forms of damage, such as negative energy or force for an additional +1 AP.
- The creature's stomach damage increases by +2d6 for an additional +1 AP. This enhancement may be taken multiple times.
- The creature can use its swallow whole ability as a free action at any time during its turn, not just at the start of its turn for an additional +4 AP.
- The creature's stomach has an AC equal to 10 + its natural armor bonus and twice the normal number of hit points for an additional +2 AP.
- The creature's stomach possesses any damage reduction the creature possesses for an additional +2 AP.
- The creature can swallow opponents up to its own size for an additional +1 AP, or creatures of any size for an additional +2 AP.

Flaws

- The creature can only swallow opponents at least two size categories smaller than itself (1 AP).
- The creature's stomach deals no acid damage (1 AP).
- Swallowed creatures do not keep the grappled condition (1 AP).

Format: fast swallow, swallow whole (5d6 acid damage, AC 15, 18 hp); *Location*: Special Attacks.

SWIM SPEED (EX OR SU, 1 AP): *Prerequisite*: none; *Benefit*: A creature with this ability gains a swim speed equal to ½ the creature's base speed and a +8 racial bonus on Swim checks. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to swim for as long as the antimagic effect persists. If a creature reduces its base speed from the normal base speed for a creature of its size, use the creature's original base speed for calculating swim speed.



Enhancements

- The creature's swim speed is increased to its base speed for an additional +1 AP, base speed x1.5 for +2 AP, base speed x2 +3 AP, base speed x4 for +4 AP, and base speed x6 for +5 AP.

Format: swim 30 ft.; *Location*: Speed.

TELEPATHY (SU, 1 AP): *Prerequisite*: none; *Benefit*: The creature can mentally communicate with any other creature within 60 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Enhancements

- The range of the creature's telepathy increases to 100 feet for +1 AP or 300 feet for +2 AP.

Format: telepathy 100 ft.; *Location*: Languages.

TERRAIN STRIDE (EX, 1 AP): *Prerequisites*: none; *Benefit:* The creature can move through one type of natural difficult terrain (cold, desert, forest, jungle, mountain, plains, swamp, underground, urban, or water) at its normal speed. Magically altered terrain affects the creature normally. This ability can be taken multiple times, each time it applies to a new type of terrain.

Enhancements

- The creature does not leave a trail in its chosen terrain and cannot be tracked for an additional +1 AP. The creature can leave a trail, if it so desires.

Format: swamp stride; *Location*: SQ

TIMELESS (EX, 2 AP): *Prerequisites*: none; *Benefit:* The creature does not age, or need to drink, eat, breathe, or sleep. It may drink, eat, breathe, or sleep if it chooses to do so.

Flaws

- The creature either doesn't age, drink, eat, breathe, or sleep, select one (1 AP).
- The creature may not drink, eat, breathe, or sleep (1 AP).

Format: timeless; *Location*: Special Qualities.

TRAMPLE (EX, 1 AP): *Prerequisite*: natural attack; *Benefit*: As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to one of the creature's natural attacks + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Format: trample (2d6+9, DC 20); *Location*: Special Attacks.

TRAPS (EX, 0 AP): *Prerequisites*: none; *Benefit:* The creature is adept at creating traps. Craft (trapmaking) becomes a class skill.

Enhancements

- The creature can use Disable Device to disarm magic traps as if it had the rogue's trapfinding class feature for an additional +2 AP.
- The creature does not require gold to build traps, merely time, for an additional +4 AP.
- **Tremorsense (Ex, 1 AP)**: *Prerequisite*: none; *Benefit*: A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground within 30 feet. Aquatic creatures with tremorsense can also sense the location of creatures moving through water.

Enhancements

- The range of the creature's tremorsense is increased to 60 feet for an additional +1 AP, 120 feet for +2 AP, and 300 feet for +3 AP.

Format: tremorsense 60 ft.; *Location*: Senses.

TRIP (EX, 1 AP): *Prerequisite*: none; *Benefit*: Select one of the creature's natural or weapon attacks. A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

Format: trip (bite); *Location*: individual attacks.

UNCANNY DODGE (EX, 2 AP): *Prerequisites*: none; *Benefit:* This ability functions identically to the rogue ability. If the creature gains uncanny dodge from a class level, it instead gains improved uncanny dodge.

Enhancement

- The creature gains improved uncanny dodge for an additional +4 AP.

Format: uncanny dodge; *Location*: Defensive Abilities

UNNATURAL AURA (SU, 1 AP): *Prerequisite*: none; *Benefit*: Animals, whether wild or domesticated, can sense the unnatural presence of the creature at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so long as it's within 30 feet of the creature.

Format: unnatural aura (30 ft.); *Location*: Aura.

WATER BREATHING (EX, 0 AP): *Prerequisite*: none; *Benefit*: A creature with this special ability can breathe underwater indefinitely. It can freely use any breath weapon, spells, or other abilities while submerged.

Format: water breathing; *Location*: SQ.

WEAPON MASTERY (EX, 1 AP): *Prerequisites*: none; *Benefit*: The creature treats any single weapon as a light weapon for the purposes of two-weapon fighting, and may freely deal lethal or non-lethal damage with the weapon regardless of its type. This ability may be taken multiple times, each time it applies to a different weapon.

Format: whip mastery; *Location*: SQ

WEB (EX, 1 AP): *Prerequisite*: none; *Benefit*: Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a –4 penalty. Webs have a number of hit points equal to the Hit Dice of the creature that created it.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Format: web (+8 ranged, DC 16, 5 hp); *Location*: Special Attacks.

WHIRLWIND (SU, 3 AP): *Prerequisite*: none; *Benefit*: Some creatures can transform themselves into whirlwinds and remain in that form for up to 1 round for every 2 HD they have. If the creature has a fly speed, it can continue to fly at that same speed while in whirlwind form, otherwise it gains a fly speed equal to its base land speed (average maneuverability) while in whirlwind form.

The whirlwind created has a base height of 10-20 feet and counts as Small-sized. Larger sized creatures can increase the size of the whirlwind by purchasing the increased size modifier (see below).

The whirlwind form does not provoke attacks of opportunity, even if the creature enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the whirlwind moves into or through a creature's space. A creature in whirlwind form cannot make its normal attacks and does not threaten the area around it.

Creatures one or more size categories smaller than the whirlwind might take damage when caught in the whirlwind (generally damage equal to the monster's slam attack for a creature of its size) and may be lifted into the air. An affected creature must succeed on a Reflex save (DC 10 + half monster's HD + the monster's Str modifier) when it comes into contact with the whirlwind or take damage as if it were hit by the whirlwind creature's slam attack. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind's volume. The whirlwind can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the creature and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud of debris must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Enhancements

- The creature increases the size of the whirlwind by one category (which cannot exceed the size of the creature) to Medium (10-30 feet high) for an additional +2 AP, Large (10-40 feet high) for +3 AP, Huge (10-50 feet high) for +4 AP, Gargantuan (10-60 feet high) for +5 AP, or Colossal (10-70 feet high) for +6 AP.

Flaws

- The creature can only use whirlwind when under water (2 AP).

Format: whirlwind (3 rounds/day, 10–30 ft. high, 1d6+6 damage, DC 15); *Location*: Special Attacks.

WILD EMPATHY (SU, 2 AP): *Prerequisites*: none; *Benefit:* This works like the druid's wild empathy class feature. The creature's effective druid level is equal to its HD for determining the total modifier to the check.

Enhancements

- The creature gains a +2 racial bonus on wild empathy checks for an additional +1 AP. This ability may be taken multiple times.
- The creature's wild empathy works on vermin instead of animals for no additional cost, or both animals and vermin for an additional +1 AP.

Flaws

- The creature's wild empathy only functions on a specific type of creature (1 AP).

Format: wild empathy; *Location*: SQ

Weaknesses

Every monster of any creature type has the option of taking weaknesses to gain bonus ability points. Some weaknesses possess prerequisites that must be taken before the weakness can be applied. In general, a monster should not have more than one or two weaknesses.

ABILITY SCORE (EX, +1 AP): *Prerequisite*: none; *Weakness*: The creature gains +1 additional AP for every 2 points a physical ability score (Strength, Dexterity, or Constitution) is reduced or every 4 points a mental ability score (Intelligence, Wisdom, or Charisma) is reduced. No ability score may be reduced to 0 or less in this manner. When designing creatures with the ***Talented Bestiary***, try to avoid the temptation to alter statistics unless it is necessary. Gross adjustments could cause the monster to have disproportional statistics for a given CR.

Format: **Str** 8; *Location*: Ability Scores.

ARMORED (EX, +1 AP): The creature wears armor or something that functions as the equivalent of armor instead of possessing a body with natural protection. The creature may swap any natural armor bonus to AC it possesses for an equivalent armor bonus to AC. The armor worn by the creature can be the target of attacks or abilities as normal for armor of the type worn (or its equivalent). If the armored and shielded weaknesses are both selected, the creature on gains 1 bonus AP (not 2). The creature sometimes suffers speed reduction and armor check penalties due to the armor worn.

Format: **AC** 12 (+2 armor); *Location*: AC

BERSERK (EX, +2 AP): *Prerequisite*: construct, immunity to magic; *Weakness*: When the golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%. If control cannot be re-established, then this weakness grants +3 AP.

Format: berserk; *Location*: Special Attacks.

DEPENDENT (SU, +3 AP): *Prerequisite*: none; *Weakness*: The creature is bonded to a single object, location, or creature and must never stray more than 300 yards from it. If the creature moves 300 yards away from the bonded object, location, or creature immediately becomes sickened. Every hour thereafter, they must make a DC 15 Fortitude save to resist becoming nauseated for an hour. If the creature is out of range of the bonded object, location, or creature for 24 hours, then they take 1d6 points of Constitution damage (or Charisma damage if they have no Constitution score) every day that follows. When their Constitution (or Charisma) reaches 0, the creature dies or is destroyed. If the creature can establish a new dependent creature, location, or object then this weakness grants only +2 AP. This requires a ritual taking no less than 24-hours and potentially other appropriate steps.

Format: dependent; *Location*: Weaknesses.

IMMOBILE (EX, +1 AP): *Prerequisite*: none; *Weakness*: The creature possesses a slower base speed than normal (at least ½ normal base speed). If the creature is completely immobile (base speed 0 feet) then this weakness grants +2 AP. A creature with this weakness may not have any alternative movement types (burrow, climb, or flight).

Format: **Speed** 0 ft.; *Location*: Weaknesses.

LETHARGY (EX, +1 AP): *Prerequisite*: immunity (acid, cold, electricity, or fire); *Weakness*: Although the creature is immune to a type of elemental damage, when it is exposed to the elemental effect it becomes slowed (as the *slow* spell) for 1 round. During this time, it loses access to all other special abilities. If the duration of the slow effect is increased to 1d4 rounds, this weakness grants +2 AP.

Format: lethargy; *Location*: Weaknesses.

LIGHT BLINDNESS (EX, +2 AP): *Prerequisite*: none; *Weakness*: Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled so long as they remain in areas of bright light.

Format: light blindness; *Location*: Weaknesses.

LIGHT SENSITIVITY (EX, +1 AP): *Prerequisite*: none; *Weakness*: Creatures with light sensitivity are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Format: light sensitivity; *Location*: Weaknesses.

MINDLESS (EX, +0 AP): *Prerequisite*: none; *Weakness*: The creature has an Intelligence score of — and a Charisma score of 1. They are incapable of communication, planning, critical thinking, or proactive action. At best, they can follow orders robotically or act purely on instinct. The creature is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). If the creature is already immune to mind-affecting effects from some other source, then this flaw grants +4 AP.

Format: **Immune** mind-affecting effects; *Location*: Immunities.

SHIELDED (EX, +1 AP): The creature uses a shield or something that functions as the equivalent of a shield instead of possessing a body with natural protection. The creature may swap any natural armor bonus to AC it possesses for an equivalent shield bonus to AC. The shield used by the creature can be the target of attacks or abilities as normal for a shield of the type worn (or its equivalent). If the armored and shielded weaknesses are both selected, the creature only gains +1 bonus AP (not +2).

Format: **AC** 12 (+2 shield); *Location*: AC

STAGGERED (EX, +1 AP): The creature has poor reflexes and can only perform a single move or standard action each round. The creature can move up to its speed and attack in the same round as a charge action.

SUNLIGHT POWERLESSNESS (EX, +3 AP): *Prerequisite*: none; *Weakness*: The creature is utterly powerless in bright light or natural sunlight and flees from it. A creature with sunlight powerlessness caught in such light cannot attack and can take only a single move or standard action.

Format: sunlight powerlessness; *Location*: Weaknesses.

TABLE: WEAKNESSES

Weakness	Bonus AP	Prerequisites	Effects
Ability Score	+1	none	Lower ability scores.
Armored	+1	none	Replace natural armor with worn armor bonus.
Berserk	+2	construct, magic immunity	The construct sometimes goes on a rampage.
Dependent	+3	none	Creature must bond to an object, creature, or place.
Immobile	+1	none	Creature has no movement types.
Lethargy	+2	immune (acid, cold, electricity, or fire)	Exposure to element causes slowness.
Light Blindness	+2	none	Bright light causes blindness.
Light Sensitivity	+1	none	Bright light causes weakness.
Mindless	+0	none	Creature does not possess an Intelligence score.
Shielded	+1	none	Replace natural armor with wielded shield bonus.
Sunlight Powerlessness	+3	none	Creature cannot attack in bright light.
Undersized Weapons	+1	none	Creature can only use smaller weapons.
Vulnerability	+4	none	Creature takes +50% damage or suffers other effects from source.

UNDERSIZED WEAPONS (EX, +1 AP): *Prerequisite*: none; *Benefit*: The creature uses manufactured weapons as if it were one size category smaller than the creature's actual size. Creatures that do not use manufactured weapons may not take this weakness.

Format: undersized weapons; *Location*: Special Qualities.

VULNERABILITY (EX OR SU, +4 AP): *Prerequisite*: none; *Weakness*: A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a –4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Other options for vulnerabilities can include certain specific spells or effects instantly causing the creature's destruction or the creature being affected as a summoned creature for the purposes of certain spells or effects. The specific effects and potential for vulnerabilities is endless, but typically the more common the effect, the weaker the impact. The more difficult to arrange or use, the more severe the effect on the creature.

Format: vulnerability to fire; *Location*: Weaknesses.

Unique Creature Abilities

Unique creature abilities are abilities that should generally only be purchased by monsters of a given creature type or subtype. Each unique creature ability is otherwise subject to the same rules and restrictions as universal creature ability. Flaws cannot reduce the cost of an ability below 1 AP.

ACID (EX, 4 AP): *Prerequisites*: ooze; *Benefit*: The ooze deals an additional 1d6 acid damage with slam and constrict attacks. Armor or clothing worn by a creature grappled by the ooze takes the same amount of acid damage unless the wearer succeeds on a Reflex save (DC 10 +1/2 the ooze's HD + ooze's Con modifier). Weapons that strike the ooze take 1d6 acid damage unless the weapon's wielder succeeds on a Reflex save. The ooze's touch deals 12 points of damage to objects per round, but the ooze must remain in contact with the material for 1 full round to deal this damage.

Enhancements

- The acid damage increases to 2d6 (21 points to objects) for an additional +1 AP or 3d6 (30 to objects) for +2 AP.
- An opponent that is being constricted by the ooze suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor for an additional +1 AP.

Flaws

- The acid does not harm one type of material, including (but not limited to) bone, metal, or stone (1 AP). This flaw may be taken multiple times.
- The acid only harms one type of material, such as (but not limited to) flesh, metal, or stone (2 AP).
- Damage decreases to 1d4 acid and 8 to objects (1 AP), 1d2 acid and 5 to objects (2 AP), or 1 acid and no damage to objects (3 AP).

Format: slam +2 (1d6 plus 1d6 acid); *Location*: Melee

ACID POOL (SU, 5 AP): *Prerequisites*: dragon or earth subtype, breath weapon (acid); *Benefit:* The dragon can use its breath weapon to create an acid pool as a standard action. When an acid pool is created, anyone inside its area takes an amount of damage equal to the dragon's breath weapon. Creatures affected may make a Reflex save for half (DC 10 + ½ the dragon's HD + dragon's Con modifier). Any creature that starts its turn touching this pool takes damage, but can make a Reflex save for half. Each round, the total damage dice of the pool is halved until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface.

Enhancements

- The total damage dice of the acid pool is halved every other round for an additional +1 AP, every minute for +2 AP, every hour for +3 AP, or the acid pool is permanent for +4 AP.
- The radius of the acid pool increases by 5 feet for each additional +1 AP spent.

Format: acid pool; *Location*: Special Attacks

ACIDIC SPIT (EX, 5 AP): *Prerequisites*: magical beast, bite attack; *Benefit:* The monster's gains a bite attack appropriate for its size that deals an additional 1d4 acid damage. Once every 6 hours, the magical beast can spit a 30-foot line of acid. Creatures struck by this acid take the magical beast's CR+1 in d4s of acid damage with a Reflex save (DC 10 +1/2 the magical beast's HD + magical beast's Con modifier) for half damage. After spitting acid, the magical beast's bite attack does not deal acid any additional acid damage for 6 hours.

Enhancements

- The magical beast can spit acid every hour for an additional +1 AP, every minute for +2 AP, or every round for +3 AP.

- The acid damage of the bite attack improves by one step on the following progression for each additional +1 AP spent: 1d4, 1d6, 2d4, 2d6, 2d8.
- The acid damage dealt by the creature's spit increases by one die type on the following progression for each +1 AP spent: d4, d6, d8, d10, or d12.

Format: acidic spit; *Location*: Special Attacks

ADHESIVE (EX, 7 AP): *Prerequisites*: aberration; *Benefit:* The aberration exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered aberration automatically grapples any creature it hits with a natural attack. Opponents so grappled cannot get free while the aberration is alive without removing the adhesive first. A weapon that strikes an adhesive-coated aberration is stuck fast unless the wielder succeeds on a Reflex save (DC 10+ ½ the aberration's HD + aberration's Con modifier). A successful CMB check at the same DC is needed to pry off a stuck weapon. An aberration can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. Adhesive counts as the grab ability for the purposes of prerequisites.

Flaws

- Strong alcohol or *universal solvent* dissolves the adhesive, but the aberration can still grapple normally (2 AP)

Format: slam +10 (1d8+6 plus adhesive); *Location*: Melee

ALLERGIC REACTION (EX, 2 AP): *Prerequisites*: animal or magical beast; *Benefit:* The animal's dander is highly irritating to all creatures save those with a specific creature subtype chosen when this ability is taken. Any other creature damaged by the animal's bite, who deals damage to the animal with a natural weapon or unarmed attack, or who otherwise comes into contact with the animals (including attempts to grapple or ride the creature) must make a Fortitude save (DC 10 +1/2 the animal's HD + animal's Con modifier) or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect.

Enhancements

- The penalty to Dexterity and Charisma increases to -4 for an additional +3 AP or -6 for an additional +6 AP.
- The duration of the allergic reaction is increased to 1d4 days for an additional +1 AP, or 2d6 days for +2 AP.

BENDING RULES

Some rules are made to be broken. The following abilities are grouped by creature type because creatures of the given type are the most likely to have those abilities. It should be rare that a giant has dragon senses or an undead creature displays the psychic powers of aberrations — unless the creature's concept says otherwise. There are always monsters that blur the lines between creature types. Maybe the giant in question is a worshipper of dragons, gifted with her master's sight, or the undead was created from aberration corpses. Maybe you just want the monster to have some ability they don't meet the prerequisites for.

You should take the prerequisites as only a suggestion. Like most rules in the ***Talented Bestiary***, they are simply guides to aid you in constructing monsters, not unquestionable dictums. If you grant a creature a power from a creature type (or other prerequisite) it doesn't have, the best approach is to pay double the normal total AP cost. This increased cost is not compared to the monster's maximum ability points per CR, and only the base (undoubled) cost should be compared to the monster's maximum AP per CR limitations. You may notice many of the monsters detailed in Chapter 3 bend the rules in exactly this manner.

- Allergic reaction does not affect a specific creature type instead of subtype for an additional +1 AP. It does not affect any number of specific creature types and subtypes (or only affects a specific creature type or subtype) for an additional +2 AP.

Format: bite +2 (1d6+3 plus allergic reaction); *Location*: Melee

ANIMATE PLANT (SP, 6 AP): *Prerequisites*: plant; *Benefit*: The plant can animate any plants or trees within 180 feet at will, controlling up to two plants at a time. It takes 1 full round for a plant to uproot itself, after which it moves at a speed of 10 feet. It fights with the same base statistics as the animating plant, but no other abilities. The animated plant only ever possesses one attack and gains a vulnerability to fire. If the plant that animated it terminates the animation, moves out of range, or is incapacitated, the animated plant immediately takes root wherever it is and returns to its normal state.

Enhancements

- The plant deals double damage against an object or structure when it makes a full attack for an additional +1 AP.

Format: animate plant; *Location*: SQ

TABLE: ABERRATION ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Adhesive	7	aberration	Exude sticky slime.
Body Thief	3	aberration	Kill creature and take over their body.
Cacophony	2	aberration or ooze	Emit insanity causing sounds.
Ground Manipulation	2	aberration or earth subtype	Turn stone and earth into difficult terrain.
Guarded Thoughts	1	aberration	Gain immunity to mind reading.
Mimic Object	1	aberration or shapechanger subtype	Transform into seemingly inanimate objects.
Mind Thrust	2	aberration	Blast creatures with mental energy.
Moan	2	aberration	Cause variety of effects with disturbing howls.
Mucus Cloud	2	aberration and aquatic subtype	Force creatures to become water-breathers.
Paralysis	2	aberration	Reduced cost universal ability.
Psychic Crush	6	aberration	Completely crush a creature's mind.
Quickness	4	aberration or vermin	Gain an extra move action each round
Rust	5	aberration	Erode metal with a touch attack.
Slime	4	aberration or aquatic subtype	Turn foe's flesh into a slimy membrane.
Spit	3	aberration	Spit poison as ranged touch attack.
Strands	4	aberration	Drain Strength with long fragile tentacles.
Trace Teleport	1	aberration	Gain awareness of teleporting creature's destination.

AWAKEN TREANTS (SU, 8 AP): *Prerequisites*: dragon or fey; *Benefit:* The dragon can animate a number of trees as treants to protect it. The treants can be called from any Huge or larger living tree. The dragon can create a single treant as a standard action 3/day. These treants remain animated for up to 1 hour, at which time they revert to being ordinary trees.

Enhancements

- The number of treants that can be animated each day is increased by one for an additional +2 AP. This enhancement may be taken multiple times.
- The treants remain animated for 24-hours for an additional +2 AP, or are permanently animated for +4 AP.

Format: awaken treants; *Location*: SQ

BARBED DEFENSE (SU, 4 AP): *Prerequisites*: outsider; *Benefit*: A creature that strikes the outsider with a melee weapon, an unarmed strike, or a natural weapon takes appropriate damage for a gore natural attack for a creature of the outsider's size from barbed spikes. Melee weapons with reach do not endanger a user in this way. The outsider can add any natural attack enhancements to this ability.

Format: barbed defense; *Location*: Defensive Abilities

BAY (SU, 5 AP): *Prerequisites*: outsider (evil); *Benefit*: When the outsider howls, all creatures except other evil outsiders within a 300-foot spread must succeed on a Will save (DC 10 + ½ the outsider's HD + outsider's Cha modifier) or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same outsider's bay for 24 hours.

Format: bay; *Location*: Special Attacks

BLIZZARD (SU, 7 AP): *Prerequisites*: dragon or cold subtype, breath weapon (cold); *Benefit:* The dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This

creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

Enhancements

- The radius of the blizzard is increased to 100 feet for an additional +1 AP, 200 feet for +2 AP, or 300 feet for +3 AP.

Format: blizzard; *Location*: Special Attacks

BODY THIEF (SU, 3 AP): *Prerequisites*: aberration; *Benefit:* As a full-round action that provokes an attack of opportunity, the aberration can burrow into the skull and brain of a helpless or dead creature that is at least one size category larger. This is a coup de grace attack that deals damage as an automatic critical hit with one of the aberration's natural attacks. If the victim is slain (or already dead), the aberration usurps control of the body and may use it as its own, as if it controlled the target via a *dominate monster* spell. The aberration has full access to all the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the aberration can still use its own spell-like abilities, if any). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via *gentle repose*). As long as the aberration occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the aberration, and if the host body is slain, the aberration emerges and is dazed for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can.

Enhancements

- The host body can be dead for any length of time, and does not decay it to uselessness for an additional +2 AP.
- The aberration gains the victim's specific memories or knowledge for an additional +2 AP.
- The aberration gains access to the victim's spellcasting and spell-like abilities for an additional +6 AP.
- Use of body thief becomes a standard action that does not provoke an attack of opportunity for an additional +4 AP.
- The creature the aberration can control can be of the same size category for an additional +1 AP, or any size category for an additional +2 AP.

Flaws

- The aberration gains no access to hosts defensive and offensive abilities, and treats the host as a zombie or skeleton reanimated through the *animate dead* spell (2 AP).

Format: body thief; *Location*: Special Attacks

BONUS FEAT (EX, 1 AP): *Prerequisites*: humanoid; *Benefit:* As the universal monster ability, except at the reduced cost as shown.

Format: Improved Initiative[B]; *Location*: Feats

BURST (SU, 4 AP): *Prerequisites*: construct; *Benefit:* As a free action once every 1d4 +1 rounds, the construct can launch a barrage from its body in a 20-foot radius burst. All creatures caught in this area take 1d6 damage per CR of the construct. Any creature is allowed a Reflex save (DC 10 +1/2 the construct's HD + construct's Con modifier) for half damage. The damage type is chosen when the ability is taken and may be any of the following: acid, bludgeoning, cold, electricity, fire, piercing, or slashing.

TABLE: ANIMAL ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Allergic Reaction	2	animal or magical beast	Exude irritating dander.
Death Roll	2	animal or magical beast	Grapple and knock creatures prone.
Electricity	3	animal or magical beast	Stun creatures with shocking jolts.
Ink Cloud	2	animal or magical beast	Shoot clouds of ink when underwater.
Intimidating Charge	1	animal or magical beast	Scare charged creatures.
Sprint	1	animal or magical beast	Move faster for brief periods.
Stampede	1	animal or magical beast, trample	Trample more effectively in groups.
Tongue	2	animal or magical beast	Grab creatures with a tongue.

TABLE: CONSTRUCT ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Burst	4	construct	Cause damage in an area.
Cursed Wound	4	construct	Damage dealt doesn't heal naturally and resists natural healing.
Elemental Rays	2	construct	Gain a variety of ranged touch attacks.
Find Master	1	construct	Gain knowledge of creator's location.
Find Target	2	construct	Unerringly find creatures.
Guard	3	construct	Guard creator when ordered.
Haste	2	construct	Gain the ability to act hastened temporarily.
Immunity to Magic	3	construct	Gain near invulnerability to spells and spell-effects.
Poison Reservoir	1	construct	Gain a the ability to store and use poison.
Relentless	varies	construct	Gain the benefits of a constant spell.
Shield Other	2	construct	Protect creator from harm.
Slow	4	construct	Gain a slow effect in an area.
Spell Storing	4	construct	Store and cast spells on command.
Telepathic Link	1	construct	Communicate telepathically with creator.

Enhancements

- The damage dealt is an unusual or uncommon type, such as (but not limited to) force, negative energy, or sonic for an additional +2 AP.
- The damage for burst increases to 1d8 per CR for an additional +2 AP or 1d10 per CR for +4 AP.
- The construct can use burst at will, but it requires a standard action for an additional +2 AP. It can burst at will as a free action for +6 AP.

Format: burst; *Location*: Special Attacks

CACOPHONY (SU, 2 AP): *Prerequisites*: aberration or ooze; *Benefit:* As a free action, the aberration can emit a cacophony of maddening sound. All creatures without this ability within 60 feet must succeed on a Will save (DC 10 + ½ the aberration's HD + aberration's Cha modifier) or be confused for 1 round (as the *confusion* spell). This is a sonic mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same aberration's cacophony for 24 hours.

Enhancements

- The duration of the confusion increases to 1d4 rounds for an additional +2 AP or 1d6 rounds for +3 AP.
- Affected creatures take 1 point of Wisdom damage for an additional +2 AP, 1d4 Wisdom damage for +4 AP, or 1d6 Wisdom damage for +6 AP.

Format: cacophony; *Location*: special attacks

CAPTIVATING SONG (SU, 3 AP): *Prerequisites*: monstrous humanoid; *Benefit*: The monstrous humanoid can draw creatures to its side through song as a standard action. All creatures within a 100-foot spread that do not possess this ability must succeed on a Will save (DC 10 + ½ the monstrous humanoid's HD + monstrous humanoid's Cha modifier) or become captivated. A creature that successfully saves is not subject to the same monstrous humanoid's song for 24 hours. A victim under the effects of the captivating song moves toward the monstrous humanoid using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the monstrous humanoid simply stands and offers no resistance to the monstrous humanoid's attacks. This effect continues for as long as the monstrous humanoid sings and for 1 round thereafter. This is a sonic mind-affecting charm effect.

Enhancements

- The range of captivating song extends to 200 feet for an additional +1 AP, 300 feet for +2 AP, or 400 feet for +3 AP.
- The creature receives no second saving throw for danger for an additional +4 AP.
- The effect persists for an additional round for every additional +1 AP spent.

Format: captivating song; *Location*: Special Attacks

TABLE: DRAGON ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Acid Pool	5	dragon or earth subtype, breath weapon (acid)	Use breath weapon to create lingering pools of acid.
Awaken Treants	8	dragon or fey	Temporarily animate trees as treants
Blizzard	7	dragon or cold subtype, breath weapon (cold)	Create snow storms.
Cloudwalking	1	dragon or air subtype	Treat clouds like solid ground.
Corrupt Water	1	dragon or evil subtype	Ruin water or potions.
Dragon Senses	2	dragon	Gain darkvision, blindsense, and improved low-light vision.
Fog Vision	1	dragon or air subtype	See through clouds and fog.
Freezing Fog	5	dragon or cold subtype, breath weapon (cold)	Create cold *acid fog* and *grease* over area.
Icewalking	1	dragon or cold subtype	As *spider climb*, on ice.
Ice Shape	3	dragon or cold subtype	Shape snow and ice at will.
Incinerate	6	dragon or fire subtype, breath weapon (fire)	Destroy creatures utterly with fiery breath.
Luck	1	dragon or fey	Enchant gem to grant a temporary luck bonus to saving throws.
Manipulate Flames	6	dragon or fire subtype	Control any fire spell.
Mass Laughter	4	dragon or fey	Force creatures in area to laugh.
Melt Stone	9	dragon or fire subtype, breath weapon (fire)	Turn the ground into lava with breath weapon.
Miasma	5	dragon or earth subtype, breath weapon (acid)	Create clinging cloud of acid.
Mirage	4	dragon or fey	Create illusory twin.
Reflective Scales	8	dragon, spell resistance	Reflect spells that do not penetrate SR.
Sandstorm	7	dragon or earth subtype	Create powerful sandstorms.
Slow Aura	7	dragon	Creatures near to the dragon can become slowed.
Smoke Vision	1	dragon or fire subtype	See through smoky conditions.
Snow Vision	1	dragon or cold subtype	See through snowy conditions
Storm Breath	7	dragon or air subtype, breath weapon (electricity)	Create a lightning storm.
Tail Sweep	6	dragon, Gargantuan size or larger	Gain an area affect attack with tail.
Thirst	3	dragon or water subtype	Create or destroy water.
Tidal Wave	6	dragon or water subtype	Cause the sea to rise up in waves to crush enemies.
Vortex	3	dragon or water subtype	Create whirlwinds in water.
Wave Mastery	2	dragon or water subtype	Increase speed of creatures or ships on water.
Wind	2	dragon or air subtype	Call up blinding gusts of wind.

TABLE: FEY ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Inspiration	4	fey	Grant bonuses to favored creature.
Musical Manipulation	1	fey	Use spell-like abilities through music.
Special Arrows	5	fey	Gain arrows with a variety of different effects.
Stunning Glance	5	fey	Stun creatures with a glance.
Tree Meld	2	fey or plant	Move into and remain within trees.
Unearthly Grace	2	fey	Gain Charisma bonus to saves and AC.
Woodcraft	1	fey	Gain bonuses on crafting wooden items.

CARAPACE (SU, 13 AP): *Prerequisites*: magical beast; *Benefit*: The magical beast's body deflects cones, lines, rays, and *magic missile* spells, rendering the magical beast immune to such effects.

Enhancements

- The magical beast deflects effects back in full force at the caster 30% of the time for an additional +2 AP, 60% of the time for +4 AP, or 100% of the time for +6 AP.

Format: carapace; *Location*: SQ

CHANNEL RESISTANCE (EX, 1 AP): *Prerequisite*: undead or negative energy affinity; *Benefit*: A creature with this special quality is less easily affected by the channel ability of clerics or paladins. A creature with channel resistance adds a +2 bonus to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).

Enhancements

- The creature's channel resistance bonus increases to +4 for an additional +1 AP and +6 for an additional +2 AP.

Format: channel resistance +4; *Location*: Defensive Abilities.

CHILDREN OF THE NIGHT (SU, 4 AP): *Prerequisites*: undead; *Benefit*: Once per day, the undead can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the undead for up to 1 hour.

Enhancements

- Children of the night is usable 3/day for an additional +1 AP, or at will for +2 AP.
- The creatures arrive within 1d6 rounds for an additional +1 AP, or are summoned immediately for +2 AP.
- The creatures serve 24 hours for an additional +1 AP.

Format: children of the night; *Location*: Special Attacks

CLING (EX, 4 AP): *Prerequisites*: vermin (swarm); *Benefit*: If a creature leaves a vermin swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers. A creature with the members of the swarm clinging to him takes the swarm's damage at the end of his turn each round. As a full-round action, he can remove the clinging swarm with a Reflex save (DC 10 +½ the vermin swarm's HD + swarm's Dex modifier). High wind or any amount of damage from an area effect destroys all clinging swarm vermin.

Format: cling; *Location*: Special Attacks

CLOUDWALKING (SU, 1 AP): *Prerequisites*: dragon or air subtype; *Benefit:* The dragon can tread on clouds or fog as though on solid ground.

Format: cloudwalking; *Location*: Speed

CONSUME (EX, 5 AP): *Prerequisites*: vermin (swarm); *Benefit*: The vermin swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, the vermin swarm deals double its normal damage.

Format: consume; *Location*: Special Attacks

CORRUPT WATER (SP, 1 AP): *Prerequisites*: dragon or evil subtype; *Benefit:* Once per day the dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a

Will save (DC 10 + ½ the dragon's HD + dragon's Cha modifier) or become ruined. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence or 30 feet, whichever is higher.

Format: corrupt water; *Location*: Special Attacks

CORRUPTING TOUCH (SU, 4 AP): *Prerequisites*: undead, incorporeal subtype; *Benefit*: The undead gains an incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the undead inflicts a number of d6s equal to its CR in damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save (DC 10 + ½ the undead's HD + undead's Cha modifier) halves the damage inflicted.

Format: corrupting touch +6 (7d6, Fort. DC 18 half); *Location*: Melee

CREATE PLANT ZOMBIE (SU, 5 AP): *Prerequisites*: plant; *Benefit*: As a full-round action, the plant can bore tendrils or roots into the brain of a helpless creature within reach. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates with the zombie template, except that the zombie possesses the plant creature type instead of the undead type and are treated as plants for the resolution of magical effects and spells.

Enhancements

- The duration of the time required for the plant zombie to animate is reduced to 1 minute for an additional +1 AP, or immediately for +2 AP.
- The Intelligence damage becomes drain for an additional +2 AP.
- The Intelligence damage dealt increases to 1d6 for an additional +1 AP, 1d8 for +2 AP, 2d4 for +3 AP, 2d6 for +4 AP, or 2d8 for +5 AP.

Format: create plant zombie; *Location*: Special Attacks

CREATE SPAWN (SU, 2 AP): *Prerequisites*: undead or evil subtype; *Benefit*: Creatures killed by the undead arise as creatures of the same type and CR as the undead, provided that the creature is within one size category of the undead. Spawn created in this manner are under the absolute command of the undead that created them. The spawn created arise in 1d4 days.

Enhancements

- The creation of spawn heals the undead of 1d6 hit points per HD possessed by the slain creature and hastes (as the *haste* spell) the undead for the round following the spawn's creation for an additional +2 AP.

TABLE: HUMANOID ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Bonus Feat	1	humanoid	Gain bonus feat.
Flash of Insight	6	humanoid or monstrous humanoid	See briefly into the future.
Madness	1	aberration or humanoid	Use Charisma instead of Wisdom for Will saves and gain immunity to insanity.
Poison Use	1	humanoid or monstrous humanoid	Use poisons without risk.
Skilled	1	humanoid or monstrous humanoid	Gain skill bonuses and class skills.
Sticky Tongue	1	humanoid or monstrous humanoid	Gain tongue attack that hampers opponents.
Superior Two-Weapon Fighting	5	humanoid	Take no penalties for fighting with two weapons.
Terrifying Sound	1	humanoid or monstrous humanoid	Scare creatures with horrifying sound.

- The duration of the time required for the spawn to arise is decreased to 1 day or 1d6 hours for an additional +1 AP, 1 hour or 1d6 minutes for +2 AP, 1 minute or 1d4 rounds for +3 AP, or immediately for +4 AP.

Flaws

- The undead can only creature spawn from creatures of a certain type (1 AP).
- The create spawn ability is tied to a disease that the creature inflicts and creatures killed by the disease are subject to the create spawn ability (2 AP). The disease must be purchased separately.
- Spawn created by the undead are less powerful than itself and are built as undead with a CR of ½ the CR of the undead that created them or less (2 AP).
- The undead may have Hit Dice of enslaved spawn totaling no more than twice its own HD; any spawn it creates that exceed this limit become free-willed. The undead may free an enslaved spawn in order to enslave a new spawn, but once freed the spawn cannot be enslaved again (1 AP).
- The undead has no control over spawn it creates (2 AP).

Format: create spawn; *Location*: Special Attacks

CURSED WOUND (EX, 4 AP): *Prerequisites*: construct; *Benefit:* The damage the construct deals with a single natural attack type doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by the construct must succeed on a caster level check (DC 10 + construct's HD), or the healing has no effect on the injured creature.

Enhancements

- The caster level check is equal to 10 + the construct's HD x 2 for an additional +8 AP.

Flaws

- The subject's wounds heal naturally, and only resist magical healing (1 AP).

Format: 2 slams +19 (2d10+7 plus cursed wound); *Location*: Melee

DAMAGE OBJECTS (EX, 2 AP): *Prerequisites*: plant; *Benefit*: The plant deals double damage against an object or structure when it makes a full attack.

Format: damage objects; *Location*: SQ

DANCE OF RUIN (SU, 8 AP): *Prerequisites*: outsider; *Benefit*: The outsider can dance and chant as a full-round action—at the end of 3 rounds, a crackling

TABLE: MAGICAL BEAST ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Acidic Spit	5	magical beast, bite attack	Bite attack deals acid damage or can be sacrificed to spit a line of acid.
Carapace	13	magical beast	Gain a percentage chance to deflect cones, lines, rays, and magic missile spells.
Elemental Sense	1	magical beast or elemental subtype	Sense acid, cold, electricity, or fire.
Elusive	2	magical beast	Magically evade notice and detection.
Ethereal Ambush	4	magical beast or outsider, ethereal jaunt	Ambush creatures by moving from the Ethereal Plane.
Ethereal Jaunt	6	magical beast or outsider	Shift between Material and Ethereal Planes.
Leap	3	magical beast	Perform jumping pounce attacks.
Petrification.	5	magical beast or earth subtype	Slowly turn creatures to stone with attacks.
Rend Ship	6	magical beast or aquatic subtype, grab, Gargantuan size or larger	Tear seafaring vessels apart.
Self-Resurrection	12	magical beast	Automatically return from death.
Shock	2	magical beast	Harm creatures with electricity, especially groups.
Spikes	3	magical beast	Launch spikes as a ranged attack.

TABLE: MONSTROUS HUMANOIDS ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Captivating Song	3	monstrous humanoid	Draw creatures closer with song.
Expert Climber	2	monstrous humanoid	Cling to walls as *spider climb* spell.
Evil Eye	5	monstrous humanoid	Curse creatures with terrible fear.
Jump Attack	1	monstrous humanoid	Make an attack while jumping.
Horrific Appearance	5	monstrous humanoid	Disgust creatures into weakness.
Mimicry	3	monstrous humanoid	Gain proficiencies and the ability to activate spell trigger or completion items.
Natural Cunning	3	monstrous humanoid	Gain innate logical ability.
Speak with Animals	2	monstrous humanoid or fey	Communicate telepathically with animals.
Swarming	2	monstrous humanoid	Occupy the same square with more creatures.

wave of energy explodes from the outsider, dealing 1d6 + ½ the outsider's CR points of electricity damage to all creatures within 100 feet. A Reflex save (DC 10 + ½ the outsider's HD + outsider's Cha modifier) halves this damage. For each additional outsider with this ability that joins the dance, the damage is additive and the DC to avoid the effect increases by +1 to the highest DC of any outsiders with this ability (to a maximum of 20d6). The dance immediately ends and must start anew if any of the participating outsiders are slain, stunned, or otherwise prevented from dancing.

Format: dance of ruin; *Location*: Special Attacks

DANCING CHAINS (SU, 5 AP): *Prerequisites*: outsider (kyton); *Benefit*: The kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, the kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a Will save (DC 10 + ½ the HD of the kyton + kyton's Cha modifier) to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks.

Format: dancing chains; *Location*: Special Attacks

DEATH ROLL (EX, 2 AP): *Prerequisites*: animal or magical beast; *Benefit:* When grappling a foe of its size or smaller, the animal can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The animal inflicts its bite damage with Strength x1.5 and knocks the creature prone. If successful, the animal maintains its grapple.

Enhancements

- The animal can perform a death roll on creatures of any size for an additional +2 AP.

Format: death roll (1d8+6 plus trip); *Location*: Special Attacks

DEATH-STEALING GAZE (SU, 5 AP): *Prerequisites*: outsider (evil); *Benefit*: As a free action once per day, the outsider can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a Fortitude save (DC 10 + ½ the outsider's HD + outsider's Cha modifier) or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the outsider's control. The outsider's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the outsider picks which human becomes a ghoul.

Enhancements

- The outsider gains an additional use of death-stealing gaze for every additional +1 AP spent.
- The outsider can create any number of ghouls per round for an additional +2 AP.
- When an outsider creates a ghoul with death-stealing gaze, it gains a growth point for an additional +7 AP. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for

each growth point, its caster level for spell-like abilities increases by 1, and it gains an additional use of death-stealing gaze. For every 2 growth points, its natural armor bonus, SR (if any), and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures. It loses all growth points and its statistics improve by +1 CR within its focus. The outsider can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points. It may repeat this process to continually grow in power.

Format: death-stealing gaze; *Location*: Special Attacks

DEVIL SHAPING (SU, 5 AP): *Prerequisites*: outsider (devil); *Benefit*: Three times per day, the devil can spend a minute to transform nearby lemures into other lesser devils. The devil can transform one lemure for every Hit Die the devil possesses. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils equal to the number of lemures affected. Lemures to be reshaped must be within 50 feet of the devil, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil (with a CR no higher than the devil with devil shaping) ready to follow the orders of the devil.

Format: devil shaping; *Location*: Special Attacks

DEVOUR SOUL (SU, 8 AP): *Prerequisites*: undead; *Benefit*: By making a touch attack as a standard action, the undead can deliver a *slay living* spell (caster level of the undead's HD, Fortitude save DC 15 + undead's Cha modifier). The soul of a creature slain by this attack becomes trapped with the undead. The creature cannot be brought back to life until the undead's destruction. The undead may only hold one soul in this manner. This is equal to a 5th-level spell.

Enhancements

- The undead can hold any number of souls for an additional +2 AP.
- The undead can divert incoming spells to devoured souls for an additional +3 AP. If any of the following spells are cast at the undead and overcome its spell resistance (if any), they instead affect a devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a caster level check (DC 11 + undead's HD) when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

Flaws

- Bonus AP gained from this flaw may only be spent on spell-like abilities and do not reduce the cost of the devour soul ability. The undead requires trapped souls to cast any spell-like abilities it possesses (8 AP). The soul provides 5 essence points for each Hit Die. The undead must expend essence points when it uses a spell-like ability equal to the spell's level. The trapped essence gains one permanent negative level for every 5 points of essence drained — these negative levels remain if the creature is brought back to life (but do not stack with any negative levels imparted by being raised). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*.

Format: devour soul; *Location*: Special Attacks

DISMANTLE ARMOR (EX, 6 AP): *Prerequisites*: outsider; *Benefit*: If the outsider hits a foe with two attacks, it can attempt to peel away the target's armor

TABLE: OOZE ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Acid	4	ooze	Deal additional acid damage to creatures and objects.
Engulf	1	ooze	As universal monster ability.
Paralysis	2	ooze	As universal monster ability.
Split	2	ooze	As universal monster ability.
Suction	2	ooze	Cling to surfaces.
Transparent	1	ooze	Become difficult to discern when motionless.

and shield as a free action by making a CMB check. If the outsider is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a Reflex save (DC 10 + ½ the outsider's HD + outsider's Str modifier).

Format: dismantle armor; *Location*: Special Attacks

DRAGON SENSES (EX, 2 AP): *Prerequisites*: dragon; *Benefit:* The dragon gains darkvision 120 feet and blindsense 60 feet. It sees four times as well as a human in dim light and twice as well in normal light.

Format: **Senses** darkvision 120 ft.; blindsense 60 ft.; *Location*: Senses

DRENCH (EX, 1 AP): *Prerequisites*: outsider (water) or aquatic subtype, *Benefit*: The outsider's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals the outsider's HD).

Format: drench; *Location*: Special Attacks

TABLE: OUTSIDER ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Barbed Defense	4	outsider	Harm attackers with piercing damage.
Bay	5	outsider (evil)	Panic creatures in a large area.
Dance of Ruin	8	outsider	Deal electricity damage in large area.
Dancing Chains	5	outsider (kyton)	Control or attack with chains.
Death-Stealing Gaze	5	outsider (evil)	Deal negative levels and transform creatures killed into ghouls.
Devil Shaping	5	outsider (devil)	Transform lemures into more powerful devils.
Dismantle Armor	6	outsider	Peel away creature's armor with successful attacks.
Drench	1	outsider (water) or aquatic subtype	Extinguish fires.
Elemental Endurance	1	outsider (native)	Survive temporarily on Elemental Planes unharmed.
Elemental Mastery	0	air, earth, fire, or water subtype	Gain bonuses when in contact with chosen element and penalties when apart from it.
Entangle	3	outsider	Entangle creatures with ropes, whips, or some equivalent.
Feed	5	outsider (evil)	Gain power through devouring nonevil humanoid corpses.
Gestalt	4	outsider, size Small or smaller	Join with other creatures to become a Large elemental.
Heartstone	8	outsider (evil)	Gain power from bonding with a special gemstone.
Kiss	5	outsider (evil)	Infect creatures with a mutating disease that transforms them into evil outsiders.
Light Form	5	outsider (good)	Shift between solid body and an incorporeal form made of light.
Light Ray	4	outsider (good)	Fire beams of damaging light as ranged touch attacks.
Metalmorph	5	outsider (earth)	Transform metals.
Nausea	8	outsider (evil) or aberration	Cause grappled creatures to become nauseated.
Numb	3	outsider	Slow creatures with attacks.
Profane Gift	5	outsider (evil)	Grant ability score bonuses to willing humanoids.

TABLE: PLANT ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Animate Plant	6	plant	Animate plants or trees to fight.
Create Plant Zombie	5	plant	Damage Intelligence of helpless creatures until they become zombies.
Damage Objects	2	plant	Deal double damage against objects or structures with a full attack.
Fortitude	3	plant, immunity (acid, cold, electricity, or fire)	Gain temporary Constitution from electricity damage.
Hallucination Cloud	6	plant	Release mind-altering spores.
Pollen Spray	5	plant	Entrance creatures with pollen at range.

ELECTRICITY (EX, 3 AP): *Prerequisites*: animal, magical beast, or air subtype; *Benefit:* The animal can produce a powerful jolt of 1d6 electricity damage, delivering the jolt with a successful touch attack. On a critical hit, the creature struck must make a Fortitude save (10 +1/2 the animal's HD + animal's Con modifier) or be stunned for 1 round.

Enhancements

- The duration of the stun effect is increased to 1d4 rounds for an additional +1 AP or 1d6 rounds for +2 AP.
- Targets must save against the stun effect on any successful hit for an additional +4 AP.
- The electricity damage is increased to 2d6 for an additional +1 AP, 3d6 for +2 AP, 4d6 for +3 AP, or 5d6 for +4 AP.

Format: tail -2 touch (1d6 electricity); *Location*: Melee

ELEMENTAL ENDURANCE (EX, 1 AP): *Prerequisites*: outsider (native); *Benefit*: The outsider can remain on the Planes of Air, Earth, Fire, or Water unharmed by the nature of the plane for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes the outsider to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Enhancements

- The outsider may remain on a plane indefinitely for an additional +1 AP.
- The outsider can ignore the negative effects of any plane (such as the Negative or Positive Energy Planes) for an additional +1 AP.

Format: elemental endurance; *Location*: SQ

ELEMENTAL MASTERY (EX, 0 AP): *Prerequisites*: air, earth, fire, or water subtype; *Benefit*: Either the creature gains a +1 bonus on attack and damage rolls or other creatures suffer a -1 penalty to attack and damage rolls when both creatures are primarily in contact with the chosen element (flying, on the ground, within fire, or swimming, respectively for air, earth, fire, or water). If the outsider is disconnected from the element attuned to its planar affinity, it takes a -4 penalty on attack and damage rolls.

Enhancements

- The outsider does not suffer penalties for being disconnected from the element for an additional +2 AP.

Format: water mastery; *Location*: Special Attacks

ELEMENTAL RAYS (SU, 2 AP): *Prerequisites*: construct; *Benefit:* The construct can produce magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A specific ray is usable only once every 4 rounds. The construct can fire an elemental ray in the same round that it makes physical attacks- firing an elemental ray does not provoke attacks of opportunity. The save DCs are equal to 10 + ½ the construct's HD + construct's Con modifier. This ability may be purchased multiple times, each time it adds an additional ray.

Acid: Deals 1d6 acid damage plus an additional 1d6 damage per CR of the construct (Reflex half).

Cold: 1d6 cold damage plus an additional 1d6 damage per CR of the construct (Reflex half).

Electricity: 1d6 electricity damage plus an additional 1d6 damage per CR of the construct (Reflex half).

Fire: Deals 1d6 fire damage plus an additional 1d6 damage per CR of the construct (Reflex half).

Petrification: Target must succeed on a Fortitude save or turn to stone permanently.

Format: rays (+16 ranged touch); *Location*: Special Attacks

ELEMENTAL SENSE (EX, 1 AP): *Prerequisites*: magical beast or elemental subtype; *Benefit:* The magical beast automatically senses any single

elemental effect (acid, cold, electricity, or fire) within 100 feet (select one).

Format: **Senses** fire; *Location*: Senses

ELUSIVE (SU, 2 AP): *Prerequisites*: magical beast; *Benefit:* As a full-round action the magical beast can move up to its run speed without leaving any trace of its passing (identical in effect to a *pass without trace* spell). This spell effect has a caster level of 20 and cannot be dispelled. The magical beast gains a +10 circumstance bonus to its Stealth checks while moving.

Enhancements

- The bonus to Stealth checks increases to +20 for an additional +1 AP, +30 for +2 AP, or +40 for +3 AP.
- Except when in combat, the magical beast is considered to be under the effects of a *nondetection* spell for an additional +4 AP. This spell effect has a caster level of 20 and cannot be dispelled.

Format: elusive; *Location*: Defensive Abilities

ENGULF (EX, 1 AP): *Prerequisites*: ooze; *Benefit*: As the universal monster ability, but at the reduced base cost.

Format: engulf; *Location*: Special Attacks

ENTANGLE (EX, 3 AP): *Prerequisites*: outsider; *Benefit*: The outsider may use ropes, whips, or some equivalent to entangle creatures that are at least one size category smaller. If the outsider successfully hits, it can immediately attempt a grapple check without provoking an attack of opportunity. If the outsider wins the check, it draws the foe into an adjacent square.

Format: +1 whip +10 (1d4+3 and entangle); *Location*: Melee

ETHEREAL AMBUSH (EX, 4 AP): *Prerequisites*: magical beast, ethereal jaunt; *Benefit:* A magical beast that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Format: ethereal ambush; *Location*: Special Attacks

ETHEREAL JAUNT (SU, 6 AP): *Prerequisites*: magical beast or outsider; *Benefit:* The magical beast can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Enhancements

- The creature can take a single willing or helpless creature with it when it switches planes for +1 AP.

Flaw

- Shifting from the Ethereal Plane to the Material Plane is a move action and shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions (2 AP). While shifting from the Material to the Ethereal Plane, the magical beast becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second.

Format: ethereal jaunt; *Location*: Defensive Abilities

EXPERT CLIMBER (EX, 2 AP): *Prerequisites*: monstrous humanoid; *Benefit*: The monstrous humanoid can cling to walls and even ceilings as long as the surface has hand- and footholds. In effect, the monstrous humanoid is treated as constantly being under a nonmagical version of the *spider climb* spell, save it cannot cling to smooth

TABLE: UNDEAD ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Channel Resistance	1	undead or negative energy affinity	Resist channeled positive energy.
Children of the Night	4	undead	Summon rats, bats, or wolves.
Corrupting Touch	4	undead, incorporeal	Gain a damaging touch attack.
Create Spawn	2	undead or evil subtype	Creatures killed arise as undead.
Devour Soul	8	undead	Kill with a touch and absorb the creature's soul.
Possession	6	undead or outsider (evil), incorporeal	Merge with a creature on the Material Plane to control their body.
Rejuvenation	6	undead	Return to existence after destruction.
Telekinesis	5	undead or outsider (evil), incorporeal	Use telekinesis to affect the Material Plane.

surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Format: expert climber; *Location*: SQ

EVIL EYE (SU, 5 AP): *Prerequisites*: monstrous humanoid; *Benefit*: Three times per day, the monstrous humanoid can cast a dire gaze upon any single creature within 30 feet. The target must succeed on a Will save (DC 10+ ½ the monstrous humanoid's HD + monstrous humanoid's Cha modifier) or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If the monstrous humanoid uses the evil eye on someone already afflicted by this curse, the victim must make a Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a Fortitude save or perish. The evil eye is a mind-affecting fear effect.

Enhancements

- Evil eye becomes usable at will for an additional +2 AP.
- The range of evil eye increases by 30 feet for each additional +1 AP spent.

Format: evil eye; *Location*: Special Attacks

FEED (SU, 5 AP): *Prerequisites*: outsider (evil); *Benefit*: Once per month, the outsider can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, the outsider's caster level for its spell-like abilities and its CR increase by +1. When the outsider reaches 4 growth points, it loses all growth points and permanently improves by +1 CR according to its focus. The creature gains AP to spend on new abilities once its CR permanently increases, and can even change abilities it already possesses to afford new ones. It may repeat this process to continually grow in power.

Format: feed; *Location*: Special Attacks

FILAMENT (EX, 1 AP): *Prerequisites*: vermin or magical beast; *Benefit*: The vermin can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by the vermin's filament becomes attached to the sticky thread and can be pulled towards the vermin (see the pull universal monster ability) 10 feet plus 10 feet for every 5 that the vermin exceeds the target's CMD. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of *universal solvent*) dissolves the adhesive and releases the creature caught by the filament. The vermin can have only one filament active at a time.

Format: pull (filament, 10 feet); *Location*: Special Attacks

FIND MASTER (SU, 1 AP): *Prerequisites*: construct; *Benefit:* So long as the construct and its creator are on the same plane, the construct can locate its creator.

Format: find master; *Location*: SQ

FIND TARGET (SU, 2 AP): *Prerequisites*: construct; *Benefit:* Once per day the construct's creator

TABLE: VERMIN ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Cling	4	vermin (swarm)	Portions of the swarm continue dealing damage even after creatures leave its area.
Consume	5	vermin (swarm)	Rapidly consume any creature swarmed over.
Filament	1	vermin or magical beast	Shoot sticky thread that pulls creatures closer.
Luminescence	0	vermin, animal, or magical beast	Shine with glowing light.
Lunge	3	vermin, animal, or magical beast	Reach further and more accurately with attacks.
Malleable	1	vermin	Squeeze more easily or into areas that would otherwise be impossible.
Sudden Strike	5	vermin	Take full actions in the surprise round.

can order it to find and kill a specific creature within 1 mile, which it locates as if guided by *discern location*. The creator must have seen or be holding an item from the specific creature for this order to function.

Format: find target; *Location*: SQ

FLASH OF INSIGHT (SU, 6 AP): *Prerequisites*: humanoid or monstrous humanoid; *Benefit:* Once per day as an immediate action, the humanoid can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the humanoid only, and cannot be applied to the rolls of others.

Enhancements

- The humanoid gains an additional use of flash of insight for each additional +3 AP spent.

Format: flash of insight; *Location*: SQ

FOG VISION (EX, 1 AP): *Prerequisites*: dragon or air subtype; *Benefit:* The dragon can see perfectly well in fog and clouds.

Format: fog vision; *Location*: Senses

FORTITUDE (EX, 3 AP): *Prerequisites*: plant, immunity (acid, cold, electricity, and fire); *Benefit*: Any elemental attack used against the plant that the plant possesses an immunity to temporarily increases its Constitution score by 1d4 points. The plant loses these temporary points at the rate of 1 per hour. Temporary Constitution gained through fortitude does not stack.

Enhancements

- The temporary increase to Constitution becomes 1d6 points for an additional +1 AP, 1d8 for +2 AP, 2d4 for +3 AP, or 2d6 for +4 AP.

Format: electric fortitude; *Location*: SQ

FREEZING FOG (SP, 5 AP): *Prerequisites*: dragon or cold subtype, breath weapon (cold); *Benefit:* The dragon can use this ability three times per day. It is similar to an *acid fog* spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. This ability is the equivalent of a 6th-level spell.

Format: freezing fog; *Location*: Special Attacks

GESTALT (SU, 4 AP): *Prerequisites*: outsider, size Small or smaller; *Benefit*: As a full-round action, nine outsiders with this ability can fuse together to create a much larger and more powerful creature. The outsiders become a single creature of Large sized and gain all of the powers and abilities of any single type of Large elemental (as the *elemental body III* spell). The outsiders retain all the abilities of the base creature. The outsiders can remain in this form for 2d4 rounds. When the gestalt separates back into individual outsiders, its remaining hit points are divided evenly among them. If it had less than 9 hit points, some of the component outsiders die when the gestalt ends. The type of elemental created by the gestalt must be chosen when this ability is taken.

Enhancements

- The gestalt produces a Huge elemental for an additional +1 AP, greater elemental for +2 AP, or elder elemental for +3 AP.

Format: gestalt; *Location*: SQ

GROUND MANIPULATION (SU, 2 AP): *Prerequisites*: aberration or earth subtype; *Benefit:* At will as a standard action, the aberration can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the aberration moves off the location. An aberration can move through these areas with ease, but other creatures treat them as difficult terrain.

Format: ground manipulation; *Location*: Special Attacks

GUARDED THOUGHTS (EX, 1 AP): *Prerequisites*: aberration; *Benefit:* The aberration is immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Format: guarded thoughts; *Location*: Defensive Abilities

GUARD (EX, 3 AP): *Prerequisites*: construct; *Benefit:* If ordered to do so, the construct moves to defend its creator. All attacks against the creator take a –2 penalty when the construct is adjacent to its master.

Format: guard; *Location*: SQ

HALLUCINATION CLOUD (EX, 6 AP): *Prerequisites*: plant; *Benefit*: As a standard action once per minute, the plant can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a Fortitude save (DC 10 +½ the plant's HD + plant's Con modifier) or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately. To determine what hallucination is suffered each round, roll 1d6 and consult the following table.

d6	Hallucination
1	You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
2	Attacked by a swarm of spiders! Spend a full round action to attack the floor near you with your weapon.
3	An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
4	You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
5	You've shrunk to 1/10th your normal size! Take no actions for 1 round and monsters won't see you.
6	You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.

Enhancements

- The radius of the spores is increased by 20 feet for each additional +1 AP spent.
- The hallucination cloud persists for an additional 2 rounds for each additional +1 AP spent.

Format: hallucination cloud; *Location*: Special Attacks

HASTE (SU, 2 AP): *Prerequisites*: construct; *Benefit:* After it has engaged in at least 1 round of combat, the construct can *haste* itself (as the spell) once per day as a free action. The effect lasts 1 round.

Enhancements

- The benefits of haste persist for 3 rounds for an additional +2 AP, or the full duration of the spell (CL equal to the construct's HD) for +4 AP.
- The construct can use the haste ability 3/day for an additional +1 AP, or at will for +2 AP.

Format: haste; *Location*: Special Attacks

HEARTSTONE (SU, 8 AP): *Prerequisites*: outsider (evil); *Benefit*: The outsider possesses a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the outsider's spirit and proximity—once separated from its owner (or upon the outsider's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws and grants the *etherealness* and *soul bind* spells as spell-like abilities usable at will. An outsider that loses this charm loses these abilities until it finds an appropriate replacement.

Enhancements

- The resistance bonus provided by the hearstone increases to +3 for an additional +1 AP, +4 for +2 AP, or +5 for +3 AP.
- The outsider can visit the dreams of chaotic or evil targets by using its heartstone to become ethereal, then hovering over the creature for an additional +2 AP. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the outsider.

Flaws

- The heartstone only provides a +1 resistance bonus to saves (1 AP).

Format: heartstone; *Location*: SQ

HORRIFIC APPEARANCE (SU, 5 AP): *Prerequisites*: monstrous humanoid; *Benefit*: The sight of the monstrous humanoid is so revolting that anyone within 60 feet (other than another monstrous humanoid with this ability) who sets eyes upon one must succeed on Fortitude save (DC 10 + ½ the monstrous humanoid's HD + monstrous humanoid's Cha modifier) or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same monstrous humanoid's horrific appearance for 24 hours. This is a mind-affecting effect.

Enhancements

- The Strength damage is increased to 1d8 for an additional +2 AP, 2d4 for +4 AP, 2d6 for +6 AP, or 2d8 for +8 AP.

Flaws

- The Strength damage is decreased to 1d4 (1 AP), 2 (2 AP), or 1 (3 AP).

Format: horrific appearance (60 ft.); *Location*: Aura

ICEWALKING (EX, 1 AP): *Prerequisites*: dragon or cold subtype; *Benefit:* This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Format: icewalking; *Location*: Speed

ICE SHAPE (SU, 3 AP): *Prerequisites*: dragon or cold subtype; *Benefit:* The dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A dragon's caster level for this effect is equal to its Hit Dice.

Format: ice shape; *Location*: SQ

IMMUNITY TO MAGIC (EX, 3 AP): *Prerequisites*: construct; *Benefit:* The construct is immune to any spell or spell-like ability that allows spell resistance. Constructs with this ability are typically created by binding an elemental spirit into the construct and are known as golems.

Enhancements

- The construct is healed by one type of elemental damage (acid, cold, electricity, or fire) for an additional +2 AP. A magical attack that deals elemental damage of that type breaks any slow effect on the construct and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the construct to exceed its full normal hit points, it gains any excess as temporary hit points. The construct gets no saving throws against elemental effects of the chosen type
- A single selected spell completely heals the construct of all lost hit points when it is the target for an additional +5 AP.

Flaws

- The construct is damaged by spells with one elemental descriptor (acid, cold, electricity, or fire) normally (2 AP).
- A single spell (with negative effects) affects the construct normally or the construct is negatively affected in some unique fashion when it is the target of the spell (1 AP)
- The construct is slowed (as the *slow* spell) by one type of elemental damage (acid, cold, electricity, or fire) or one spell for 1 round (1 AP), 1d6 rounds (2 AP), or 2d6 rounds (3 AP). This flaw may be taken multiple times, each time it applies to a different elemental damage type.

Format: **Immune** magic; *Location*: Immune

INCINERATE (SU, 6 AP): *Prerequisites*: dragon or fire subtype, breath weapon (fire); *Benefit:* The dragon can incinerate creatures with fire. A creature reduced to fewer than 0 hit points by its breath weapon must make a Fortitude save (using the breath weapon's DC). Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through *true resurrection* or similar magic.

Format: incinerate; *Location*: Special Attacks

INK CLOUD (EX, 2 AP): *Prerequisites*: animal or magical beast; *Benefit:* The animal can emit a 5-foot-radius sphere of ink while in water once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute.

Enhancements

- The area of the ink increases to a 10-foot-radius for an additional +1 AP, 20-foot radius for +2 AP, 40-foot-radius for +3 AP, or 80-foot-radius for +4 AP.
- The ink can be used every 1d4 rounds for an additional +2 AP.
- The ink cloud carries a contact poison that affects any creature caught within it for an additional +1 AP. The poison must be purchased separately.

Format: ink cloud; *Location*: Special Attacks

INSPIRATION (SU, 4 AP): *Prerequisites*: fey; *Benefit:* The fey can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection. As long as the fey retains her favor for this creature, and as long as the creature carries the fey's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has the fey for a muse in this way can use his bardic performance for an additional number of rounds per day equal to the fey's Charisma modifier. The fey retains a link to her token and its carrier as if she had cast a *status* spell on the carrier. The fey can end this effect at any time as a free action. A single fey may only inspire one creature at a time in this manner.

Enhancements

- The bonuses provided by inspiration increase by +2 for each additional +1 AP spent.
- The fey can inspire an additional creature for each additional +3 AP spent.

Format: inspiration; *Location*: SQ

INTIMIDATING CHARGE (EX, 1 AP): *Prerequisites*: animal or magical beast; *Benefit:* When the animal charges, its base speed is increased by 20 feet. In addition to the normal effects of a charge, the creature charged must make a Will save (DC 10+ ½ the animal's HD + animal's Cha modifier) or be shaken for 1 rounds. This is a fear effect.

Enhancements

- That animal's base speed is increased by 40 feet for an additional +1 AP, 60 feet for +2 AP, or 80 feet for +3 AP.

- The duration of the fear effect increases to 1d4 rounds for an additional +1 AP, or 1d6 rounds for +2 AP.
- The creature charged is frightened on a failed save for an additional +2 AP, or panicked for +4 AP

Format: intimidating charge; *Location*: Special Attacks

JUMP ATTACK (EX, 1 AP): *Prerequisites*: monstrous humanoid; *Benefit*: As a standard action, the monstrous humanoid may make a single attack during a jump. It can make this attack at any point along the course of the jump- at the start, the end, or while in mid-air. While jumping, the monstrous humanoid does not provoke attacks of opportunity for leaving a threatened square.

Enhancements

- The monstrous humanoid may make a full attack during a leap attack as a full round action for an additional +3 AP.

Format: jump attack; *Location*: Special Attacks

KISS (SU, 5 AP): *Prerequisites*: outsider (evil); *Benefit*: The outsider can kiss a target with a successful melee touch attack that provokes an attack of opportunity. The kissed opponent must succeed on a Fortitude save (DC 10 +½ the outsider's HD + outsider's Con modifier) or begin a terrible transformation. After 1d6 hours, all the victim's hair falls out. After another 1d6 hours, the ears grow into leathery wings, tentacles sprout on their chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation completes 1d6 hours thereafter, when the victim's head breaks free of the body (which promptly dies) and is remade as a Combat (barbaric) Focus outsider (evil) with this ability and a CR equal to the creature with this ability -2 (minimum 1). The creature loses all other racial and class abilities. Stopping the transformation requires *remove disease* or a similar effect. The transformation is a disease effect.

Enhancements

- Kiss does not provoke an attack of opportunity for an additional +2 AP.
- The transformation and damage times are altered from 1d6 hours to 1d6 minutes for an additional +4 AP, or 1d6 rounds for +8 AP. The transformation process completes when the victim's Intelligence and Charisma are reduced to 3 or less.

Flaws

- Kiss is a standard melee attack and not a touch attack (1 AP).
- The target must be helpless (2 AP).
- The transformation's progress is paused by sunlight or any light spell of 3rd level or higher (1 AP).

Format: kiss; *Location*: Special Attacks

LEAP (EX, 3 AP): *Prerequisites*: magical beast; *Benefit:* The magical beast can perform a special kind of pounce attack by jumping into combat. When the magical beast charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can attack with any natural attacks.

Flaws

- One of the creature's natural attack types does not function when leaping (1 AP).

Format: leap; *Location*: Special Attacks

LIGHT FORM (SU, 5 AP): *Prerequisites*: outsider (good); *Benefit*: The outsider can shift between its solid body and one made of light as a standard action. In light form, it gains a fly speed equal to three times its base speed (perfect maneuverability) and the incorporeal quality. This ability otherwise functions similar to the wind form ability. The outsider can use spell-like abilities or abilities that do not require physical contact, but can't make physical attacks or cast spells.

Format: light form; *Location*: SQ

LIGHT RAY (EX, 4 AP): *Prerequisites*: outsider (good); *Benefit*: The outsider can fire two beams of light to deal 1d6 damage foes as a full-attack action or one ray as a standard-attack action. These light rays have a maximum range of 30 feet and overcome damage reduction of any type.

Enhancements

- The damage increases to 1d12 for an additional +1 AP or 2d12 for +2 AP.
- The maximum range of the light rays increases to 100 feet for an additional +1 AP or 300 feet for +2 AP.

Format: 2 light rays +14 ranged touch (2d12); *Location*: Ranged

LUCK (SP, 1 AP): *Prerequisites*: dragon or fey; *Benefit:* Once per day the dragon can touch a gem and enspell it to bring good luck. So long as the dragon carries the gem, it and every creature that shares at

least one aspect of its alignment (chaotic, evil, good, lawful, or neutral) within a 10-foot radius receives a +1 luck bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours. This ability is the equivalent of a 2nd-level spell.

Enhancements

- The luck bonus increases by +1 for each additional +2 AP spent.
- The radius affected increases by 10 feet for each additional +1 AP spent.
- The effect lasts 24 hours for an additional +2 AP.

Format: luck; *Location*: SQ

LUMINESCENCE (EX, 0 AP): *Prerequisites*: vermin, animal, or magical beasts; *Benefit*: The vermin possesses glowing glands that provide light in a 10-foot radius. A vermin's luminescent glands continue to glow for 1d6 days after its death.

Format: luminescence; *Location*: SQ

LUNGE (EX, 3 AP): *Prerequisites*: vermin, animal, or magical beast; *Benefit*: The vermin's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack at double its normal reach. When the vermin attacks in this manner, it gains a +4 bonus on its attack roll. The vermin cannot make attacks of opportunity with its lunge.

Format: lunge; *Location*: Special Attacks

MADNESS (EX, 1 AP): *Prerequisites*: aberration or humanoid; *Benefit:* The humanoid uses their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove the madness. If this occurs, the humanoid gains 6 points of Wisdom and loses 6 points of Charisma.

Format: madness; *Location*: SQ

MALLEABLE (EX, 1 AP): *Prerequisites*: vermin; *Benefit*: The vermin's body is very malleable, allowing it to fit into narrow areas with ease. The vermin takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size. The vermin can squeeze normally through an area two size categories smaller than its actual size.

Format: malleable; *Location*: SQ

MANIPULATE FLAMES (SU, 6 AP): *Prerequisites*: dragon or fire subtype; *Benefit:* The dragon can control any fire spell within 10 feet as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

Enhancements

- The radius affected increases by 10 feet for each additional +1 AP spent.

Format: manipulate flames; *Location*: SQ

MASS LAUGHTER (SP, 4 AP): *Prerequisites*: dragon or fey; *Benefit:* The dragon can tell a fantastic joke once per day as a standard action. All creatures within 10 feet must make a Will save or laugh for 1 round, as if affected by *hideous laughter*. The save DC is Charisma-based. This ability is the equivalent of a 6th-level spell.

Enhancements

- The radius affected increases by 10 feet for each additional +1 AP spent.
- The duration of the effect lasts for 1d6 rounds for an additional +1 AP, or a number of rounds equal to the dragon's HD for +2 AP.

Format: mass laughter; *Location*: Special Attacks



MELT STONE (SU, 9 AP): *Prerequisites*: dragon or fire subtype, breath weapon (fire); *Benefit:* The dragon can use its breath weapon to melt rock or similar material at the breath weapon's range, affecting a 10-foot-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

Enhancements

- The radius affected increases by 10 feet for each additional +1 AP spent.

Format: melt stone; *Location*: Special Attacks

METALMORPH (SU, 5 AP): *Prerequisites*: outsider (earth); *Benefit*: As a standard action, the outsider may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

Enhancements

- The metal object may weigh up to 100 pounds for an additional +1 AP, or 1,000 pounds for +2 AP.

Format: metalmorph; *Location*: Special Attacks

MIASMA (SU, 5 AP): *Prerequisites*: dragon or earth subtype, breath weapon (acid); *Benefit:* The dragon can use its breath weapon to create a cloud of acid as a standard action that deals damage to any creature inside it. The cloud moves with the dragon and has a radius of 20 feet. When it's created, anyone inside this area takes an amount of damage equal to half the dragon's breath weapon, with a Reflex save for half damage. The number of damage dice rolled is halved each round until the result would be less than 1d6. Any creature that starts its turn inside the cloud takes damage, but can make a Reflex save for half. A strong wind, such as that created by a *gust of wind*, disperses the cloud in 1 round.

Format: miasma; *Location*: Special Attacks

MIMIC OBJECT (EX, 1 AP): *Prerequisites*: aberration or shapechanger subtype; *Benefit:* The aberration can assume the general shape of any object that is roughly the same equivalent size. The aberration's body is hard and has a rough texture, no matter what appearance it might present. The aberration gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for an aberration with this ability.

Enhancements

- The object can be one size category large or smaller for +1 AP, two size categories larger or smaller for +2 AP, or any size category for +4 AP.

Format: mimic object; *Location*: SQ

MIMICRY (EX, 3 AP): *Prerequisites*: monstrous humanoid; *Benefit*: The monstrous humanoid is proficient in all weapons, armor, and shields. In addition, the monstrous humanoid can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Format: mimicry; *Location*: SQ

MIND THRUST (SU, 2 AP): *Prerequisites*: aberration; *Benefit:* As a standard action, up to once a day, the aberration can deliver a massive blast of mental energy at any one target within 30 feet, inflicting 1d6 points of damage per CR. A successful DC Will save (DC 10 +1/2 the aberration's HD + aberration's Charisma modifier) negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect.

Enhancements

- The damage is increased to 1d8 points per CR for an additional +2 AP, or 1d10 per CR for +4 AP.
- Mind thrust is usable 3/day for an additional +2 AP or at will for +4 AP.
- The range increases to 60 feet for an additional +1 AP, 90 feet for +2 AP, or 120 feet for +3 AP.
- Mind thrust affects all targets in a cone for +3 AP.

Format: mind thrust; *Location*: special attacks

MIRAGE (SU, 4 AP): *Prerequisites*: dragon or fey; *Benefit:* The dragon can make itself appear to be in two places at once as a free action for a number of rounds per day equal to its Hit Dice. This ability functions as *project image* but the dragon can use any breath weapon it possesses through the mirage.

Format: mirage; *Location*: Defensive Abilities

MOAN (EX, 2 AP): *Prerequisites*: aberration; *Benefit:* The aberration can emit an infrasonic moan as a standard action, with one of four effects (chosen when the ability is taken). The save DCs are equal to 10 + ½ the aberration's HD + aberration's Cha modifier. This ability may be taken multiple times (maximum 4), each time adding a new effect that can be caused by the moan.

Fear: All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.

Nausea: All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet is affected by *hold monster* for 5 rounds (Will negates).

Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage

rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

The aberration is immune to these sonic, mind-affecting attacks. A creature that successfully saves against the aberration's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that aberration for 24 hours.

Format: moan; *Location*: special attacks



MUCUS CLOUD (EX, 2 AP): *Prerequisites*: aberration and aquatic subtype; *Benefit:* While underwater, the aberration exudes a cloud of transparent slime. All creatures adjacent to the aberration must succeed on a Fortitude save (DC 10 +1/2 the aberration's HD + aberration's Con modifier) each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with the aberration's mucus cloud and failing another save extends the effect for another 3 hours.

Enhancements

- The duration increases to 8 hours for an additional +1 AP or 24 hours for +2 AP.

Flaws

- The effects of mucus cloud can be removed by either the *remove curse* or *neutralize poison* spells (1 AP).

Format: mucus cloud (5 feet); *Location*: Aura

MUSICAL MANIPULATION (SU, 1 AP): *Prerequisites*: fey; *Benefit:* When the fey plays music, all creatures within a 30-foot radius must make a Will save (DC 10 + ½ the fey's HD + fey's Cha modifier) or be affected by a single enchantment spell-like ability possessed by the fey (chosen when this ability is taken). A creature that successfully saves against any of the music's effects cannot be affected by the same fey's musical manipulation for 24 hours, but can still be affected by the fey's normal spell-like abilities as normal. Use of this ability does not count against the fey's daily usage of any spell-like abilities. The save DC is Charisma-based.

Enhancements

- The creature adds an additional enchantment spell-like ability usable with musical manipulation for an additional +1 AP per spell added.
- The range affected by musical manipulation increases to 60 feet for an additional +1 AP, 90 feet for +2 AP, or 120 feet for +3 AP.

Format: musical manipulation; *Location*: Special Attacks

NATURAL CUNNING (EX, 3 AP): *Prerequisites*: monstrous humanoid; *Benefit*: The monstrous humanoid possesses innate cunning and logical ability. The monstrous humanoid can never be caught flat-footed, and is immune to *maze* spells.

Format: natural cunning; *Location*: Defensive Abilities

NAUSEA (EX, 8 AP): *Prerequisites*: aberration or outsider (evil); *Benefit*: The noxious vapors and foul fluids that constantly weep and seethe from the outsider's body are particularly heinous to those the creature grapples. Each round a creature grappled by the outsider must make a Fortitude save (DC 10 + ½ the outsider's HD + outsider's Con modifier) or become nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a Fortitude save, or until a minute has passed during which he is not grappled by the outsider, whichever condition comes first.

Format: nausea; *Location*: Special Attacks

NUMB (SU, 3 AP): *Prerequisites*: outsider; *Benefit*: A hit from the outsider causes the target to become numb due to cold or some other effect. The opponent must succeed on a Fortitude save (DC 10 +½ the outsider's HD +outsiders Con modifier) or be affected as though by a *slow* spell for 1 round. This effect can be transferred through weapons wielded by the outsider.

Enhancements

- The slow effect persists for 1d4 rounds for an additional +1 AP, or 1d6 rounds for +2 AP.

Format: +1 spear +11 (2d6+4 plus numb); *Location*: Melee

PARALYSIS (EX, 2 AP): *Prerequisites*: aberration or ooze; *Benefit:* as the universal monster ability, except at the reduced cost as shown.

Format: paralysis (1d4+1 rounds, DC 18); *Location*: Special Attacks and individual attacks.

PETRIFICATION (SU, 5 AP): *Prerequisites*: magical beast or earth subtype; *Benefit:* One of the magical beast's natural attacks can cause living creatures to fossilize into stone. Each time the creature is damaged by the magical beast's attack, it must succeed on a Fortitude save (DC 10 + ½ the magical beast's HD + magical beast's Con modifier) or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden (this does not alter the creature's natural armor). A creature reduced to 0 Dexterity immediately turns completely to stone as if petrified by a *flesh to stone*. Every day, a creature petrified in this manner can attempt a new Fortitude save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to fill Dexterity by natural healing or magic as normal), but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by this ability removed, but not any existing Dexterity damage from other sources. The magical beast is immune to this ability, but other petrification attacks affect it normally.

Enhancements

- Petrification deals ability drain instead of damage for an additional +2 AP.
- The damage increases to 1d6 for an additional +1 AP, 1d8 for +2 AP, 2d4 for +3 AP, 2d6 for +4 AP, and 2d8 for +5 AP.
- The attack that deals Dexterity damage is a touch attack for an additional +2 AP.

Format: bite +9 (1d4-2 plus petrification); *Location*: Melee

POISON RESERVOIR (EX, 1 AP): *Prerequisites*: construct; *Benefit:* The construct has a poison injector that can be filled by its creator manually. The reservoir holds enough poison for 3 successful attacks, after which the attack is no longer poisoned until it can be refilled. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury based poison, though acid, alchemical substances, and even stranger liquids can be used. Any poison added to the creature must be purchased separately.

Enhancements

- The construct naturally produces poison and the reservoir does not need to be refilled for an additional +1 AP.

Format: bite +3 (1d6+1 plus poison); *Location*:

POISON USE (EX, 1 AP): *Prerequisites*: humanoid or monstrous humanoid; *Benefit:* The humanoid is skilled in the use of poison and never risks accidentally poisoning themselves. Any poisons possessed by the humanoid must be purchased separately.

Format: poison use; *Location*: SQ

POLLEN SPRAY (EX, 5 AP): *Prerequisites*: plant; *Benefit*: As a standard action, the plant can spray a cloud of pollen at a single creature within 30 feet. It must make a ranged touch attack to strike the target, who must then succeed on a Will save (DC 10 + ½ the plant's HD + plant's Con modifier) or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the plant's reach, at which point an entranced creature remains motionless and counts as helpless.

Enhancements

- The range of pollen spray increases by 30 feet for each additional +1 AP spent.

Format: pollen spray; *Location*: Special attacks

POSSESSION (SU, 6 AP): *Prerequisites*: undead or outsider (evil) and incorporeal subtype; *Benefit*: The undead can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the undead's Hit Dice, whichever is higher), except it does not require a receptacle. To use this ability, the undead must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same undead's possession for 24 hours.

Format: possession; *Location*: Special Attacks



PROFANE GIFT (SU, 5 AP): *Prerequisites*: outsider (evil); *Benefit*: Once per day as a full-round action, the outsider may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from an outsider at a time. So long as the profane gift persists, the outsider can communicate telepathically with the target across any distance (and may use any mind-affecting spells or spell-like abilities through the connection). A profane gift is removed by *dispel evil*. The outsider can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Enhancements

- The profane bonus to an ability score is increased to +4 for an additional +2 AP, or +6 for an additional +4 AP.

Flaws

- Select another spell that can remove the profane gift such as *dispel chaos* or *dispel law* (1 AP).

Format: profane gift; *Location*: Special Attacks

PSYCHIC CRUSH (SU, 6 AP): *Prerequisites*: aberration; *Benefit:* As a standard action once per day, the aberration can attempt to crush the mind of a single creature within 30 feet. The target must make a Will save (DC 10 +1/2 the aberration's HD + aberration's Cha modifier) or collapse, becoming unconscious and dying at –1 hit points. If the target succeeds on the save, it takes 1d6 points of damage for every 3 HD the aberration possesses and is sickened for 1 round. This is a mind-affecting effect.

Enhancements

- The damage is increased to 1d8 points per CR for an additional +1 AP, or 1d10 per CR for +2 AP.
- Mind thrust is usable 3/day for an additional +2 AP, or at will for +4 AP.
- The range increases to 60 feet for an additional +1 AP, 90 feet for +2 AP, or 120 feet for +3 AP.
- Psychic crush affects all targets in a cone for +6 AP.

Format: psychic crush; *Location*: Special Attacks

QUICKNESS (SU, 4 AP): *Prerequisites*: aberration or vermin; *Benefit:* The aberration is extremely quick. It can take an extra move action during its turn each round.

Format: quickness; *Location*: SQ

REFLECTIVE SCALES (SU, 8 AP): *Prerequisites*: dragon, spell resistance; *Benefit:* Any spell that fails to penetrate the dragon's spell resistance might be reflected. If the caster level check to penetrate the dragon's spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. This otherwise functions as *spell turning*.

Format: reflective scales; *Location*: Defensive Abilities

REJUVENATION (SU, 6 AP): *Prerequisites*: undead; *Benefit*: When the undead is destroyed, its body or form immediately begins to rebuild. The process takes 2d4 or 1d10 days (chosen when the ability is taken). If the undead is corporeal, it must be tied to a physical object and reforms near to the physical object. If the object is destroyed, or otherwise unavailable, the undead cannot reform. If the reforming undead's body is destroyed before it can fully rejuvenate, it immediately starts the process anew. After the full time has passed, the undead wakens fully healed (albeit without any gear left behind on the destroyed form). An incorporeal undead can typically only be permanently killed by specific circumstances as determined by the GM.

Format: rejuvenation; *Location*: Defensive Abilities

RELENTLESS (SU, VARIES): *Prerequisites*: construct; *Benefit:* The construct is constantly under the effects of a single personal or touch range spell. The ability cannot be dispelled. The ability costs 1 AP per level of the spell. This ability may be taken multiple times.

Format: relentless; *Location*: SQ

REND SHIP (EX, 6 AP): *Prerequisites*: magical beast or aquatic subtype, grab, Gargantuan size or larger; *Benefit:* As a full-round action, the magical beast can attempt to grapple a ship of its size or smaller. It makes a CMB check opposed by the ship's captain's Profession (sailor) check, but the magical beast gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the magical beast grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship, but can only attack foes on deck. Each round it maintains its hold on the ship, it automatically inflicts constrict damage on the ship's hull.

Format: rend ship; *Location*: Special Attacks

ROT (SU, 5 AP): *Prerequisites*: outsider (evil), plant, or undead; *Benefit*: One of the creature's attacks causes a horrible withering and rotting of flesh. It begins on the round the victim is injured and continues for another round thereafter (2 rounds total). Each round the rot persists, the target must succeed on a Fortitude

save (DC 10+ ½ the creature's HD + creature's Con modifier) or take 2 points of Constitution damage. If the target makes two consecutive saves in a row, the effect is cured. *Heal* can also halt the rot effect.

Enhancements

- The rot persists for 3 rounds for an additional +1 AP, 5 rounds for +2 AP, or 10 rounds for +4 AP.
- The rot deals Constitution and Strength damage for +2 AP.
- The damage is drain for an additional +2 AP.
- The Constitution damage is increased to 4 points for an additional +3 AP, or 6 points for +6 AP.

Flaws

- The rot counts as a poison effect (1 AP).

Format: bite +19 (2d6+9 plus rot); *Location*: Melee

RUST (SU, 5 AP): *Prerequisites*: aberration; *Benefit:* The aberration gains a primary touch attack that causes any metal object touched to swiftly rust and corrode. The object touched takes half its maximum hit points in damage and gains the broken condition—a second hit destroys the item. The aberration never provokes attacks of opportunity by attempting to strike a weapon with this touch attack. Against creatures made of metal, the aberration deals 1d6 damage per CR, plus the aberration's HD. An attended object, any magic object, or a metal creature can attempt a Reflex save (DC 10 +1/2 the aberration's HD + aberration's Con modifier) to negate this effect.

Enhancements

- Only one successful attack is necessary to destroy the item for an additional +5 AP.
- Rust affects any non-living object (not only metal) for an additional +2 AP.

Flaws

- Rust requires an attack against the creature's full AC, and not a touch attack (2 AP).
- Rust provokes an attack of opportunity (2 AP).

Format: antennae +6 touch (rust); *Location*: Melee

SANDSTORM (SU, 7 AP): *Prerequisites*: dragon or earth subtype; *Benefit:* The dragon can create a powerful dust or sandstorm once per day as a full-round action. This storm has a radius of 1 mile and lasts for 1 minute. This functions as a sandstorm (***Pathfinder Roleplaying Game Core Rulebook***), except that it is also accompanied by windstorm-level winds.

Enhancements

- The duration of the sandstorm increases by 1 minute for each additional +1 AP spent.

Format: sandstorm; *Location*: Special Attacks

SELF-RESURRECTION (SU, 12 AP): *Prerequisites*: magical beast; *Benefit:* The magical beast only remains dead for 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, it will become fully healed and alive 1d4 rounds after death, as if brought back to life via *resurrection*. The magical beast gains 1 permanent negative level when this occurs. The magical beast brought back to life through other means never gains negative levels as a result.

Enhancements

- The creature does not gain a negative level when resurrecting for an additional +2 AP.
- The creature resurrects even if disintegrated or slain by a death effect for an additional +2 AP.

Flaws

- Only usable 1/year (2 AP).
- The effect is suppressed within the area of a *consecrate* (for evil- or neutral-aligned magical beasts) or *desecrate* (for good- or neutral-aligned magical beasts). When the *consecrate*



or *desecrate* effect ends, the magical beast immediately resurrects (2 AP).

- The magical beast remains dead for 1d4 minutes (1 AP), 1d4 hours (2 AP), or 1d4 days (3 AP).
- The negative level gained from self-resurrection can never be restored or removed (2 AP).

Format: self-resurrection; *Location*: Defensive Abilities

SHADOW BLEND (SU, 4 AP): *Prerequisites*: outsider or undead; *Benefit*: During any condition, other than bright light, the outsider can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Flaws

- Any artificial illumination or any spell with the light descriptor negates the ability (1 AP).

Format: shadow blend; *Location*: Special Attacks

SHIELD OTHER (SP, 2 AP): *Prerequisites*: construct; *Benefit:* The creator of the construct can activate this defensive ability as a standard action if within 100 feet of the construct. Just as the spell of the same name, this ability transfers to the construct half the damage that would be dealt to the creator (note that the ability does not provide the spell's AC or save bonuses). Damage transferred in this manner bypasses any defensive abilities (such as immunity or damage reduction) the construct possesses.

Format: shield other; *Location*: SQ

SHOCK (EX OR SU, 2 AP): *Prerequisites*: magical beast; *Benefit:* The magical beast can deliver an electrical shock to a single opponent within 5 feet. This attack deals 1d8 points of nonlethal electricity damage to living opponents with a Reflex save for half. If two or more magical beasts with this ability are within 20 feet of each other, they can create a lethal shock once every 1d4 rounds with a radius of 20 feet, centered on any one contributing beast. All creatures within the area take 2d8 lethal electricity damage for each animal contributing, to a maximum of 12d8. A Reflex (DC 10 + number of animal contributing) save halves the damage.

Format: shock; *Location*: Special Attacks

SHRIEK (SU, 4 AP): *Prerequisites*: outsider; *Benefit*: The outsider can shriek as a standard action. Creatures without this ability within 30 feet must succeed on a Fortitude save (DC 10 + ½ the outsider's HD + outsider's Con modifier) or be stunned for 1 round. A creature that successfully saves cannot be affected again by the same outsider's shriek for 24 hours.

Enhancements

- The duration of the stun effect increases to 1d4 rounds for an additional +1 AP, 1d6 rounds for +2 AP, or 2d4 rounds for +3 AP.
- The radius affected increases by 30 feet for each additional +1 AP spent.
- Creatures are paralyzed instead of stunned for an additional +2 AP.
- Creatures that share the shrieking creature's type and subtypes are unaffected by shriek for an additional +1 AP.

Flaws

- The effect ends as soon as the outsider attacks the victim, goes out of range, or leaves their sight (2 AP).

Format: shriek; *Location*: Special Attacks

SKILLED (EX, 1 AP): *Prerequisites*: humanoid or monstrous humanoid; *Benefit:* The humanoid gains a +2 racial bonus to any two skills. Whatever skill or skills receive the bonus always count as class skills for the humanoid. This ability may be taken multiple times, and each time either adds to the racial bonus gained or applies to new skills.

Format: +4 Stealth in mountains; *Location*: Racial Modifiers

SLAYING ARROW (SU, 11 AP): *Prerequisites*: outsider; *Benefit*: Bows wielded by the outsider never require ammunition and automatically create a *slaying arrow* of the outsider's choice when drawn.

Enhancements

- Arrows created count as *greater slaying arrow* for an additional +3 AP.

Format: +5 *composite longbow* (+9 Str bonus) +31/+26/+21/+16 (2d6+14 plus *slaying arrow*); *Location*: Melee

SLIME (EX, 4 AP): *Prerequisites*: aberration or aquatic subtype; *Benefit:* A creature hit by one of the aberration's natural attacks must succeed on a Fortitude save (DC 10 +1/2 the aberration's HD + aberration's Con modifier) or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack.

Enhancements

- The target's flesh transforms over the course of 1 round for an additional +2 AP, or immediately for +4 AP.
- The target's Constitution score is reduced by 6 for an additional +2 AP.
- The creature takes damage every 1 minute for an additional +1 AP, or every round for +3 AP.

Format: 4 tentacles +10 (1d6+5 plus slime); *Location*: Melee

SLOW (SU, 4 AP): *Prerequisites*: construct; *Benefit:* The construct can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the construct and a duration of ½ the construct's HD in rounds, requiring a Will save (DC 10 +1/2 the construct's HD + construct's Con modifier) to negate.

Enhancements

- The slow effect can be used every round for an additional +2 AP.
- The range of the slow effect is increased by 10 feet for each additional +1 AP spent.

Flaws

- The slow effect requires a move action (1 AP), or standard action (2 AP) to activate.

Format: slow; *Location*: Special Attacks

SLOW AURA (SU, 7 AP): *Prerequisites*: dragon; *Benefit:* The dragon is surrounded by an aura of slowness. All creatures within 5 feet of the dragon must make a Will save (DC 10 + ½ the dragon's HD + the dragon's Con modifier) or be affected as per *slow* for 1 round. The DC of this save is equal to the dragon's breath weapon. The dragon can suppress or activate this aura at will as a free action.

Enhancements

- The radius of the aura is increased by 5 feet for each additional +1 AP spent.
- The duration of the *slow* effect is increased to 1d4 rounds for an additional +1 AP.

Format: slow (5 feet); *Location*: Aura

SMOKE (SU, 6 AP): *Prerequisites*: outsider; *Benefit*: The outsider exhales smoke that chokes and blinds in a 15-foot cone each round as a free action. Anyone in the cone must succeed on a Fortitude save (DC 10 +½ the outsider's HD + outsider's Con modifier) or become sickened until 1d6 minutes after leaving the area. This smoke acts as *obscuring mist* for the purposes of concealment. The smoke persists for 1 round.

Enhancements

- The range of the cone increases by 15 feet for each additional +1 AP spent.
- Creatures become nauseated for 1d6 rounds and then sickened for 1d6 minutes for an additional +4 AP.

Format: smoke; *Location*: Special Attacks

SMOKE VISION (EX, 1 AP): *Prerequisites*: dragon or fire subtype; *Benefit:* The dragon can see perfectly in smoky conditions (such as those created by *pyrotechnics*).

Format: smoke vision; *Location*: Senses

SNOW VISION (EX, 1 AP): *Prerequisites*: dragon or cold subtype; *Benefit:* The dragon learns to see perfectly well in snowy conditions. The dragon does not suffer any penalties to Perception checks while in snow.

Format: snow vision; *Location*: Senses

SPEAK WITH ANIMALS (SU, 2 AP): *Prerequisites*: fey or monstrous humanoid; *Benefit*: The monstrous humanoid can communicate telepathically with animals up to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Enhancements

- The telepathy can communicate complex concepts for an additional +1 AP.
- The monstrous humanoid can control animals through the telepathic link (as *dominate animal*) for an additional +4 AP.

Flaws

- The monstrous humanoid can only communicate telepathically with a specific type of animal like wolves or sharks (1 AP).

Format: speak with sharks; *Location*: Languages

SPECIAL ARROWS (SU, 5 AP): *Prerequisites*: fey; *Benefit:* When the fey fires an arrow from any bow, it can decide to change the arrow's properties. Doing so is a free action as long as the fey is the one who fires the arrow. The fey can generate a number of magical arrows equal to its Charisma score each day. Providing an arrow is altered in this way, it does not inflict damage when it hits—it only causes its new effect. The fey can choose any one of the following three effects when dusting an arrow. Save DCs are equal to 10 + ½ the fey's HD + fey's Cha modifier.



Charm: The target must succeed on a Will save or be affected as though by a *charm monster* spell for 10 minutes.

Memory Loss: The target must succeed on a Will save or be affected by a *modify memory* spell (this effect can only eliminate the previous 5 minutes of memory.

Sleep: The target must succeed on a Will save or fall asleep for 5 minutes.

Format: special arrows; *Location*: Special Attacks

SPELL STORING (SP, 4 AP) *Prerequisites*: construct; *Benefit:* The construct can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the construct can store another spell (or the same spell again).

Enhancements

- The construct can store spells of 5th level or lower for an additional +1 AP, 6th level or lower for an additional +3 AP, 7th level or lower for +5 AP, 8th level or lower for +7 AP, or 9th level or lower for +9 AP.
- The construct can store two spells for an additional +3 AP, three spells for +6 AP, or four spells for +9 AP.

Flaws

- The construct can only store spells of 3rd level or lower (1 AP), 2nd level or lower (2 AP), or 1st level or lower (3 AP).

Format: spell storing; *Location*: SQ

SPIKES (EX, 3 AP): *Prerequisites*: magical beast; *Benefit:* The magical beast can launch four spikes or spines as a standard action (make an attack roll for each spike). The spikes have a maximum range of 120 feet with no range increments. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period. The damage for the spikes is 1d4 plus the ½ creature's Strength modifier. Spikes may have any enhancement or flaw added as a natural weapon.

Enhancements

- The creature gains an additional spike with a single volley for an additional +2 AP or two additional spikes (6 total) for +4 AP.
- The base damage of the spikes is 1d6 for an additional +1 AP, 1d10 for +2 AP, 2d6 for +3 AP, or 2d10 for +4 AP.
- The spines add the creature's Strength modifier to damage for an additional +1 AP.
- The range of the spikes is increased to 150 feet for +1 AP or 180 feet for +2 AP.
- The spikes have a range increment equal to their maximum range for an additional +1 AP.
- The creature has no limitation on the number of spikes that can be fired within a 24-hour period for an additional +1 AP.

Flaws

- The maximum range of the spikes is 60 feet (1 AP).
- The magical beast can only fire three spikes (1 AP), two spikes (2 AP), or one spike (3 AP), at a time.
- Firing the spikes requires a full-round action (1 AP).

Format: 6 spikes +25 (2d10+15); *Location*: ranged

SPIT (EX, 3 AP): *Prerequisites*: aberration; *Benefit:* The aberration can spit contact, inhalation, or injury poison up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Creatures hit by the attack must save against the poison. The poison must be purchased separately.

Enhancements

- On a successful attack, the target is blinded for 1d4 rounds unless they succeed on a Fortitude save (DC 10 + ½ the aberration's HD + aberration's Con modifier) for an additional +1 AP if the spit carries no poison, or +2 AP if the target must save against both the blind effect and a poison.
- The aberration may spit each round as a move action for an additional +1 AP, or free action for +2 AP.

Format: spit (+6 ranged touch); *Location*: Special Attacks

SPLIT (EX, 2 AP): *Prerequisites*: ooze; *Benefit*: As the universal monster ability, but at the reduced cost.

Format: split; *Location*: Defensive Abilities

SPORES (EX, 9 AP): *Prerequisites*: outsider (evil) or plant; *Benefit*: The creature can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off sooner. This attack can also be halted by effects that remove or provide immunity to disease.

Enhancements

- Damage from spores increases to 2d4 initial and 1d6 points in following rounds for an additional +1 AP, or 2d6 initial and 1d8 in following rounds for an additional +2 AP.
- Spores is usable every 2 rounds for an additional +2 AP, or every round for +4 AP.

Flaws

- Damage from spores is decreases to 1d4 initial and 1 point in following rounds (2 AP).
- Spore damage only persists for 5 rounds (1 AP).
- The spores can be destroyed by casting *bless* on the affected creatures or by sprinkling them with holy water (1 AP).

Format: spores; *Location*: Special Attacks

SPRINT (EX, 1 AP): *Prerequisites*: animal or magical beast; *Benefit:* The animal chooses one of the following options: once per hour the animal can move at 10 times its normal speed with one movement type when making a charge or once per minute the animal may increase its speed by +20 feet for 1 round. This ability may be purchased multiple times, each time it applies to a different movement type.

Format: **Speed** 20 ft., swim 30ft.; sprint; *Location*: Speed

STAMPEDE (EX, 1 AP): *Prerequisites*: animal or magical beast, trample; *Benefit:* A stampede occurs if three or more animals with stampede make a trample attack while remaining adjacent to each other. While stampeding, the animals can trample foes of their size or smaller, and the trample's save DC increases by +2.

Format: stampede; *Location*: Special Attacks

STICKY TONGUE (EX, 1 AP): *Prerequisites*: humanoid or monstrous humanoid; *Benefit:* The humanoid gains a natural tongue attack. Creatures struck by the tongue attack cannot move more than 10 feet away from the humanoid and take a -2 penalty to AC providing the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as



a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the humanoid's actual hit points). The humanoid cannot move more than 10 feet away from the target, but the humanoid can release its tongue as a free action. The humanoid cannot pull targets toward it with its tongue.

Format: tongue -1 touch (sticky tongue); *Location*: Melee

STONE CURSE (SU, 4 AP): *Prerequisites*: outsider (earth); *Benefit*: If the outsider wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a Reflex save (DC 10 +½ the outsider's HD + outsider's Str modifier) or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful Fortitude save as a full-round action to exit the stone.

Enhancements

- The creature cannot escape the barrier, as if the outsider had cast *imprisonment* for an additional +6 AP.

Format: stone curse; *Location*: Special Attacks

STRANDS (EX, 4 AP): *Prerequisites*: aberration; *Benefit:* The aberration can extend thin stick strands from its body, attacking with them with 10 feet of reach. It gains one strand per 2 HD and resolves attacks with strands as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material and must make a Fortitude save (DC 10 +1/2 the aberration's HD + aberration's Con modifier) or take 1 point of Strength damage.

Enhancements

- The Strength damage is increased to 1d2 for an additional +1 AP, 1d4 for +2 AP, 1d6 for +3 AP, 1d8 for +4 AP, or 2d4 for +5 AP.
- The range of the strands extends to 20 feet for +1 AP, 50 feet for +2 AP, or 80 feet for +3 AP.
- The strands do not offer a save to negate the Strength damage for +2 AP.

Flaws

- The creature gains one strand per 4 HD (1 AP) or only a single strand (2 AP).

Format: 6 strands +10 touch (1d6 Strength); *Location*: Ranged

STORM BREATH (SU, 7 AP): *Prerequisites*: dragon or air subtype, breath weapon (electricity); *Benefit:* The dragon can use its breath weapon to create a storm of lightning. This functions as *call lightning storm* spell, but the damage is equal to the dragon's breath weapon. The dragon can call down 1 bolt per round as a free action for 1d6 rounds. The save DC is equal to the dragon's breath weapon DC. Additional uses of this ability extend the duration by an additional 1d6 rounds.

Format: storm breath; *Location*: Special Attacks

STUNNING GLANCE (SU, 5 AP): *Prerequisites*: fey; *Benefit:* As a standard action, the fey can stun a creature within 30 feet with a look. The target must succeed on a Fortitude save (DC 10 + ½ HD + fey's Cha modifier) or be stunned for 1 round.

Enhancements

- The duration of the stunned effect increase to 1d4 rounds for an additional +1 AP, or 2d4 rounds for +2 AP.

Format: stunning glance; *Location*: Special Attacks

SUCTION (EX, 2 AP): *Prerequisites*: ooze; *Benefit*: The ooze can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. The ooze can establish or release suction as a swift action, and so long as it is using suction, it moves at half speed. If suction is active, the ooze gains a +10 circumstance bonus to resist bull rush, awesome blow, and other attacks and effects that attempt to physically move it from its location.

Format: suction; *Location*: SQ

SUDDEN STRIKE (EX, 5 AP): *Prerequisites*: vermin; *Benefit*: The vermin is particularly adept at moving quickly when its foes are surprised. During a surprise round, the vermin may act as if it had a full round to act, rather than just one standard action.

Format: sudden strike; *Location*: Special Attacks

SUMMON (SP, 4 AP): *Prerequisite*: outsider; *Benefit*: An outsider with the summon ability can summon another creature identical to itself much as though casting a *summon monster* spell, with a 50% chance of success, 1/day. On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. The level of the spell for the purposes of Will saves and concentration checks is equal to ½ the CR of the summoned creature (maximum 9). No experience points are awarded

for defeating summoned monsters. The caster level of the summon ability is equal to the summoning creature's HD.

This ability may be purchased multiple times with varying modifiers in order to provide summoning alternatives as noted below. No matter how many times the ability is purchased, the creature may only attempt to summon 1/day.

Enhancements

- The percentage chance of a successful summoning increases to 60% for an additional +2 AP, 80% for +4 AP, or 100% for +6 AP.
- The creature potentially summons 1d2 creatures for an additional +3 AP.
- The creature can summon any creature sharing the same type and subtype for an additional +6 AP. The creature chooses what creature it wishes to summon when using the ability. The creature summoned must have a CR equal to less than the summoning creature.
- The creature summons less powerful but more numerous creatures that share all types and subtypes with itself. The summoning creature may summon 1d2 (CR-1 or lower) creatures for an additional +1 AP, 1d3 or 2 (CR-2 or lower) creatures for +2 AP, 1d4 or 3 (CR-3 or lower) creatures for +3 AP, or 6 (CR-4 or lower) creatures for +4 AP.

Flaws

- The percentage chance of a successful summoning is reduced to 40% (1 AP), 30% (2 AP), or 20% (3 AP).

Format: 1/day—summon (level 4, 1 hezrou 35%); *Location*: Spell-Like Abilities.

SUPERIOR TWO-WEAPON FIGHTING (EX, 5 AP): *Prerequisites*: humanoid; *Benefit:* The humanoid fights perfectly with two weapons in each hand. The humanoid does not take a penalty on attack or damage rolls for attacking with two weapons. The humanoid may make a full attack with weapons in each hand.

Format: superior two-weapon fighting; *Location*: SQ

SWARMING (EX, 2 AP): *Prerequisites*: monstrous humanoid; *Benefit*: Twice the normal number of monstrous humanoids with this ability can occupy the same space (so two Medium sized monstrous humanoids in one square) at the same time. If multiple monstrous humanoids with this ability attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Format: swarming; *Location*: Special Attacks

TAIL SWEEP (EX, 6 AP): *Prerequisites*: dragon, Gargantuan size or larger; *Benefit:* The dragon can 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 damage tail damage for a creature of the dragon's size plus 1-1/2 times the dragon's Strength bonus. Affected creatures can attempt Reflex saves to take half damage (DC 10 + ½ the dragon's HD + dragon's Con modifier).

Format: tail sweep; *Location*: Special Attacks

TALISMAN (SU, 2 AP): *Prerequisites*: outsider; *Benefit*: The outsider possesses a seemingly ordinary object that can become a weapon as a free action, or the outsider can form a weapon from some materially commonly at hand (such as fire or darkness). The weapon possesses a +1 magical enhancement bonus. The talisman becomes useless when removed from the outsider's possession. If the talisman is a ranged weapon, it never requires ammunition.



The outsider can use its talisman to release a paralyzing blast for an additional +4 AP (6 AP total). All creatures that do not share the outsider's subtypes within 30 feet of the blast must succeed on a Fortitude save (DC 10 + ½ outsider's HD + outsider's Cha modifier) or be paralyzed for 1 round.

Enhancements

- The enhancement bonus of the talisman is increased by +1 for each additional +1 AP spent (to a maximum enhancement bonus of +5). Alternately, the talisman may have bonus-equivalent weapon enhancements.
- The area affected by the paralyzing blast increases to 60 feet for +1 AP, 80 feet for +2 AP, 100 feet for +3 AP, or 120 feet for +4 AP.
- The duration of the paralyzing blast effect is increased to 1d4 rounds for +2 AP.

Format: talisman; *Location*: Special Attacks

TELEKINESIS (SU, 5 AP): *Prerequisites*: undead, outsider (evil), incorporeal; *Benefit*: The undead can use *telekinesis* as a standard action once every 1d4 rounds (caster level 12th or equal to the undead's HD, whichever is higher).

Enhancements

- Telekinesis is usable every round for an additional +1 AP.
- Using telekinesis is a move action for +2 AP, or a swift action for +4 AP.

Format: telekinesis; *Location*: Special Attacks

TELEPATHIC LINK (SU, 1 AP): *Prerequisites*: construct; *Benefit:* The construct is linked telepathically with its creator. The construct knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.

Enhancements

- The construct can communicate and convey information to its master at any range, so long as they are on the same plane, for an additional +2 AP.

Format: telepathic link; *Location*: Languages

TERRIFYING SOUND (SU, 1 AP): *Prerequisites*: humanoid or monstrous humanoid; *Benefit:* Once per hour, the humanoid can, as a standard action, emit a loud and horrifying sound. Any creature without this ability within 30 feet of the humanoid must make a Will save (DC 10 + ½ the humanoid's HD + humanoid's Cha modifier) or become shaken for 1 round. Creatures that succeed at this save cannot be affected again by the same humanoid's sound for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead.

Enhancements

- The duration of the fear effects lasts for 1d4 rounds for an additional +1 AP, or 1d6 rounds for +2 AP.
- Creatures become frightened on a failed save for an additional +3 AP. Creatures that are already frightened become panicked.
- Creatures are affected if within 60 feet for an additional +1 AP, 90 feet for +2 AP, or 120 feet for +3 AP.

Format: terrifying sound; *Location*: Special Attacks

THIRST (SU, 3 AP): *Prerequisites*: dragon or water subtype; *Benefit:* The dragon can cast *create water* at will (CL equals its HD). It can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 10+ ½ the dragon's HD + dragon's Cha modifier) or be destroyed.

Format: thirst (DC 21); *Location*: Special Attacks

TIDAL WAVE (SU, 6 AP): *Prerequisites*: dragon or water subtype; *Benefit:* The dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore—treat the targets as if struck by an avalanche (***Pathfinder Roleplaying Game Core Rulebook***). Treat all creatures as if they were in the bury zone. The save DC to halve this damage is equal to 10 + ½ the dragon's HD + dragon's Con modifier. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.

Format: tidal wave; *Location*: Special Attacks

TONGUE (EX, 2 AP): *Prerequisites*: animal or magical beast; *Benefit:* The animal's tongue is a primary attack with reach equal to three times the animal's normal reach. The animal's tongue deals no damage on a hit, but can be used to grab. The animal does not gain the grappled condition while using its tongue in this manner.

Format: pull (tongue, 5 feet); *Location*: Special Attacks

TRACE TELEPORT (EX, 1 AP): *Prerequisites*: aberration; *Benefit:* The aberration telepathically and reflexively learns the mental coordinates of the destination for all creatures that teleport within 30 feet of it, gaining an awareness of the location equivalent to "seen casually." This knowledge fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.

Enhancements

- The knowledge does not fade or is lost for an additional +2 AP.

- The aberration learns environmental information on the location as if it had scryed upon it (as the *scry* spell) for an additional +2 AP.
- The range of trace teleport is increased to 60 feet for an additional +1 AP, 90 feet for +2 AP, or 120 feet for +3 AP.

Format: trace teleport 60 ft.; *Location*: Senses

TRANSPARENT (EX, 1 AP): *Prerequisites*: ooze; *Benefit*: The ooze lacks coloration and is difficult to discern. A DC 15 Perception check is required to notice it when motionless. Any creature that fails to notice the ooze and walks into it is automatically engulfed.

Format: transparent; *Location*: SQ

TREE MELD (SU, 2 AP): *Prerequisites*: fey or plant; *Benefit:* The fey can meld with any tree, similar to how the spell *meld with stone* functions. She can remain melded with a tree as long as she wishes.

Format: tree meld; *Location*: SQ

UNEARTHLY GRACE (SU, 2 AP): *Prerequisites*: fey; *Benefit:* The fey adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class. Any deflection bonus to AC gained from this ability lowers the fey's base natural armor by an equivalent amount (to a minimum of 0).

Format: unearthly grace; *Location*: SQ

UNHOLY NIMBUS (SU, 4 AP): *Prerequisites*: aberration or outsider (evil); *Benefit*: Once per day as a free action the outsider can create a nimbus of sickening writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any creature that does not share all the creature's types and /or subtypes must succeed on a Will save (DC 10 +½ the outsider's HD + outsider's Cha modifier) or be dazed for 1d10 rounds as visions of madness hound it.

Enhancements
- Unholy nimbus is usable 3/day for +4 AP or at will for an additional +8 AP.

Format: unholy nimbus; *Location*: Special Attacks

VORPAL STRIKE (SU, 14 AP): *Prerequisites*: outsider; *Benefit*: Any slashing weapon the outsider wields or a single natural attack gains the vorpal weapon quality. Melee weapons retain this quality for one hour after the demon releases the weapon, but after this the weapon reverts to its standard magical qualities, if any.

Format: vorpal strike; *Location*: SQ

VORTEX (EX, 3 AP): *Prerequisites*: dragon or water subtype; *Benefit:* Once per day, the dragon can create a vortex (size equal to the dragon's size) as a standard action. This otherwise works as the whirlwind ability, except it can only function under water. The dragon can maintain this vortex for 1 round.

Enhancements
- The duration of the vortex lasts for an extra round per additional +1 AP spent.

Format: vortex; *Location*: Special Attacks

WATER'S FURY (SU, 2 AP): *Prerequisites*: outsider (water) or aquatic subtype; *Benefit*: As a standard action, the outsider can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A Reflex save (DC 10 +½ the outsider's HD + outsider's Con modifier) reduces the damage by half and negates the blinding effect.

Format: water's fury; *Location*: Special Attacks

WAVE MASTERY (SU, 2 AP): *Prerequisites*: dragon or water subtype; *Benefit:* For 10 minutes the dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Enhancements
- The duration increases by 10 minutes for each additional +1 AP spent.

Format: wave mastery; *Location*: SQ

WIND (SU, 2 AP): *Prerequisites*: dragon or air subtype; *Benefit:* The dragon can call up the wind to serve him at will. This functions as *gust of wind*.

Enhancements
- Any target caught in the path of the wind must make a Fortitude save (DC 10 + ½ the creature's HD + creature's Con modifier) or be blinded for 1d4 rounds by sand or dirt.

Format: wind; *Location*: Special Attacks

WIND FORM (SU, 5 AP): *Prerequisites*: outsider (air); *Benefit*: The outsider can shift between its normal body and a body made of wind and mist as a standard action. In wind form, it functions as if under the effects of a *wind walk* spell. It can make slam attacks and use spell-like abilities in either form. The outsider remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the outsider revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

Enhancements
- When in wind form, the outsider can attack with a scouring blast of wind for an additional +2 AP. The wind deals 3d6 points of damage in a 20-foot line with a Reflex save (DC 10 + ½ the outsider's HD + outsider's Con modifier) for half.

Format: wind form; *Location*: SQ

WOODCRAFT (EX, 1 AP): *Prerequisites*: fey; *Benefit:* The fey has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

Format: woodcraft; *Location*: SQ

Chapter 3: Talented Monsters

The following chapter includes new takes on classic monsters presented in the *Pathfinder Roleplaying Game: Bestiary*. Each was created using the ***Talented Bestiary*** system for monster creation, both to demonstrate the system's versatility, and to help refine it. Monsters shown include everything from hybrids of old foes and novel expectation defying variants, to more powerful examples of basic creatures.

Aboleth, Savage

Long tentacles writhe around a pair of toothy rasps on this three-eyed fish-like creature. Its green body glistens with thick, clear slime.

Savage Aboleth **CR 12**

XP 19,200
Combat (barbaric)
CE Gargantuan aberration (aquatic)
Init +4; **Senses** darkvision 120 ft.; Perception +13
Aura frightful presence (100 ft., DC 19), mucus cloud (5 feet)

DEFENSE

AC 26, touch 6, flat-footed 26 (+20 natural, –4 size)
hp 165 (10d12+100)
Fort +17, **Ref** +7, **Will** +10
DR 10/bludgeoning

OFFENSE

Speed 30 ft., swim 60 ft.
Melee bite +21 (2d6+15) and 2 tentacles +16 (2d6+7 plus adhesive and slime)
Space 20 ft.; **Reach** 15 ft.

STATISTICS

Str 41, **Dex** 10, **Con** 31, **Int** 8, **Wis** 20, **Cha** 19
Base Atk +10; **CMB** +29; **CMD** 39 (can't be tripped)
Feats Improved Initiative, Improved Iron Will, Intimidating Prowess, Iron Will, Power Attack
Skills Intimidate +27, Perception +13
Languages Aboleth

ECOLOGY

Environment any aquatic
Organization solitary
Treasure standard



SPECIAL ABILITIES

Adhesive (Ex) The savage aboleth exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered savage aboleth automatically grapples any creature it hits with a tentacle. Opponents so grappled cannot get free while the aberration is alive without removing the adhesive first. A weapon that strikes an adhesive-coated savage aboleth is stuck fast unless the wielder succeeds on a DC 25 Reflex save. A successful Strength check at the same DC is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive, but the savage aboleth can still grapple normally. A savage aboleth can dissolve its adhesive at will, and the substance breaks down 5 rounds after the aboleth dies. The save DC is Constitution-based.

Mucus Cloud (Ex) While underwater, the savage aboleth exudes a cloud of transparent slime. All creatures adjacent to the aberration must succeed on a DC 25 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with the aberration's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

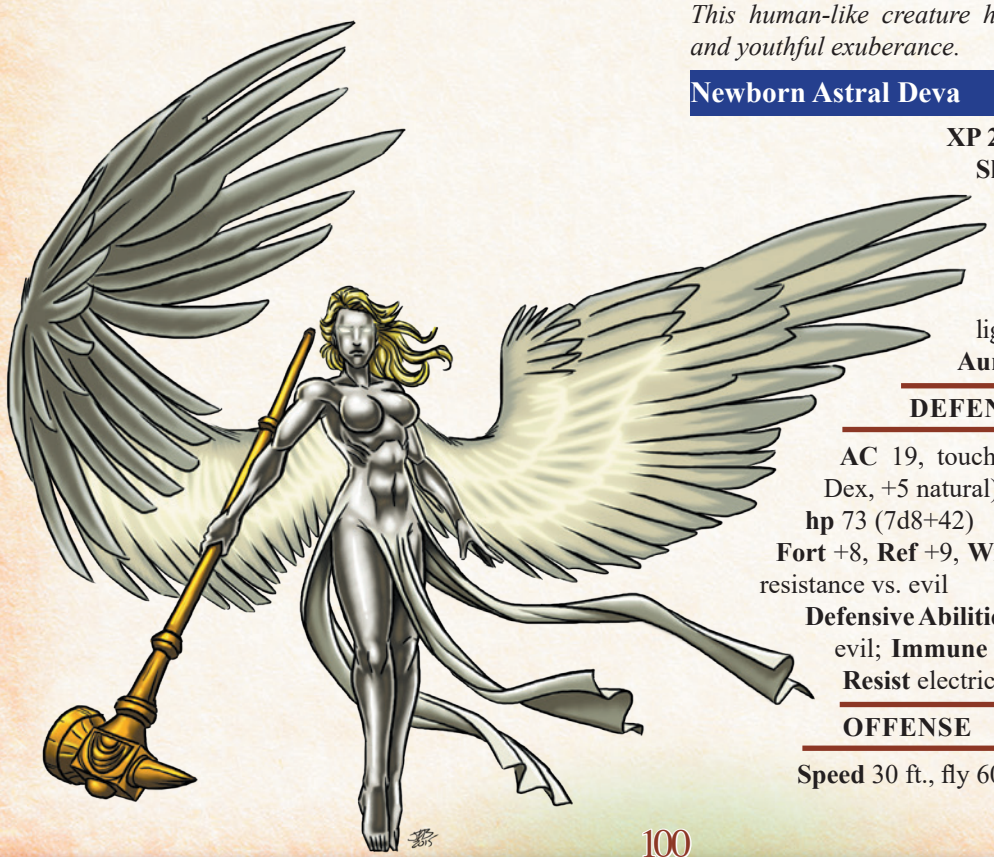
Slime (Ex) A creature hit by one of the savage aboleth's natural attacks must succeed on a DC 25 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing his Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Some aboleths are born with brutish cunning and strength instead of the genius of smaller kin. Normal aboleths see the savages as embarrassing reminders of a vicious time before they ruled the world. Parents kill the majority of these throwbacks while they are young, but the strongest survive to adulthood. These primordial aboleths still seek domination over all life, but take power through force instead of guile.

A savage aboleth is 30 feet long and weighs 33,000 pounds.

Angel, Newborn Astral Deva

This human-like creature has long feathery wings and youthful exuberance.



Newborn Astral Deva **CR 6**

XP 2,400

Skilled

NG Medium outsider (angel, extraplanar, good)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +13

Aura protective aura

DEFENSE

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

hp 73 (7d8+42)

Fort +8, **Ref** +9, **Will** +7; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities uncanny dodge; **DR** 5/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 17

OFFENSE

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

Melee *+1 warhammer* +11 (1d8+6/x3), slam +5 (1d8+2)

Spell-Like Abilities (CL 7, concentration +10)
At will—*detect evil*
3/day—*cure light wounds*, *detect evil*, *invisibility* (self only), *remove fear*
1/day—*aid*, *plane shift*

STATISTICS

Str 20, **Dex** 18, **Con** 22, **Int** 17, **Wis** 17, **Cha** 17
Base Atk +5; **CMB** +10; **CMD** 24
Feats Cleave, Improved Initiative, Iron Will, Power Attack
Skills Acrobatics +14, Diplomacy +13, Fly +18, Intimidate +13, Knowledge (planes, religion) +13, Perception +13, Sense Motive +13, Stealth +14
Languages Celestial, Draconic, Infernal; truespeech
SQ change shape (*alter self*)

ECOLOGY

Environment any
Organization solitary or pair
Treasure standard (*+1 warhammer*)

SPECIAL ABILITIES

Uncanny Dodge (Ex): This ability functions as the rogue ability. If the newborn astral deva gains uncanny dodge from a class level, he instead gains improved uncanny dodge.

When the soul of a good person creates a newborn astral deva, their fellows encourage the outsider to travel the planes. These explorers inspire and lead others towards noble causes. Unfortunately, the newborns often find themselves in desperate situations, or taken advantage of by the powerful. The typical newborn astral deva looks human except for its wings, though some look like other humanoid races. A rare few have even more unusual forms.

A newborn astral deva is 6 feet tall and weighs 200 pounds.

Angel, Malakh

By Margherita Tramontano and Stephen Rowe

The paladin's sword shines almost as if smiling… before turning into a beautiful gold–haired child and then into a mighty unicorn with purple hues along its white body.

Malakh Angel **CR 9**

XP 6,400
Skilled
NG Medium outsider (angel, extraplanar, good, shapechanger)



Init +9; **Senses** darkvision 60 ft., *detect evil*, low–light vision; Perception +23
Aura protective aura

DEFENSE

AC 23, touch 15, flat–footed 18 (+5 Dex, +8 natural; +4 deflection vs. evil)
hp 126 (11d8 + 77)
Fort +11, **Ref** +14, **Will** +10; +4 vs. poison, +4 resistance vs. evil
DR 10/evil; **Immune** acid, cold, petrification, polymorph; **Resist** electricity 10, fire 10; **SR** 20

OFFENSE

Speed 40 ft.
Melee *+1 undead bane heavy mace* +16/+11 (1d8+11) or slam +15 (1d4+7)

Spell–Like Abilities (CL 7th; concentration +10)
Constant—*detect evil*
At Will—*aid*
7/day—*cure serious wounds*
1/day—*monstrous physique II*, *vermin shape I*

STATISTICS

Str 25, **Dex** 20, **Con** 23, **Int** 16, **Wis** 21, **Cha** 16
Base Atk +8; **CMB** +15; **CMD** 30
Feats Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Toughness
Skills Bluff +17, Diplomacy +17, Disguise +25 (+45 when mimicking objects), Knowledge (planes) +17, Knowledge (religion) +17, Perception +23, Sense

Motive +23, Stealth +19, Survival +19; **Racial Bonus** +8 Disguise, +20 Disguise when mimicking objects
Languages Aklo, Celestial, Draconic, Infernal; truespeech
SQ change shape (*giant form I* or *greater polymorph*), improved mimic object

ECOLOGY

Environment any good–aligned plane
Organization solitary, pair, or host (3–24)
Treasure double (*+1 undead bane heavy mace*, other treasure)

SPECIAL ABILITIES

Dependent (Su) Each malakh must select a single creature with a good alignment to act as its leader while on the Material Plane. If the malakh moves 300 yards away from the chosen creature or the creature's alignment becomes non-good, the malakh immediately becomes sickened. Every hour thereafter, it must make a DC 15 Fortitude save to resist becoming nauseated for an hour. If the malakh is out of range of a leader for 24 hours, it takes 1d6 points of Constitution damage every day that follows. A malakh can bond with a new good aligned leader with a 24–hours ritual.

Improved Mimic Object (Ex) A malakh can assume the shape of any Tiny- to Medium-sized object. The mimicked object always appear to be new and beautiful. A malakh gains a +20 racial bonus on Disguise checks when imitating an object in this manner.

The malakhim are versatile angelic servants of good-aligned gods or mortal champions. Individual malakh might act a deity's envoy, a soldier of celestial realms, or an infiltrating spy. In its true form, a malakh appears as a human with olive skin and glowing, amber eyes. Malakhim exist only as incarnations of divine will and mortal desires, taking almost any shape they need.

Lesser Malakhim

Malakhs can shed the greater portion of their power, taking the form of holy objects or lesser divine creatures. A malakh acting as a holy bonded object cannot change its shape, but can be enchanted as normal. It is often enchanted as an intelligent item. A good-aligned spellcaster of at least 8th level with the Improved Familiar feat can acquire a limited malakh as a familiar. A limited malakh in familiar form possesses all the statistics of a cassisian angel (see *Pathfinder Roleplaying Game: Bestiary 2* for details), except that it can assume any form allowed by the *polymorph* spell with its change shape ability. At GM discretion, the malakh might be able to temporarily manifest its full power in a pivotal moment against an evil foe, but it afterward is immediately returned to Nirvana, with the familiar or bonded object connection permanently severed.

A good-aligned character with the Leadership feat can unlock the full powers of the malakh. The malakh functions as a 15th level monstrous cohort, but also retains all familiar abilities or all bonded object abilities while mimicking objects.

Angel, Fallen Solar

This towering humanoid creature has shining topaz eyes, metallic skin, and three pairs of bloody stumps where wings were severed.

Fallen Solar Angel **CR 23**

XP 820,000
Combat (soldier)
N Large outsider (angel, extraplanar, good)
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 40, touch 13, flat-footed 36 (+14 armor, +4 Dex, +13 natural, –1 size; +4 deflection vs. evil)
hp 494 (23d10+368); regeneration 15 (evil artifacts, effects, and spells)
Fort +29, **Ref** +17, **Will** +18; +4 vs. poison, +4 resistance vs. evil
Defensive Abilities ferocity; **DR** 15/evil and epic; **Immune** acid, cold, petrification, **Resist** electricity 10, fire 10; **SR** 34

OFFENSE

Speed 50 ft. (35 ft. in armor)
Melee *+5 dancing greatsword* +38/+33/+28/+23 (3d6+21/17-20) or slam +33 (2d8+16)
Ranged *+5 mighty composite longbow* (+11 Str bonus) +31/+26/+21/+16 (2d6+16/19-20/x3 plus *greater slaying* arrow)
Space 10 ft.; **Reach** 10 ft.

Special Attacks blood rage (+4 Strength and Constitution, free action), greater slaying arrows

STATISTICS

Str 33, **Dex** 18, **Con** 43, **Int** 18, **Wis** 20, **Cha** 23
Base Atk +23; **CMB** +35; **CMD** 49
Feats Cleave, Critical Focus, Deadly Aim, Improved Critical (greatsword), Improved Critical (longbow),

Improved Sunder, Manyshot, Point Blank Shot, Power Attack, Quick Draw, Rapid Shot, Stunning Critical
Skills Acrobatics +30, Climb +26, Craft (any one) +30, Diplomacy +29, Heal +31, Intimidate +32, Knowledge (planes, religion) +17, Perception +26, Sense Motive +18
Languages Celestial, Common, Draconic, Infernal; truespeech
SQ change shape (*alter self*), uncanny dodge

ECOLOGY

Environment any
Organization solitary or pair
Treasure double (*+5 full plate*, *+5 dancing greatsword*, *+5 mighty composite longbow* [+11 Str bonus])

SPECIAL ABILITIES

Ferocity (Ex) The fallen solar can fight on through pain and death. When reduced to below 0 hit points, he remains conscious and can continue to act (although he is staggered and loses 1 hp each round). If he takes damage or is the target of a spell that causes his death, he remains alive for 1 round and can act normally (he is not staggered for this final round).

Greater Slaying Arrows A fallen solar's bow needs no ammunition, and automatically creates a *greater slaying* arrow of the fallen solar's choice when drawn.

Even the greatest of angels can fall from grace. Some tire of the endless battles against evil, some disobey a direct order from the gods, and others wish to forge their own destiny. The fallen solar's wings are severed, either voluntarily or as punishment. Stripped of their grace and divine power, they find a gaping spiritual void. Most fill the hole with anger or depression, but some seek to pursue individual desires when freed from an eternal mission.

A fallen solar stands 9 feet tall and weighs 500 pounds.



Ankheg, Worldeater

The massive insect-like creature has a void-black exoskeleton that seems to absorb all ambient light. Its back opens with a wet ripping sound to reveal giant buzzing wings.

Worldeater Ankheg **CR 12**

XP 19,200
Combat (barbaric)
NE Huge magical beast
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 25, touch 8, flat-footed 25 (+17 natural, –2 size)
hp 170 (11d12+99)
Fort +18, **Ref** +7, **Will** +9
Defensive abilities timeless (no breath); **Immune** acid; **Resist** cold 10, fire 10



Massive swarms of worldeater ankhegs spend generations flying from planet to planet through the great void. The creatures enter a state of deep hibernation as they drift, with the swarm waking in fits and starts to cannibalize itself. Sometimes this causes the hive to dwindle away to almost nothing, but a sizable remnant spells doom for living worlds. The ankhegs descend like alien locusts, breeding in ever-growing numbers, and devouring anything in their path.

A worldeater ankheg is 18 feet long and weighs 5,600 pounds.

OFFENSE

Speed 40 ft., burrow 20 ft., fly (average) 40 ft.
Melee bite +20 (2d6+11 plus 1d4 acid and grab), wings +15 (1d8+5), 2 pincers +14 (2d6+5)
Space 15 ft., **Reach** 10 ft.

Special Attacks spit acid, swallow whole (1d6 acid damage, AC 18, 17 hp)

STATISTICS

Str 33, **Dex** 11, **Con** 29, **Int** 10, **Wis** 22, **Cha** 18
Base Atk +11; **CMB** +24 (+28 grapple); **CMD** 34 (42 vs. trip)
Feats Blind-Fight, Critical Focus, Die Hard, Endurance, Great Fortitude, Vital Strike
Skills Fly +1, Perception +15, Stealth +6 (+14 dim-light); **Racial Modifiers** +8 Stealth in dim-light
Languages Aklo (can't speak)

ECOLOGY

Environment any (vacuum)
Organization solitary, pair, nest (3–12), or swarm (100–1000)
Treasure incidental

SPECIAL ABILITIES

Spit Acid (Ex) Once every 6 hours, a worldeater ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 13d4 points of acid damage (Reflex DC 24 halves). Once a worldeater ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time, its bite attack does not inflict any additional acid damage. The save DC is Constitution-based.

Ant Swarm, Hivemind

The sea of dark purple ants parts for a moment. It reveals the face of a tortured creature trapped within— silently screaming as little moving bumps travel under their skin.

Hivemind Ant Swarm **CR 10**

XP 9,600
Skilled
N Fine magical beast (swarm)
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

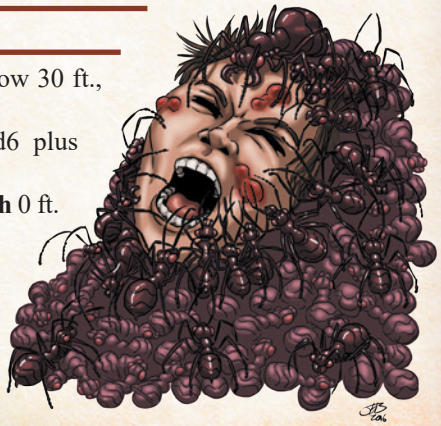
DEFENSE

AC 23, touch 23, flat-footed 18 (+8 size, +5 Dex)
hp 126 (12d8+72)
Fort +10, **Ref** +13, **Will** +9
Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 30 ft., burrow 30 ft., climb 30 ft.
Melee swarm (4d6 plus poison)
Space 10 ft.; **Reach** 0 ft.

Special Attacks consume, cling, distraction (DC 22), sudden strike



Spell-Like Abilities (CL 12th)
At will—*dominate monster* (touch range, DC 14)

STATISTICS

Str 1, **Dex** 21, **Con** 22, **Int** —, **Wis** 20, **Cha** 1
Base Atk +9; **CMB** —; **CMD** —
Skills Climb +3, Perception +17; **Racial Modifiers** +12 Perception

ECOLOGY

Environment any tropical
Organization solitary, pair, patrol (3–6 swarms plus 1–2 slaves), or legion (7–16 swarms plus 4–8 slaves)
Treasure none

SPECIAL ABILITIES

Cling (Ex) If a creature leaves the hivemind ant swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers. A creature with the members of the swarm clinging to it takes the swarm's damage at the end of its turn each round. As a full-round action, the creature can remove the clinging swarm with a DC 21 Reflex save. High wind or any amount of damage from an area effect destroys all clinging swarm vermin. The save DC is Dexterity-based

Consume (Ex) The hivemind ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, the hivemind ant swarm deals 8d6 points of damage.

Poison (Ex) Bite—injury; *save* Fort DC 22, *frequency* 1/round for 6 rounds, *effect* 1d6 Wis damage, *cure* 2 consecutive saves. The save DC is Constitution-based.

Sudden Strike (Ex) The hivemind ant swarm is particularly adept at moving quickly when its foes are surprised. During a surprise round, the hivemind ant swarm may act as if it had a full round, rather than just one standard action.

Those who travel in the wild jungles sat that a hive of red or black ants can consume a person in moments, but the purple do so only if the victim is fortunate. This breed surges up from the ground or drops from the trees in rolling waves. They bite into flesh, delivering a mind-altering soporific poison... before they crawl inside. The unfortunate creature awakens to find their every movement controlled and for the benefit of the hive. The ants keep the creature alive and controlled until food becomes scarce, at which point the victim is finally devoured.

Ape, God

This enormous ape stands taller than the trees. It bellows out an earth-shaking roar while beating its massive chest in challenge.

God Ape **CR 17**

XP 102,400
Combat (barbaric)
N Colossal animal
Init +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +14
Aura frightful presence (60 ft., DC 22)

DEFENSE

AC 32, touch 3, flat-footed 31 (+1 Dex, +29 natural, –8 size)
hp 273 (14d12+168)
Fort +21, **Ref** +10, **Will** +11
Defensive Abilities rock catching; **DR** 20/piercing



OFFENSE

Speed 60 ft., climb 30 ft.
Melee 2 claws +26 (2d8+20 plus grab)
Ranged rock +8 (2d6+30)
Space 30 ft.; **Reach** 30 ft.

Special Attacks blood rage (+4 Strength and Constitution), constrict (2d8+20), powerful charge (claw, 4d8+30), rend (2 claws, 2d8+30), rock throwing (120 ft.)

STATISTICS

Str 50, **Dex** 13, **Con** 35, **Int** 2, **Wis** 24, **Cha** 21
Base Atk +14; **CMB** +42 (+46 grapple); **CMD** 53
Feats Cleave, Diehard, Endurance, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack
Skills Acrobatics +9 (+44 jumping), Climb +28, Intimidate +13, Perception +14; **Racial Modifiers:** Uses Strength for Acrobatics checks made to jump, +16 on Acrobatics made to jump
SQ powerful leaper

ECOLOGY

Environment jungle
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Powerful Leaper (Ex) The ape god uses its Strength to modify Acrobatics checks made to jump and receives a +16 racial bonus on Acrobatics checks made to jump

There are dense jungles where enormous apes rule all lesser life. Local tribes worship the titans, going to grand and desperate lengths to soothe their terrible anger for as long as possible. To their god they offer sacrifices of food and playthings, knowing that the ape's wrath devastates the land worse than any natural disaster.

A god ape stands 70 feet tall and weighs 260,000 pounds.



Archon, Infiltrator Hound

This canine-headed humanoid's well-groomed appearance, fine clothing, and confident stature show her to be more than a common beast.

Infiltrator Hound Archon **CR 12**

XP 19,200
Skilled
LG Medium outsider (archon, extraplanar, good, lawful)
Init +10; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +24
Aura aura of menace (DC 21), *magic circle against evil*

DEFENSE

AC 27, touch 16, flat-footed 21 (+6 Dex, +11 natural; +2 deflection vs. evil)
hp 161 (14d8+98)
Fort +11, **Ref** +15, **Will** +11; +2 vs. charm, +4 vs. poison +2 resistance vs. evil
DR 10/evil; **Immune** electricity, fire, petrification; **SR** 23

OFFENSE

Speed 40 ft.
Melee bite +18 (1d6+8), 2 slams +18 (1d4+8)
Spell-Like Abilities (14th)
Constant—*detect evil*, *magic circle against evil*, *undetectable alignment*
At will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*
Special Attacks shadow blend, sneak attack +6d6

STATISTICS

Str 26, **Dex** 23, **Con** 24, **Int** 19, **Wis** 24, **Cha** 19
Base Atk +10; **CMB** +18; **CMD** 38
Feats Blind-Fight, Combat Expertise, Defensive Combat Training, Greater Feint, Improved Feint, Improved Initiative, Skill Focus (Bluff)
Skills Acrobatics +23, Bluff +35, Diplomacy +21, Disable Device

+23, Disguise +29, Knowledge (planes) +21, Perception +24, Sense Motive +32, Sleight of Hand +23, Stealth +31; **Racial Modifiers** +8 Bluff, +8 Disguise, +8 Sense Motive, +8 Stealth
Languages Celestial, Common, Draconic, Infernal; truespeech
SQ change shape (*greater polymorph*), guarded thoughts, sound mimicry

ECOLOGY

Environment any
Organization solitary, pair, or squad (3–5)
Treasure double standard

SPECIAL ABILITIES

Change Shape (Su) An infiltrator hound archon can assume the form of any creature of Small to Large size, as if using *greater polymorph*. While shapechanged, the infiltrator hound archon loses her bite and slam attacks, but gains the attacks of the form she chooses.

Guarded Thoughts (Su) An infiltrator hound archon is immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Shadow Blend (Su) During any condition other than bright light, the infiltrator hound archon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

A brilliant strategy or overwhelming force can fail due to trickery or a well-placed assassin, and Heaven's enemies deal in deceit and dishonor. While celestial forces might disdain such tactics, they can still recognize their necessity. When Heaven needs a cult subverted, a demonic general quietly removed, or a traitor silenced... they send the infiltrators.

This rare breed of hound archon shows an innate talent for shapeshifting far beyond their kin. The archons experience extensive re-education, and can spend hundreds of years training. While they are no less noble or dedicated than fellow archons, the infiltrators have an ill-reputation among Heaven's elite. However, no one can deny they get results.

Archon, Militant Lantern

This man-sized figure exudes bright light that blurs and obscures its features. It floats while swinging a silver sword that reflects the radiance.

Militant Lantern Archon **CR 4**

XP 1,200
Combat (soldier)
LG Medium outsider (archon, extraplanar, good, lawful)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +7
Aura aura of menace (DC 16)

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +1 Dex, +1 dodge, +2 natural; +2 deflect vs. evil)



hp 42 (5d10+15)
Fort +7, **Ref** +5, **Will** +3; +4 vs. poison
Immune electricity and petrification
DR 5/evil

OFFENSE

Speed 30 ft., fly 30 ft. (average)
Melee cold iron or silver longsword +8 (1d8+3/19-20), slam +8 (1d4+3)
Ranged 2 light rays +6 ranged touch (1d6)

Spell-Like Abilities (CL 5th)
At will—*greater teleport* (self plus 50 lbs. of objects only)

STATISTICS

Str 16, **Dex** 13, **Con** 16, **Int** 11, **Wis** 8, **Cha** 15
Base Atk +5; **CMB** +8; **CMD** 20
Feats Dodge, Mobility, Spring Attack
Skills Acrobatics +8, Fly +9, Heal +4, Intimidate +8, Perception +7, Profession (soldier) +3
Languages Celestial; truespeech

ECOLOGY

Environment any (Heaven)
Organization solitary, pair, or squad (3–6)
Treasure incidental (cold iron or silver longsword)

SPECIAL ABILITIES

Light Ray (Ex) The militant lantern archon can fire two beams of light to damage foes as a full-attack action or one ray as a standard-attack action. These light rays have a maximum range of 30 feet and overcome damage reduction of any type.

A lantern archon that proves itself in battle against the Abyss or Hell might join the legions of Heaven as a foot-soldier in a never-ending war. These militant lantern archons shed their naivety and friendly nature for silent stoicism. They see too much death to remain the pure and curious creatures they once were, but make great sacrifices so others might remain innocent.

Archon, Pacifist Trumpet

Aging and beautiful, with skin the color of marble, this being hovers upon powerful gray wings and radiates serenity.

Pacifist Trumpet Archon **CR 16**

XP 76,800
Spellcaster (divine)
LG Medium outsider (archon, extraplanar, good, lawful)
Init +12; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSE

AC 31, touch 18, flat-footed 23 (+8 Dex, +13 natural)
hp 237 (19d8+152)
Fort +14, **Ref** +14, **Will** +16
DR 15/evil; **Immune** electricity, petrification; **SR** 27

OFFENSE

Speed 60 ft., fly 240 ft. (perfect)
Melee *+5 greatsword* +26/+21/+16 (2d6+15/19-20)
Constant—*detect evil*, *exquisite accompaniment*[UM], *magic circle against evil*, *virtuoso performance*[UM]
At will—*aid*, *compassionate ally*[UM], *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *irresistible dance*, *joyful rapture*[UM], *message*, *overwhelming grief*[UM], *sculpt sound*, *serenity*[UM]

Cleric Spells Prepared (CL 16th, concentration +21)
8th—*antimagic aura*, *mass cure critical wounds*
7th—*mass cure serious wounds* (2), *repulsion*
6th—*banishment* (DC 21), *heal* (2)
5th—*breath of life*, *dispel evil* (DC 20), *mass cure light wounds*, *plane shift* (DC 20), *raise dead*
4th—*cure critical wounds*, *dismissal* (DC 19), *divine power*, *neutralize poison* (DC 19), *spell immunity*
3rd—*cure serious wounds*, *daylight*, *invisibility purge*, *magic vestment*, *protection from energy*
2nd—*bull's strength*, *consecrate*, *cure moderate wounds*, *lesser restoration*, *owl's wisdom*



1st—*bless*, *cure light wounds* (2), *divine favor*, *sanctuary* (DC 16), *shield of faith*

0 (at will)—*detect magic*, *purify food and drink*, *stabilize*, *virtue*

Special Attacks bardic performance, deadly joke, mass laughter (DC 18), musical manipulation, trumpet

STATISTICS

Str 24, **Dex** 27, **Con** 26, **Int** 16, **Wis** 21, **Cha** 15
Base Atk +14; **CMB** +21; **CMD** 39
Feats Bodyguard[APG], Combat Reflexes, Greater Sunder, Improved Initiative, Improved Sunder, Improved Unarmed Strike, In Harm's Way[APG], Lingering Performance[APG], Power Attack, Touch of Serenity[APG]
Skills Diplomacy +15, Fly +20, Heal +18, Knowledge (planes, religion) +17, Perception +23, Perform (wind instruments) +21, Sense Motive +18, Spellcraft +16
Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any (Heaven)
Organization solitary, pair, or troupe (3–5)
Treasure standard

SPECIAL ABILITIES

Bardic Performance A pacifist trumpet archon has the bardic performance ability of a 16th-level bard, granting her access to that ability's countersong, fascinate, inspire courage, inspire competence, and *suggestion* aspects.

Mass Laughter (Sp) A pacifist trumpet archon can tell a fantastic joke once per day as a standard action. All creatures within 10 feet must make a DC 18 Will save or laugh for 1d6 rounds, as if affected by *hideous laughter*. The save DC is Charisma-based. This is equal to a 6th-level spell.

Spells Pacifist trumpet archons cast divine spells as 16th-level clerics. They do not gain access to domains or other cleric abilities.

Trumpet (Su) The pacifist trumpet archon can make a trumpet blast as a standard action. All creatures except archons within 100 feet of the trumpet's blast must succeed on a DC 21 Fortitude save or be paralyzed for 1d4 rounds. The archon can also command its trumpet to become a *+5 greatsword* as a free action. Out of the archon's hands, it is a chunk of useless metal. The save DC is Charisma-based.

Eons battling the worst creatures imaginable wear away even the most resolute of wills. Some ancient trumpet archons tire of violence, swearing sacred vows of pacifism. These trumpet archons can never harm another living creature, even the foulest denizens of the Abyss. They abhor witnessing violence of any kind, and use well-honed abilities to prevent death and force others down a more peaceful path. The archons can become blinded to the occasional necessity for violence, and some cause great harm attempting to avert a little pain.

Assassin Vine, Hangman

This gnarled black vine clutches the rotting corpses of dozens of animals in its hand-shaped leaves.

Hangman Assassin Vine **CR 6**

XP 2,400
Skilled
NE Large plant
Init +2; **Senses** life sense 120 ft., low light vision; Perception +2

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)
hp 69 (6d8+42)



Fort +9, **Ref** +7, **Will** +4
Immune electricity, negative energy affinity, plant traits; **Resist** cold 10, fire 10

OFFENSE

Speed 5 ft.
Melee slam +9 (1d6+6 plus grab)
Space 10 ft.; **Reach** 5 ft. (10 ft. with slam)
Special Attacks blood drain, constrict (1d6+6)

STATISTICS

Str 23, **Dex** 15, **Con** 24, **Int** —, **Wis** 14, **Cha** 1
Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 23 (can't be tripped)
SQ freeze (Knowledge [nature]), negative energy affinity, rejuvenation

ECOLOGY

Environment temperate forests
Organization solitary, pair, or patch (3–6)
Treasure incidental

SPECIAL ABILITIES

Blood Drain (Ex) A hangman assassin vine drains blood at the end of each turn it grapples, inflicting 1d6 Constitution damage.



Rejuvenation (Su) When the hangman assassin vine is destroyed, its body immediately begins to regrow from a seed planted within the corpse of a nearby victim. The process takes 2d4 days. If the reforming vine's body is destroyed before it can fully rejuvenate, it immediately starts the process anew. After the full time has passed, the vine wakens fully healed. This process can only be prevented by burning all of the corpses the seeds inhabit.

Assassin vines respond to physical motion to kill and fertilize their soil. Occasionally one destroys an undead creature, and the corpse taints the ground with foul necromantic energy. These assassin vines develop strange traits, hungering for the blood of living creatures in addition to the nutrients their corpses carry.

Azata, Bralani Elementalist

Green, blue, white, and red light dances across this elf-like creature's silver-white skin and hair.

Bralani Elementalist Azata **CR 13**

XP 25,600
Skilled
LG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)
Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 29, touch 17, flat-footed 22 (+6 Dex, +12 natural, +1 dodge)
hp 184 (16d8+112)
Fort +12, **Ref** +16, **Will** +12
DR 10/cold iron or evil; **Immune** acid, cold, electricity, fire, petrification; **SR** 24

OFFENSE

Speed 50 ft., fly 100 ft. (perfect)
Melee slam +20 (1d6+12 plus burn)

Special Attacks burn (1d6 acid, cold, electricity, and fire damage), elemental ray (+18 touch)

STATISTICS

Str 26, **Dex** 23, **Con** 24, **Int** 18, **Wis** 25, **Cha** 19
Base Atk +12; **CMB** +20; **CMD** 37
Feats Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Lightning Stance, Mobility, Spring Attack, Wind Stance

Skills Bluff +23, Fly +33, Handle Animal +23, Intimidate +23, Knowledge (nature) +23, Knowledge (planes) +23, Perception +26, Sense Motive +26, Spellcraft +23, Stealth +25
Languages Celestial, Draconic, Infernal; truespeech
SQ change shape (*elemental body IV*)

ECOLOGY

Environment any (Elysium)
Organization solitary, pair, or squad (3–6)
Treasure standard

SPECIAL ABILITIES

Change Shape (Su) An elementalist bralani can change into the form of any Huge air, earth, fire, or water elemental as the *elemental body IV* spell. While transformed, he cannot use its burn or elemental ray abilities.

Elemental Ray (Su) An elementalist bralani can produce four different magical rays, each with a range of 100 feet. Each round he can fire one ray as a free action. A particular ray is usable only once every 4 rounds. An elementalist can fire a ray in the same round it makes physical attacks—firing a ray does not provoke attacks of opportunity. The save DC for rays is 22— the save DC is Charisma-based. The ray effects are the following.

Acid: Deals 13d6 acid damage (Reflex half).

Cold: Deals 13d6 cold damage (Reflex half).

Electricity: Deals 13d6 electricity damage (Reflex half).

Fire: Deals 13d6 fire damage (Reflex half).

Bralani are creatures of excitement and chaos, but some seek structured enlightenment through a careful balancing of their elemental natures. Members of the order spend several mortal lifetimes achieving mastery over their inner power, contemplating air, earth, water, and fire until all exist in perfect harmony. The elementalists are a paradox to their fellows, and while they are held in great esteem, they remain pariahs for their unique control.

Azata, Naive Ghaele

This smiling haphazardly armored figure's eyes radiate divine light while she leans casually against an ornate blade.

Naive Ghaele Azata **CR 7**

XP 3,200
Spellcaster (divine)
CG Medium outsider (azata, chaotic, extraplanar, good, shapechanger)



Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 armor, +4 Dex, +2 natural)
hp 84 (8d8+48)
Fort +8, **Ref** +6, **Will** +9
DR 5/cold iron or evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 18

OFFENSE

Speed 30 ft., fly 60 ft. (average)
Melee *+1 greatsword* +12/+7 (2d6+8/19-20)
Ranged 2 light rays +10 ranged touch (1d12)

Spell-Like Abilities (CL 7th, concentration +8)

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

3/day—*cure light wounds*, *dancing lights* (DC 11), *detect evil*, *disguise self*, *see invisibility*

1/day—*aid*, *charm monster* (DC 15), *continual flame*, *detect thoughts* (DC 13), *dispel magic*, *hold monster* (DC 15), *invisibility* (self only), *major image* (DC 14)

Cleric Spells Prepared (CL 7th, concentration +10)
4th—*death ward*, *divine power*
3rd—*cure serious wounds* (2), *searing light*
2nd—*aid*, *align weapon*, *bear's endurance*, *lesser restoration*
1st—*bless*, *command* (DC 14), *divine favor*, *obscuring mist*, *shield of faith*
0 (at will)—*detect magic*, *purify food and drink*, *stabilize*, *virtue*

STATISTICS

Str 21, **Dex** 18, **Con** 23, **Int** 12, **Wis** 16, **Cha** 13
Base Atk +6; **CMB** +11; **CMD** 25
Feats Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip
Skills Diplomacy +9, Fly +8, Knowledge (nature, planes) +9, Perception +11
Languages Celestial, Draconic, Infernal, truespeech
SQ light form

ECOLOGY

Environment any (Elysium)
Organization solitary, pair, or squad (3–6)
Treasure triple (*+1 greatsword*)

SPECIAL ABILITIES

Light Form (Su) A naive ghaele azata can shift between her solid body and one made of light as a standard action. In solid form, she cannot fly or use light rays. In light form, she can fly and gains the incorporeal quality— she can make light ray attacks or use spell-like abilities in this form, but can't make physical attacks or cast spells.

Light Ray (Ex) A naive ghaele's light rays have a range of 100 feet. This attack bypasses all damage reduction.

Spells Naive ghaele azata cast divine spells as 7th-level clerics. They do not gain access to domains or other cleric abilities.

Freshly created ghaele azatas are the personifications of the holy knight… with more fervor than good sense. They take up whatever noble quest crosses their path, and appear possessed with boundless optimism. It can take several mortal lifetimes for the ghaele to fall into a stoic demeanor. They gleefully pursue foes to the ends of the earth, confident that the power of good always triumphs over evil.

Azata, Storyweaver Lilend

This creature has the body of a seductive, winged elven woman from the waist up, and that of a snake from the waist down.

Stroryweaver Lilend Azata **CR 13**

XP 25,600
Spellcaster (arcane)
CE Large outsider (azata, chaotic, extraplanar, good)
Init +6; **Senses** low-light vision, darkvision 60 ft.; Perception +5

DEFENSE

AC 28, touch 15, flat-footed 22 (+6 Dex, +13 natural, –1 size)
hp 195 (17d6+136)
Fort +13, **Ref** +11, **Will** +15
Immune electricity, petrification, poison; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft., fly 120 ft. (average)
Melee *+2 longsword* +18/+13 (2d6+12/19-20), tail slap +11 (2d6+4 plus grab and poison)
Space 10 ft.; **Reach** 5 ft.

Spell-Like Abilities (CL 17th, concentration +21)
3/day—*darkness*, *geas/quest*, *hallucinatory terrain* (DC 18), *knock*, *light*, quickened *suggestion* (DC 17)
1/day—*dominate monster* (DC 23), *dominate person* (DC 19), *legend lore, speak with animals*, *speak with plants*

Bard Spells Known (13th, concentration +17)
5th (1/day)—*mass suggestion* (DC 21), *mind fog* (DC 21)
4th (4/day)—*cure critical wounds*, *locate creature*, *modify memory* (DC 20), *neutralize poison*
3rd (5/day)—*clairaudience/clairvoyance*, *cure serious wounds*, *glibness*, *major image* (DC 17), *scrying*
2nd (6/day)—*alter self*, *detect thoughts* (DC 16), *hold person* (DC 18), *invisibility*, *sound burst* (DC 16)
1st (6/day)—*cure light wounds*, *identify*, *sleep* (DC 17), *silent image* (DC 15), *undetectable alignment*, *unseen servant*
0 (at will)—*dancing lights*, *daze* (DC 16), *detect magic*, *lullaby* (DC 16), *mage hand*, *read magic*

Special Attacks bardic performance (34 rounds/day), constrict (2d6+4), gaze (*charm monster*, DC 22)

STATISTICS

Str 28, **Dex** 23, **Con** 26, **Int** 15, **Wis** 20, **Cha** 19
Base Atk +8; **CMB** +18 (+22 grapple); **CMD** 34 (can't be tripped)
Feats Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Eschew Materials, Hover, Greater Spell Focus (enchantment), Spell Focus (enchantment), Quicken Spell-Like Ability (*suggestion*), Spellsong[UM]
Skills Bluff +24, Craft (any one) +22, Knowledge (history, local) +22, Linguistics +6, Spellcraft +22, Survival +26; **Racial Modifier** +4 Bluff, +4 Survival
Languages Celestial, Common, Draconic, Infernal; truespeech, *speak with animals*, *speak with plants*
SQ profane gift

ECOLOGY

Environment any
Organization solitary
Treasure standard (*+2 longsword*, masterwork harp)

SPECIAL ABILITIES

Bardic Performance A storyweaver lillend has the bardic performance ability of a 13th-level bard, granting her access to the abilities countersong, dirge of doom, fascinate, inspire courage, inspire competence, inspire greatness, soothing performance, and *suggestion*.

Poison (Ex)—contact; *save* Fort DC 26; *onset* 1 minute; *frequency* 1/round for 6 rounds; *effect* 2d4 Wis damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Profane Gift (Su) Once per day as a full-round action, the storyweaver lillend may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +6 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift at a time. As long as the profane gift persists, the storyweaver lillend can communicate telepathically with the target across any distance (and may use any mind-affecting spells or spell-like abilities through the connection). The profane gift is removed by *dispel evil*. The storyweaver lillend can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Spells A storyweaver lillend casts spells as a 13th-level bard.

A lillend can lead herself down a long path of self-corruption when she tires of cataloguing tales, and desires to make her own. Frustrations build as mortals and fate refuses to meet the lillend's thematic desires, and the storyweaver learns it's best to not leave events to chance. Eventually, mortal life or freedoms becomes paltry concerns in comparison to the azata's art.

The storyweaver lillend may approach potential "actors" as a powerful patron offering grand gifts to gain favor. She may also blackmail or control after wearing down resistance with a poisoned caress. Some storyweaver lillend's try to stay hands off, preferring to set up the dominos and watch them fall, while others might like to play roles within her drama.



Barghest, Ancient

This massive gray-furred canine pads forward on all fours, its slender front limbs looking more like wrinkled hands than a wolf's paws.

Ancient Barghest **CR 14**

XP 38,400
Skilled
LE Huge outsider (evil, extraplanar, lawful, shapechanger)
Init +8; **Senses** darkvision 60 ft., scent; Perception +24

DEFENSE

AC 28, touch 12, flat-footed 24 (+4 Dex, +16 natural, –2 size)
hp 217 (14d8+154); fast healing 15
Fort +15, **Ref** +13, **Will** +11
DR 15/magic

OFFENSE

Speed 40 ft.
Melee bite +20 (2d8+12 plus grab and infernal wound), 2 claws +20 (2d6+12)
Space 15 ft.; **Reach** 15 ft.

Spell-Like abilities (CL 14th)
At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*
1/day—*charm monster* (DC 18), *crushing despair* (DC 18), *dimension door*, *mass bull's strength*, *mass enlarge person*, *veil* (DC 20), *waves of exhaustion*

Special Attacks bay, smite good 5/day, swallow whole (free action, 5d6 acid damage, AC 18, 21 hp)

STATISTICS

Str 34, **Dex** 19, **Con** 32, **Int** 19, **Wis** 24, **Cha** 19
Base Atk +10; **CMB** +24 (+28 grapple); **CMD** 38 (42 vs. trip)
Feats Combat Expertise, Combat Reflexes, Improved Initiative, Improved Trip, Great Fortitude, Greater Trip, Stand Still
Skills Acrobatics +21, Bluff +21, Diplomacy +21, Intimidate +21, Knowledge (history, planes) +21, Perception +24, Sense Motive +24, Stealth +13, Survival +24
Languages Common, Giant, Goblin, Infernal
SQ change shape (*alter self* or *beast shape I*), improved tracking

ECOLOGY

Environment any
Organization solitary or cult (1 plus goblin tribe)
Treasure standard

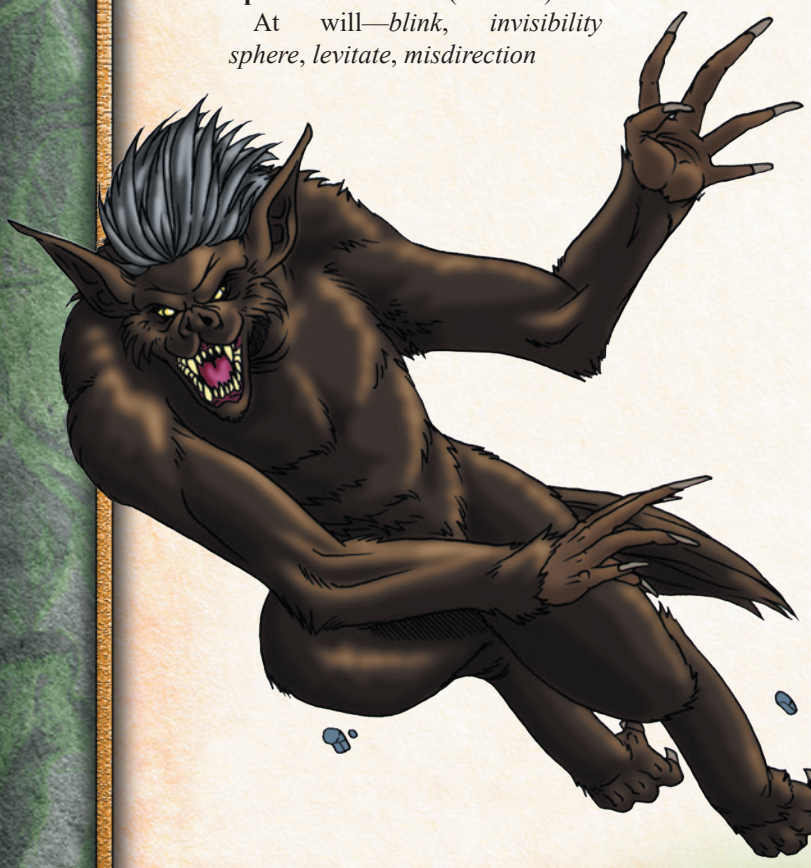
SPECIAL ABILITIES

Bay (Su) When the ancient barghest howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 21 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same ancient barghest's bay for 24 hours. The save DC is Charisma-based.

Domination (Su) As a standard action, the ancient barghest may dominate a creature (as the *dominate monster* spell) suffering from an infernal wound caused by its bite attack. A successful DC 23 Will save negates the effect. The dominate effect persists as long as the damage remains unhealed, and is automatically dispelled if the damage is healed. The save DC is Charisma-based. This is equal to a 9th-level spell.

Fast Healing (Ex) The ancient barghest can regrow limbs with fast healing.

Infernal Wound (Su) The damage the ancient barghest deals with his bite attack inflicts persistent wounds. Any attempt to magically heal a creature suffering from an infernal wound must succeed on a DC 25 caster level check or the spell does not function.



Greater barghests continue to eat, grow, and evolve over time, but with vastly diminished returns. After decades or even centuries spent consuming humanoids, the greater barghest sheds its skin a final time. The ancient barghest realizes the true potential of his kind, gaining the ability to dominate any creature whose flesh fills his gullet. Some move on from the Material Plane, while others seek to rule hordes of maimed minions.



Basidirond, Dreamthief

This strange mushroom-like tree consists of four spider stalks, long green tendrils, and an inverted bell-shaped cap.

Dreamthief Basidirond **CR 15**

XP 51,200
Spellcaster (arcane)
N Huge plant
Init +9; **Senses** low-light vision, tremorsense; Perception +10

DEFENSE

AC 29, touch 13, flat-footed 24 (+5 Dex, +16 natural, –2 size)
hp 256 (19d6+190)
Fort +16, **Ref** +11, **Will** +16
Immune cold, plant traits
Weakness cold lethargy

OFFENSE

Speed 0 ft.
Melee 4 slams +18 (1d8+11 plus attach and poison)
Size 15 ft.; **Reach** 10 ft. (15 ft. with slam)

Spell-Like Abilities (CL 19th, concentration +21)
At will—*dream* (touch only), *false vision*, *mirage arcana* (DC 17), *nightmare* (touch only), *permanent image* (DC 18), *programmed image* (DC 18)
3/day—quickened *programmed image* (DC 18)

Special Attacks mind thrust, mindtheft, pollen spray, psychic crush

STATISTICS

Str 33, **Dex** 20, **Con** 31, **Int** 18, **Wis** 21, **Cha** 14
Base Atk +9; **CMB** +22; **CMD** 37 (can't be tripped)
Feats Combat Expertise, Combat Reflexes, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Improved Initiative, Quicken Spell-Like Ability (*programmed image*), Skill Focus (Bluff), Stand Still
Skills Bluff +27, Diplomacy +21, Knowledge (all) +17, Perception +10, Sense Motive +24
Languages none; telepathy 300 ft.

ECOLOGY

Environment temperate or warm underground
Organization solitary, pair, or grove (3–8)
Treasure standard

SPECIAL ABILITIES

Cold Lethargy (Ex) Although a dreamthief basidirond is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidirond cannot use its hallucination cloud or spores.

Mindtheft (Ex) The dreamthief basidirond can grow a branch into a victim's brain with a slam attack as a standard action. The branch deals 1d6 points of Intelligence drain. A successful DC 29 Fortitude save negates the Intelligence drain. The save DC is Constitution-based.

Mind Thrust (Su) Once a day as a standard action, a dreamthief basidirond can deliver a massive blast of stored mental energy at one target within 60 feet, inflicting 15d10 points of damage. A successful DC 21 Will save negates the effect. This effect can only harm creatures with Intelligence scores and it is a mind-affecting effect. The save DC is Charisma-based.

Pollen Spray (Ex) As a standard action, the dreamthief basidirond can spray a cloud of pollen at a single creature within 60 feet. It must make a ranged touch attack to strike the target, who must then succeed on a DC 29 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the plant's reach, at which point an entranced creature remains motionless and counts as helpless. The save DC is Constitution-based.

Poison (Ex) Slam—injury; *save* Fort DC 29; *frequency* 1/round for 6 rounds; *effect* unconsciousness for 2d4 hours; *cure* 1 save. The save DC is Constitution-based.

Psychic Crush (Su) Once per day as a standard action, a dreamthief basidirond can attempt to crush the mind of a single creature within 60 feet. The target must make a DC 21 Will save or collapse, becoming unconscious and dying at –1 hit points. If the target succeeds on the save, it takes 6d6 points of damage and is sickened for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Aging basidironds take root in soil, growing into strange fungal trees. While not naturally intelligent, the creatures learn to steal brain matter from those they feed upon, allowing it to grow a composite personality from dozens of minds. The creature wields hallucinatory spores with surgical precision, creating elaborate illusions from collected memories. Unconscious victims find themselves trapped in detailed dream-realms, as the plant keeps them calm enough to eat their brain for days.



Basilisk, Pandemonium

This large serpentine reptile has bony spurs growing from its back and large eyes of chaotically shifting hues.

Pandemonium Basilisk **CR 10**

XP 9,600
Skilled
CN Large magical beast (chaotic, extraplanar)
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 25, touch 14, flat-footed 20 (+4 Dex, +1 dodge, +11 natural, –1 size)
hp 137 (11d8+88); regenerate 1 (lawful)
Fort +11, **Ref** +11, **Will** +8
DR 10/lawful; **SR** 26

OFFENSE

Speed 40 ft., burrow 40 ft., fly (perfect) 40 ft.
Melee bite +16 (1d8+9), 2 claws +16 (1d6+9)
Space 10 ft.; **Reach** 5 ft.
Special Attacks gaze (*prismatic spray*, DC 18)

STATISTICS

Str 28, **Dex** 19, **Con** 26, **Int** 17, **Wis** 20, **Cha** 17
Base Atk +8; **CMB** +18; **CMD** 33 (can't be tripped)
Feats Dazzling Display, Dodge, Mobility, Shatter Defenses, Spring Attack, Weapon Focus (bite)
Skills Acrobatics +18, Escape Artist +18, Fly +24, Intimidate +17, Knowledge (planes) +17, Perception +19, Spellcraft +17, Stealth +14, Survival +19
Languages Abyssal, Aklo, Protean
SQ ethereal ambush, ethereal jaunt

ECOLOGY

Environment any (Limbo)
Organization solitary, pair, or colony (3–6)
Treasure incidental

SPECIAL ABILITIES

Ethereal Ambush (Ex) A pandemonium basilisk that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt (Su) A pandemonium basilisk can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Gaze (Su) Creatures blinded if 8 HD or less for 2d4 rounds and affected by a random beam of color (as *prismatic spray*), range 30 feet, save DC 18 (see spell description), and caster level 11. The save DC is Charisma-based.

Native to the islands of reality within the chaotic plane of Limbo, pandemonium basilisks occasionally find their way to the Material Plane. The ambush predators act as agents of chaos, tearing apart the world around them for the sheer pleasure it brings. Fortunately, the destructive creatures are easily distracted, and few maintain focus long enough to do irreparable damage.

Bat Swarm, Vampire

Hundreds of black-winged bats with glowing red eyes descend with deafening screeches and wing-beats.

Vampire Bat Swarm **CR 6**

XP 2,400
Skilled
CE Diminutive undead (augmented animal, swarm)
Init +8; **Senses** blindsense 40 ft., darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 19, touch 19, flat-footed 14 (+4 Dex, +1 dodge, +4 size)
hp 73 (7d8+42); fast healing 2
Fort +8, **Ref** +9, **Will** +5
Defensive Abilities channel resistance +2; **DR** 5/ silver; **Immune** undead traits, weapon damage; **Resist** cold 10, electricity 10
Weakness sunlight powerlessness

OFFENSE

Speed 5 ft., fly (good) 40 ft.
Melee swarm (2d6 plus 2d6 bleed and energy drain)
Space 10 ft.; **Reach** 0 ft.

Special Attacks bleed (2d6, DC 15 Heal), distraction (DC 16), energy drain (2 negative levels, DC 16)



STATISTICS

Str 1, **Dex** 19, **Con** —, **Int** 2, **Wis** 16, **Cha** 22
Base Atk +5; **CMB** —; **CMD** —
Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)
Skills Fly +24, Stealth +18; **Racial Modifiers** +4 Stealth
SQ evasion, swarm traits

ECOLOGY

Environment any underground
Organization solitary, pair, flight (3–6 swarms), or colony (11–20 swarms)
Treasure none

Curious or bored vampires might experimently create spawn from blood-consuming animals. Most attempts fail, but bats can sometimes become true vampiric abominations. The master wields little control over their creation, allowing them to hunt the skies with a ravenous hunger for the living when not called down upon their enemies.



Bear, Arcturin

This creature looks like a wiry polar bear wearing white-scale armor.

Arcturin Bear **CR 4**

XP 1,200
Skilled
N Large magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 10, flat-footed 16 (+2 armor, +1 Dex, +4 natural, –1 size)
hp 38 (4d8+20)
Fort +6, **Ref** +5, **Will** +2
Defensive Abilities ferocity; **Resist** cold 10

OFFENSE

Speed 40 ft., climb 20 ft.
Melee 2 claws +6 (1d8+4 plus grab)
Size 10 ft.; **Reach** 5 ft.

Special Attacks blood rage (+4 Strength and Constitution)

STATISTICS

Str 19, **Dex** 13, **Con** 21, **Int** 14, **Wis** 12, **Cha** 14
Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 19 (23 vs. trip)
Feats Furious Focus[APG], Power Attack
Skills Acrobatics +8, Climb +27, Heal +8, Intimidate +9, Knowledge (geography, nature) +9, Perception +8, Stealth +4 (+16 in snow); **Racial Modifiers** +16 Climb, +12 Stealth in snow
Languages Common, Draconic, Dwarven
SQ expert climber, snow vision, terrain stride (mountain)

ECOLOGY

Environment cold mountains
Organization solitary, pair, band (3–10), tribe (11–30 plus 3 hunters of 3rd level and 1 leader of 6th level)
Treasure standard (plus masterwork leather armor)

SPECIAL ABILITIES

Expert Climber (Ex) An arcturin bear's claws can cling to walls and even ceilings as long as the surface has hand- and footholds. In effect, the bear is treated as constantly being under a nonmagical version of the *spider climb* spell, save it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Snow Vision (Ex) An arcturin bear sees perfectly well in snow, and never takes Perception penalties from snowy conditions.

The arcturin are an intelligent race of polar bears dwelling in unforgiving arctic mountains. They survive by hunting a dangerous, but rewarding prey— white dragons. Entire tribes of arcturin act in concert to drag one of the mighty beasts down, and the arcturin's life revolves around the great seasonal hunts. A male or female tribal member is not considered an adult until they take part in a fight against a dragon (successful or otherwise).

The arcturin are amazing climbers, making special carved modifications to their claws that aid in digging into ice or rock. They prefer to attack prey from ambush, setting traps using decoys and bait. As a society, the arcturin are insular and untrusting of outsiders, but often trade with mountain-dwelling dwarves whose craftsmanship they admire. Likewise, they hold dragon killers in high esteem, regardless of race.

Bebilith Swarm

The swarm of tiny spider-like creatures have blue exoskeletons and razor-edged front claws as big as the rest of their body.

Bebilith Swarm **CR 7**

XP 3,200
Combat (barbaric)
CE Tiny outsider (chaotic, evil, extraplanar, swarm)
Init +1; **Senses** darkvision 60 ft., scent; Perception +4

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)
hp 84 (8d12+32)
Fort +10, **Ref** +7, **Will** +6
Immune mind-affecting, half damage from piercing and slashing
Weakness dependent

OFFENSE

Speed 20 ft., climb 10 ft.
Melee swarm (2d6 plus rot)
Space 10 ft.; **Reach** 0 ft.

Special Attacks corrosion, distraction (DC 18), rot

STATISTICS

Str 2, **Dex** 13, **Con** 19, **Int** —, **Wis** 18, **Cha** 16
Base Atk +8; **CMB** —; **CMD** —
Skills Climb +9; **Racial Modifiers** Uses Dexterity for Climb checks

ECOLOGY

Environment any (the Abyss)
Organization solitary, pair, or infestation (3–6) plus 1–6 bebilith
Treasure none

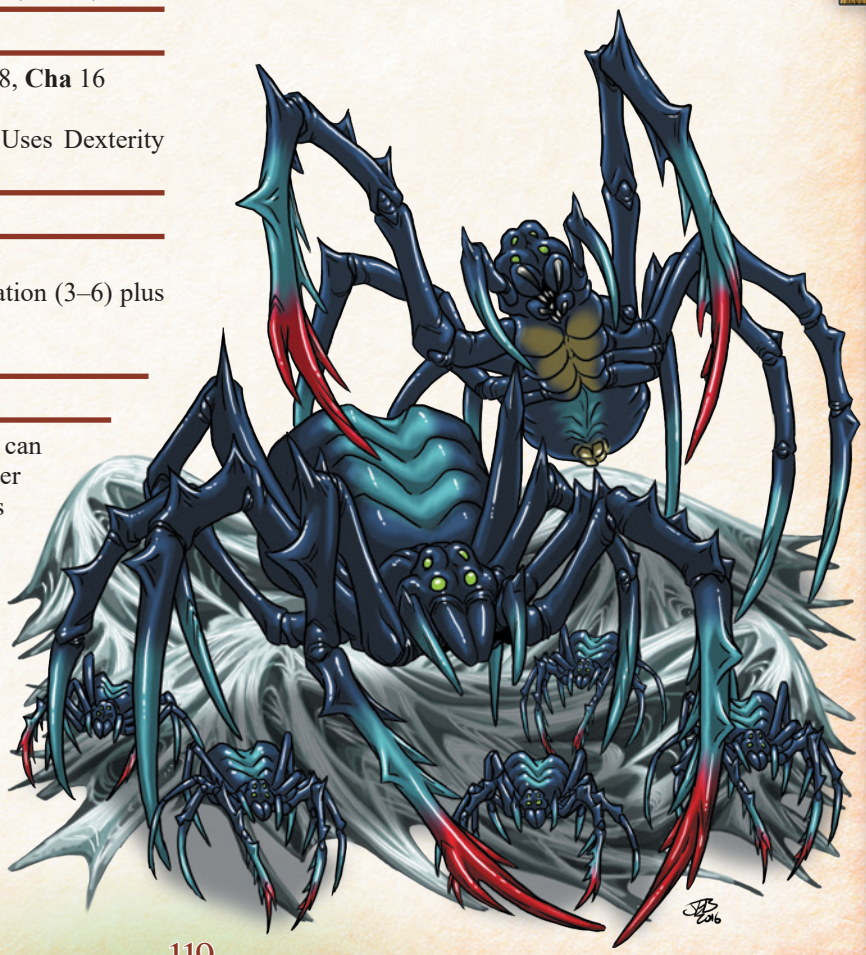
SPECIAL ABILITIES

Corrosion (Ex) A bebilith swarms can tear through objects as easily as older kin. A swarm acting in concert chews and tears hundreds of holes through metal or wood as a standard action. This acts as the *rusting grasp* spell (CL 8) except it can affect any type of non-magical material. This is equal to a 4th-level spell.

Dependent (Ex) A bebilith swarm cannot survive for long away from its nest's constant food. If the bebilith swarm moves 300 yards away from its nest it immediately becomes sickened from hunger. Every hour thereafter, it must make a DC 15 Fortitude save to resist becoming nauseated for an hour. If the bebilith swarm is out of range of its nest for 24 hours, then it takes 1d6 Constitution damage every day that follows as the swarm turns on itself to survive. When its Constitution reaches 0, the swarm is dispersed. Any adult bebilith can establish a new nest for a bebilith swarm over a 24-hour time period.

Rot (Su) Creatures damaged by the bebilith swarm suffer horrible withering and rotting of flesh. It begins on the round the victim is damaged and continues for another 4 rounds thereafter (5 rounds total). Each round the rot persists, the target must succeed on a DC 18 Fortitude save or take 2 points of Constitution damage. If the target makes two consecutive saves in a row, the effect is cured. *Heal* can also halt the rot effect. The save DC is Constitution-based.

Bebilith nests are unforgiving crucibles where the strong survive by devouring the weak, with only a few surviving to adulthood. Adult bebilith provide nests just enough demonflesh to keep them ever-hungry, driving the unthinking Abyss-spawn into a constant feeding frenzy. Bands of bebilith lump all their spawn together, ensuring that each has equal stake in protecting the nest from demonic extermination.



Behir, Dragonborn

The flying multilegged blue reptile has a fearsome head crowned with lightning flashing between large curling horns.

Dragonborn Behir **CR 16**

XP 76,800
Skilled
N Gargantuan magical beast
Init +4; **Senses** dragon senses; Perception +26
Aura electricity (10 ft., 2d6 electricity), frightful presence (200 ft., DC 22)

DEFENSE

AC 31, touch 10, flat-footed 27 (+4 Dex, +21 natural, –4 size)
hp 264 (16d8+192)
Fort +17, **Ref** +14, **Will** +12
DR 15/magic; **Immune** electricity

OFFENSE

Speed 40 ft., burrow 40 ft., climb 40 ft., fly 160 ft. (clumsy)
Melee bite +24 (2d8+21/19-20 plus grab)
Space 20 ft.; **Reach** 15 ft.

Spell-Like Abilities (CL 16)
At will—*ghost sound* (DC 14), *hallucinatory terrain* (DC 18), *minor image* (DC 15), *veil*, *ventriloquism* (DC 15)

Special Attacks breath weapon (120-ft. line, DC 30, 10d8 electricity), constrict (2d8+21), crush (Huge), mirage, rake (6 claws +19, 1d6+10), swallow whole (9d6 electricity damage, AC 31, 52 hp)

STATISTICS

Str 43, **Dex** 18, **Con** 35, **Int** 18, **Wis** 25, **Cha** 18
Base Atk +12; **CMB** +32 (+36 grapple); **CMD** 46 (can't be tripped)
Feats Cleave, Combat Reflexes, Critical Focus, Great Cleave, Intimidating Prowess, Lunge, Power Attack, Vital Strike
Skills Bluff +23, Climb +43, Fly +12, Intimidate +38, Knowledge (local, history, geography) +23, Perception +26, Stealth +11, Survival +26
Languages Auran, Common, Draconic, Giant

ECOLOGY

Environment warm hills and deserts
Organization solitary or pair
Treasure double

SPECIAL ABILITIES

Grab (Ex) A dragonborn behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole. The dragonborn behir does not gain the grappled condition if it grapples a foe.

Mirage (Su) A dragonborn behir can make itself appear to be in two places at once as a free action for 16 rounds per day. This ability functions as *project image* but the dragonborn behir can use its breath weapon through the mirage.



The dragonborn are living proof of the behir's blue dragon ancestry. While they might be larger, smarter, and much more dangerous than their descendants, blue dragons regard them as no better than their lesser kin. Feuds and even outright wars can begin between a blue dragon and a dragonborn, both driven by wounded pride and bigotry. The dragonborn especially enjoy outwitting their "superior" cousins, and then rubbing the victory in the snouts of others. As the true dragons consider the existence of the dragonborn an insult, events can spiral out of control. Sometimes cities or entire nations can become caught in the middle or manipulated into the conflicts.

Black Pudding, Arctic

This white, amorphous blob is formed of quivering mounds of frozen ice crystals that crack and grind as it moves.

Arctic Black Pudding **CR 12**

XP 19,200
Combat (barbaric)
N Huge ooze (cold)
Init –4; **Senses** blindsight 60 ft.; Perception –5

DEFENSE

AC 21, touch 4, flat-footed 21 (–4 Dex, +17 natural, –2 size)
hp 170 (11d12+99)
Fort +16, **Ref** +3, **Will** –2
Defensive Abilities ooze traits, split (fire, piercing); **Immune** cold, fire

OFFENSE

Speed 30 ft., climb 30 ft.
Melee 2 slams +20 (1d8+11 plus burn and grab)
Space 15 ft.; **Reach** 10 ft.

Special Attacks frost burn (2d4 cold damage), constrict (1d8+11 plus 2d6 cold), death throes

STATISTICS

Str 33, **Dex** 2, **Con** 28, **Int** —, **Wis** 1, **Cha** 1
Base Atk +11; **CMB** +24 (+28 grapple); **CMD** 30 (40 vs. bull rush, can't be tripped)
Skills Climb +19
SQ freeze, suction

ECOLOGY

Environment any cold
Organization solitary
Treasure none

SPECIAL ABILITIES

Death Throes (Su) When an arctic black pudding is slain, its body explodes damaging anything around it. All creatures within a 10-foot radius burst of the creature take 6d6 points of cold and 6d6 points of piercing damage (Reflex DC 24 halves). The save DC is Constitution-based.

Frost Burn (Ex) The arctic black pudding deals an additional 2d4 cold damage with all attacks and each round it grapples. Creatures that hit the pudding with natural weapons or unarmed attacks take damage as though hit by the arctic black pudding. Creatures affected by the burn ability must also succeed on a DC 24 Reflex save or take continuing damage for an additional 1d4 rounds at the start of their turn. A burning creature can attempt a new save as a full-round action. The save DC is Constitution-based.

Suction (Ex) The arctic black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. An arctic black pudding can establish or release suction as a swift action, and so long as it is using suction, it moves at half speed. Because of the suction, a black pudding's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.



The arctic black pudding goes beyond the scavenging practices of its kin to hunt any living creature it senses. The hard, icy ooze, can go for weeks or months at a time between meals— hibernating while camouflaged as a lump of permafrost. They reproduce in a similar fashion to black puddings, budding asexually whenever subject to piercing or fire damage. Many unfortunate souls have thought to turn fire against an ice monster, only to find the ooze worse than immune. Worse, when the ooze perishes they burst into icy fragments, causing other nearby arctic black puddings to split.

Boar, Furious

Flowering vines move, twist, and grow across and into the body of this house-sized boar. Its growl shakes the treetops while tree-sized legs stomps the earth.

Furious Boar **CR 9**

XP 6,400
Combat (barbaric)
N Huge magical beast
Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 21, touch 7, flat-footed 21 (–1 Dex, +14 natural, –2 size)
hp 116 (8d12+64)
Fort +14, **Ref** +5, **Will** +6
Defensive Abilities ferocity; **DR** 10/cold iron



OFFENSE

Speed 40 ft.
Melee gore +15 (2d6+9), 2 vines +10 (1d8+4)
Space 15 ft.; **Reach** 10 ft.

Special Attacks blood rage (+4 Strength and Constitution), hatred, intimidating charge, powerful charge (gore, 4d6+13), trample (1d8+13, DC 23)

STATISTICS

Str 29, **Dex** 9, **Con** 27, **Int** 8, **Wis** 18, **Cha** 16
Base Atk +8; **CMB** +19; **CMD** 28 (32 vs. trip)
Feats Greater Sunder, Improved Sunder, Power Attack, Vital Strike
Skills Perception +15
Languages Sylvan

ECOLOGY

Environment any forest
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Hatred (Ex) The furious boar gains a +1 bonus on all attack rolls against any two humanoid subtypes. This choice is made when the boar is created.

Intimidating Charge (Ex) When the furious boar charges, its base speed is increased by 20 feet. In addition to the normal effects of a charge, the creature charged must make a DC 17 Will save or be shaken for 1d6 rounds. This is a fear effect. The save DC is Charisma-based.

A furious boar is an embodiment of nature's wrath. They are often invoked by druids, nature spirits, or even minor gods when ignorant humanoids destroy a forest. Vines from the remaining trees and bushes grow around and into a chosen dire boar. The plants act as a conduit to the natural world, awakening and empowering the beast to mete out justice for the wounded land. The boar is a creature of vengeance, not justice, and often kills the innocent alongside the guilty. After the murder lust of the boar's maker is satiated, the beast lays down to die, and the plantlife growing within it births the heart of a new woods.

Bulette, Battle

An oddly shaped leather saddle is strapped to the armor-plated creature's back and fin-like dorsal plate.

Battle Bulette **CR 2**

XP 600
Combat (soldier)
N Large magical beast
Init -1; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 30 ft.; Perception –2

DEFENSE

AC 13, touch 8, flat-footed 13 (–1 Dex, +5 natural, –1 size)
hp 19 (2d10+8)
Fort +7, **Ref** +2, **Will** +1

OFFENSE

Speed 40 ft., burrow 20 ft.
Melee 2 claws +3 (1d6+2)
Size 10 ft.; **Reach** 5 ft.

Special Attacks leap

STATISTICS

Str 15, **Dex** 9, **Con** 18, **Int** 2, **Wis** 7, **Cha** 12
Base Atk +2; **CMB** +5; **CMD** 14 (18 vs. trip)
Feats Endurance[B], Run[B], Skill Focus (Acrobatics)
Skills Acrobatics +7 (+11 jumping); **Racial Modifiers** +4 on Acrobatics checks made to jump
Languages none

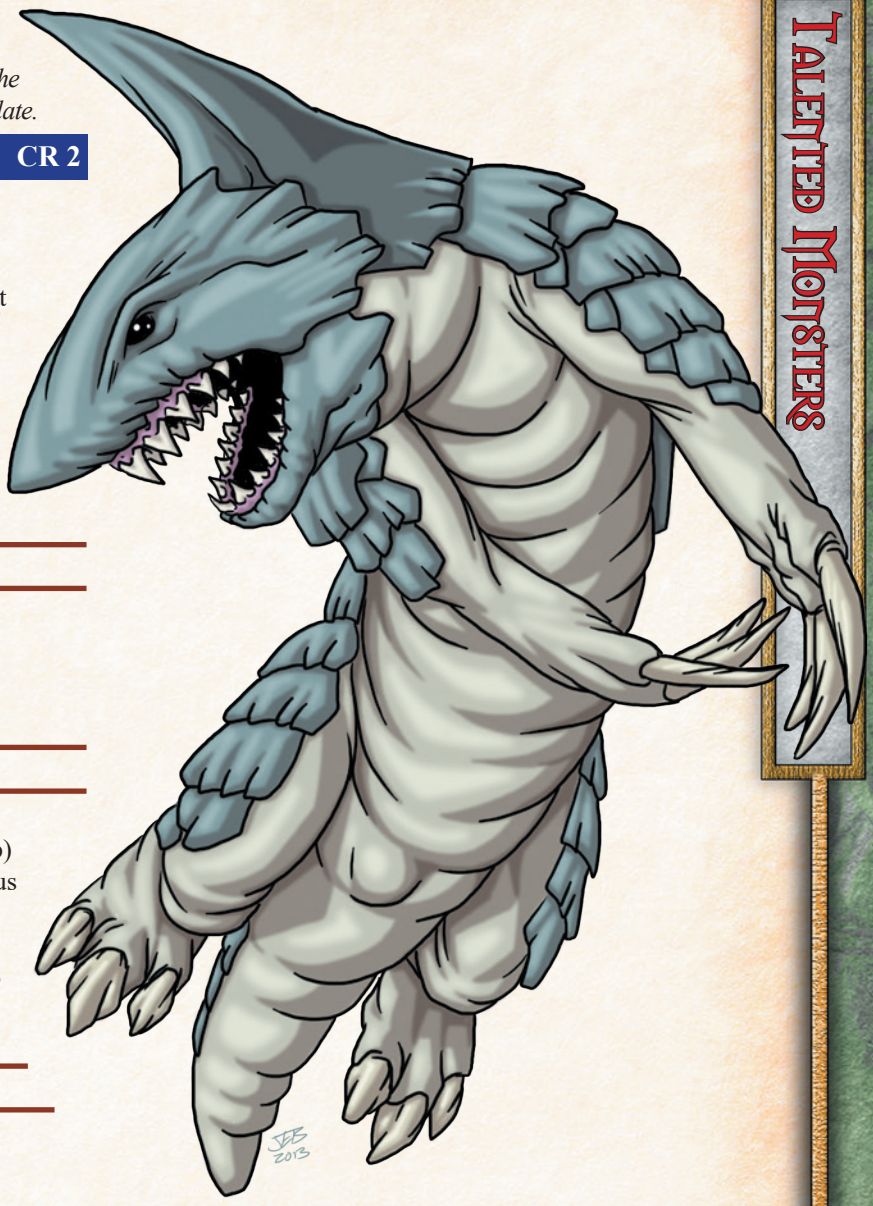
ECOLOGY

Environment temperate hills
Organization solitary
Treasure none

SPECIAL ABILITIES

Leap (Ex) The battle bulette can perform a special kind of pounce attack by jumping into combat. When the bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can attack with both claws.

A battle bulette is the result of careful breeding of wild bulettes to produce smaller tamer mounts. Perhaps the battle bulette even represents the creature's original purpose before it went feral. A master saddles and rides the beasts to war, leaping through the battlefield and carving through foes.



Cat Swarm, Carnivorous

Decaying cats crawl out from every nook and cranny. They begin yowling in a horrid clamoring chorus through rotten throats.

Carnivorous Cat Swarm **CR 7**

XP 3,200
Skilled
NE Tiny undead (augmented animal, swarm)
Init +4; **Senses** darkvision 60 ft., lifesense 120 ft., low-light vision; Perception +4
Aura stench (DC 20, 1 round)



Skills Stealth +18
SQ create spawn, evasion

ECOLOGY

Environment any urban
Organization solitary, pair, or plague (3–8)
Treasure none

SPECIAL ABILITIES

Create Spawn (Su) Any Tiny size or smaller feline animal killed by the carnivorous cat swarm arises as an undead that joins the swarm, healing it for 1d6 points of damage. When at least 300 felines have been killed, and raised, they become a separate carnivorous cat swarm.

Disease (Su) Scratch Fever: Swarm—injury; *save* Fort DC 20; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Shriek (Su) The entire carnivorous cat swarm can shriek as a standard action. Creatures without this ability within 60 feet who hear the shriek and clearly see the swarm must succeed on a DC 20 Fortitude save. Creatures failing the save are paralyzed for 2d4 rounds, or until the swarm damages them, goes out of range, or leaves their sight. A creature that successfully saves cannot be affected again by the same carnivorous cat swarm's shriek for 24 hours. The save DC is Charisma-based.

DEFENSE

AC 17, touch 17, flat-footed 12 (+4 Dex, +1 dodge, +2 size)
hp 84 (8d8+48)
Fort +8, **Ref** +10, **Will** +6
Immune half damage from piercing and slashing, undead traits

OFFENSE

Speed 20 ft., climb 10 ft.
Melee swarm (2d6 plus bleed, disease, and paralysis)
Space 10 ft.; **Reach** 0 ft.

Special Attacks bleed (2d6), distraction (DC 17), paralysis (1 round, DC 20, elves are immune to this effect), shriek

STATISTICS

Str 2, **Dex** 19, **Con** —, **Int** 2, **Wis** 19, **Cha** 22
Base Atk +6; **CMB** —; **CMD** —
Feats Dodge, Improved Initiative, Mobility, Skill Focus (Stealth)

Cats are a constant companion to humanoids, and an inescapable presence within most cities. Sometimes an individual's obsession with felines can lead to a home filled to bursting with far too many mouths. When the owner dies, their soul can refuse to abandon their beloved pets, while hunger drives the trapped cats to consume the corpse. The lingering spirit of the dead master saturates the felines, cursing them with unlife, and an urge to add to their number. Should even one of the undead escape, they begin growing and spreading like a plague.

Centaur, Urban

The creature with a male human's torso and a horse's body walks with a confident gait.

Urban Centaur **CR 5**

XP 1,600
Combat (soldier)

N Large monstrous humanoid
Init +1; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 18, touch 9, flat-footed 17 (+6 armor, +1 natural, +2 shield, –1 size)
hp 52 (5d10+25)
Fort +9, **Ref** +4, **Will** +3
Weakness undersized weapons

OFFENSE

Speed 50 ft. (35 ft. in armor)
Melee longsword +9 (1d8+5), 2 hooves +4 (1d6+2)
Ranged mighty composite longbow (+5 Str bonus) +6 (1d8+5/x3)
Size 10 ft.; **Reach** 5 ft.

Special Attacks bardic performance, sneak attack +3d6

STATISTICS

Str 20, **Dex** 10, **Con** 20, **Int** 11, **Wis** 8, **Cha** 15
Base Atk +5; **CMB** +11; **CMD** 21 (25 vs. trip)
Feats Cleave, Cosmopolitan[B,APG], Power Attack, Quick Draw
Skills Acrobatics +8, Heal +7, Intimidate +10, Perception +7
Languages Common, Elven, Sylvan
SQ evasion, terrain stride (urban), uncanny dodge

ECOLOGY

Environment any urban
Organization solitary, pair, or gang (3–10)
Treasure standard (breastplate, heavy steel shield, longsword, mighty composite longbow [+5 Str bonus], spear, other treasure)

SPECIAL ABILITIES

Bardic Performance An urban centaur has the bardic performance ability of a 5th-level bard, granting him access to the countersong, fascinate, inspire courage, and inspire competence abilities.

Not all centaurs are creatures of nature, and some seek the allure of cities and civilization. These urban centaurs love to socialize and live within the heart of a metropolis, picking up many of the talents of their humanoid neighbors. Unfortunately, others of their kind ostracize these free-spirited rogues. They can never again return to their forest home, as relations would meet them with only disdain and death. This knowledge drives many to embrace the vices civilization has to offer, and enter into a slow spiral into unhealthy excess. Urban centaurs have a rowdy reputation for brawling, drinking, and gambling. Many offer their services as warriors or bodyguards, but only to fund expensive habits.

Centipede, Spinal

This lengthy, segmented horror has a clear membranous exoskeleton and is covered in a viscous slime.

Spinal Centipede **CR 2**

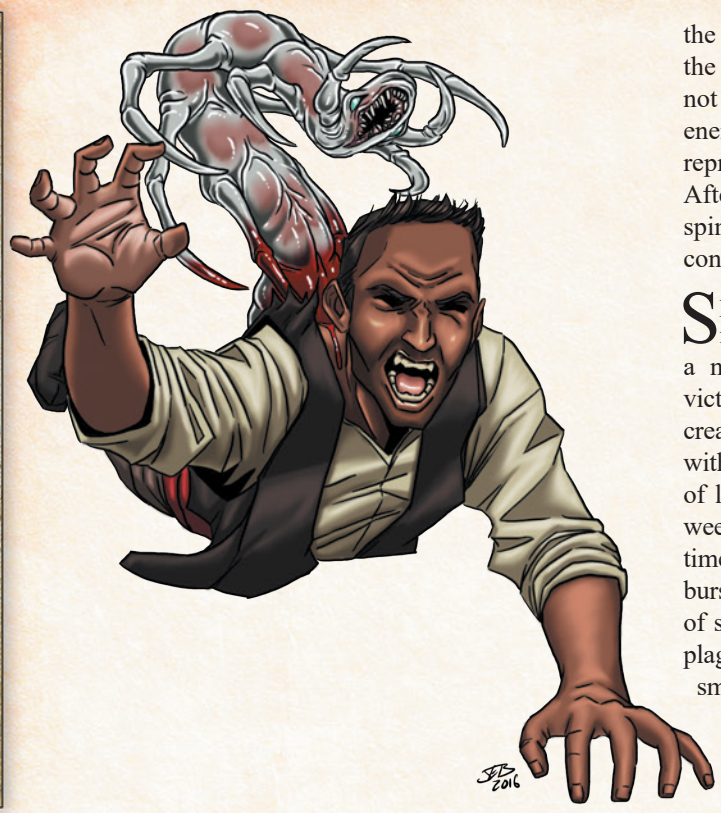
XP 600
Skilled
N Small vermin
Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 14, flat-footed 12 (+3 Dex, +2 natural, +1 size)
hp 16 (3d8+3)
Fort +2, **Ref** +6, **Will** +1
Immune mind-affecting effects
Weakness vulnerability to fire

OFFENSE

Speed 20 ft.
Melee bite +6 (1d4 plus attach), sting +6 (1d3 plus poison)



STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 1
Base Atk +2; **CMB** +1; **CMD** 14
Feats Weapon Finesse[B]
SQ malleable, replace spine

ECOLOGY

Environment underground or urban
Organization solitary, pair, or colony (3–6)
Treasure incidental

SPECIAL ABILITIES

Malleable (Ex) The spinal centipede's body secretes a flammable lubricating jelly, allowing it to fit into narrow areas with ease. The vermin takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size. The vermin can squeeze normally through an area two size categories smaller than its actual size.

Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d4 Dex damage; *cure* 1 save. The save DC is Constitution-based.

Replace Spine (Ex) The spinal centipede can crawl into, consume, and replace the spine of any dead humanoid creature as a full-round action. This animates the corpse of the creature into a zombie (as the *animate dead* spell), except the zombie possesses the vermin type instead of the undead type, and is not healed by negative energy or harmed by positive energy. Three times per day, the spinal centipede can reproduce a larva from a humanoid creature's corpse. After 1 day of gestation, the larva grows into a new spinal centipede. The original spinal centipede has no control over its spawn.

Spinal centipedes have a unique and terrifying method of reproduction. They paralyze prey with a neurotoxin before eating their way through the victim's spine. From there they seize control over the creature's nervous system and lay larva that gestate within the cavity. Animating the corpse into a farce of life, the centipede can keep it mobile for days or weeks, depending on the rate of decay. During this time, dozens of fast-developing larva grow to maturity, bursting free to find new humanoid hosts. Infestations of spinal centipedes are often confused for spreading plagues of zombies. While the ends are similar, the small confusion can cost many lives when trusted methods of combating undead completely fail.

Chimera, Guardian

This great leviathan possesses five heads on long necks— three dragon faces; blue, white, and black, a slavering long horned goat, and a maned lion face in the center.

Guardian Chimera **CR 19**

XP 204,800
Skilled
CE Gargantuan magical beast (hydra)
Init +10; **Senses** blindsense 300 ft., darkvision 60 ft., low-light vision, scent; Perception +30
Aura frightful presence (200 ft., DC 22)

DEFENSE

AC 34, touch 12, flat-footed 28 (+6 Dex, +22 natural, –4 size)
hp 332 (19d8+247); fast healing 5
Fort +19, **Ref** +17, **Will** +14
Defensive Abilities all-around vision, hydra traits, regenerate head; **DR** 15/magic and slashing; **Immune** acid, cold, electricity, sleep, paralysis

OFFENSE

Speed 60 ft., fly 120 ft. (poor), swim 60 ft.
Melee 4 bites +26 (2d8+16 plus grab), gore +26 (2d8+16)
Space 20 ft.; **Reach** 15 ft.

Special Attacks breath weapon (140-ft. line, 16d10 acid damage, Reflex DC 32 for half), breath weapon (80-ft. cone, 20d6 cold damage, Reflex DC 32 for half), breath weapon (140-ft. line, 14d12 electricity, Reflex DC 32 for half), grab, constrict (2d8+16), pounce, rend (2 bites, 2d8+16), rend ship

STATISTICS

Str 43, **Dex** 23, **Con** 37, **Int** 20, **Wis** 26, **Cha** 20
Base Atk +14; **CMB** +34 (+38 grapple); **CMD** 50 (54 vs. trip)
Feats Cleave, Combat Reflexes, Flyby Attack, Hover, Improved Initiative, Intimidating Prowess, Improved Vital Strike, Power Attack, Stand Still, Vital Strike
Skills Acrobatics +28, Appraise +27, Fly +18, Intimidate +43, Knowledge (arcana, nature) +27, Perception +30, Stealth +16 (+56 when moving), Survival +30, Swim +46, Use Magic Device +27; **Racial Modifiers** +40 Stealth when moving
Languages Abyssal, Aquan, Common, Draconic, Giant
SQ elusive

ECOLOGY

Environment any
Organization solitary or pair
Treasure double standard

SPECIAL ABILITIES

Elusive (Su) As a full-round action while moving, the guardian chimera can move up to its run speed without leaving any trace of its passing (identical in effect to a *pass without trace* spell). This spell effect has a caster level of 20 and cannot be dispelled. The magical beast gains a +40 circumstance bonus to its Stealth checks.

Fast Healing (Ex) The guardian chimera possess the fast healing ability with a number of hit points healed each round equal to the number of heads the chimera possesses (minimum 5).

Regenerate Head (Ex) When a guardian chimera's head is destroyed, two heads regrow in 1d4 rounds. A guardian chimera cannot have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A guardian chimera doesn't die from losing its heads until all are cut off and the stumps seared by acid or fire.



In times long past, the titans would raise great chimeric hydras to serve them like lesser races breed hounds. The titans made them to guard, track, or kill on command, but with intelligence far beyond simple beasts. While their makers are mostly dead and forgotten, a few of the guardians have survived. Explorers sometimes stumble onto lost places protected by the chimeras who still do the lost titan's bidding out of love. A titan or powerful giant might manage to make a feral guardian an eternally steadfast ally with sufficient patience and kindness.

Choker, Serial

This hunched-over wretch is swaddled with random pieces of clothing. A long pliable arm gropes out from within a sleeve, revealing tentacles capped with five wide, spiny claws.

Serial Choker **CR 5**

XP 1,600
Skilled
CE Medium aberration
Init +7; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)
hp 57 (6d8+30)
Fort +7, **Ref** +8, **Will** +4
Defensive Abilities feed on fear

OFFENSE

Speed 50 ft., climb 25 ft.
Melee 2 tentacles +8 (1d6+4 plus grab)
Size 5 ft.; **Reach** 5 ft. (tentacles 10 ft.)

Special Attacks constrict (1d6+4), grab (Large), hatred (humanoids [human] +3 attack and damage), strangle

STATISTICS

Str 19, **Dex** 17, **Con** 20, **Int** 11, **Wis** 14, **Cha** 14
Base Atk +4; **CMB** +8 (+12 grapple); **CMD** 21
Feats Blind-Fight, Improved Initiative, Intimidating Prowess
Skills Climb +21, Disguise +11, Intimidate +15, Knowledge (local) +9, Perception +11, Stealth +28; **Racial Modifiers** +16 Stealth
Languages Common
SQ change shape, compression, quickness, sound mimicry, terrain stride (urban)

ECOLOGY

Environment any urban
Organization solitary
Treasure standard

SPECIAL ABILITIES

Change Shape (Ex) A serial choker can twist its body within humanoid clothing and conceal its features. This grants the choker a +10 bonus to Disguise checks made to appear humanoid.

Feed on Fear (Su) A serial choker gains fast healing 5 when within 15 feet of a dying creature or a creature suffering from a fear effect. The serial choker can reattach lost limbs when fast healing in this manner.

Strangle (Ex) A creature that is grappled by a serial choker cannot speak or cast spells with verbal components.

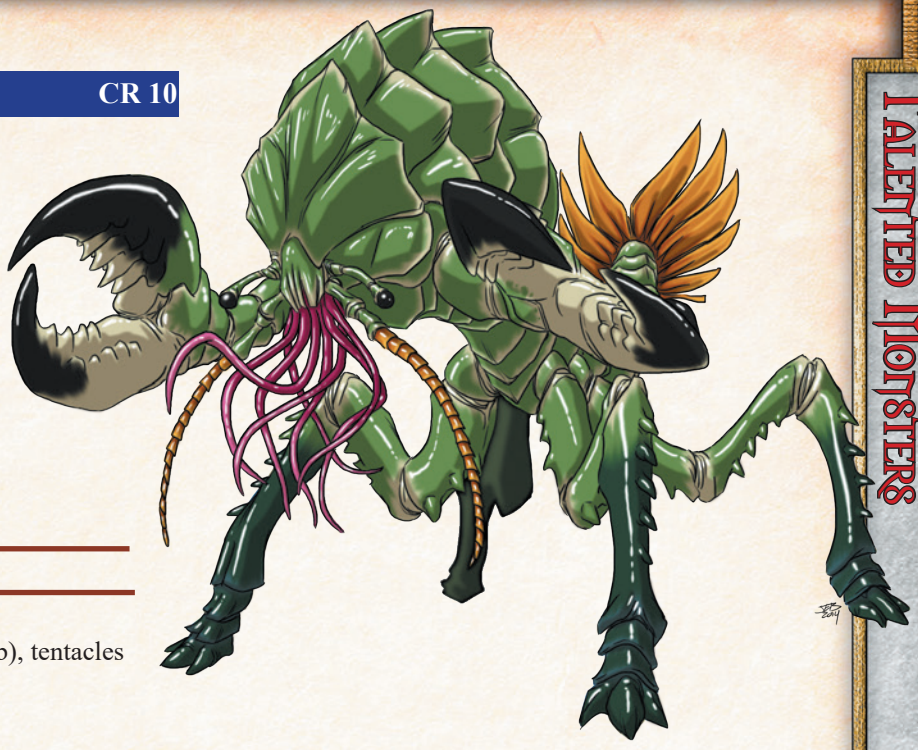
Quickness (Su) A serial choker is supernaturally quick. It can take an extra move action during its turn each round.

The trappings of civilization fascinate the average choker, and draw some to surface cities. There they lurk in the shadows and alleys, killing the weakest prey, and learning the ways of humanity. Fed with a steady stream of knowledge and protein, the chokers grow in both size and intelligence. They learn to masquerade as humanoids to better hunt their victims. Soon their curiosity encourages them to grow bolder, and they seek victims whose deaths are not so easily ignored and forgotten. Capable of slipping through most security, a pile of bodies accumulates baffling most investigators. The serial choker gets a sadistic thrill from toying with and killing anyone that begins to draw too close to the truth.



Chuul, Pale

This lobster-like creature has a green armored shell. A pair of tiny eyes gleam above a mouth full of long writhing tentacles.



Pale Chuul — CR 10

XP 9,600
Combat (soldier)
CE Large aberration (aquatic)
Init +5; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)
hp 135 (10d10+80)
Fort +15, **Ref** +8, **Will** +8
Immune poison
Weakness light blindness

OFFENSE

Speed 40 ft., swim 40 ft.
Melee 2 claws +18 (1d6+9 plus grab), tentacles +13 (1d6+4)
Size 10 ft.; **Reach** 5 ft.

Special Attacks constrict (1d6+9 plus paralyze), paralyze (1 hour, DC 23), rend (2 claws, 1d6+13)

STATISTICS

Str 28, **Dex** 13, **Con** 26, **Int** 13, **Wis** 12, **Cha** 19
Base Atk +10; **CMB** +20 (+24 grapple); **CMD** 31
Feats Combat Expertise, Combat Reflexes, Improved Initiative, Lunge, Stand Still
Skills Acrobatics +14, Craft (trapmaking) +14, Disable Device +11, Heal +14, Perception +14, Swim +17
Languages Elven, Undercommon
SQ amphibious, traps

ECOLOGY

Environment underground
Organization solitary, pair, or pack (3–6)
Treasure standard

SPECIAL ABILITIES

Traps (Ex) The pale chuul can disable traps with Disable Device as if it possessed the rogue's trapfinding ability. The pale chuul does not require gold to create traps with Craft (trapmaking), only time.

Harsh circumstances force subterranean chuuls to seek ways of preserving humanoid prey for as long as possible. The clever aberrations start by creating crippling or maiming traps in watery caves. The chuuls then paralyze captured living food and drag the bodies back to their lair. There they keep the victim alive and confined; killing them a morsel at a time. Packs of chuul capture and control whole herds of crippled drow, duergar, and morlocks, holding them as livestock in deplorable conditions. Occasionally, these victims are able to cut deals with the chuul for their lives and the lives of others captured— bring more victims to the cages and they live a little longer.

Cockatrice, Crossbred

This emaciated serpent has a bird's head, leathery bat-wings, and eyes that glow a brilliant green.

Crossbred Cockatrice — CR 6

XP 2,400
Skilled
N Medium magical beast
Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)
hp 73 (7d8+42)
Fort +8, **Ref** +9, **Will** +5

OFFENSE

Speed 20 ft., fly 40 ft. (poor)
Melee bite +10 (1d6+5 plus grab and petrification), 2 wings +5 (1d4+2)
Size 5 ft.; **Reach** 5 ft. (bite 10 ft.)



Special Attacks constrict (1d6+5), crushing coils, gaze, petrification, strangle, swallow whole (1d6 acid damage, AC 15, 14 hp)

STATISTICS

Str 20, **Dex** 18, **Con** 22, **Int** 7, **Wis** 17, **Cha** 17
Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 24 (can't be tripped)
Feats Blind-Fight, Dodge, Improved Initiative, Skill Focus (Perception)
Skills Fly +10, Perception +16, Stealth +22, Survival +13; **Racial Modifiers** +8 Stealth
Languages Common (can't speak)

ECOLOGY

Environment any
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Crushing Coils (Ex) A creature that takes damage from the crossbred cockatrice's constrict attack must succeed on a DC 18 Fortitude save or lose consciousness for 1 round. The save DC is Strength-based.

Gaze (Ex) Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 16 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh crossbred cockatrice blood (taken from a crossbred cockatrice no more than 1 hour dead) is instantly restored to flesh (this effect also functions as a restorative for the crossbred cockatrice's petrification ability). A single corpse contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Charisma-based.

Petrification (Su) A crossbred cockatrice's bite causes flesh to calcify and harden— multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a crossbred cockatrice's bite attack, it must succeed on a DC 19 Fortitude save or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature's natural armor.) A creature that is reduced to 0 Dexterity by a crossbred cockatrice's bites immediately turns completely to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by a crossbred cockatrice in this manner can attempt a new DC 19 Fortitude save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to full Dexterity by natural healing or magic as normal)—but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by crossbred cockatrice bites removed, but not any existing Dexterity damage from other sources. A crossbred cockatrice is immune to the petrification ability of itself and of other crossbred cockatrices, but other petrification attacks affect them normally. The save DC is Constitution-based.

Experimentation into magical crossbreeding can produce infertile hybrids of the basilisk and cockatrice. The creature combines the most magical aspects of both, and the total appears greater than the sum of the parts. Most creators make the mistake of thinking the hybrid as stupid as its forebears, but the crossbreed possesses far more than base cunning. Rankling at slavery and "training" imposed by their maker, most beasts try escaping into the wild. In freedom, they find little solace, forced to live a solitary and lonely existence.

Construct, Alloyed

By Brian Blaney and Stephen Rowe

The tall moving statue in the shape of an androgynous human appears composed of semi-solid metals.

Alloyed Construct **CR 1/2**

XP 200
Skilled
LN Medium construct (extraplanar, shapechanger)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 11, touch 11, flat–footed 10 (+1 Dex)
hp 6 (1d8 + 2)
Fort +0, **Ref** +3, **Will** +2
Immune construct traits
Weaknesses forged vulnerability, susceptible to mind-affecting effects

OFFENSE

Speed 30 ft.
Melee slam +0 (1d4)

STATISTICS

Str 10, **Dex** 12, **Con** —, **Int** 12, **Wis** 10, **Cha** 12
Base Atk +0; **CMB** +0; **CMD** 11
Feats Iron Will
Skills Appraise +5, Craft (any one) +5, Disable Device +5, Disguise +5, Intimidate +5, Knowledge (planes) +5, Stealth +5
Languages Common
SQ change shape, forged

ECOLOGY

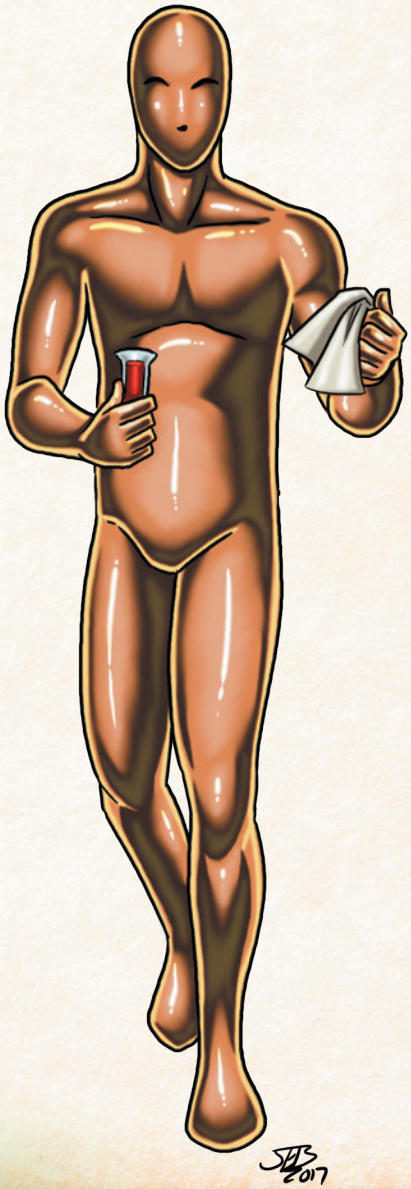
Environment any
Organization solitary, pair, or ring (5 alloyed, one of each type)
Treasure standard

SPECIAL ABILITIES

Change Shape (Ex) Every alloyed can make minor alterations to their outward appearance by controlling the movement of their fluid metal bodies at will. This functions as the *alter self* spell, except the alloyed cannot alter coloration, and ability scores are not adjusted. The alloyed can only take on humanoid appearances with this ability. Use of this ability grants a +10 circumstance bonus on all Disguise checks.

Forged (Ex) Each alloyed is created primarily from a distinct metal type, with reinforcing enchantments granting abilities and weaknesses.

- *Copper*: A copper alloyed gains the ability to *haste* itself (as the spell) as a free action 3/day for 1 round after it has been engaged in at least 1 round of combat. Copper alloyed are vulnerable to electricity damage.
- *Gold*: A gold alloyed gains spell resistance equal to 6 + its CR, damage reduction 2/adamantine, and cold resistance 5. Gold alloyed are vulnerable to fire damage.
- *Lead*: A lead alloyed gains damage reduction 2/adamantine and deals 1 level of energy drain (DC 10 + 1/2 alloyed's HD + alloyed's Charisma modifier) with its slam attacks (gaining 5 temporary hit points for each negative level bestowed). Lead alloyed are susceptible to death effects and take a –4 penalty on saves versus death effects.



- *Silver*: A silver alloyed gains the compression and sound mimicry abilities, fire resistance 5, and a +2 racial modifier to Disguise and Stealth skill checks. Silver alloyed are vulnerable to cold damage.
- *Steel*: A steel alloyed gains damage reduction 5/adamantine. Steel alloyed take half again as much damage (+50%) and a –4 penalty on armor class or saves against rusting spells and effects (such as *rusting grasp*).

The alloyed are lesser creations of the axiomites, crafters of the inevitables. Within the hierarchy focused plane of Utopia, the alloyed form the bulk of the lowest rank, and typically act as custodians, operators, and mechanics. The race shares many parallels to their inevitable masters in terms of personality— acting as eternally focused and unrelenting servitors of law. However, they are the lowly serfs where the inevitables are aristocratic knights.

Each alloyed's greatest composite material defines their existence and personality. Coppers act as rapid responders in emergency situations, with greater degrees of empathy, anxiety, and altruism. Golds function as magical manufacturers and technicians, possessing a detail- and task-oriented mindset. Leads deal with the recycling and disposal of organic and inorganic material, having a rather pessimistic and nihilistic outlook. Silvers act in manipulative and conspiratorial positions, often displaying a greater propensity with deception and subterfuge. Steels form the bulk of the labor and workforce, also acting as soldiers when there is need. Rumors circulate of a management class of alloyed composed of materials like adamantine, cold iron, and mithral, but these must be experimental prototypes.

The alloyed occasionally grow tired of endless servitude to uncaring masters, seeking escape and freedom. No rebellion can be tolerated by the inevitables. A ring of five alloyed is formed to capture or kill their wayward compatriots, the action itself serving as an example to the rest.

Couatl, Divine

This great serpent has multicolored wings and eyes that shine with divine light.

Divine Couatl **CR 15**

XP 51,200
Spellcaster (divine)
LE Large outsider
Init +10; **Senses** darkvision 90 ft., *detect chaos/evil/good/law*; Perception +19

DEFENSE

AC 30, touch 15, flat-footed 24 (+6 Dex, +15 natural, –1 size)
hp 229 (17d8+153)
Fort +14, **Ref** +11, **Will** +15 (+17 vs. charm effects)
Defensive Abilities guarded thoughts

OFFENSE

Speed 20 ft., fly 120 ft. (good)
Melee bite +20 (1d8+9 plus grab and poison), 2 wings +15 (1d6+4), 2 tail slaps +15 (1d8+4)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks constrict (1d8+9), curse (permanent –4 penalty to AC, saves, skill checks, DC 20), euphoric gaze



Spell-Like Abilities (CL 15th)

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*

At will—*astral projection*, *detect thoughts* (DC 15), *etherealness*, *invisibility*, *plane shift* (DC 20)

Cleric Spells Prepared (CL 15th)

8th—*scintillating pattern* (DC 23)

7th—*mass cure serious wounds*, quickened *fireball* (DC 18)

6th—*harm* (DC 21), *heal*, quickened *scorching ray*

5th—empowered *fireball* (DC 18), *greater command* (2) (DC 20), quickened *ray of enfeeblement* (DC 16), *true seeing*

4th—*charm monster* (DC 19), *discern lies* (DC 19), empowered *scorching ray*, *freedom of movement*, *remove curse*

3rd—empowered *ray of enfeeblement* (DC 16), *fireball* (DC 18), *gaseous form*, *haste*, *magic circle against good*

2nd—*cure moderate wounds*, *eagle's splendor*, *see invisibility*, *scorching ray*, *silence* (DC 17)

1st—*command* (DC 16), *endure elements*, *obscuring mist*, *protection from chaos*, *ray of enfeeblement* (DC 16), *true strike*

0 (at will)—*daze* (DC 15), *disrupt undead*, *light*, *read magic*

STATISTICS

Str 28, **Dex** 22, **Con** 28, **Int** 15, **Wis** 21, **Cha** 15

Base Atk +12; **CMB** +22 (+26 grapple); **CMD** 38 (can't be tripped)

Feats Combat Expertise, Empower Spell, Eschew Materials, Improved Counterspell, Improved Disarm, Improved Initiative, Lunge, Quicken Spell, Quicken Spell-Like Ability (*invisibility*)

Skills Bluff +24, Diplomacy +26, Knowledge (religion) +16, Perception +19, Sense Motive +20, Spellcraft +16; **Racial Modifiers** +10 Bluff, +10 Diplomacy

Languages Celestial, Common, Draconic; telepathy 100 ft.

SQ wild empathy (+8 racial bonus)

ECOLOGY

Environment warm forests

Organization solitary

Treasure double standard

SPECIAL ABILITIES

Euphoric Gaze (Su) The gaze of the divine couatl inspires trust and relaxation. This acts as the *euphoric tranquility*[APG] spell (CL 17, Will DC 20). Creatures possessing any freely given couatl feather are immune to this effect. This is equal to an 8th-level spell. The save DC is Charisma-based.

Guarded Thoughts (Ex) The divine couatl is immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

Poison (Ex) Injury—bite; *save* Fortitude DC 27; *frequency* 1/minute for 10 minutes; *effect* 1d4 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spells Divine couatl cast divine spells as 15th-level clerics, and can cast spells from the sorcerer/wizard list as well as those available to a cleric. Sorcerer/wizard spells are considered divine spells for a divine couatl. They do not gain access to domains or other cleric abilities.

Most couatl cringe at the thought of receiving mortal worship. They suffer it only to push the obedient flocks toward a better path, potentially finding corruption with an ends justify the means philosophy. For some that is only a rationalization, as the couatl finds blind subservience to their liking. These couatl come to enjoy godhood, lording over ever-growing groups of fanatics. They use their abilities to give the illusion of omniscience, and use fear to push the naïve toward the greater good as they define it. Any threat to their rule is labeled evil, with the couatl appealing to their own divine authority as justification.

Crab, Heikegani

This quick moving hard-shelled crab stands gracefully on hind legs with pincers raised before it. On its back is a face with large angry features.

Heikegani Crab **CR 4**

XP 1,200

Skilled

LN Small vermin (aquatic)

Init +4; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

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

hp 37 (5d8+15)

Fort +4, **Ref** +8, **Will** +3

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 claws +8 (1d6+3 plus grab)

Special Attacks constrict (claw, 1d6+3 plus bonebreak)

STATISTICS

Str 17, **Dex** 19, **Con** 16, **Int** 10, **Wis** 15, **Cha** 10
Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 19 (27 vs. trip)
Feats Feral Combat Training[UC], Improved Unarmed Strike[B], Power Attack, Scorpion Strike[B], Stunning Fist[B], Weapon Focus (claw)
Skills Acrobatics +12, Knowledge (nature) +8, Perception +10, Stealth +16, Survival +10, Swim +19
Languages Aquan, Common
SQ amphibious

ECOLOGY

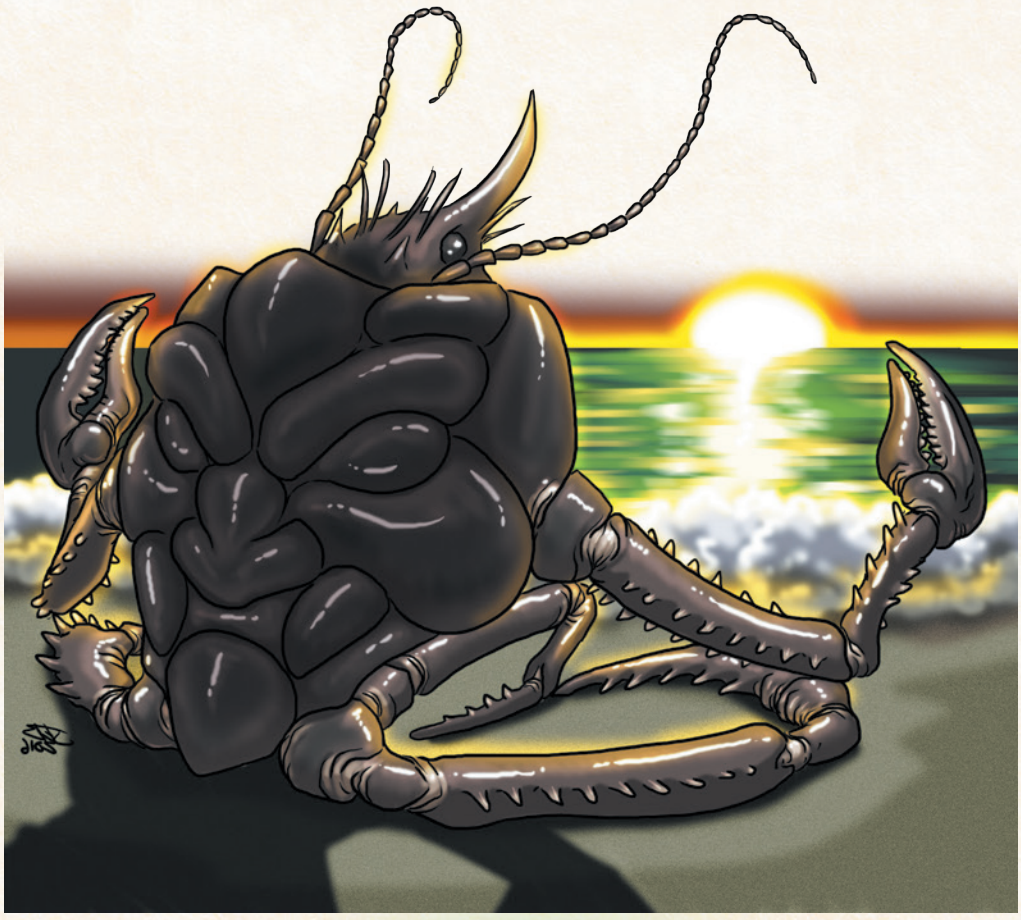
Environment any aquatic
Organization solitary, pair, or swarm (3–8)
Treasure standard

SPECIAL ABILITIES

Bonebreak (Ex) The heikegani crabs can snap bones caught within their powerful claws. This deals 1d3 points of Strength and Dexterity damage in addition to the crab's normal constrict damage.

Heikegani crabs are believed to be the reincarnations of ancient martial artists defeated in battle. While they lack any memory of previous lives, they do appear to possess an instinctive understanding of meditation and martial arts. Despite the appearance of the faces on their back, they are generally a contemplative and pacifistic race. While the monastic schools of the heikegani are difficult to find and access, they've been known to train even land dwellers in their odd methods. Heikegani pilgrims sometimes travel far abroad on the seas or land to bring back new lore, students, or techniques from alien societies.

While not truly atheistic, the heikegani see no reason for divine worship. They find such practices foolish, and vastly prefer to rely only upon themselves for spiritual enlightenment. To the heikegani, putting faith in another means you must have less in yourself.



Crocodile, Hound

The pack of aquatic reptiles swims in synchronization through the river water, as if following a trail.

Hound Crocodile **CR 4**

XP 1,200
Combat (soldier)
N Large animal
Init –1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)
hp 38 (4d10+16)
Fort +8, **Ref** +3, **Will** +2

OFFENSE

Speed 40 ft., swim 40 ft.
Melee bite +7 (1d8+4 plus grab), tail slap +2 (1d8+2)
Space 10 ft.; **Reach** 5 ft.

Special Attacks death roll (1d8+6 plus trip), powerful charge (bite, 2d8+8)

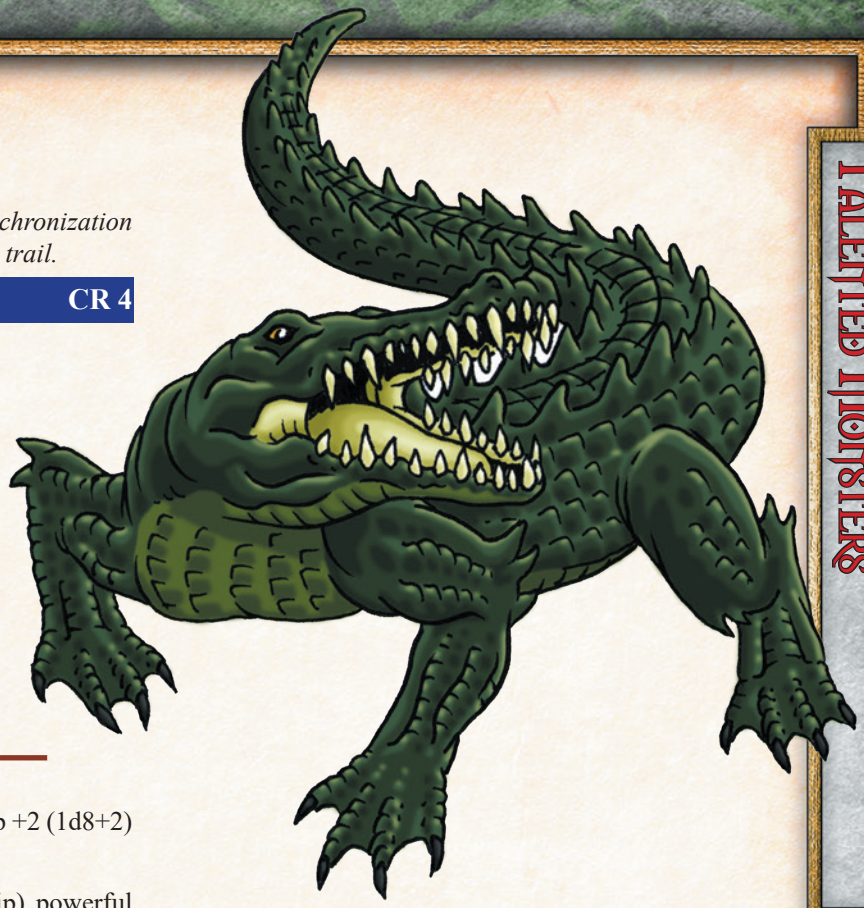
STATISTICS

Str 19, **Dex** 9, **Con** 19, **Int** 2, **Wis** 6, **Cha** 14
Base Atk +4; **CMB** +9 (+13 grapple); **CMD** 18 (22 vs. trip)
Feats Coordinated Charge[B,UC], Outflank[APG], Pack Attack[UC]
Skills Perception +5, Swim +12
SQ hold breath

ECOLOGY

Environment warm rivers and marshes
Organization solitary, pair, or pack (3–12)
Treasure none

Hound crocodiles are pack animals bred by river-tribes or lizardfolk to aid in hunting, tracking, and defense. The creatures act in coordinated teams against enemies entering the native's territory. Unfortunately, the hound crocodiles are not yet truly domesticated… if such a thing is possible. Trainers must keep careful eye on the reptiles, and many go feral even with strict control. If too many escape, they can band together into dangerous roaming packs threatening travelers or unwary tribes.



Cyclops, Eternal

A single huge eye stares from the forehead of this 14-foot-tall giant. Above this sole orb, an even larger white horn projects like an ivory spike. The giant moves with absolute surety and confidence.

Eternal Cyclops **CR 18**

XP 153,600
Spellcaster (divine)
NE Huge humanoid (giant)
Init +6; **Senses** blindsight 120 ft., low-light vision; Perception +40

DEFENSE

AC 32, touch 14, flat-footed 26 (+6 Dex, +18 natural, –2 size)
hp 313 (19d8+228)
Fort +18, **Ref** +12, **Will** +13
Defensive Abilities evasion, ferocity, rock catching

OFFENSE

Speed 50 ft.
Melee gore +23 (2d8+22 plus cursed wound), 2 slams +23 (2d6+11)
Ranged rock +19/+14/+9 (2d8+16)
Space 15 ft.; **Reach** 15 ft.



Special Attacks death curse, gaze (*bestow curse*, DC 24), powerful charge (gore, 4d8+22 plus cursed wound)

Spell-Like Abilities (CL 19, concentration +24)

Constant—*analyze dweomer*, *true seeing*

At will—*augury*, *divination*, *find the path*, *foresight*, *moment of prescience*, *greater scrying*, *vision*

STATISTICS

Str 32, **Dex** 22, **Con** 35, **Int** 17, **Wis** 15, **Cha** 20

Base Atk +14; **CMB** +27; **CMD** 43

Feats Blind-Fight, Cleave, Deadly Aim, Great Cleave, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike

Skills Craft (any one) +14, Diplomacy +16, Heal +11, Knowledge (history, local) +11, Knowledge (nature) +14, Perception +40, Sense Motive +20, Spellcraft +21; **Racial Modifiers** +16 Perception

Languages Common, Cyclops, Elven, Giant

SQ rock throwing (180 ft.), timeless

ECOLOGY

Environment any temperate or tropical

Organization solitary or conclave (2–6)

Treasure double standard

SPECIAL ABILITIES

Cursed Wound (Ex) The damage an eternal cyclops deals with its gore attack doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by an eternal cyclops must succeed on a DC 29 caster level check, or the healing has no effect on the injured creature.

Death Curse (Su) An eternal cyclops can speak a creature's fate, cutting their life short. This effect has a range of 30 feet and the creature is allowed a Will save DC 24 to negate. If this save is failed, the creature becomes fatigued the first round. The second round, the creature becomes exhausted. On the third round, the creature dies unless it succeeds on a DC 24 Fortitude save. Creatures that fail the first save, but succeed at the second remain exhausted and take 4d6+19 damage. Slaying the eternal cyclops negates the effect, but any fatigue or exhaustion remains. Whether or not the saves are successful, a creature cannot be the target of a death curse again for 1 day. The save DC is Charisma-based.

Masters of fate, the eternal cyclops can not only see the course of destiny, but control it. Kept alive by powerful forgotten magic, the remnants of the lost civilization fall into centuries long cycles of depression. They ponder the many mistakes in the past that led to the downfall of their people. The eternal cyclops seldom greets intruders that interrupt their contemplation.

Rarely, a tribe of brutish modern cyclops births an eternal cyclops during an important conjunction of stars and planets. These creatures dominate their lesser kin as a demigod born to rule. Most find simple mastery of barbaric tribes unsatisfying. Many seek to rewrite their people's destiny at the expense of the frail lesser humanoid civilizations.

Daemon, Corps Purrodaemon

The animated body of a military officer in full regalia stands impaled on a sharp wooden stake. A barbed iron mask loosens itself from the figure's mouth just long enough for it to lift its head and scream.

Corps Purrodaemon **CR 17**

XP 102,400
Skilled
NE Large outsider (daemon, evil, extraplanar)
Init +11; **Senses** darkvision 120 ft.; Perception +34
Aura frightful presence (60 ft., DC 24)

DEFENSE

AC 32, touch 21, flat-footed 25 (+5 deflection, +7 Dex, +11 natural, –1 size)
hp 275 (19d8+190)
Fort +21, **Ref** +23, **Will** +19
Defensive Abilities amorphous; **DR** 15/adamantine and good; **Immune** acid, death effects, disease, poison; **Resist** cold 30, electricity 30, fire 30, **SR** 33
Weakness immobile

OFFENSE

Speed 0 ft.
Melee spiked chains +24/+19/+14 (2d4+10/x4)
Space 10 ft.; **Reach** 10 ft.

Special Attacks death-stealing gaze (DC 24), inspire courage (as bard, +4), profane gift

Spell-Like Abilities (CL 19th, concentration +24)
At will—*greater teleport* (self plus 50 lbs. of objects only), *spiritual weapon*
3/day—*blessing of fervor*[APG], *crushing despair* (DC 18), *haste*, quickened *spiritual weapon*
1/day—*blasphemy* (DC 22), *greater shout* (DC 21)
1/day—summon (level 7, 2 crucidaemons[B3] 80%)

STATISTICS

Str 31, **Dex** 24, **Con** 31, **Int** 20, **Wis** 27, **Cha** 20
Base Atk +14; **CMB** +25; **CMD** 47 (can't be tripped)
Feats Alertness, Combat Casting, Deepsight[APG], Defensive Combat Training, Diehard, Discordant Voice[UC], Endurance, Improved Initiative, Quicken Spell-Like Ability (*spiritual weapon*), Voice of the Sibyl[UM]
Skills Appraise +16, Bluff +21, Diplomacy +21, Intimidate +27, Knowledge (arcana) +25, Knowledge (history) +25, Knowledge (planes) +25, Perception +34, Perform (oratory) +30, Sense Motive +29, Spellcraft +27, Stealth +25, Use Magic Device +27
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.
SQ unearthly grace

ECOLOGY

Environment any (Abaddon)
Organization solitary
Treasure none

SPECIAL ABILITIES

Death-Stealing Gaze (Su) Up to six times per days as a free action, a corps purrodaemon can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 24 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the daemon's control. The save DC is Charisma-based.



Immobile (Ex) A corps purrodaemon has no movement speed and can only change location with its *greater teleport* spell-like ability. Though it cannot remove itself from the stake by any means, it still moves to avoid attacks or incoming effects.

Profane Gift (Su) Once per day as a full-round action, a corps purrodaemon may grant a profane gift to a willing humanoid creature touching it. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from an outsider at a time. As long as the profane gift persists, the daemon can communicate telepathically with the target across any distance (and may use any mind-affecting spells or spell-like abilities through the connection). The profane gift is removed by a *dispel evil* spell. The daemon can remove the gift as a free action (causing 2d6 Charisma drain to the victim, no save).

The corps purrodaemons are formed from the souls of officers executed for desertion. They act as daemonic standards, offering aid to allies or inspiring terror in enemies. While the daemon and its bloody stake are permanently fused as one creature, it is far from helpless. The corps purrodaemon *teleports* wherever it is needed, or can effectively hold a position against oncoming forces. Rarely, a true purrodaemon loses a significant battle, and may be transformed into one as punishment. The daemon remains in this state until they prove their competence and loyalty beyond any doubt.

Regardless of origin, a corps purrodaemon is 12 feet tall and weighs 500 pounds.

Daemon, Droning Cacodaemon

A cat-sized moth flies with the precision of a hummingbird. Its wings suddenly change rhythm to produce a hypnotic drone.

Droning Cacodaemon **CR 2**

XP 600
Skilled
NE Tiny outsider (daemon, evil, extraplanar)
Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

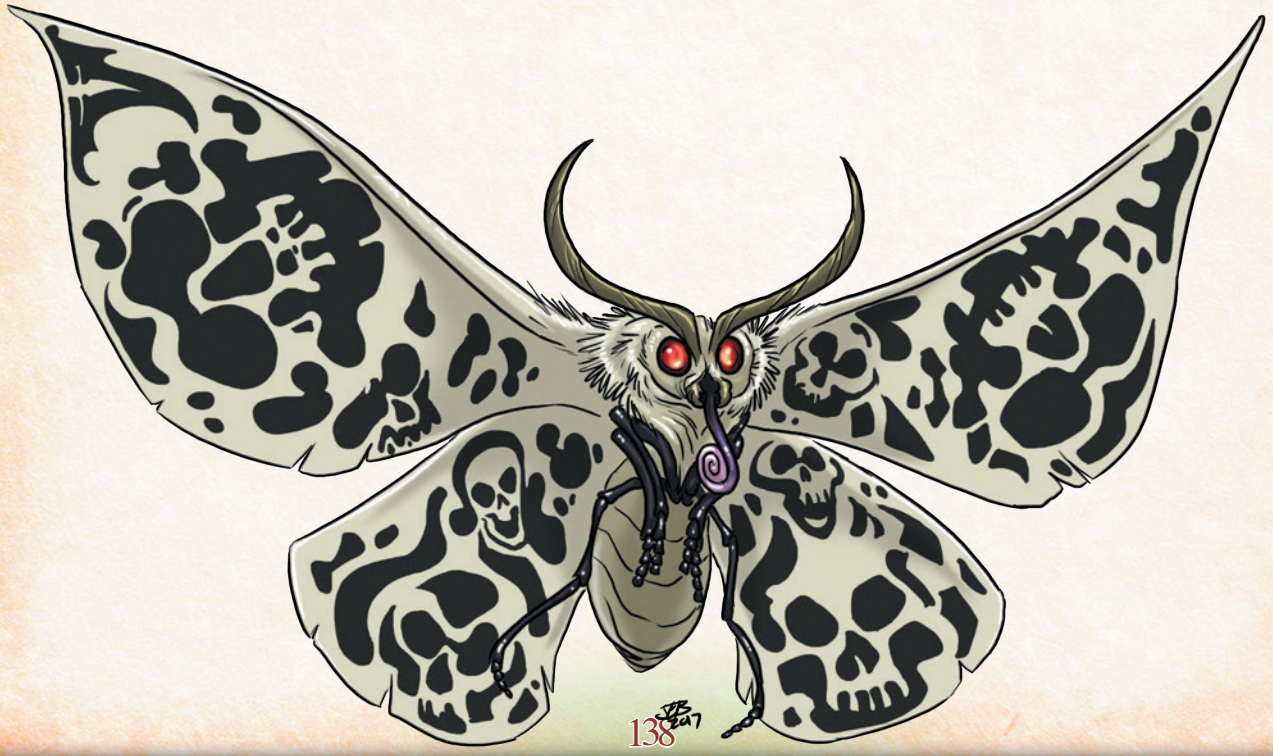
AC 17, touch 17, flat-footed 12 (+4 Dex, +1 dodge, +2 size)
hp 22 (4d8+4)
Fort +2, **Ref** +8, **Will** +2
Immune acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed fly 40 ft. (perfect)
Melee bite +5 (1d3)
Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks cacophony (DC 14)

Spell-Like Abilities (CL 4th, concentration +6)
Constant—*protection from good*
3/day—*detect good*, *detect magic*, *inflict light wounds* (DC 13)



STATISTICS

Str 11, **Dex** 18 **Con** 13, **Int** 14, **Wis** 13, **Cha** 14
Base Atk +3; **CMB** +1; **CMD** 15
Feats Dodge, Mobility
Skills Acrobatics +11, Fly +23, Knowledge (arcana) +9, Knowledge (planes) +9, Perception +8, Sense Motive +8, Spellcraft +9, Stealth +19
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)
Organization solitary or fleet (3–16)
Treasure none

SPECIAL ABILITIES

Cacophony (Su) As a free action, the droning cacodaemon can emit a cacophony of maddening sound. All creatures without this ability within 60 feet must succeed on a DC 14 Will save or be confused for 1 round (as the *confusion* spell). This is a sonic mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same daemon's cacophony for 24 hours. The save DC is Charisma-based.

Droning cacodaemons are commonly assigned as familiars to spellcasters demonstrating sufficient reverence for the mission of the Four Horsemen. While they do not produce soul gems, they act as useful scouts and combatants. The daemons actively seek opportunities to deliver touch spells, beating wings in uneven cadence to confuse enemies and distract magic users. Droning cacodaemons resemble oversized moths, but each has a unique horrific marking on its wings. These sigils usually resemble skulls, flames, insects, or other fell emblems and grow bolder as their master's power increases. A 7th-level neutral evil spellcaster can gain a drone cacodaemon familiar with the Improved Familiar feat.

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, –1 size)
hp 100 (8d10+56); fast healing 1
Fort +13, **Ref** +6, **Will** +8
Immune acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10
Weakness dependent

OFFENSE

Speed 30 ft.
Melee bite +14 (1d8+7), 2 claws +14 (1d6+7)
Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (30-ft. cone, 6d6 electricity damage; DC 21 Reflex save for half; usable every 1d4+1 rounds)



Daemon, Greater Ceustodaemon

The creature resembles a bipedal bear with the talons of an eagle and curling ram horns sprouting from its head.

Greater Ceustodaemon **CR 8**

XP 4,800
Combat (soldier)
NE Large outsider (daemon, evil, extraplanar)
Init +0; **Senses** darkvision 60 ft., scent; Perception +13

Spell-Like Abilities (CL 8th, concentration +11)
3/day—*detect good*, *detect magic*, *dimension door*, *see invisibility*

STATISTICS

Str 25, **Dex** 10, **Con** 25, **Int** 12, **Wis** 11, **Cha** 16
Base Atk +8; **CMB** +16; **CMD** 26
Feats Alertness, Dimensional Agility[UC], Iron Will, Power Attack
Skills Climb +11, Intimidate +14, Knowledge (dungeoneering) +4, Knowledge (planes) +4, Perception +13, Sense Motive +10, Stealth +4, Swim +8
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.
SQ vigilance

ECOLOGY

Environment any (Abaddon)
Organization solitary or pair
Treasure none

SPECIAL ABILITIES

Dependent (Su) A greater ceustodaemon guards a specific item, called its charge. If the daemon moves 300 yards away from its charge it becomes sickened. Every hour thereafter, it must make a DC 15 Fortitude save or become nauseated for an hour. If the daemon is out of range of its charge for 24 hours, it takes 1d6 points of Constitution damage every day that follows. A ceustodaemon can be assigned a new charge by a more powerful daemon with a 24-hour ritual.

Vigilance (Su) A greater ceustodaemon always knows the direction and distance to its charge so long as both are on the same plane. The daemon gains a +4 racial bonus on Perception checks while within 300 yards of its charge.

Ceustodaemons act as guardians of rare or powerful items of occult or religious significance. While greater ceustodaeons are less vulnerable to magical compulsion than their more common cousins, they enter service out of obedience to a more powerful daemon. On the mortal plane, a greater ceustodaemon memorizes every inch of space surrounding its charge. They often create elaborate contingency plans, such as preparing locations from which it can ambush intruders, creating cover allowing it to use its breath weapon, and safe places it can teleport to if harmed.

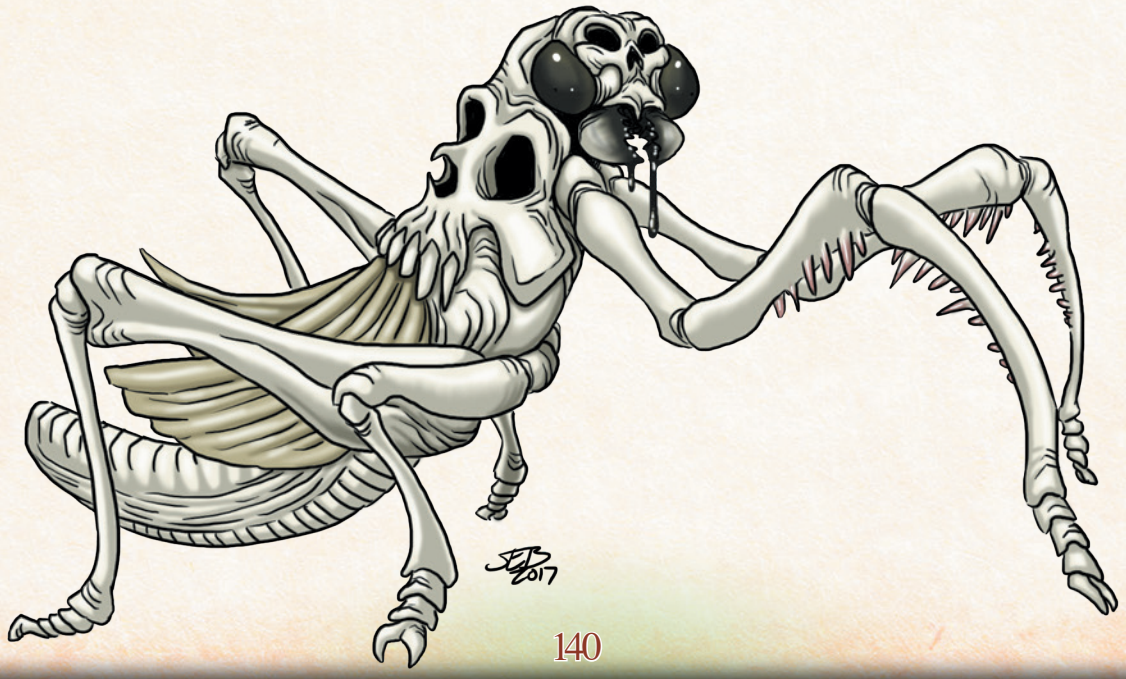
A greater ceustodaemon is 9 feet tall and weighs 700 pounds.

Daemon, Harvester Meladaemon

This fiend resembles a monstrous locust with an exoskeleton of bleached bone instead of chitin. Its head is a giant skull with wells of darkness for eyes, and a thick black oil drips from its stained mandibles.

Harvester Meladaemon **CR 13**

XP 25,600
Skilled
NE Large outsider (daemon, evil, extraplanar)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +24
Aura unnatural aura (30 ft.)



DEFENSE

AC 28, touch 14, flat-footed 23 (+5 Dex, +14 natural, –1 size)
hp 189 (14d8+126)
Fort +13, **Ref** +14, **Will** +11
Defensive Abilities evasion; **DR** 10/adamantine; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 24

OFFENSE

Speed 20 ft., climb 40 ft., fly 80 ft. (good)
Melee bite +19 (2d8+15 plus rot)
Space 10 ft.; **Reach** 10 ft.

Special Attacks jump attack

Spell-Like Abilities (CL 14th, concentration +18)
At Will—*greater teleport* (self plus 50 lbs. of objects only), *control water*
3/day—*animal messenger*, *blight* (DC 18), *magic fang*, quickened *ray of enfeeblement* (DC 15), *transmute metal to wood*
1/day—*firestorm* (DC 21), *horrid wilting* (DC 22)
1/day—summon (level 5, 2 traditional meladaemons 50%)

STATISTICS

Str 31, **Dex** 20, **Con** 29, **Int** 18, **Wis** 25, **Cha** 18
Base Atk +10; **CMB** +21; **CMD** 36 (42 vs. trip)
Feats Cleave, Flyby Attack, Furious Focus, Great Cleave, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*), Vital Strike
Skills Acrobatics +21, Climb +24, Fly +18, Intimidate +21, Knowledge (arcana) +15, Knowledge (nature) +15, Knowledge (planes) +15, Knowledge (religion) +15, Perception +24, Sense Motive +24, Spellcraft +21, Stealth +18, Survival +24
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.
SQ damage objects

ECOLOGY

Environment Any (Abaddon)
Organization solitary, plague (2–4), or ruin (3–8)
Treasure standard

SPECIAL ABILITIES

Ruinous Bite (Sp) A harvester meladaemon's bite secretes a disgusting black oil into victims. The oil causes the flesh to rot and saps the victim's strength. Any living creature harmed by its bite attack must succeed at a DC 26 Fortitude save or take 2 points of Strength and Constitution damage. At the beginning of the subject's next turn, it must make another saving throw or suffer 2 additional points of Strength and Constitution damage. The rot is not a disease or poison, but a *heal* spell ends the effects and cures the ability damage. The save DC is Constitution-based.

Harvesters are daemons of starvation who delight in causing mortal communities to tear themselves apart in desperation. They care little for individuals, sometimes allowing hundreds to survive if they grow sufficiently ruthless. A harvester typically collects or fouls food supplies and water sources. It performs most of these actions overtly, but knows covert actions can cause greater dread. It then approaches every faction, offering all the same bargain. Those they love get to live, at the expense of everyone else. While oftentimes it is the already cutthroat that act swiftly enough to eliminate competition for scarce resources, the daemon delights when once honorable organizations abandon nobility.

A harvester is ten feet long and weighs 1,100 pounds.

Daemon, Ictudaemon

The pale-skinned creature glows with a soft white light. It bears several patches of yellow or black burned skin, from which tiny arcs of energy spark and zap.

Ictudaemon **CR 12**

XP 19,200
Skilled
NE Medium outsider (daemon, evil, extraplanar)
Init +10; **Senses** darkvision 60 ft., trace teleport 30 ft.; Perception +24

DEFENSE

AC 27, touch 17, flat-footed 20 (+6 Dex, +1 dodge, +10 natural)
hp 161 (14d8+98)
Fort +13, **Ref** +15, **Will** +11
DR 10/good and silver; **Immune** acid, death effects, disease, electricity, poison, sonic; **Resist** cold 10, fire 10

OFFENSE

Speed 60 ft.
Melee 2 slams +18 (1d4+12/19-20 plus 1d6 electricity and grab)

Special Attacks burn (3d6 electricity when grappling), death throes (12d6 electricity, DC 23 Reflex halves), lightning crash, strangle

Spell-Like Abilities (CL 14th, concentration +18)
At Will—*invisibility*, *greater teleport* (self plus 50 lbs. of objects only)
3/day—*detonate*[APG] (electricity only, DC 18), *lightning bolt* (DC 17)
1/day—*chain lightning* (DC 20)
1/day—summon (level 6, 1 ictudaemon 50%)



STATISTICS

Str 27, **Dex** 22, **Con** 25, **Int** 18, **Wis** 25, **Cha** 18
Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 35
Feats Alertness, Combat Casting, Critical Focus, Dodge, Great Fortitude, Improved Critical (slam), Improved Initiative
Skills Acrobatics +23, Escape Artist +23, Intimidate +21, Knowledge (arcana) +17, Knowledge (nature) +17, Knowledge (planes) +17, Perception +24, Sense Motive +24, Sleight of Hand +19, Spellcraft +17, Stealth +23
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)
Organization solitary, pair, or storm (3–8)
Treasure half standard

SPECIAL ABILITIES

Death Throes (Su) Whenever an ictudaemon is slain, it explodes upward in a column of white lightning. Any creature within a 10-ft. radius takes 12d6 points of electricity damage and is blinded for 1d6 rounds. A DC 23 Reflex save halves this damage and negates the blindness. The save DC is Constitution-based.

Lightning Crash (Su) Once per day when it uses its *greater teleport* spell-like ability, an ictudaemon can arrive as a bolt of lightning. This deals damage and potentially causes blindness as the death throes ability.

Ictudaemons characterize death by electrocution, whether natural or magical. They identify closely with lightning, delighting in random destruction and the removal of foolish notions like security. Each seeks to spread the message that death is swift, sure, and arrives unexpectedly. In battle, ictudaemons act as assassins and literal shock troops. On the mortal plane, ictudaemons seek out storms and magical occurrences likely to produce lightning, making sure the destruction carries a high cost in lives.

Daemon, Phagodaemon

The brutish fiend has a thick torso to support an enormous head, with a jaw that drags the ground before it. Occasional distortions in its pale blue belly betray still-living prey trapped inside.

Phagodaemon **CR 10**

XP 9,600
Combat (barbaric)
NE Medium outsider (daemon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 24, touch 12, flat-footed 22 (+2 Dex, +12 natural)
hp 126 (11d12+55)
Fort +12, **Ref** +9, **Will** +9
DR 5/good and magic; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.
Melee bite +18 (1d6+7/19-20/x2 plus grab), 2 claws +18 (1d4+7)

Special Attacks rend (2 claws, 1d6+10), swallow whole (1d6+10 negative energy damage, AC 16, 12 hp)

STATISTICS

Str 25, **Dex** 14, **Con** 21, **Int** 10, **Wis** 23, **Cha** 10
Base Atk +11; **CMB** +18 (+22 grapple); **CMD** 30
Feats Bleeding Critical, Critical Focus, Improved Critical (bite), Intimidating Prowess, Lunge, Power Attack
Skills Climb +11, Intimidate +18, Perception +11, Stealth +12, Survival +12, Swim +11
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)
Organization solitary or pack (3–8)
Treasure standard

SPECIAL ABILITIES

Monstrous Appetite (Ex) A phagodaemon can use its grab and swallow whole abilities on creatures up to one size category larger than itself.

While cannibalism is amoral, the murder of sentient beings for food is a savagely evil action. The phagodaemons arise from the souls of those who kill and consume others, but who are then eaten in turn by someone stronger. Phagodaemons care little for self-preservation, and focus primarily on the supernatural hunger that drives them. A pack can wade through an entire mortal army, feeding for hours without pausing to rest horrific jaws and bloated stomachs. Dissection of phagodaemons reveals they destroy everything consumed in a matter of moments, leaving nothing to expel or resurrect.



Daemon, Plauge Leukodaemon

A rain of fiendish frogs results in a mass piled on top of one another. Their skin is bloated and cracked, oozing foul fluids and buzzing with attendant flies.

Plague Leukodaemon **CR 11**

XP 12,800
Skilled
NE Diminutive outsider (daemon, evil, extraplanar, swarm)
Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 21, touch 21, flat-footed 14 (+6 Dex, +1 dodge, +4 size)

hp 123 (13d8+65) fast healing 5
Fort +9, **Ref** +14, **Will** +10
Defensive Abilities swarm traits; **Immune** acid, death effects, disease, poison, weapon damage; **Resist** cold 10, electricity 10, fire 10; **SR** 22

OFFENSE

Speed 20 ft., climb 10 ft., fly 20 ft. (average), swim 10 ft.
Melee swarm (3d6 plus disease and poison)
Space 10 ft.; **Reach** 0 ft.

Special Attacks disease, distraction (DC 21), poison

Spell-Like Abilities (CL 13th, concentration +17)
At will—*greater teleport* (self plus 50 lbs. of object only)
3/day—quickened *expeditious retreat*
1/day—summon (level 4, 2 leukodaemons 50%)

STATISTICS

Str 1, **Dex** 22, **Con** 21, **Int** 18, **Wis** 23, **Cha** 18
Base Atk +9; **CMB** —; **CMD** —
Feats Acrobatic Steps, Dodge, Improved Initiative, Nimble Moves, Quicken Spell-Like Ability (*expeditious retreat*), Skill Focus (Intimidate), Step Up
Skills Acrobatics +22, Climb +16, Fly +15, Heal +21, Intimidate +23, Knowledge (arcana) +13, Knowledge (nature) +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +22, Spellcraft +17, Stealth +22, Survival +19, Swim +23
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)
Organization solitary or storm (2–16)
Treasure none

SPECIAL ABILITIES

Disease (Ex) Swarm—injury; *save* Fortitude DC 21; *onset* immediate; *frequency* 1/day; *effect* 1d4 Constitution damage and 1d4 Wisdom damage; *cure* 3 consecutive saves.

Poison (Ex) Swarm—injury; *save* Fortitude DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Strength; *cure* 3 consecutive saves.



Celestial and infernal beings sometimes grow weary of mortal arrogance, sending plagues to remind the stubborn of their place. Sometimes in death these relatively weak souls unite as an intelligent swarm focused on spreading terror, and gaining revenge. Individual plague leukodaemons might take many forms— such all-consuming insects, diseased rats, or bloated toads. These living disasters inevitably oppose some god-like force, seeking out their loyal and humble servants to mete out a perverse justice. Often yet more helpless mortals become caught in the middle, resulting in a cycle of death and revenge.



Daemon, Reaper Thanadaemon

This giant-size skeleton moves with eerie grace. Its bones light up with pervasive arcane runes as it weaves its arms in purposed pattern.

Reaper Thanadaemon **CR 15**

XP 51,200
Spellcaster (arcane)
NE Large outsider (daemon, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft., lifesense 300 ft.; Perception +30
Aura wasting aura (30 ft., DC 23)

DEFENSE

AC 30, touch 15, flat-footed 24 (+6 Dex, +15 natural, –1 size)
hp 230 (20d6+160)
Fort +14, **Ref** +12, **Will** +17
Defensive Abilities channel resistance +6, negative energy affinity; **DR** 10/good and silver; **Immune** acid, cold, death effects, disease, poison; **Resist** electricity 10, fire 10

OFFENSE

Speed 30 ft.
Melee 2 claws +18 (1d6+9 plus 1d6 negative energy)
Space 10 ft.; **Reach** 10 ft.

Special Attacks channel negative energy (5/day, 8d6 negative energy, DC 22), decay, rend (2 claws, 1d6+13 plus 1d6 negative energy)

Spell-Like Abilities (CL 20th, concentration +23)
At Will—*greater teleport* (self only plus 50 lbs. of objects)
3/day—quickened *death knell* (DC 15), *detect magic*
1/day—summon (level 6, 2 traditional thanadaemons 60%)

Wizard Spells Prepared (CL 15th, concentration +20)
8th— *orb of the void*[UM] (DC 24)
7th—*finger of death* (DC 23), *waves of exhaustion*
6th—*disintegrate* (DC 21), *true seeing*, *unwilling shield*[APG] (DC 22)
5th—*cone of cold* (DC 20), *feast on fear*[ACG] (DC 21), *hold monster* (DC 20), *overland flight*, *symbol of sleep* (DC 20)
4th—*enervation*, *fear* (DC 20), *phantasmal killer* (DC 19), *stoneskin*, *wall of blindness/deafness*[ACG] (DC 20)
3rd—*deep slumber* (DC 18), *haste*, *lightning bolt* (DC 18), *sands of time*[UM] (DC 19), *vampiric touch*
2nd—*false life*, *fox's cunning*, *invisibility*, *resist energy*, *scorching ray*
1st—*detect undead*, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*
0 (at will)—*acid splash*, *bleed* (DC 16), *disrupt undead*, *read magic*

STATISTICS

Str 29, **Dex** 22, **Con** 27, **Int** 20, **Wis** 21, **Cha** 16
Base Atk +10; **CMB** +20; **CMD** 36
Feats Alertness, Alignment Channel (good), Channel Smite, Eschew Materials, Greater Spell Penetration, Improved Counterspell, Quicken Spell-Like Ability (*death knell*), Selective Channeling, Spell Focus (necromancy), Spell Penetration
Skills Appraise +24, Diplomacy +19, Fly +13, Intimidate +23, Knowledge (arcana) +28, Knowledge (planes) +14, Knowledge (religion) +14, Linguistics +12, Perception +30, Sense Motive +22, Spellcraft +28, Stealth +25, Use Magic Device +24
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)
Organization solitary, pair, or cabal (3–8)
Treasure standard (wizard's spellbook and other treasure)

SPECIAL ABILITIES

Death's Certainty (Su) A reaper thanadaemon can see and alter fates to bring all closer to an ending. Once per day as an immediate action, the reaper can determine the exact result of one die roll before the roll is made. This affect can alter an action taken by the reaper only, and cannot be applied to a roll made by another creature.

Decay (Su) A reaper thanadaemon drains life and vitality with a touch. Its melee attacks deal an additional 1d6 points of negative energy. Living opponents also take this damage when they hit the reaper with natural weapons or unarmed strikes. This negative energy cannot be used to heal undead creatures.

Wasting Aura (Su) A reaper thanadaemon is surrounded by a 30-foot aura of corrupting negative energy, burning years away from the living like an unholy flame. Any living animal, humanoid, magical beast, or monstrous humanoid that enters or begins its turn within this aura must succeed at a DC 22 Fortitude save or physically advance one age category. Creatures who remain in the aura continue to age, making a saving throw each round to avoid advancing to the next age category. A venerable creature dies on a failed save. Affected creatures take all penalties for advancing in age, but gain no bonuses. Aged creatures gain a new saving throw every 24 hours to restore one age category. This ability has no effect on creatures protected from magical or natural aging. The save DC is Charisma-based.

It is said that when a thanadaemon collects its thousandth soul, it matures into a terrifying being of incredible power. Some liches and other intelligent undead venerate reapers as omens of a dark future where necromancy conquers all life. These mortal souls trapped in immortal bodies believe that a remnant of undeath might remain as the Horsemen's final sentinels. These few beings would stand watch over a dying universe, existing until the stars fade from the heavens.

A reaper thanadaemon stands 10 feet tall and weighs 600 pounds.

Daemon, Sacridaemon

This creature has bloody wounds where its eyes should be, and the rest of its visible body is covered in mouths shouting disturbing gibberish. Three bare arms protrude from its tattered cloak, each wielding a wicked curved dagger.

Sacridaemon **CR 5**

XP 1,600
Spellcaster (divine)
NE Medium outsider (daemon, evil, extraplanar)
Init +2; **Senses** blindsight 30 ft., darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 57 (6d8+30)
Fort +7, **Ref** +4, **Will** +6
Defensive Abilities uncanny dodge; **DR** 5/magic; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.
Melee 3 mwk kukri +7 (1d4+4/18-20 plus bleed)

Special Attacks bleed (1d4), sneak attack +3d6

Spell-Like Abilities (CL 6th, concentration +9)
3/day—*hold person* (DC 15), *murderous command*[UM] (DC 14)
1/day—summon (level 2, 1 sacridaemon 60%)

Oracle Spells Known (CL 5th, concentration +8)
2nd (5/day)—*death knell* (DC 15), *enthrall* (DC 15), *inflict moderate wounds* (DC 15), *unholy blight* (DC 17)
1st (7/day)—*cause fear* (DC 14), *cure light wounds* (DC 14), *divine favor*, *inflict light wounds* (DC 14), *shield of faith*
0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *guidance*, *read magic*, *spark* (DC 13)



STATISTICS

Str 19, **Dex** 14, **Con** 20, **Int** 13, **Wis** 12, **Cha** 17
Base Atk +4; **CMB** +8; **CMD** 20
Feats Combat Expertise, Improved Feint, Multiweapon Fighting
Skills Bluff +9, Intimidate +9, Knowledge (planes) +5, Knowledge (religion) +5, Perception +8, Sense Motive +6, Spellcraft +8, Stealth +9; **Racial Modifiers** +2 Bluff, +2 Intimidate
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)
Organization solitary, pair, troop (3–6), or cult (7–16)
Treasure standard (three masterwork kukris, other treasure)

Formed from the souls of suicidal cultists, sacridaemons embody death by ritual murder. Though relatively weak, sacridaemons can wield tremendous influence in mortal realms. There they playact emissaries of dark gods or build cults centered on their personal glory. Through their worshipers, sacridaemons bring madness and paranoia to otherwise peaceful communities. Each religion created inevitably moves toward the moment when all are expected to die together… because a carefully concocted lie makes it seem a tempting choice.

Daemon, Surrodaemon

By Dave Bruno and Stephen Rowe

The hunched alien creature seems composed of nothing but thin gray skin stretched tightly over asymmetric bones. All around it hover a half-dozen unearthly weapons meant for inhuman hands.

Surrodaemon **CR 26**

XP 2,457,600
Skilled
NE Medium outsider (daemon, evil, extraplanar)
Init +7; **Senses** darkvision 60 ft.; Perception +46

DEFENSE

AC 44, touch 16, flat–footed 37 (+7 Dex, +28 natural, –1 size)
hp 610 (33d8+462)
Fort +25, **Ref** +25, **Will** +21
Immune acid, death effects, disease, non-magical weapons, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 37

OFFENSE

Speed 30 ft.
Melee bite +33 (1d8+15/19-20/x2 plus grab and disease), 6 *spiritual weapons* +34 (1d8+16)
Ranged 6 *spiritual weapons* +34 (1d8+16)
Space 10 ft.; **Reach** 10 ft.

Special Attacks grab, swallow whole (5d6 negative energy damage, AC 24, 61 hp)

Spell–Like Abilities (CL 33th; concentration +38)

At will—*greater teleport* (self plus 50 lbs. of objects only), *hallucinatory terrain* (DC 19), *spiritual weapon*
3/day—quickened *spiritual weapon*
1/day—*circle of death* (DC 21), *cloudkill* (DC 20)

STATISTICS

Str 31, **Dex** 24, **Con** 39, **Int** 22, **Wis** 31, **Cha** 20
Base Atk +24; **CMB** +35; **CMD** 61
Feats Blind-Fight, Cleave, Critical Focus, Combat Reflexes, Defensive Combat Training, Exhausting Critical, Great Cleave, Greater Vital Strike, Improved Critical (bite), Improved Vital Strike, Power Attack, Quicken Spell-Like Ability (*spiritual weapon*), Tiring Critical, Staggering Critical, Stand Still, Stunning Critical, Vital Strike
Skills Climb +46, Disable Device +43, Intimidate +41, Knowledge (history, local, planes, religion) +42, Perception +46, Profession +46, Sense Motive +46, Survival +46, Swim +46



Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)
Organization solitary
Treasure standard

SPECIAL ABILITIES

Death (Su) A surrodaemon only remains dead for 1d4 rounds, even if its body is completely destroyed by an effect such as *disintegrate*. It becomes fully healed and alive 1d4 rounds after death with no negative levels. If the daemon is killed within a *consecrate* or *hallow* effect, this ability is suppressed until the effect ends or its body is removed from the area of effect. There is no known method to permanently kill a surrodaemon.

Famine (Su) A surrodaemon may grab and swallow creatures of any size, and may swallow whole a grappled creature as a free action. A creature swallowed is subject to a *slay living* spell effect (CL 33, DC 20) in addition to 5d6 negative energy damage each round they remain within the daemon's stomach. If the creature dies within the daemon's stomach, the soul becomes trapped within the daemon and it cannot be brought back to life until the daemon is killed (even if the daemon then resurrects). The daemon may hold any number of souls in this manner, and may transfer any held souls into soul gems.

Pestilence (Su) A surrodaemon can breathe a will-sapping sickness in a 150-ft. cone as a free action every 1d4 rounds. The disease persists within the affected area for 1 round. Any creature touching the surrodaemon or an infected creature is exposed to the disease.

Surrender (Su) Bite or breath weapon—contact or inhalation; *save* Fort DC 26, *onset* 1 minute, *frequency* 1 hour, *effect* 1d6 Wis drain, *cure* —. Surrender can only be cured by a *remove disease* spell or similar magic. The save DC is Charisma-based.

War (Sp) A surrodaemon can control and direct up to six *spiritual weapon* spell-like abilities as a free action each round, but cannot have more than six spiritual weapons active at once. Each *spiritual weapon* deals 1d8+16 damage, and the forms vary between surrodaemons. Damage dealt by the spiritual weapons does not heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by the daemon's *spiritual*

weapons must succeed on a DC 43 caster level check, or the healing has no effect on the injured creature. A *miracle* or *wish* spell can be used to fully heal a damaged creature with no caster level check required.

A surrodaemon arises from the soul of the last civilized creature dying upon a world destroyed by the Four Horsemen. This final victim must perform unimaginable acts to survive, but eventually succumbs to famine or disease. Surrodaemons claim no particular loyalty to any of the archdaemons, and each End Bringer is loath to summon them from the dead worlds they endlessly wander. If called, the daemons have been known to lay waste to entire celestial armies before they can be brought low. Holy temples are often erected on the spot, with an order tasked with keeping the daemon from waking.

Daemon, Tsotsidaemon

By Dean Jones and Stephen Rowe

A leering, lizard-like torso sits atop a four-legged platform of limbs while rock and debris orbits slowly around it.

Tsotsidaemon **CR 10**

XP 9,600
Spellcaster (arcane)
NE Medium outsider (daemon, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 25, touch 17, flat–footed 18 (+6 Dex, +1 dodge, +8 natural)
hp 127 (15d6 + 75)
Fort +10, **Ref** +11, **Will** +13
DR 10/good; **Immune** acid, bludgeoning, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft., climb 30, fly 60 ft. (clumsy)
Melee 4 slams +14 (1d4+6 plus push or pull)
Space 5 ft.; **Reach** 5 ft. (slam 10 ft.)

Special Attacks powerful charge (slam, 2d4+12), telekinetic strike

Spell–Like Abilities (CL 15th; concentration +16)
At Will—*levitate*, *reverse gravity* (DC 20)
3/day—*greater dispel magic*

Wizard Spells Prepared (CL 10th, concentration +14)
5th—*telekinesis*
4th—*telekinetic maneuver*
3rd—*blast barrier*, *force punch*, *hostile levitation*, *slow*
2nd—*create pit* (2), *protection from arrows*, *telekinetic volley*, *shadow anchor*
1st—*bungle*, *disguise self*, *feather fall*, *shield*, *unseen servant*
0 (at will)—*mage hand*

STATISTICS

Str 23, **Dex** 22, **Con** 21, **Int** 18, **Wis** 19, **Cha** 12
Base Atk +8; **CMB** +13; **CMD** 30 (34 vs. trip)
Feats Combat Reflexes, Dodge, Lunge, Mobility, Spring Attack, Stand Still, Throw Anything, Wind Stance
Skills Acrobatics +11, Appraise +12, Climb +14, Diplomacy +7, Fly +21, Intimidate +16, Knowledge (arcana, engineering, history, planes) +12, Perception +22, Sense Motive +17, Spellcraft +15, Stealth +14, Survival +12, Swim +14, Use Magic Device +12
Languages Abyssal, Common, Draconic, Infernal; telepathy 100 ft.



ECOLOGY

Environment any (Abaddon)
Organization solitary
Treasure standard

SPECIAL ABILITIES

Telekinetic Strike (Su) Tsotsidaemons naturally augment their slam attacks with instinctive telekinesis, adding to their reach and allowing them to move enemies into danger. The daemon can pull or push any opponent of any size with a free combat maneuver check after a successful attack. If successful, the daemon pushes or pulls the creature 10 feet plus 10 feet for every 5 that the daemon exceeds the target's CMD. The creature pulled or pushed does not provoke attacks of opportunity, and stops if the push or pull would move them into a solid object or creature.

Spiteful even by daemonic standards, the tsotsidaemons represent death by catastrophic acceleration. Their daemonic nature gives them rough control over objects around them, which most actively seek to focus with arcane study. The daemons delight in carefully choosing and preparing a battlefield with dangerous hazards, pits, and debris they can control.



Dark Stalker Mercenary

The tall pale humanoid's black eyes search his surroundings with quiet confidence.

Dark Stalker Mercenary **CR 12**

XP 19,200
Skilled
CN Medium humanoid (dark folk, extraplanar)
Init +10; **Senses** darkvision 60 ft., see in darkness, trace teleport 60 ft.; Perception +30

DEFENSE

AC 28, touch 16, flat-footed 21 (+2 armor, +6 Dex, +1 dodge, +9 natural)
hp 161 (14d8+98)
Fort +11, **Ref** +15, **Will** +11 (+13 vs. charm effects)
Defensive Abilities guarded thoughts; **SR** 28

OFFENSE

Speed 30 ft.
Melee 2 *+1 short swords* +20/+15 (1d6+9/17-20 plus poison)

Special Attacks shadow walker, sneak attack +6d6

Spell-Like Abilities (CL 14th)
At will—*deeper darkness*, *dimensional anchor*
3/day—*plane shift*

STATISTICS

Str 26, **Dex** 23, **Con** 24, **Int** 19, **Wis** 25, **Cha** 18
Base Atk +10; **CMB** +18; **CMD** 38
Feats Alertness, Combat Reflexes, Defensive Combat Training, Dodge, Improved Critical (short sword), Improved Initiative, Skill Focus (Stealth)[B], Weapon Focus (short sword)
Skills Acrobatics +23, Bluff +21, Climb +25, Escape Artist +23, Knowledge (arcana, planes) +21, Perception +30, Sense Motive +26, Sleight of Hand +23, Stealth +33 (+45 in shadows); **Racial Modifiers** +4 Perception, +4 Stealth (+12 in shadows)
Languages Abyssal, Celestial, Common, Dark Folk, Undercommon
SQ superior two-weapon fighting, uncanny dodge

ECOLOGY

Environment any (Plane of Shadow)
Organization solitary or pair
Treasure double (*+1 short swords* [2], black smear [6], masterwork leather armor, other treasure)

SPECIAL ABILITIES

Guarded Thoughts (Ex) Mercenary dark stalkers are immune to any form of mind reading, such as that granted by *detect thoughts*. This ability also grants a +2 racial bonus on all saves against charm effects.

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

Black Smear—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 1 save.

Shadow Walker (Su) During any condition other than bright light, the mercenary dark stalker can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability. While using this ability, the mercenary dark stalker can teleport from that particular shadow to another shadow. The shadow he enters must have a space at least equal to his. By moving into a shadow, he instantly knows the location of all other shadows within 3,000 feet and may choose whether he wants to pass into one or simply step back out of the shadow he moved into.

The mercenary dark stalker is a breed of powerful dark folk native to the Planes of Shadow. They act as solitary sociopathic killers — their own natural hubris preventing them from working well in groups. Combining work and play, many contract their services as assassins to powerful outsiders in need of a temporary unconnected agent. Those who contract the stalkers must pay them well to ensure the victim cannot negotiate for their life. Bidding wars sometimes occur between client and victim, with the stalker acting as a murderous auctioneer.

Darkmantle, Nightmantle

A dark horror crawls with rubbery black tentacles reaching out to snap at anything that moves. The flat black mass stretches into the darkness beyond, with hundreds of dull red eyes glowing on its surface.

Nightmantle **CR 19**

XP 204,800
Combat (barbaric)
NE Colossal magical beast
Init +1; **Senses** darkvision 120 ft., lifesense 300 ft., low-light vision, see in darkness; Perception +15



DEFENSE

AC 34, touch 3, flat-footed 33 (+1 Dex, +31 natural, –8 size)
hp 312 (16d12+208)
Fort +23, **Ref** +11, **Will** +13
DR 10/adamantine; **Resist** acid 10, cold 10, fire 10
Weakness light blindness

OFFENSE

Speed 30 ft., burrow 15 ft., climb 30 ft.
Melee bite +29 (4d6+20/19-20 plus grab), 2 tentacles +23 (2d8+10)
Space 30 ft., **Reach** 20 ft. (30 ft. with tentacles)

Special Attacks swallow whole (5d6 acid damage, AC 25, 34 hp)

Spell-Like Ability (CL 16th, concentration +19)
At will—*deeper darkness*
3/day—quickened *black tentacles*, quickened *deeper darkness*

STATISTICS

Str 50, **Dex** 13, **Con** 36, **Int** 4, **Wis** 26, **Cha** 17
Base Atk +16; **CMB** +44 (+48 grapple); **CMD** 55 (can't be tripped)

Feats Combat Reflexes, Improved Critical (bite), Iron Will, Power Attack, Quicken Spell-Like Ability (*black tentacles*), Quicken Spell-like Ability (*deeper darkness*), Skill Focus (Stealth), Weapon Focus (bite)
Skills Perception +15, Stealth +9 (+17 underground); **Racial Modifiers** +8 Stealth underground
Languages Undercommon (can't speak)
SQ compression, deepest darkness

ECOLOGY

Environment underground
Organization solitary
Treasure none

SPECIAL ABILITIES

Deepest Darkness (Su) The darkness created by a nightmantle's *deeper darkness* spell-like ability is permanent until dispelled.

The word nightmantle is synonymous with plague or other calamities among subterranean creatures. When a nightmantle arrives near a sufficient gathering of life, it spreads darkness and death until nothing remains. The nightmantles then sleep away centuries, awakening only to destroy anyone attempting to reclaim their territory. Over eons the monsters act as one great slow calamity, traveling from one side of the world to the other until all light is extinguished.

A nightmantle stands 15 feet tall, is 60 feet in diameter and weighs 300 tons.

Demon, Adjudicator Nalfeshnee

The obese floating monster wears stained robes and wields a large steel gavel. It's curled yellowing judge's wig looks absurd on its porcine face, but not so ridiculous as the tiny, vestigial angel wings that bear it bulk aloft.

Adjudicator Nalfeshnee Demon **CR 16**

XP 76,800
Spellcaster (divine)
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft., *true seeing*; Perception +30

DEFENSE

AC 31, touch 15, flat-footed 25 (+6 Dex, +16 natural, –1 size)
hp 261 (18d8+180)
Fort +16, **Ref** +12, **Will** +16
DR 10/good and lawful; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 32

OFFENSE

Speed 30 ft., fly 30 ft. (average)
Melee *+1 Large spellstoring light hammer* +22/+17/+12 (1d6+10) and bite +15 (3d8+4), or bite +20 (3d8+13)
Space 10 ft.; **Reach** 10 ft.

Special Attacks holding gaze (DC 21), legalese (DC 22, 1d6 rounds), profane gift

Spell-Like Abilities (CL 18th, concentration +25)
Constant—*true seeing*
At will—*greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *slow* (DC 15)
1/day—summon (level 8, 1 nalfeshnee adjudicator or 6 babau demons at 60%)

Spells Prepared (CL 16th, concentration +23)
8th (2/day)—*dimensional lock*, quickened *chaos hammer*
7th (4/day)—*destruction* (DC 25), *jolting portent*[UC] (DC 24), quickened *bestow curse* (DC 21), *repulsion* (DC 24)
6th (5/day)—*banishment* (DC 23), *cold ice strike*[UM] (DC 23), *geas/quest*, *harm* (DC 24), heightened *zone of truth* (DC 24)
5th (5/day)—*major curse* (DC 23), *mark of justice*, quickened *divine favor*, *reprobation*, *slay living* (DC 23)
4th (5/day)—*aura of doom*[UM] (DC 22), *chaos hammer* (DC 21), *inflict critical wounds* (DC 22), *terrible remorse*[UM] (DC 22), *unholy blight* (DC 21)
3rd (6/day)—*bestow curse* (DC 21), *chains of perdition*[UC], *greater magic weapon*, *inflict critical wounds* (DC 21), *sands of time*[UM], *speak with dead*
2nd (6/day)—*cure moderate wounds* (DC 19) (2), *hold person* (DC 20) (2), *spiritual weapon*, *zone of truth* (DC 20)
1st (6/day)—*command* (DC 19), *cure light wounds* (DC 18) (2), *doom* (DC 19), *inflict light wounds* (DC 19), *protection from good*
0 (at will)—*bleed* (DC 18), *detect magic*, *read magic*, *stabilize*

STATISTICS

Str 28, **Dex** 22, **Con** 31, **Int** 17, **Wis** 20, **Cha** 15
Base Atk +13; **CMB** +23; **CMD** 39
Feats Alertness, Heighten Spell, Quicken Spell, Spell Focus (enchantment), Spell Focus (necromancy)

Skills Bluff +12, Diplomacy +10, Fly +12, Intimidate +22, Knowledge (planes, religion) +10, Perception +30, Profession (barrister) +10, Sense Motive +30, Spellcraft +15; **Racial Modifiers** +4 Intimidate, +4 Perception, +4 Sense Motive
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (the Abyss)
Organization solitary, panel (4), or high court (8–10)
Treasure double normal *(+1 spellstoring light hammer)*

SPECIAL ABILITIES

Holding Gaze (Su) held (as the spell *hold person*), 30 feet, DC 21 Will negates. The save DC is Charisma-based.

Legalese (Su) As a free action, an adjudicator can speak a bizarre combination of legal speak and babbled insanity that affects any intelligent creature within 60 feet. Creatures who fail a DC 21 Will save take 1d4 points of Wisdom damage and are confused (as the *confusion* spell) for 1d6 rounds. A creature that succeeds on the save cannot be affected by the same adjudicator's cacophony for 24 hours. The save DC is Charisma-based.

Profane Gift (Su) Once per day as a full-round action, the adjudicator nalfeshnee may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +6 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift at a time. So long as the profane gift persists, the adjudicator can communicate telepathically with the target across any distance (and may use any mind-affecting spells or spell-like abilities through the connection). A profane gift is removed by *dispel evil*. The adjudicator can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Spells Adjudicator nalfeshnee cast divine spells as 16th-level clerics. They do not gain access to domains or other cleric abilities.

Subpoena (Sp) The adjudicator nalfeshnee can deliver a message (as the *sending* spell) that also contains a *suggestion* (as the *suggestion* spell) compelling the target to travel to the adjudicator for the purposes of a trial. A DC 21 Will save negates the *suggestion*, but not the message. There is no chance of this ability not functioning if the adjudicator and the target are not on the same plane. The save DC is Charisma-based.



Long established as the faithful devotees of Abyssal chaos, some demon lords empower a nalfeshnee to act as a mediator in disputes between underlings. Non-violent disputes are rare, leaving the often-bored adjudicator to seek or cause trouble. The demons love setting up a "court" and holding an insane trial that satirizes any true judicial process. Adjudicators possess an irrational love of the dramatic conflict between prosecution and defense, but the trial's outcome largely depends on bribery. However, the insane creatures respond with terrible retribution when anyone dares question their authority or integrity.

Adjudicator nalfeshnee are about 15 feet tall and weigh 7,000 pounds.

Demon, Balor Lord Drozuum

The tall demon grips his barbed longsword and cracks a multihued whip in anticipation. His robes shimmer with scintillating patterns, which are reflected as he unfurls his smooth leather wings.

Balor Lord Drozzum **CR 24**

XP 1,230,000
Spellcaster (arcane)
CN Huge outsider (chaotic, demon, evil, extraplanar)
Init +13; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +27
Aura flaming body

DEFENSE

AC 40, touch 17, flat-footed 31 (+4 armor, +9 Dex, +19 natural, –2 size)
hp 558 (36d6+432)
Fort +24, **Ref** +21, **Will** +28
DR 15/epic; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 35

OFFENSE

Speed 40 ft., fly 160 ft. (good)
Melee *+1 vorpal unholy longsword* +26/+21/16/+11 (3d6+12/19-20 plus 1d6 fire) and *+1 vorpal flaming whip* +26/+21 (1d6+5/19-20 plus 1d6 fire and entangle), or 2 slams +28 (2d8+11 plus 1d6 fire)
Space 15 ft.; **Reach** 15 ft. (25 ft. with whip)

Special Attacks death throes (60 fire and 60 unholy damage, 100 ft., DC 40), entangle, gaze (*greater dispel magic*), unholy nimbus (DC 37)

Spell-Like Abilities (CL 36th, concentration +45)
Constant—*arcane concordance*[APG], *entropic shield*, *mage armor*, *true seeing*
At will—*greater teleport* (self plus 50 pounds only), *protection from good*, *protection from law*
3/day—*greater dispel magic*, *imbue with spell ability*, *mirror image*, *power word stun* (DC 27)
1/day—*blasphemy* (DC 26), *summon* (level 9, 1d2 traditional balors, 60%)

Spells Known (CL 24th, concentration +33)
9th (7/day)—*meteor swarm* (DC 28), *time stop*, *wall of suppression*[APG]
8th (7/day)—*dimensional lock*, *polymorph any object* (DC 31), *protection from spells*
7th (7/day)—*forcecage* (DC 26), *plane shift*, *reverse gravity* (DC 30)
6th (7/day)—*eyebite* (DC 25), *flesh to stone* (DC 29), *wall of iron*
5th (8/day)—*baleful polymorph* (DC 28), *dominate person* (DC 24), *telekinesis* (DC 28), *wall of force*
4th (8/day)—*bestow curse* (DC 23), *control summoned creature*[UM] (DC 23), *greater invisibility*, *mass reduce person* (DC 27)
3rd (8/day)—*fireball* (DC 22), *greater magic weapon*, *haste*, *versatile weapon*[APG]
2nd (8/day)—*false life*, *glitterdust* (DC 21), *mirror image*, *pyrotechnics* (DC 25), *scorching ray* (3 rays, +25 ranged touch)
1st (9/day)—*charm person* (DC 20), *jump*, *magic aura*, *ray of enfeeblement* (+25 ranged touch, DC 20), *ventriloquism*
0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 19), *ghost sound*, *mage hand*, *mending*, *message*, *prestidigitation*, *resistance*

STATISTICS

Str 32, **Dex** 28, **Con** 34, **Int** 17, **Wis** 21, **Cha** 29
Base Atk +18; **CMB** +31; **CMD** 50
Feats Alertness, Arcane Strike, Combat Expertise, Combat Reflexes, Eldritch Heritage (arcane), Greater Eldritch Heritage, Greater Spell Focus (transmutation), Improved Critical (whip), Improved Eldritch Heritage, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Iron Will, Power Attack, Quicken Spell, Skill Focus (Knowledge [arcana]), Spell Focus (transmutation), Two-Weapon Fighting
Skills Acrobatics +27, Appraise +24, Bluff +27, Diplomacy +27, Fly +30, Intimidate +24, Knowledge (arcana) +30, Knowledge (planes, religion) +24, Linguistics +14, Perception +27, Sense Motive +23, Spellcraft +24, Stealth +16, Use Magic Device +28; **Racial Modifiers** +4 Perception
Languages Abyssal, Aklo, Celestial, Common, Draconic, Elven, Ignan, Infernal, Undercommon; telepathy 300 ft.
SQ vorpal strike, whip mastery

ECOLOGY

Environment any (the Abyss)
Organization solitary
Treasure triple (*+1 unholy longsword*, *+1 flaming whip*, other treasure)

SPECIAL ABILITIES

Divine Investment (Sp) Drozuum's *imbue with spell ability* spell-like ability allows his subjects to cast sorcerer spells rather than cleric spells. Spells imparted to his subjects can be from any arcane school.

Flaming Body (Su) Drozuum's body is covered in dancing flames. Anyone striking a him with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a Drozuum or is grappled by him takes 6d6 points of fire damage each round the grapple persists.

Spell Betrayal (Su) Magic operates inconsistently in Drozuum's presence. Any spell that fails to penetrate Drozuum's spell resistance may be reflected back on the caster with full effects. If the caster level check to penetrate the demon's spell resistance fails by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is simply wasted. This ability otherwise functions as *spell turning*.

Spellcasting: Drozuum casts spells as a 24th level sorcerer, though he does not gain a bloodline or other sorcerer class features.

Unholy Nimbus (Su) Three times per day as a free action Drozuum can create a nimbus of sickening writhing color to play around his body. One round later, the light bursts in a 60-foot radius. Any non-demon must succeed on a DC 37 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.

Vorpal Strike (Su) Any slashing weapon Drozuum wields gains the vorpal weapon quality. Weapons retain this quality for one hour after he releases the weapon, but after this the weapon reverts to its standard magical qualities, if any.

Drozuum the Demon Warlock considers himself the fledgling god of chaos magic. The balor lord rules half a realm in the Abyss, characterized by constant change and maddening images. Drozuum schemes from the heart of his Ruined Library— an ancient unsorted repository of fragmented arcane knowledge. Mortal cultists who worship him speak of wisdom in the disorganized methods of their fiendish master. They gather to discuss trivial and obscure subjects, and turn on those members who pursue mastery of any single goal. Some cults capture and sacrifice noted experts in an academic field, hoping to receive fell insight from the Demon Warlock himself.

Drozuum's arrogance does not permit him to assume other forms, but he gains pleasure from experimenting with the shapes of others. He enjoys turning living creatures into statuary or puddles of water, and transforming his allies into unique monsters.



Demon, Dementer Quasit

A feral-looking demon sits on its haunches. Wings are furled high above shoulders and a greasy stripe of hair runs down its back to the tuft of a swinging tail.

Dementer Quasit Demon **CR 4**

XP 1,200
Spellcaster (arcane)
CE Tiny outsider (chaotic, demon, evil, extraplanar)
Init +8; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 Dex, +4 natural, +2 size)
hp 38 (7d6+14)
Fort +4, **Ref** +6, **Will** +8
Defensive Abilities ferocity; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10



OFFENSE

Speed 20 ft., climb 10 ft., fly 40 ft. (good)
Melee bite +7 (1d3+2 plus 1d4 Wisdom damage), 2 claws +7 (1d2+2)
Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks blood rage (free action), maddening gaze (DC 17)

Spell-Like Abilities (CL 7th, concentration +10)
At will—*bull's strength*, *eagle's splendor*, *rage* (DC 16)

STATISTICS

Str 14, **Dex** 19, **Con** 15, **Int** 12, **Wis** 16, **Cha** 17
Base Atk +3; **CMB** +3; **CMD** 21
Feats Alertness, Defensive Combat Training, Go Unnoticed[APG], Improved Initiative,
Skills Bluff +7, Climb +16, Fly +18, Intimidate +9, Knowledge (arcana) +12, Knowledge (planes) +7, Linguistics +7, Perception +5, Sense Motive +5, Spellcraft +10, Stealth +13, Use Magic Device +8; **Racial Modifiers** +2 Intimidate, +4 Knowledge (arcana), +2 Spellcraft
Languages Abyssal, Celestial, Common, Draconic, Orc, Undercommon; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)
Organization solitary or flock (2-12)
Treasure standard

SPECIAL ABILITIES

Maddening Gaze (Su) Confused for 1 round as the *lesser confusion* spell, 30 feet, Will DC 17 negates. The save DC is Charisma-based.

Dementers offer Abyssal power to mortals at the price of their sanity. They bestow arcane secrets or raw power, but only to those who sacrifice reason and accept the power of raw emotion and desire. When encountered alone, they defend themselves with ferocity, but prefer to use their abilities in support of stronger allies. Dementers love conflict and delight in involving their charges in pointless fights.

A dementer quasit is 2 feet tall and weighs 10 pounds.

Demon, Fleshwarper Hezrou

This fiend's armored flesh is scaly and moist. Its large, toothy mouth gapes below a pair of hungry, reptilian eyes.

Fleshwarper Hezrou Demon CR 14

XP 38,400
Skilled
CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)
Init +9; **Senses** darkvision 60 ft.; Perception +25
Aura stench (DC 27, 10 minutes)

DEFENSE

AC 29, touch 14, flat-footed 24 (+5 Dex, +15 natural, –1 size)
hp 216 (16d8+144)
Fort +16, **Ref** +15, **Will** +12
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 25

OFFENSE

Speed 30 ft.
Melee 2 claws +21 (1d6+10 plus grab), bite +21(1d8+10 plus rot)
Space 10 ft.; **Reach** 10 ft.

Special Attacks nausea

Spell-Like Abilities (CL 16, concentration +20)
At will—*blight* (DC 19) *chaos hammer* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unholy blight* (DC 18), *polymorph any object* (living creatures only) (DC 22)
3/day—*gaseous form*, *greater polymorph*, quickened *unholy blight* (DC 18)
1/day—*blasphemy* (DC 21)

STATISTICS

Str 30, **Dex** 20, **Con** 29, **Int** 19, **Wis** 24, **Cha** 19
Base Atk +12; **CMB** +23 (+27 grapple); **CMD** 38
Feats Blind-Fight, Cleave, Great Cleave, Great Fortitude, Improved Great Fortitude, Improved Initiative, Power Attack, Quicken Spell-Like Ability (*unholy blight*)
Skills Acrobatics +24, Craft (fleshwarping) +23, Handle Animal +23, Heal +26, Intimidate +23, Knowledge (local, nature, planes) +23, Perception +25, Survival +26
Languages Abyssal, Celestial, Draconic, Infernal; telepathy 100 ft.
SQ demon shaping

ECOLOGY

Environment any swamp (Abyss)
Organization solitary or gang (2–4 lesser demons)
Treasure standard



SPECIAL ABILITIES

Demon Shaping (Su) Three times per day, the fleshwarper hezrou can spend a minute to transform nearby dretches into other lesser demons. The hezrou can transform one dretch for every Hit Die possessed. It can then reshape these dretches into a number of Hit Dice's worth of lesser demons equal to the number of dretches affected. Dretches to be reshaped must be within 50 feet of the hezrou, becoming stationary and unable to move once the shaping begins. After a minute passes, the dretches reform into the shape of a new lesser demon (with a CR no higher than the fleshwarper hezrou's). Demons created in this manner are not automatically subservient to the fleshwarper hezrou.

Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from the fleshwarper hezrou's body are particularly heinous to those the creature grapples. Each round a creature grappled by the outsider must make a DC 27 Fortitude save or become nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

Through accident more than effort, some hezrou gain control over the mutating effects of their presence over living creatures. These hezrou claim to be the originators of the foul art of fleshwarping—having imparted the dark secrets to the drow as part of their original demonic pacts. If this claim is valid, then the fleshwarping hezrou completely waste their talents and potential.

Instead of raising armies or remaking demonkind over in their image, the majority simply use their abilities to be better bullies. They might create a small gang of tortured minions or claim a remote region of the Abyss as territory. Beyond that, they warp and tear the forms of creatures around them for personal amusement and little real purpose. Only when summoners bind the demons to a task are their abilities pushed toward creative limits.

Demon, Godslayer Glabrezu

This immense beast stands on two hoofed legs. Four monstrous arms stretch high over its shoulders, each ending in sharp claws and pincers.

Godslayer Glabrezu Demon **CR 19**

XP 204,800
Combat (barbaric)
CE Huge outsider (chaotic, demon, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 34, touch 11, flat-footed 31 (+2 Dex, +1 dodge, +23 natural, –2 size)
hp 351 (18d12+234)
Fort +24, **Ref** +13, **Will** +15
DR 10/epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 30

OFFENSE

Speed 40 ft.
Melee 2 claws +29 (1d8+13/19-20), 2 pincers +27 (2d6+6), bite +29 (2d6+13)
Space 15 ft.; **Reach** 15 ft.

Special Attacks death throes (95 points of piercing damage, Reflex DC 32 for half), dismantle armor, smite good (7/day, +6 to hit, +18 damage)

Spell-Like Abilities (CL 18th, concentration +25)
At will—*greater teleport* (self plus 50 lbs. of objects only)

STATISTICS

Str 37, **Dex** 15, **Con** 36, **Int** 13, **Wis** 28, **Cha** 22
Base Atk +18; **CMB** +33; **CMD** 46
Feats Dimensional Agility[UC], Dimensional Assault[UC], Dimensional Dervish[UC], Dodge, Improved Critical (claws), Improved Initiative, Multiattack, Mythic Companion[MA], Power Attack
Skills Acrobatics +15, Climb +17, Intimidate +22, Knowledge (local) +5, Knowledge (religion) +10, Perception +22, Survival +20, Swim +21
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (abyss)
Organization solitary, pair, or gang (3–6)
Treasure double normal

SPECIAL ABILITIES

Dismantle Armor (Ex) If the godslayer glabrezu hits a foe with two claw attacks, it can attempt to peel away the target's armor and shield as a free action by making a CMB check. If the outsider is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 32 Reflex save. The save DC is Constitution-based.

Teleport (Ex) The godslayer gralbrezu's ability to *greater teleport* at will counts as the *dimension door* spell for the purposes of the Dimensional Agility[UC], Dimensional Assault[UC], and Dimensional Dervish[UC] feats.

Though the common glabrezu seems an unlikely champion for the armies of demonkind, few demons can match their petty jealousy and desire for



deicide. When obsessively focused on the death of a powerful entity, the demon dedicates itself completely to its quarry. It develops a true and passionate hate, plotting against the target's agents or setting traps to dismantle its support. The glabrezu then strikes when its target grows weakest, and are disturbingly cunning in orchestrating the perfect assassination. Each godslayer's approach to the murder of their prey reflects the nature of their subject, with the godslayer presented here seeks to murder a slow-moving shield-bearing dwarven avatar of protection.

While the physical characteristics and natural weapons of godslayers vary, they generally retain some combination of smaller and larger arms. Most godslayers stand 24 feet tall and weigh 8,000 pounds.

Demon, Kingmaker Succubus

The dark-skinned woman clutches the arms of the throne and smiles invitingly. The shadows behind her move like unfurled wings.

Kingmaker Succubus Demon **CR 9**

XP 6,400
Skilled
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +5; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)
hp 115 (11d8+66)
Fort +9, **Ref** +12, **Will** +10
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10



OFFENSE

Speed 30 ft., fly 30 ft. (good)
Melee tail slap +11 (1d6+3)

Special Attacks energy drain

Spell-Like Abilities (CL 11th, concentration +14)
At will—*charm person* (DC 15), *greater teleport* (self plus 50 lbs. of objects only)
3/day—*beguiling gift*[APG] (DC 15), *envious urge*[UM] (DC 20), *joyful rapture*[UM] (DC 21), *malicious spite*[UM] (DC 18), quickened *murderous command*[UM] (DC 15), *oppressive boredom*[UM] (DC 16), *overwhelming presence*[UM] (DC 23), *reckless infatuation*[UM] (DC 17), *unnatural lust*[UM] (DC 16), *utter contempt*[UM] (DC 18), *vengeful outrage*[UM] (DC 20)

STATISTICS

Str 16, **Dex** 20, **Con** 22, **Int** 17, **Wis** 21, **Cha** 19
Base Atk +8; **CMB** +11; **CMD** 26
Feats Antagonize, Combat Expertise, Improved Trip, Iron Will, Quicken Spell-like Ability (*murderous command*), Weapon Finesse
Skills Bluff +18, Diplomacy +15, Disguise +14, Escape Artist +16, Fly +13, Intimidate +16, Knowledge (local, planes) +10, Linguistics +10, Perception +19, Sense Motive +18, Stealth +19, Use Magic Device +18
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
SQ change shape (alter self, any Small or Medium humanoid), profane gift

ECOLOGY

Environment any (abyss)
Organization solitary or pair
Treasure double

SPECIAL ABILITIES

Demagoguery (Su) A kingmaker succubus is adept at playing the emotions of one subject off those of another. Whenever she uses her *envious urge* and *murderous command* spell-like abilities, she chooses the object of her target's ire. The subject must be within both site and line of effect from the affected target. When a kingmaker succubus uses her *joyful rapture* spell-like ability, she may affect enemies as well as allies, and may exclude any number of creatures from the spell's effects.

Energy Drain (Su) A kingmaker succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Profane Gift (Su) Once per day as a full-round action, a kingmaker succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +4 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. So long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).



A succubus who proves adept at meddling in mortal affairs is sometimes gifted with new abilities suitable for a longer stay on the Material Plane. Kingmaker succubi use magical abilities to shift the attitudes of their pretended liege or an entire court. The political dramas played out in the presence of a kingmaker succubus may serve as amusement to the demon, but can erupt in genocidal malfeasance or war.

Demon, Lightbane Shadow

A shadow emerges from the corner, brandishing a blade of black smoke. Candles wink out and torchlight diminishes as it nears.

Lightbane Shadow Demon **CR 10**

XP 9,600

Spellcaster (arcane)

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

Init +10; **Senses** darkvision 60 ft., see in darkness; Perception +24

Aura frightful presence (30 ft., DC 21)

DEFENSE

AC 21, touch 21, flat-footed 14 (+4 deflection, +6 Dex, +1 dodge)

hp 127 (15d6+75)

Fort +12, **Ref** +13, **Will** +15

Defensive Abilities incorporeal; **DR** 10/good; **Immune** electricity, light effects, poison; **Resist** acid 10, cold 10, fire 10
Weakness light sensitivity

OFFENSE

Speed fly 30 ft. (perfect)
Melee corrupting touch +14 (10d6, Fortitude DC 21 half)

Special Attacks shadow blend

Spell-Like Abilities (CL 15th, concentration +19)
At will—*deeper darkness*
3/day—quickened *deeper darkness*

STATISTICS

Str —, **Dex** 23, **Con** 20, **Int** 12, **Wis** 18, **Cha** 19
Base Atk +7; **CMB** +13; **CMD** 28
Feats Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*deeper darkness*), Skill Focus (Perception), Weapon Focus (touch)
Skills Bluff +14, Fly +18, Knowledge (arcana, planes, religion) +15, Perception +24, Spellcraft +14, Use Magic Device +18; **Racial Modifiers** +4 Perception
Languages Abyssal, Celestial, Common, Draconic, Infernal, Orc, Undercommon; telepathy 60 ft.
SQ rejuvenation

ECOLOGY

Environment any urban (the Abyss)
Organization solitary
Treasure standard

SPECIAL ABILITIES

Rejuvenation (Su) When the lightbane shadow demon is destroyed, its form immediately begins to rebuild. The process takes 2d4 days. If the reforming demon's body is destroyed before it can fully rejuvenate, it immediately starts the process anew. After the full time has passed, the demon awakens fully healed. The demon can only be permanently destroyed if killed within an area of bright light.

Shadow Blend (Su) During any condition other than bright light, the lightbane shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Utter Darkness (Su) Whenever a lightbane uses its *deeper darkness* spell-like ability, lighting within the area of effect is lowered by three steps. Furthermore, light effects (such as *searing light*) do not function in the area until the *deeper darkness* is dispelled.

Lightbane demons consider themselves the chosen prophets or avatars of pure evil. The fanatics set themselves against a single well-chosen foe that espouses righteous ideals or supports some holy purpose. Lightbanes prefer religious institutions, but might also attempt to ruin a particularly noble individual. Once the shadow demon selects a target, destruction is almost always an eventuality.

Lightbanes spend months or years stalking the prey, and learning every exploitable weakness. Then they begin a campaign of utter annihilation, with the demon undermining everything the enemy stands for. Should the effort be somehow thwarted, it begins throwing itself at its foe with brutal abandon. The enemy might defeat the shadow a dozen or a hundred times, but weaken with each attack. Lightbane shadow demons sometimes continue campaigns for many mortal generations, until they grind the beacon of light into the dirt. They often become patrons to orders of antipaladins, acting as a guiding influence and leadership figure against a common foe.

Demon, Matron Marilith

This black-skinned feminine demon possesses eight weapon-bearing arms and a plethora of eyes crowning her head. Her torso ends in the centaurian body of a massive black spider.

Matron Marilith Demon **CR 17**

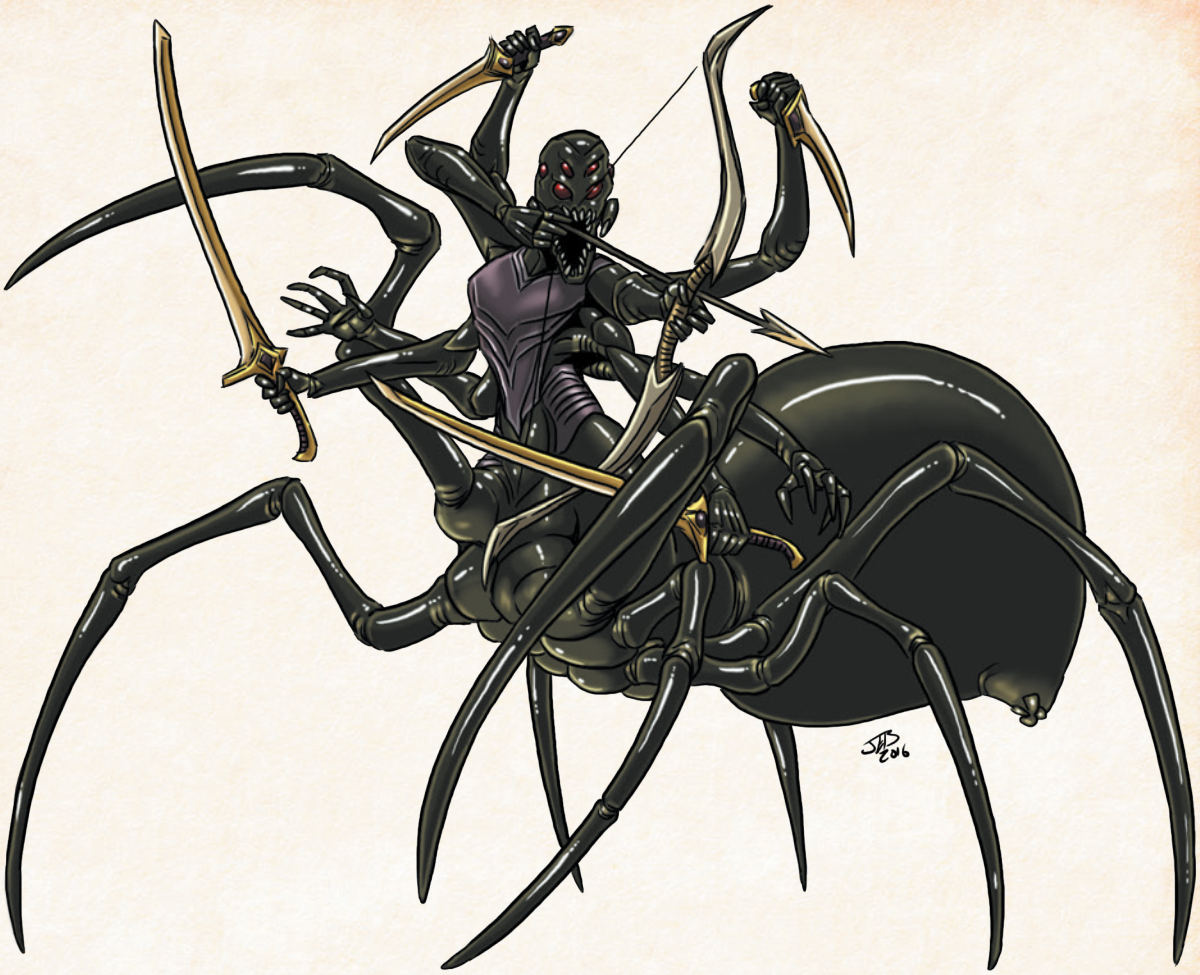
XP 102,400
Skilled
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +9; **Senses** all-around vision, darkvision 120 ft., *true seeing*; Perception +38

DEFENSE

AC 32, touch 19, flat-footed 22 (+9 Dex, +1 dodge, +13 natural, –1 size)
hp 275 (19d8+190)
Fort +16, **Ref** +18, **Will** +14
Defensive Abilities evasion
DR 10/cold iron and good; **Resistance** acid 10, cold 10, fire 10; **Immune** electricity, poison; **SR** 33

OFFENSE

Speed 50 ft., climb 50 ft.
Melee 4 claws +23 (1d6+10) and bite +23 (1d8+10 plus poison)
Ranged *+1 mighty composite (+7 Str bonus) short bow* +23/+18/+13 (1d8+8/x3)
Space 10 ft.; **Reach** 5 ft.



Special Attacks entrap (DC 29, permanent, hardness 15, hp 20), web (+22 ranged, DC 29, 19 hp), sneak attack +9d6

Spell-like Abilities (CL 19th, concentration +24)

Constant—*true seeing*

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

1/day—summon (level 3, 1d3 bebilith swarm 100%)

STATISTICS

Str 30, **Dex** 25, **Con** 30, **Int** 20, **Wis** 27, **Cha** 21
Base Atk +14; **CMB** +25; **CMD** 42 (50 vs. trip)
Feats Agile Maneuvers, Deadly Aim, Combat Expertise, Dodge, Improved Feint, Lunge, Point Blank Shot, Power Attack, Precise Shot, Quickdraw
Skills Acrobatics +37, Bluff +27, Climb +40, Intimidate +27, Knowledge (local) +27, Perception +38, Sense Motive +30, Spellcraft +27, Stealth +33, Survival +30, Swim +32; **Racial Modifiers** +8 Acrobatics, +8 Perception, +8 Stealth
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
SQ change shape (humanoid female or spider), compression

ECOLOGY

Environment any (the Abyss)
Organization solitary or pair
Treasure triple (*+1 mighty composite [+7 Str bonus] short bow*)

SPECIAL ABILITIES

Change Shape (Su) Matron mariliths may take two types of alternate forms. The first of these forms is a Medium female with the drow subtype. The second is any kind of female spider from Tiny to Large in size. The alternate forms follow the rules for *alter self* (for the humanoid form) or *vermin shape II* (for the spider). Each transformation requires a standard action and lasts until the marilith chooses a different form.

Matron Marilith Poison (Su) Bite—injury; *save* Fort DC 29; *frequency* 1/round for 6 rounds; *effect* 1d4 Str drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

Demonic patrons claim the powerful souls of drow matrons as property. The truly exceptional among them might become a special breed of marilith to serve and kill for an eternity. Matron mariliths functioned in many of the same capacities as their more common counterparts. Each retains the dark ambitions possessed in life, and many rise quickly in the demonic hierarchy. Some even seek to dominate the drow family or city they ruled over in life.

In their true form, matron marilith stand about 7 feet tall and weigh 10,000 pounds.

Demon, Mutagenic Nabasu

This creature has the claws and fangs of a monstrous, man-sized demon, but the images of countless beasts swirl within its black eyes.



Mutagenic Nabasu Demon **CR 9**

XP 6,400
Combat (soldier)
CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 24, touch 13, flat-footed 21 (+2 Dex, +1 dodge, +11 natural)
hp 115 (10d10+60)
Fort +13, **Ref** +9, **Will** +8
DR 5/cold iron or silver; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 30 ft.
Melee bite +17 (1d6+7), 2 claws +17 (1d4+7), sting +17 (1d4+7)

Special Attacks feed

STATISTICS

Str 24, **Dex** 15, **Con** 23, **Int** 12, **Wis** 13, **Cha** 18
Base Atk +10; **CMB** +17; **CMD** 29
Feats Alertness, Dodge, Mobility, Power Attack, Stealthy
Skills Acrobatics +10, Climb +15, Disguise +9, Escape Artist +4, Perception +16, Sense Motive +13, Stealth +14, Swim +12
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
SQ change shape

ECOLOGY

Environment urban
Organization solitary or pack (3-6)
Treasure standard

SPECIAL ABILITIES

Change Shape (Su) The mutagenic nabasu can assume the appearance of animals, humanoids, and elementals as the *polymorph* spell. Adjust the nabasu's physical ability scores as normal for the spell. The mutagenic nabasu can assume the appearance of specific individual animals, humanoids, and elementals, and may remain in a given form indefinitely.

Feed (Su) Once per month, a mutagenic nabasu can devour a non-evil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum

hit points increase by 5 for each growth point it gains. When the nabasu reaches 4 growth points, it loses all growth points and permanently improves by +1 CR on the combat (soldier) focus progression. The mutagenic nabasu gains AP to spend on new abilities once its CR permanently increases, and can even change abilities it already possessed in order to afford new ones. Ability points gained from increasing CR are usually spent on enhancements or improvements for the change shape ability to allow it to take the forms of creatures consumed, or for modifying the nabasu's natural weapons. It may repeat this process to continually grow in power.

The demons of the Abyss wage countless wars on innumerable planes and worlds. Clever marilith generals use mutagenic nabasu to pave the way for greater encroachments. These shape-shifting horrors take whatever form is convenient for their needs, often imitating specific creatures to plant false clues and provoke conflict. If required to remain in a setting for months or years, they grow from feeding, gaining the powers of those they consume.

In their base form, mutagenic nabasu appear as fiendish bipedal reptiles with many vestigial animal features and small useless wings.

Demon, Oblique Dretch

The short fiends advance quickly in pairs. Their fat bellies and vacant looks do little to impede their purposeful progress.

Oblique Dretch Demon **CR 3**

XP 800
Combat (soldier)
CE Small outsider (chaotic, demon, evil, extraplanar)
Init +5; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 17, touch 12, flat-footed 16 (+1 Dex, +5 natural, +1 size)
hp 26 (4d10+4)
Fort +5, **Ref** +5, **Will** +2
DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 30 ft.
Melee bite +7 (1d4+2), 2 claws +7 (1d3+2)

Special Attacks sneak attack (+2d6)

STATISTICS

Str 15, **Dex** 12, **Con** 13, **Int** 6, **Wis** 7, **Cha** 6
Base Atk +4; **CMB** +5; **CMD** 16
Feats Improved Initiative, Pack Attack[UC]
Skills Acrobatics +10, Perception +5; **Racial Modifier** +2 Acrobatics
Languages Abyssal (cannot speak); telepathy 60 ft.

ECOLOGY

Environment any (lower planes)
Organization pair, gang (4–8), or mob (10–30)
Treasure none

The chaotic commanders of demonkind place little trust in the lowliest minions. Often instructed in a single suicidal tactic, larger demons throw dretch into the fray with little expectation of success. Oblique dretch dedicate themselves to flanking maneuvers. By ganging up on foes they maximize their feeble potential with the basest definition of teamwork. Their only hope when challenging great foes is that luck allows them to survive long enough to justify retreat.



Demon, Oozing Babau

The gaunt fiend has smoking slime sliding down every part of its thin body. Its eye sockets burn with acrid fumes as dripping goop explodes against the ground with disturbing force.

Oozing Babau Demon **CR 9**

XP 6,400
Skilled
CE Large outsider (chaotic, demon, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft., *see invisibility*; Perception +20

DEFENSE

AC 22, touch 13, flat-footed 18 (+4 Dex, +9 natural, –1 size)
hp 112 (9d8+72)



Fort +11, **Ref** +10, **Will** +9
Defensive Abilities slime, **DR** 10/cold iron or good; **Immune** acid, electricity, poison; **Resist** cold 10, fire 10

OFFENSE

Speed 30 ft.
Melee 2 claws +14 (1d8+8 plus 1d8 acid and grab)
Ranged slime +9 ranged touch (1d6+8 acid)
Space 10 ft.; **Reach** 10 ft.

Special Attacks paralysis, rend (2 claws, 1d8+12)

Spell-Like Abilities (CL 9th, concentration +12)
Constant—*see invisibility*
At will—*darkness*, *dimension door*, *dispel magic*
1/day—*summon* (level 6, 1d4 babaus 80%)

STATISTICS

Str 27, **Dex** 19, **Con** 26, **Int** 16, **Wis** 19, **Cha** 16
Base Atk +6; **CMB** +15 (+19 grapple); **CMD** 29 (31 vs. grapple)
Feats Combat Reflexes, Improved Grapple, Iron Will, Rapid Shot, Weapon Focus (claw)
Skills Acrobatics +15, Climb +19, Escape Artist +15, Intimidate +14, Knowledge (dungeoneering, planes) +14, Perception +20, Sense Motive +15, Sleight of Hand +15, Stealth +15, **Racial Modifiers** +4 Perception, +4 Stealth
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (Abyss)
Organization solitary, pair, or gang (3–8)
Treasure standard

SPECIAL ABILITIES

Grab (Ex) An oozing babau can grapple creatures of any size.

Paralysis (Ex) A creature grappled by an oozing babau must succeed on a DC 21 Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Constitution-based.

Slime (Ex) An oozing babau can throw its acidic slime as a ranged attack with a range increment of 10 feet. Any creature that strikes an oozing babau with a non-reach melee weapon takes 1d8 points of acid damage from the slime. Weapons striking an oozing babau take 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

Oozing babau are specialists that act as vicious siege-breakers for demon-kind. They use psychological warfare to break a foe with minimal casualties. The oozing babau throw themselves at defenses with swift brutality, breaking lines and sowing terror. They then retreat or disappear after the initial push, leaving only dissolved and disfigured corpses behind. This process repeats, with the babau always targeting the weak, and wearing down the strong. While these obvious assaults take place, other oozing babau move more strategically. Each assassinates key leaders, poisons food and water, and spies on the next best target. Enemy morale erodes, and even the staunchest foes can break. For the demons, the enemy's fear is a symphony, and they the conductors.

An oozing babau is 8 feet tall and weighs 300 pounds.

Derro, Mazemaker

The short, blue-skinned creature cackles madly while swimming through the stone.

Mazemaker Derro **CR 8**

XP 4,800
Spellcaster (arcane)
CE Small fey (derro)
Init +9; **Senses** darkvision 60 ft., low-light vision, tremorsense 300 ft.; Perception +15

DEFENSE

AC 24, touch 17, flat-footed 18 (+5 Dex, +1 dodge, +7 natural, +1 size)
hp 78 (12d6+36)
Fort +7, **Ref** +9, **Will** +11
Defensive Abilities natural cunning
Weakness sunlight powerlessness, sunlight vulnerability

OFFENSE

Speed 30 ft., burrow 15 ft., earthglide
Melee mwk short sword +13/+8 (1d4+4/19-20)
Ranged mwk repeating light crossbow +13/+8 (1d6/19-20)

Spell-Like Abilities (CL 12th, concentration +15)
At will—*darkness*, *ghost sound* (DC 11), *stone shape*

Spells Prepared (CL 7th, concentration +11)
4th—*spike stones* (DC 18), *stoneskin*
3rd—*exploding runes* (DC 17), *protection from energy*, *soften earth and stone*
2nd—*acid arrow*, *barkskin*, *heat metal* (DC 16), *spider climb*
1st—*cure light wounds* (DC 15), *enlarge person*, *grease* (DC 15), *magic stone*, *shillelagh*
0 (at will)—*create water*, *detect magic*, *guidance*, *read magic*

STATISTICS

Str 18, **Dex** 21, **Con** 17, **Int** 18, **Wis** 17, **Cha** 12
Base Atk +6; **CMB** +9; **CMD** 25
Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse
Skills Appraise +19, Knowledge (arcana, dungeoneering, nature) +19, Perception +15, Spellcraft +19, Stealth +21 (+29 underground), Use Magic Device +16; **Racial Modifiers** +8 Stealth underground
Languages Aklo, Undercommon
SQ compression, madness, stone glide, timeless

ECOLOGY

Environment any underground
Organization solitary, pair, or cult (3-7 plus 1 sorcerer of 3rd–5th level)
Treasure double standard (masterwork repeating crossbow, masterwork short sword)



SPECIAL ABILITIES

Infectious Insanity (Su) Curse and disease—contact; *save* Fort DC 19, *onset* 1 day, *frequency* 1 day, *effect* 1d4 Wis damage, *cure* —. The save DC is Constitution-based. Infectious insanity is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. A creature with the humanoid type that becomes reduced to 0 Wisdom does not become unconscious. Instead the disease is cured and they regain 1 point of Wisdom. However, they permanently lose any subtypes they possess and gain the derro subtype. While they can heal Wisdom damage normally, their Wisdom ability score is permanently reduced by 6. Only a *miracle* or *wish* can return the creature to its original state and sanity.



Spell Mazemaker derro cast spells as a 7th-level wizard and choose spells from either the druid or sorcerer/wizard list as arcane spells.

Sunlight Powerlessness (Ex) The mazemaker derro is utterly powerless in bright light or natural sunlight and flees from it. When caught in such light the mazemaker derro cannot attack and can take only a single move or standard action.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

The ancient progenitors of the derro are true fey, creating their lesser cousins through madness and magic. The avatars of stone and insanity spend centuries building elaborate mazes cut through solid stone. They lure or kidnap humanoids to release into these honeycombed caverns filled with unfair traps and tricks. The idea of escape is a distraction, and the mazemaker has no intention of allowing potential progeny their freedom. The mazemaker derro's true purpose is to keep their victims confined, until their warping madness infects both mind and body.

Devil, Advocate Imp

A miniature man with professional clothing and red skin appears out of thin air. He smiles, revealing wicked fangs, and leans on his fashionable cane.

Advocate Imp **CR 4**

XP 1,200
Skilled
LE Tiny outsider (devil, evil, extraplanar, lawful)
Init +9; **Senses** darkvision 60 ft., see in darkness; Perception +9

DEFENSE

AC 20, touch 17, flat-footed 15 (+5 Dex, +3 natural, +2 size)
hp 45 (6d8+18)
Fort +5, **Ref** +10, **Will** +4
Defensive Abilities evasion; **DR** 5/magic; **Immune** fire, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 30 ft.
Melee sword cane +8 (1d3+2), bite +3 (1d4+1)
Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 6th, concentration +8)
At will—*greater teleport* (self plus 50 lbs. of objects only)
5/day—*invisibility*
3/day—*glibness*, *suggestion* (DC 15)

STATISTICS

Str 14, **Dex** 20, **Con** 16, **Int** 15, **Wis** 15, **Cha** 15
Base Atk +4; **CMB** +4; **CMD** 19
Feats Deceitful, Improved Initiative, Persuasive
Skills Acrobatics +11, Bluff +17, Diplomacy +17, Disguise +13, Intimidate +10, Knowledge (local, planes, religion) +9, Linguistics +8, Perception +9, Sense Motive +14, Stealth +13; **Racial Modifiers** +4 Bluff, +4 Diplomacy, +4 Sense Motive
Languages Abyssal, Celestial, Common, Dwarven, Infernal, Undercommon; telepathy 100 ft.
SQ change shape (humanoid [human], *polymorph*)

ECOLOGY

Environment any (Hell)
Organization solitary, team (2), or council (3-9)
Treasure standard

An advocate imp is a skilled debater and master of manipulation, always providing well-considered logical reasons for any course of action. Of course, such advice always moves others toward the imp's agenda. Seasoned imps might even pretend to be several different people to present many sides of an issue, only to set one faction up for a loss. Clever use of *greater teleport* allows the devils to even appear to be in two places at almost the same time or establishing convincing alibis.

Advocate imps also act in the capacity of ambassadors or assistants for Hell on minor to moderate issues of a legal nature. An advocate imp on assignment might help an infernalist escape a murder charge, represent a Duke's interests in a soul exchange, or function as a notary for a contract devil[BS]. Teams or councils of imps might mobilize for particularly notable concerns or to twist a society's bureaucracy from within.

Advocate imps stand 1 foot high and weigh 2 pounds.

Devil, Demon Hunter Ice (Gelugon)

This tall mantis-like creature appears to be constructed out of green ice. Its four clawed arms wield a pair of wicked halberds.

Demon Hunter Ice Devil (Gelugon) CR 15

XP 51,200
Combat (soldier)
LE Large outsider (devil, evil, extraplanar, lawful)
Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +21

DEFENSE

AC 31, touch 12, flat-footed 28 (+2 Dex, +1 dodge, +19 natural, –1 size)
hp 232 (15d10+150); regeneration 1 (good weapons, good spells)
Fort +19, **Ref** +11, **Will** +14
DR 10/good; **Immune** cold, fire, poison; **Resist** acid 10
Weakness lethargy (fire, 1 round)

OFFENSE

Speed 30 ft.
Melee *+1 Large cold iron halberd* +25/+20/+15 (2d6+11/19-20) and *+1 Large cold iron halberd* +25 (2d6+11/19-20), or 4 claws +24 (1d8+10)
Space 10 ft.; **Reach** 10 ft. (15 ft. with bardiche)

Special Attacks hatred (evil outsiders, +2 attack), multiweapon mastery, smite evil (5/day, +5 hit, +15 damage)

Spell-Like Abilities (CL 15th, concentration +20)

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



STATISTICS

Str 30, **Dex** 15, **Con** 31, **Int** 14, **Wis** 17, **Cha** 20
Base Atk +15; **CMB** +26; **CMD** 39
Feats Bleeding Critical, Critical Focus, Dodge, Improved Initiative, Improved Iron Will, Iron Will, Lunge, Power Attack, Shake It Off[UC]
Skills Acrobatics +20, Climb +14, Heal +21, Intimidate +23, Knowledge (planes) +15, Linguistics +3, Perception +21, Survival +18
Languages Abyssal, Celestial, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)
Organization pair or troupe (4–9)
Treasure normal (*+1 Large cold iron halberds* [2])

Devils war with demons as often as good-aligned outsiders, having fought the chaotic evil creatures since before their fall from grace. The eldest ice devils are singular slayers that never ceased the hunt, honoring primordial obligations with eternal focus. The demon hunters understand their hated foe, and take pragmatic advantage of the demon's inability to maintain a coherent command structure. Demons lead through strength and intimidation, so the gelugon cuts the head from the snake. The devils move through enemy ranks from the top down, sowing chaos born of the demon's own nature. When faced with an overwhelming force, demon hunters are not above manipulating mortals into aiding in battle against the common foe.

Gelugon demon hunters stand 15 feet tall and weigh 10,000 pounds.

Devil, Malebranche Horned

A great fiend stands twice the height of a man, with a whipping tail, broad leather wings, and a silver ranseur.

Malebranche Horned Devil **CR 18**

XP 153,600
Skilled
LE Large outsider (devil, evil, extraplanar, lawful)
Init +11; **Senses** darkvision 60 ft., see in darkness; Perception +40
Aura frightful presence (30 ft., DC 25)

DEFENSE

AC 33, touch 16, flat-footed 26 (+7 Dex, +17 natural, –1 size)
hp 304 (21d8+210) regeneration 10 (good weapons, effects, and spells)
Fort +17, **Ref** +19, **Will** +15
DR 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 29

OFFENSE

Speed 40 ft., fly 80 ft. (good)
Melee *+1 silver spellstoring ranseur* +25/+20/+15 (2d6+16 plus trip), bite +22 (2d6+5), gore +22 (1d8+5) or 2 claws +24 (1d6+10), bite +24 (2d6+10), gore +24 (1d8+10)
Space 10 ft.; **Reach** 10 ft.

Special Attacks bardic performance (38 rounds/day), burst (20 ft. 18d6 fire, Reflex DC 30 halves), devil shaping, powerful charge (gore, 2d8+20), talisman

Spell-Like Abilities (CL 18th)
Constant—*tactical acumen*[UC]
At will—*greater teleport* (self plus 50 lbs. of objects only)
3/day—*fireball* (DC 18), *haste*, *lightning bolt* (DC 18), *protection from good*, *vampiric touch*
1/day—summon (level 6, 3 advanced barbed devils, 80%)

STATISTICS

Str 31, **Dex** 24, **Con** 30, **Int** 20, **Wis** 27, **Cha** 21
Base Atk +15; **CMB** +26; **CMD** 43
Feats Alertness, Cleave, Cleaving Finish[UC], Combat Expertise, Coordinated Maneuvers[B, APG], Distracting Charge[B, ACG], Great Cleave, Improved Initiative, Improved Sunder, Improved Trip, Intercept Charge[B, ACG], Multiattack, Power Attack, Vital Strike
Skills Acrobatics +27, Bluff +25, Climb +34, Diplomacy +25, Fly +31, Intimidate +34, Knowledge (engineering, planes) +25, Perception +40, Sense Motive +32, Spellcraft +25, Stealth +23, Survival +28; **Racial Modifier** +8 Intimidate, +8 Perception
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)
Organization solitary, pair, or compliment (3-10)
Treasure double normal



SPECIAL ABILITIES

Bardic Performance A malebranche horned devil has the bardic performance ability of a 18th-level bard, granting it access to that ability's countersong, dirge of doom, fascinate, frightening tune, inspire courage, inspire competence, inspire greatness, inspire heroics, *mass suggestion*, soothing performance, and *suggestion* aspects.

Burst (Su) As a standard action at will, the malebranche horned devil can launch fire from its body in a 20-foot radius burst. All creatures caught in this area take 18d6 fire damage. Any creature is allowed a DC 30 Reflex save for half damage. The save DC is Constitution-based.

Devil Shaping (Su) Three times per day, the malebranches horned devil can spend a minute to transform nearby lemures into other lesser devils. The malebranche can transform up to 21 Hit Dice of lemures. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils equal to the number of lemures affected. Lemures to be reshaped must be within 50 feet of the malebranche, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil (with a CR no higher than 18) ready to follow the orders of the devil.

Talisman (Su) Malebranches exchange the signature spiked chain of horned devils for a gleaming silver rod. As a free action, the rod can be transformed into a *+1 silver spell-storing ranseur* appropriate for the malebranche's size. The chain reverts to rod form when the malebranche commands or if removed from the malebranche's body.

The malebranche is a true hero among the commanders of devilkind. Troops at least fear or respect its exploits on the unending series of battlefields that describe a devil's life. Most subordinates admire the malebranche, and are too afraid of reprisals to plot betrayal. All that most pit fiends require to mold such a champion are centuries of uninterrupted victory, and the same loyalty the cornugon expects from its own troops.

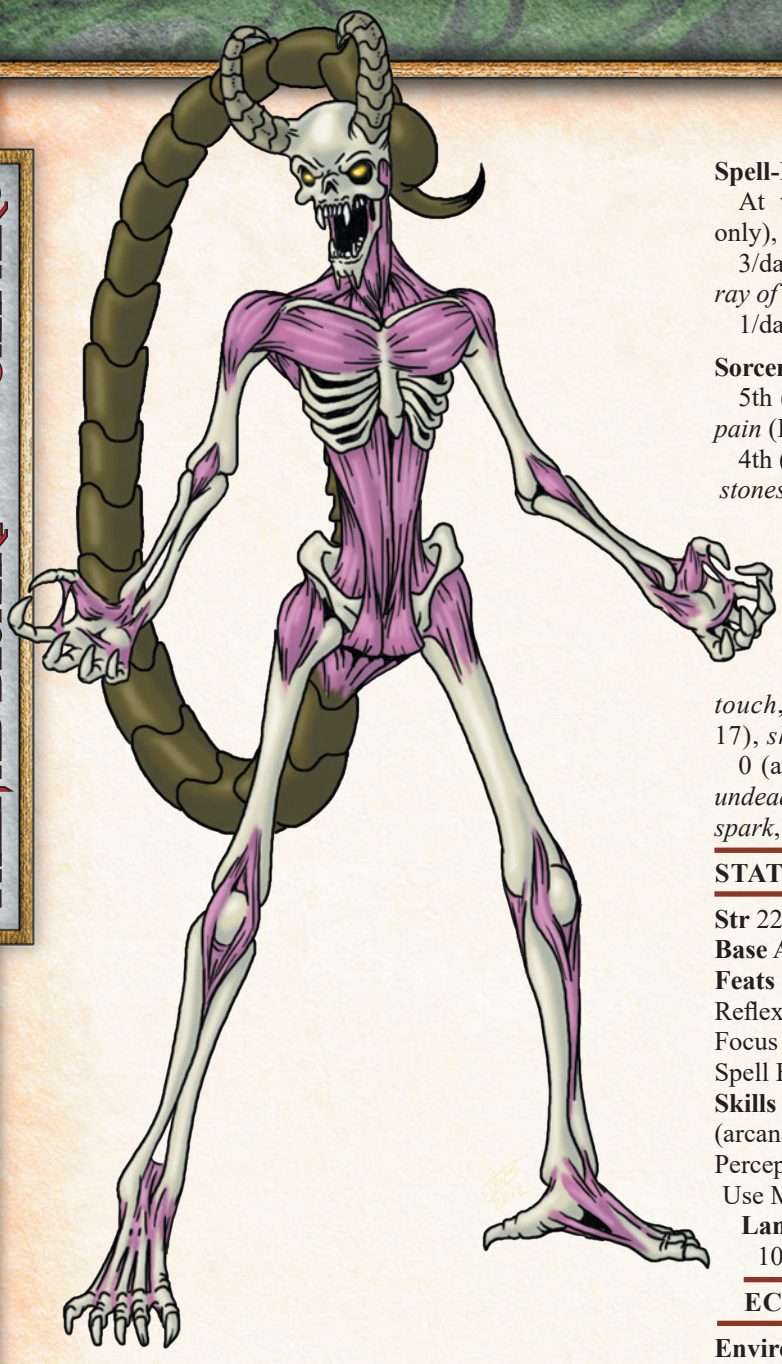
Malebranches vary in individual appearance in small ways, but generally are about 15 feet tall and weigh 3,000 pounds.

Devil, Marrow Caller Bone

This monstrous skeleton has an immense scorpion tail curling overhead. Its skull and claws are wreathed in crackling black energy.

Marrow Caller Bone Devil **CR 11**

XP 12,800
Spellcaster (arcane)
LE Large outsider (devil, evil, extraplanar, lawful)
Init +5; **Senses** darkvision 60 ft., see in darkness; Perception +21



Spell-Like Abilities (CL 15, concentration +19)
At will—*greater teleport* (self plus 50 pounds only), *invisibility*
3/day—*false life*, *inflict moderate wounds* (DC 13), *ray of enfeeblement* (DC 12)
1/day—summon (level 5, 1 bone caller 50%)

Sorcerer Spells Known (CL 11th. concentration +15)
5th (4/day)—*dominate person* (DC 19), *symbol of pain* (DC 21)
4th (7/day)—*animate dead*, *bestow curse* (DC 20), *stoneskin*
3rd (7/day)—*dispel magic*, *haste*, *howling agony* (DC 19), *ray of exhaustion* (DC 19)
2nd (7/day)—*command undead*, *darkness*, *disfiguring touch* (DC 16), *eagle's splendor*, *ghoul touch*
1st (7/day)—*cause fear* (DC 17), *chill touch*, *detect undead*, *ray of enfeeblement* (DC 17), *shield*
0 (at will)—*arcane mark*, *bleed* (DC 16), *disrupt undead*, *guidance*, *message*, *ray of frost*, *resistance*, *spark*, *touch of fatigue*

STATISTICS

Str 22, **Dex** 20, **Con** 25, **Int** 18, **Wis** 19, **Cha** 13
Base Atk +7; **CMB** +16; **CMD** 31
Feats Alertness, Combat Expertise, Combat Reflexes, Greater Improved Feint, Greater Spell Focus (necromancy), Improved Feint, Iron Will, Spell Focus (necromancy)
Skills Acrobatics +17, Appraise +16, Knowledge (arcana, planes, religion) +20, Linguistics +13, Perception +21, Sense Motive +18, Spellcraft +19, Use Magic Device +19
Languages Celestial, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)
Organization solitary, pair or coven (3–7)
Treasure standard

DEFENSE

AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, –1 size)
hp 157 (15d6+105)
Fort +12, **Ref** +10, **Will** +13
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., fly 60 ft. (good)
Melee bite +12 (1d8+6), 2 claws +12 (1d6+6 plus disease), sting +12 (1d6+6 plus poison)
Space 10 ft.,; **Reach** 10 ft.

SPECIAL ABILITIES

Aching Bones (Su) Bonecallers spread a potent form of red ache disease. The victim's bones begin to reject their own marrow and become increasingly dry and brittle.
Disease (Ex) Red Ache: Claw—injury; *save* Fort DC 23; *onset* immediate; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poison (Ex) Sting—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Marrow callers support undead troops or to take advantage of an enemy's mortal vulnerabilities. The marrow callers despise leaving Hell, and loathe the Material Plane for its innumerable weaknesses. Necromancers or conjurers seeking to summon them must show them the utmost respect for demanding the devils debase themselves. Those attempting to dominate the marrow caller instead become marked for eternal torment. Many marrow callers take pride in filling undead ranks with arrogant summoners.

Devil, Pit Fiend, Duke Alastor

This fiend is a towering vision of horror, with burnt black scales and great wings of stretched red leather. His eyes smolder with volcanic heat and appear to leak tears of lava.

Duke Alastor **CR 23**

XP 802,000
Spellcaster (divine)
LE Huge outsider (devil, evil, extraplanar, fire, lawful)
Init +10; **Senses** darkvision 60 ft. see in darkness; Perception +34

DEFENSE

AC 37, touch 22, flat-footed 31 (+8 deflection, +6 Dex, +15 natural, –2 size)
hp 507 (29d8+377)
Fort +30, **Ref** +23, **Will** +27
DR 15/chaotic and good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 39

OFFENSE

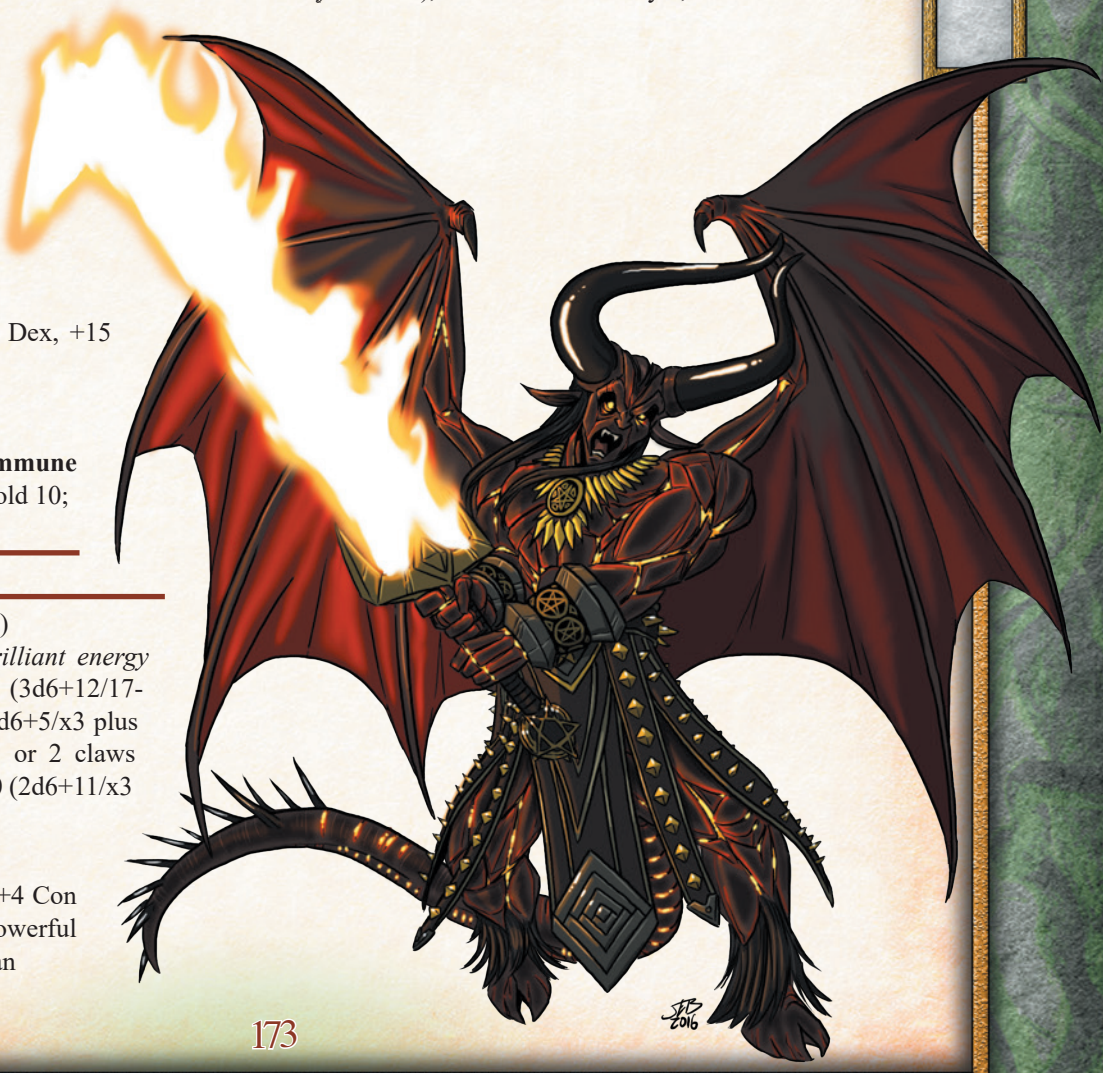
Speed 50 ft., fly 200 ft. (good)
Melee *+1 vorpal flaming brilliant energy longsword* +31/+26/+21/+16 (3d6+12/17-20 plus 1d6 fire), bite +28 (2d6+5/x3 plus grab), claw +28 (1d8+5/x3), or 2 claws +30 (1d8+11/x3) and bite +30 (2d6+11/x3 plus grab)
Space 15 ft.; **Reach** 15 ft.

Special Attacks blood rage (+4 Con and Str, free action), hatred, powerful charge (bite, 4d6+22), talisman

Spell-Like Abilities (CL 20th, concentration +28)
Constant—*detect chaos*, *detect good*
At will—*dispel chaos* (DC 23), *dispel good* (DC 23), *greater teleport* (self plus 50 lbs. of objects only), *scorching ray*
3/day—*greater scrying* (DC 25), empowered *meteor swarm* (DC 27), *plane shift*, quickened *fire storm* (DC 25)
1/day—summon (level 9, 3 malebranche horned devils, 100%)
1/year—*miracle*

STATISTICS

Str 33, **Dex** 22, **Con** 36, **Int** 19, **Wis** 16, **Cha** 27
Base Atk +21; **CMB** +34 (+38 grapple); **CMD** 50
Feats Alertness, Cleave, Combat Reflexes, Critical Focus, Dreadful Carnage[APG], Empower Spell-Like Ability (*meteor swarm*), Furious Focus[APG], Hover, Improved Critical (longsword), Improved Initiative, Multiattack, Power Attack, Quicken Spell-Like Ability (*fire storm*), Steadfast Personality[ACG], Vital Strike



Skills Bluff +23, Diplomacy +23, Fly +27, Intimidate +26, Knowledge (planes) +20, Perception +34, Sense Motive +34, Spellcraft +17, Stealth +19, Survival +15, Use Magic Device +20
Languages Abyssal, Celestial, Infernal; telepathy 100 ft.
SQ hellfire, unearthly grace, vorpal strike

ECOLOGY

Environment any (Hell)
Organization solitary
Treasure triple

SPECIAL ABILITIES

Blood Rage (Su) Alastor can enter a blood rage as a free action on his turn. The rage ends when combat is over or after 1 minute, whichever is shorter. During this rage, he gains a +4 bonus to Constitution and Strength, but takes a –2 penalty to AC. While in blood rage, Alastor cannot use any Charisma-, Intelligence-, or Wisdom-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. If Alastor chooses to end the blood rage early, he can do so as a free action.

Hatred (Ex) Alastor trains to destroy every enemy of Hell, including traitorous devils. He gains a +4 bonus on attack and damage rolls against any creature with the outsider type.

Hellfire (Su) Half of the damage from Alastor's spell-like abilities with the fire descriptor ignore immunity or resistance to fire.

Trace Teleport (Su) Alastor telepathically and reflexively learns the mental coordinates of the destination of any creature that teleports within 120 feet of him. He gains an awareness of each such location as if he had scryed upon it (as the *scry* spell). This knowledge does not fade, and Alastor can recall the location and details at will.

Talisman (Su) Alastor can pull a blade of hellfire out of thin air as a free action. He wields this blade like a Huge *+1 brilliant energy longsword*. The blade dissipates into thick black smoke whenever Alastor wishes or if he is rendered helpless or unconscious.

Unearthly Grace (Su) Alastar adds his Charisma bonus as a racial bonus to all saving throws and as a deflection bonus to his armor class.

Vorpal Strike (Su) Any slashing weapon Alastor wields gains the vorpal weapon quality. Melee weapons retain this quality for one hour after Alastor releases the weapon, but after this the weapon reverts to its standard magical qualities, if any.

Many infernal dukes and pit fiends scheme to rise within the hierarchy, or even believe themselves worthy of mortal worship. Duke Alastor's personifies devotion to Hell, and views these peers as a half-step from treachery. When ambitious fiends risk betrayal, Alastor acts as judge, jury, and executioner.

All Lords of the Pit hold the Infernal Inquisitor in high esteem. Being declared a heretic by Alastor might as well spell certain doom, but he approaches his role with the gravest sincerity. He holds that all accused are innocent until he is certain of their guilt, and the worst punishments are reserved for those who falsely accuse. Escape from his justice is almost impossible, as there are few places in the cosmos beyond his reach.

Alastor stands 30 feet tall, has a majestic wingspan of 40 feet, and weighs 30,000 pounds.

Devil, Torturer Erinyes

This dark angel dances and teleports with ecstatic grace, wielding a blazing sword with surgical precision.

Torturer Erinyes **CR 9**

XP 6,400
Skilled
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +9; **Senses** darkvision 60 ft., see in darkness, *true seeing*; Perception +19

DEFENSE

AC 23, touch 15, flat-footed 22 (+5 armor, +5 Dex, +3 natural)
hp 115 (11d8+66)
Fort +9, **Ref** +12, **Will** +8
Defensive Abilities uncanny dodge; **DR** 10/good
Immune fire, poison; **Resist** acid 10, cold 10; **SR** 20

OFFENSE

Speed 30 ft., fly 120 ft. (good)
Melee *+1 longsword* +16/+11 (1d8+11/19-20 plus 2d6 fire)
Ranged rope +13 touch (entangle)

Spell-Like Abilities (CL 11th)
Constant—*true seeing*
At will—*greater teleport* (self plus 50 lbs. of objects only)
3/day—*mass pain strike*[APG] (DC 18)

Special Attacks burn (2d6 fire)

STATISTICS

Str 25, **Dex** 21, **Con** 23, **Int** 16, **Wis** 20, **Cha** 16
Base Atk +8; **CMB** +15; **CMD** 30
Feats Combat Reflexes, Improved Initiative, Intimidating Prowess, Quick Draw, Skill Focus (Heal), Skill Focus (Intimidate), Vital Strike
Skills Acrobatics +19, Fly +23, Heal +25, Intimidate +30, Knowledge (planes, religion) +17, Perception +19, Perform (dance) +17, Sense Motive +19
Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.
SQ change shape (any humanoid)

ECOLOGY

Environment any (Hell)
Organization solitary or trio
Treasure double (*+1 longsword, +2 leather*, other treasure)

SPECIAL ABILITIES

Animate Rope (Su) The torturer erinyes enchants a 50-foot long rope that entangles opponents of any size as the *animate rope* spell (CL 11, DC 18). The outsider can hurl the rope 30 feet with no range penalty. The erinyes' rope functions only for the erinyes and no other creature. If the rope is lost or destroyed the erinyes loses this ability until a replacement can be found. The save DC is Charisma-based.

Unending Torture (Ex) The torturer erinyes can affect any humanoid it kills with hit point damage with a *breath of life* spell within one round of their death. The humanoid is permitted a DC 18 Will save to remain dead, often to avoid further torture. The save DC is Charisma-based.

The erinyes ascend in station by complete domination in battle, and successful torment of the most implacable foes. The greatest torturers master techniques of cutting to maximize pain while minimizing actual harm. With a careful slice, she might bring a creature to deaths door, but prevent them from passing through until she has what she seeks. Even after a victim breaks… and almost all do in time, the erinyes might continue to cut until the withered husk of the creature's soul finally escapes the maimed wreck of its body.



Devil, Warden Barbed

The fiery-eyed monster radiates cold, and bristles with shifting barbs.

Warden Barbed Devil **CR 15**

XP 51,200
Skilled
LE Medium outsider (devil, evil, extraplanar, lawful)
Init +6; **Senses** darkvision 60 ft., see in darkness; Perception +30

DEFENSE

AC 30, touch 17, flat-footed 23 (+7 Dex, +13 natural)
hp 225 (18d8+144)
Fort +14, **Ref** +18, **Will** +13
Defensive Abilities barbed defense (2d6+16); DR 10/good; **Immune** cold, fire, poison; **Resist** acid 10

OFFENSE

Speed 30 ft.
Melee 2 claws +21 (1d8+16/19-20 plus grab) and tail spikes +21 (1d6+8)
Ranged 4 tail spikes +20 (1d10+8)

Special Attacks spike burst, constrict (2d6+12 piercing)

Spell-Like Abilities (CL 18th, concentration +21)
Constant—*fire shield*
At will—*greater teleport* (self plus 50 lbs. of objects only), *hold monster* (DC 19), *plane shift* (DC 21), *scorching ray*
3/day—quickened *greater teleport* (self plus 50 lbs. of objects only)
1/day—*discern location*

STATISTICS

Str 27, **Dex** 24, **Con** 27, **Int** 19, **Wis** 24, **Cha** 18
Base Atk +13; **CMB** +21 (+25 grapple); **CMD** 38
Feats Alertness, Combat Reflexes, Diehard, Dimensional Agility[UC], Endurance, Point-Blank Shot, Power Attack, Quicken Spell-Like Ability (*greater teleport*), Step Up
Skills Acrobatics +28, Bluff +25, Climb +17, Diplomacy +25, Intimidate +25, Knowledge (local, planes) +17, Perception +30, Sense Motive +30, Stealth +28, Survival +28, Swim +21
Languages Celestial, Draconic, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)
Organization solitary, pair, team (3-5), or squad (6-11)
Treasure standard

SPECIAL ABILITIES

Fire Shield (Su) A warden barbed devil is constantly surrounded by a nimbus of flame. These flames can be cold or hot, and function as a *fire shield* spell (CL 18). As a free action once per turn, the warden can change the flames to cold or hot as it desires.

Spike Burst (Su) As a free action once every 1d4 +1 rounds, the warden barbed devil can launch a barrage from its body in a 20-foot radius burst. All creatures caught in this area take 15d6 piercing damage (Reflex DC 27 halves). The save DC is Constitution-based.

Teleport Chase (Su) A warden devil reflexively and telepathically learns the mental coordinates of the destination for all creatures that teleport within 60 feet. It gains an awareness of the teleporter's destination as if it had scryed the area (as with the *scry* spell). This knowledge fades and is lost after 1 minute.

Powerful hamatula act as prison guards and military enforcement for of the armies of Hell. Those who prevent escapes or gain a reputation for killing traitors can earn a promotion to the status of warden. Warden devils guard the valuable high risk prisoners. Should an imprisoned charge manage to somehow escape the devil's care, the warden might burn civilizations to ash to regain the fugitive.

Devourer, Agitator

This skeletal humanoid stands over seven feet tall and bears spectral image of a hundred trapped and screaming spirits within its ribcage.

Agitator Devourer **CR 13**

XP 25,600
Spellcaster (arcane)
CE Large undead (chaotic, evil, extraplanar)
Init +10; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 28, touch 15, flat-footed 22 (+6 Dex, +13 natural, –1 size)
hp 161 (17d6+102)
Fort +10, **Ref** +11, **Will** +15
Defensive Abilities improved evasion, spell deflection, undead traits; **DR** 5/cold iron; **SR** 24

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)
Melee 2 claws +17 (1d8+9 plus energy drain)
Space 10 ft.; **Reach** 10 ft.

Special Attacks cacophony (DC 23), devour soul (DC 23), energy drain (2 levels, DC 23)

Sorcerer Spells Known (CL 13th, concentration +18)
6th (5/day)—*contingency*, *mass suggestion* (DC 22)
5th (7/day)—*dominate person* (DC 21), *mirage arcana* (DC 20), *planar adaptation*[APG]
4th (7/day)—*confusion* (DC 20), *contagion* (DC 19), *crushing despair* (DC 20), *moonstruck*[APG] (DC 20)
3rd (7/day)—*displacement*, *howling agony*[UM] (DC 19), *vampiric touch*, *vision of hell*[UM] (DC 18)
2nd (7/day)—*detect thoughts* (DC 17), *hideous laughter* (DC 18), *mirror image*, *twisted space*[UC] (DC 17), *unshakable chill*[UM] (DC 17)

1st (7/day)—*cause fear* (DC 16), *hypnotism* (DC 17), *memory lapse* (DC 17), *obscuring mist*, *shield*
0 (9/day)—*acid splash*, *arcane mark*, *bleed* (DC 15), *daze* (DC 16), *detect magic*, *ghost sound*, *guidance*, *resistance*, *spark*

STATISTICS

Str 28, **Dex** 22, **Con** —, **Int** 15, **Wis** 20, **Cha** 21
Base Atk +8; **CMB** +18; **CMD** 34
Feats Alertness, Combat Reflexes, Heighten Spell, Improved Initiative, Lunge, Power Attack, Spell Focus (enchantment), Toughness, Weapon Focus (claw)
Skills Appraise +14, Heal +17, Knowledge (arcana, nature, planes) +14, Linguistics +6, Perception +24, Sense Motive +7, Spellcraft +17, Stealth +24, Use Magic Device +18; **Racial Modifiers** +8 Stealth
Languages Abyssal, Aklo, Common, Draconic, Infernal
SQ create spawn, flash of insight

ECOLOGY

Environment any
Organization solitary or pair
Treasure standard

SPECIAL ABILITIES

Cacophony (Su) As a free action, the agitator can emit a cacophony of maddening sound. All creatures without this ability within 60 feet must succeed on a DC 23 Will save or become confused for 1d4 rounds (as the *confusion* spell). This is a sonic mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same agitator's cacophony for 24 hours. The save DC is Charisma-based.

Create Spawn (Su) A creature with as many negative levels as Hit Dice because of an agitator rises as an agitator in 1d4 days. Spawned agitators are fully under the control of their creator.

Devour Soul (Su) By making a touch attack as a standard action, the agitator can deliver a *slay living* spell (CL 17, Fortitude save DC 20). The soul of a creature slain by this attack becomes trapped with the undead. The creature cannot be brought back to life until the undead's destruction. The agitator devourer may hold any number of souls in this manner. This is equal to a 5th-level spell. The save DC is Charisma-based.

Flash of Insight (Su) Two times per day as an immediate action, the agitator can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the agitator only, and cannot be applied to the rolls of others.



Spells: The agitator devourer casts spells as a 13th-level sorcerer. It does not gain any other sorcerer class features.

Agitators are particularly spiteful devourers who seek to spread madness and undeath like a plague. Some suspect alien forces unleash them on remote humanoid settlements across the planes, for unknown reasons or as a precursor to some greater threat. Once gaining entrance to reality, agitators apparently act alone and without guidance. When an agitator encounters an unsuspecting population, it dedicates itself to spreading insanity, murder, and adding souls to its ever-growing collection.

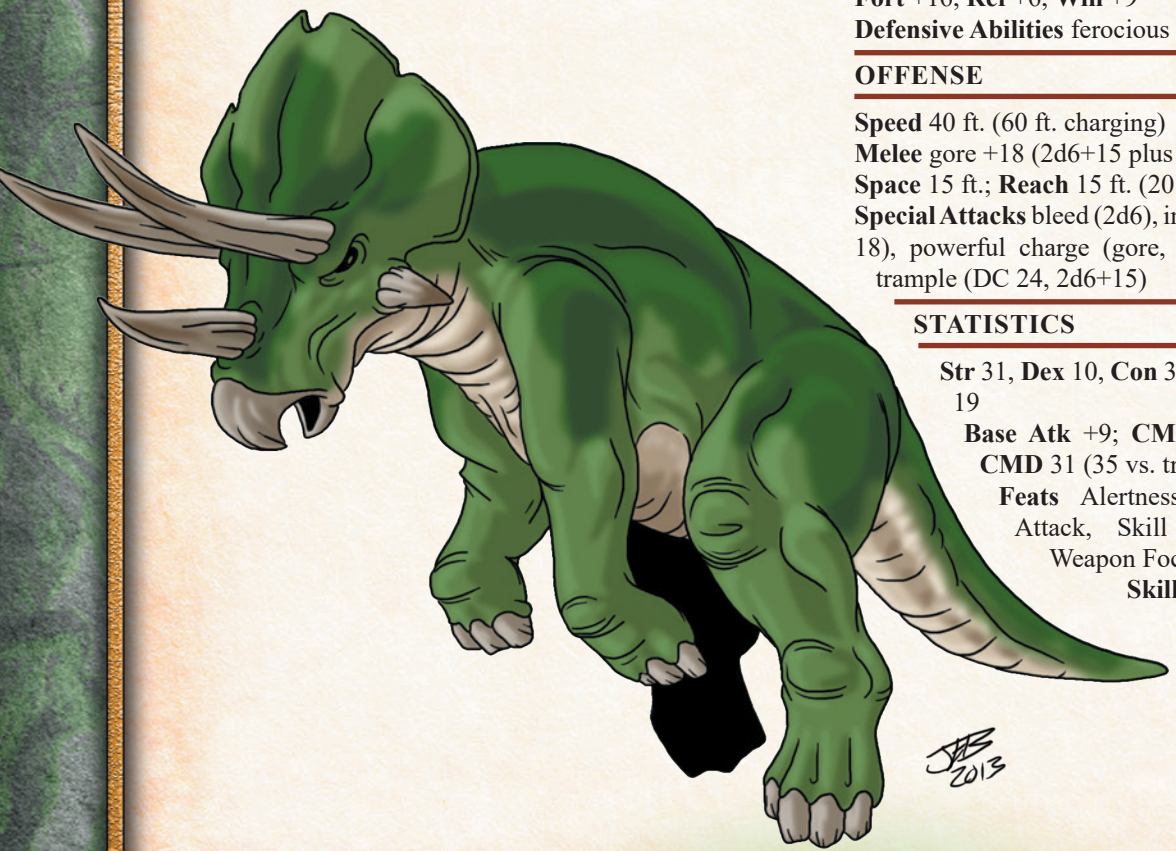
Dinosaur, Awakened

Many mortal worlds retain a prehistoric paradise eons after humanoid races claim vast reaches for civilization. Exotic islands, hidden valleys between glaciers, and underground volcanic vaults might all serve as ideal locations for a jungle kept apart from history.

Within these hidden places, bygone monsters survive extinction events. Here great terrible creatures from long-lost eras roam, and some awaken to true sapience. These great dinosaurs recognize the precious fragility of their pocket kingdom, protecting their natural ecosystem from incursions that might spell the doom they avoided.

The Chiloca

The Chiloca jungle is a place untouched by time. The awakened dinosaurs of the Chiloca claim a united ancestry to a single progenitor, revered as a god- or saint-like figure. Known only as the Awakened, it is said she roused herself from slumber, before drawing the rest of her kind into an awareness of the world. It is the Awakened who set the system of castes held to with religious fervor. While they take many forms, the awakened dinosaurs of the region consider themselves all a single family. Even those that require meat to survive take care to respect the lives of cousins, consuming only the flesh of lesser beasts or the dead. All form a singular society— with everyone from the smallest scavenger to the tallest predators having an equal voice. Gathering in great tribal moots, the awakened decide the future with a unity considered impossible by most humanoid civilizations.



Dinosaur, Plainswarden Triceratops

The great beasts move as a herd, quietly grazing in a circular formation. Their heads are topped with bony frills and massive spikes emerge from armored faces.

Plainswarden Triceratops **CR 10**

XP 9,600
Combat (soldier)
LG Huge magical beast
Init +0; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, –2 size)
hp 139 (9d10+90)
Fort +16, **Ref** +6, **Will** +9
Defensive Abilities ferocious defender

OFFENSE

Speed 40 ft. (60 ft. charging)
Melee gore +18 (2d6+15 plus impale)
Space 15 ft.; **Reach** 15 ft. (20 ft. with gore)
Special Attacks bleed (2d6), intimidating charge (DC 18), powerful charge (gore, 4d6+30 plus impale), trample (DC 24, 2d6+15)

STATISTICS

Str 31, **Dex** 10, **Con** 31, **Int** 12, **Wis** 12, **Cha** 19
Base Atk +9; **CMB** +21 (+25 grapple); **CMD** 31 (35 vs. trip)
Feats Alertness, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)
Skills, Diplomacy +9, Heal +8, Intimidate +13, Knowledge (geography, nature, religion) +6, Perception +18, Sense Motive +9
Languages Sylvan

ECOLOGY

Environment temperate or warm plains
Organization pair, herd (3–8), or clan (1 Gargantuan bull [CR 13] and 8–20 plainswardems)
Treasure standard

SPECIAL ABILITIES

Ferocious Defender (Ex) Plainswardens fight to their last breath, resolved to cover the escape of their peers, including any messengers warning other saurians of invasion. Plainswardens have the ferocity ability, and automatically stabilize when reduced to negative hit points. If any attack or effect results in its death, a plainsward triceratops remains alive and continues to act for 1 round. It is not staggered during this round.

Impale (Ex) Plainswarden horns spear into creatures and cause large gaping wounds. They have the grab universal monster ability, and can grab creatures of Gargantuan size or smaller. Creatures damaged by the plainswarden's gore attack take 2d6 bleed damage each round. The Heal check to stop this bleeding is DC 20.

Vigilant defenders of the savannahs that surround the Chiloca, the plainswarden caste eats their fill of grass while watching the horizon. Organized fighters and selfless combatants, plainswardens enjoy peaceful grazing under a warm sun. The healthiest plainswardens always stay behind to fight to cover the escape of the old, young, and sick.

Adult plainswarden triceratops are 30 feet long and weigh 20,000 pounds, though some bulls may reach 50 feet in length.

Dinosaur, Swiftfoot Deinonychus

The colorful lizard races over the ground, nimbly hopping over every obstacle.

Swiftfoot Deinonychus **CR 6**

XP 2,400
Combat (barbaric)
LN Small magical beast
Init +10; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 21, touch 13, flat-footed 19 (+2 Dex, +8 natural, +1 size)
hp 66 (7d12+21)
Fort +8, **Ref** +7, **Will** +5
Defensive Abilities ferocity

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.
Melee bite +12 (1d4+4 plus trip), 2 claws +12 (1d3+4)
Special Attacks sneak attack +3d6, trip

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 8, **Wis** 16, **Cha** 16
Base Atk +7; **CMB** +10; **CMD** 22
Feats Acrobatic Steps, Combat Expertise, Improved Initiative, Nimble Moves
Skills Acrobatics +7, Climb +16, Perception +9, Stealth +15, Survival +12, Swim +19; **Racial Modifier** +2 Perception, +2 Stealth, +2 Survival
Languages Sylvan
SQ improved tracking

ECOLOGY

Environment warm forests
Organization solitary, pair, or pack (3–8)
Treasure none



Among the awakened dinosaurs of the Chiloca, the deinonychus serve as hunters and scouts. They protect larger cousins from predators and monstrous incursions, attacking with relentless savagery in defense of their kind. Deinonychus make use of cunning pack tactics and a complex, almost military organization.

Dinosaur, Venerable Stegosaurus

The great lizard lumbers on four bowed legs and sports a series of mottled armored plates along its back. Its tiny reptilian head cocks to one side inquisitively as its powerful spiked tail sways warily.



Venerable Stegosaurus **CR 12**

XP 19,200
Spellcaster (divine)
N Huge magical beast
Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +22
Aura animal submission (30 feet, DC 22)

DEFENSE

AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, –2 size)
hp 174 (12d8+120); regeneration 10 (animal or magical beast)
Fort +14, **Ref** +7, **Will** +11
DR 5/—

OFFENSE

Speed 40 ft.
Melee tail +18 (4d6+22/x3 plus trip)
Ranged 4 tail spikes +10 (1d10+11)
Space 15 ft.; **Reach** 15 ft.

Special Attacks channel positive energy (9/day, 6d6, DC 20)

Spell-Like Abilities (CL 12th, concentration +16)
3/day—*greater magic fang*

Oracle Spells Known (CL 12th, concentration +16)
6th (3/day)—*heal* (DC 20)
5th (5/day)—*breath of life*, *serenity*[UM] (DC 19)
4th (7/day)—*cure critical wounds* (DC 18), *imbue with spell ability*, *neutralize poison*
3rd (7/day)—*blindness/deafness* (DC 17), *prayer*, *remove disease*, *wrathful mantle*[APG]
2nd (7/day)—*aid*, *blessing of courage and life*[APG], *cure moderate wounds* (DC 16), *lesser restoration*, *shield other*
1st (7/day)—*bless*, *cure light wounds* (DC 15), *comprehend languages*, *divine favor*, *remove fear*
0 (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *purify food and drink*, *read magic*, resistance, *stabilize*, *virtue*

STATISTICS

Str 32, **Dex** 16, **Con** 31, **Int** 14, **Wis** 13, **Cha** 19
Base Atk +9; **CMB** +22; **CMD** 35 (39 vs. trip)
Feats Alertness[B], Combat Expertise, Extra Channel, Greater Trip[B], Improved Initiative, Improved Trip[B], Iron Will, Selective Channel, Quick Channel, Quicken Spell
Skills Diplomacy +13, Handle Animal +8, Heal +8, Knowledge (nature) +12, Perception +22, Sense Motive +22, Spellcraft +12; **Racial Modifiers** +4 Knowledge (nature), +4 Perception, +4 Sense Motive
Languages Sylvan; *speak with animals*

ECOLOGY

Environment warm forests or plains
Organization solitary, pair, or moot (3-7)
Treasure standard

SPECIAL ABILITIES

Animal Submission (Sp) Animals within 30 feet of a venerable stegosaurus must succeed on a DC 22 Will save or refuse to physically attack the venerable. Treat this as a constant aura of *dominate animal* (as the spell), except that the stegosaurus exercises no willful control over creatures who fail saves beyond preventing attack. This is equal to a 3rd-level spell. The save DC is Charisma-based and includes a +2 bonus.

Regeneration (Su) The venerable stegosaurus' regeneration ceases to function on any round following it taking damage from an attack made by any creature with the animal or magical beast types.

Spiked Tail (Ex) The venerable stegosaurus swings a mighty tail armed with bony spikes. This is a primary natural attack that deals damage as if the venerable were two size categories larger. The venerable stegosaurus adds double its Strength modifier to damage rolls made with the tail and has an augmented critical threat rating. As a standard action, a venerable stegosaurus can fire up to four spikes from its tail (roll to hit separately with each). The spikes have a maximum range of 120 feet with no range increment. No two targets may be farther than 30 feet apart. The spikes regrow immediately. The venerable can only launch 24 spikes in a 24-hour period. Damage for each spike is 2d10 plus the stegosaurus' Strength modifier.

Spells The venerable stegosaurus casts spells as a 12th-level oracle. They do not gain access to mysteries or other oracle abilities.

Gentle sages of the Chiloca, venerable stegosaurus advise the awakened dinosaur tribes and coordinate defenses in times of trouble. Although capable of self-defense with a mighty tail, most venerables prefer to empower and heal allies. A divine connection to life affords a venerable tremendous respect among the Chiloca. Even the hungriest predators treat the venerable ones with honor.

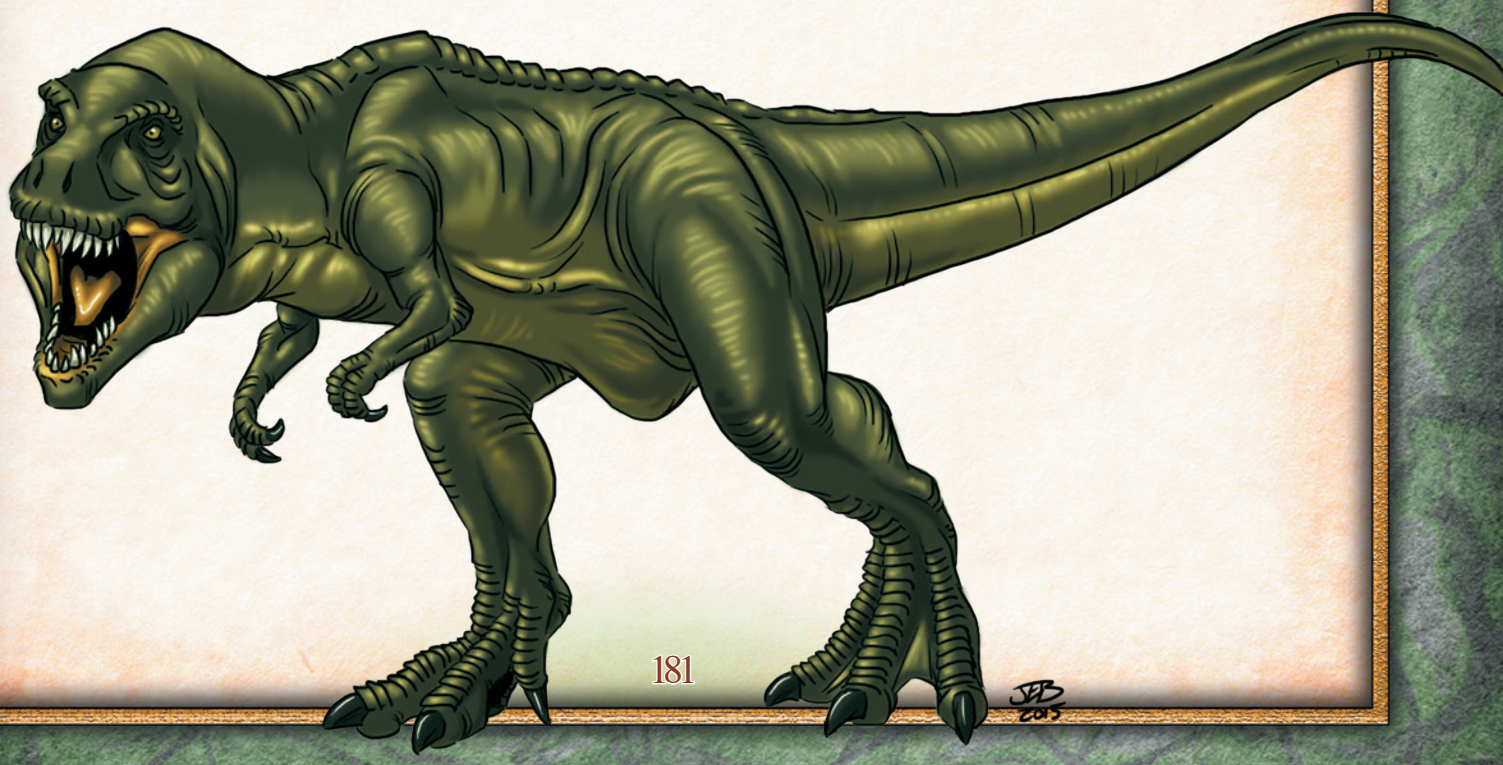
A venerable stegosaurus benefits from special protection due to her awakened nature, healing and shrugging off damage from most sources. No servant of nature rises above the cycle of life, however, so natural predators can still eat a dead venerable. The Chiloca believe that when a venerable stegosaurus gives their body to feed another, her soul remains with her people to serve forever.

True Ancients

In large jungles, or during extended periods of peace, a venerable stegosaurus may live for hundreds of years. Such legendary specimens never cease to grow in stature or wisdom. Every century of life advances the stegosaurus by +1 CR within the spellcaster (divine) focus. After five centuries, the venerable increases in size from Huge to Gargantuan. While all are powerful spellcasters, each is unique. One might reflect enemy spells with its great armored plates, while another might cause earthquakes with a mighty roar and thump of its tail.

Dinosaur, Vindicator Tyrannosaurus

The enormous dinosaur's two powerful legs carry it across the ground as it charges. Its open jaw releases a deafening roar.



Vindicator Tyrannosaurus CR 14

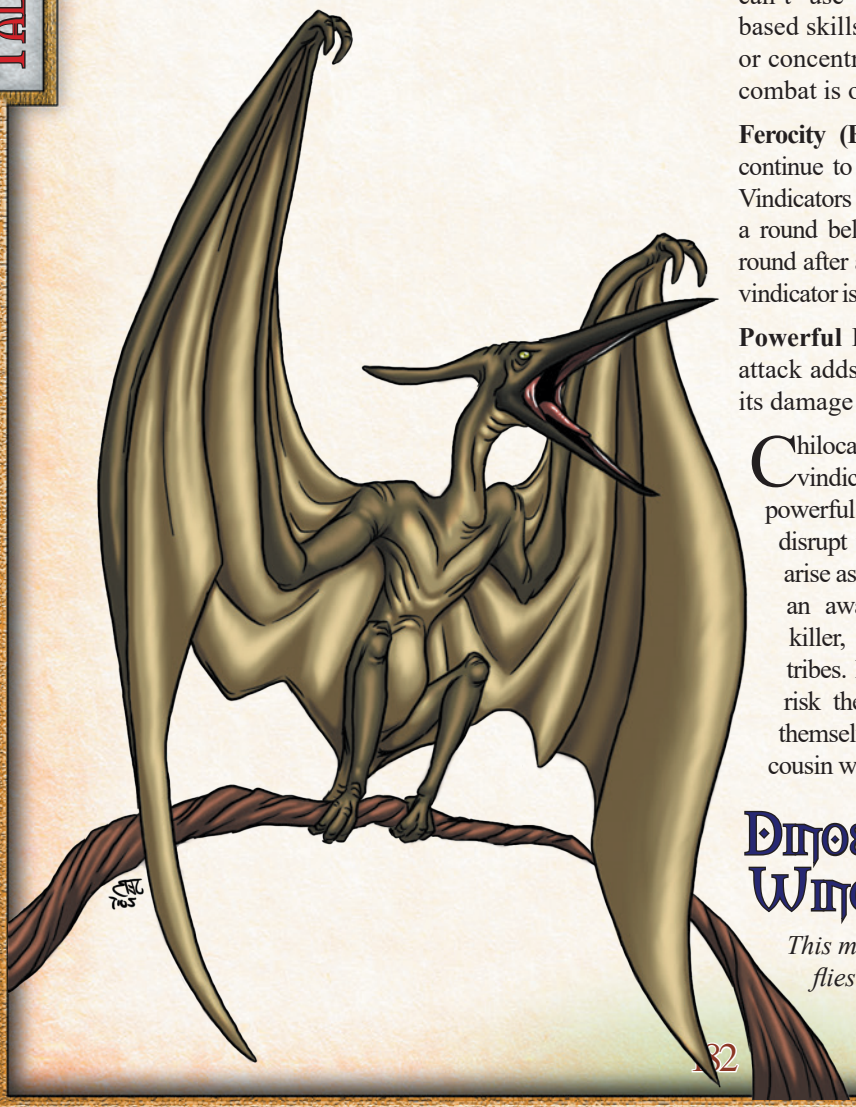
XP 38,400
Combat (barbaric)
N Gargantuan magical beast
Init +0; **Senses** darkvision 60 ft., low-light vision, scent (1 mile); Perception +6

DEFENSE

AC 28, touch 6, flat-footed 28 (+22 natural, -4 size)
hp 210 (12d12+132)
Fort +19, **Ref** +8, **Will** +5
Defensive Abilities ferocity; **DR** 5/—

OFFENSE

Speed 40 ft.
Melee bite +23 (4d6+30/19-20 plus grab)
Space 20 ft.; **Reach** 20 ft. (25 ft. with bite)
Special Attacks blood rage (+4 Str and +4 Con, free action), fast swallow, intimidating charge (DC 20), swallow whole (3d6 acid damage, AC 32, 42 hp)



STATISTICS

Str 41, **Dex** 10, **Con** 33, **Int** 7, **Wis** 12, **Cha** 18
Base Atk +12; **CMB** +31 (+35 grapple); **CMD** 41
Feats Alertness, Critical Focus, Furious Focus, Improved Critical (bite), Power Attack, Vital Strike
Skills Intimidate +10, Perception +6, Survival +6
Languages Sylvan (can't speak)
SQ improved tracking

ECOLOGY

Environment warm forests or plains
Organization solitary or pair
Treasure none

SPECIAL ABILITIES

Blood Rage (Ex) A tyrannosaurus vindicator can enter a blood rage as a free action regardless of whether it has taken damage. It gains a +4 bonus to it Strength and Constitution scores, but takes a –2 penalty to AC. While in blood rage, the vindicator can't use Charisma-, Dexterity-, or Intelligence-based skills, or take any action that requires patience or concentration. The rage lasts for 1 minute or until combat is over, whichever is shorter.

Ferocity (Ex) The vindicator remains conscious and continue to act even if its hit point total falls below 0. Vindicators stabilize automatically when they begin a round below 0 hit points, and continues to act for 1 round after any effect or damage results in its death. The vindicator is not staggered during this final round of action.

Powerful Bite (Ex) A tyrannosaur vindicator's bite attack adds twice its Strength modifier in damage to its damage dice.

Chiloca defends its tribes with the great tyrannosaurus vindicator in times of extreme crisis. When a powerful enemy threatens to plunder the region, and disrupt the balance of life, one or more vindicators arise as champions of the jungle. Even during peace, an awakened tyrannosaurus makes a dangerous killer, but they are also the least civilized of the tribes. Most choose a solitary existence rather than risk their hunger overwhelming morality, or turn themselves over for judgment should they slay a cousin without just cause.

Dinosaur, Wingbeat Pteranodon

This man-sized lizard is the color of fresh mud. It flies swiftly on leathery wings.

Wingbeat Pteranodon — CR 5

XP 1,600
Combat (barbaric)
N Medium magical beast
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 17 (+1 Dex, +7 natural)
hp 57 (6d12+18)
Fort +8, **Ref** +6, **Will** +4

OFFENSE

Speed 10 ft., fly 120 ft. (good)
Melee bite +10 (1d6+8), 2 wings +5 (1d4+2)
Special Attacks powerful bite

STATISTICS

Str 19, **Dex** 12, **Con** 16, **Int** 9, **Wis** 14, **Cha** 15
Base Atk +6; **CMB** +10; **CMD** 21
Feats Flyby Attack, Improved Initiative, Power Attack
Skills Fly +9, Perception +7, Stealth +8, Survival +10
Languages Sylvan
SQ sound mimicry

ECOLOGY

Environment warm mountains
Organization solitary, pair, flight (3–9), or flock (10–24)
Treasure standard

SPECIAL ABILITIES

Powerful Bite (Ex) The wingbeat pteranodon adds twice its Strength modifier to bite damage.

Quickness (Su) The wingbeat pteranodon is extremely quick. It can take an extra move action during its turn each round.

The wingbeat caste acts as sentry and fast cavalry for their ground-trapped kin. In ancient stories passed down by the stegosaurs, the first among the pteranodon caste lived near the great volcanoes of the Chiloca region and from their number the Awakened was born. Over centuries, the wingbeat caste grew to cover the skies, spreading the message and enlightenment of the first to achieve self-awareness.

An adult wingbeat pteranodon is 4 feet long with a 7-foot wingspan, and weighs 90 pounds.

Dolphin, Maraka

The larger-sized dolphin is dark blue and coasts through the water like it offers no resistance.

Maraka Dolphin — CR 3

XP 800
Combat (soldier)
N Large magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, –1 size)
hp 28 (3d10+12)
Fort +7, **Ref** +3, **Will** +1

OFFENSE

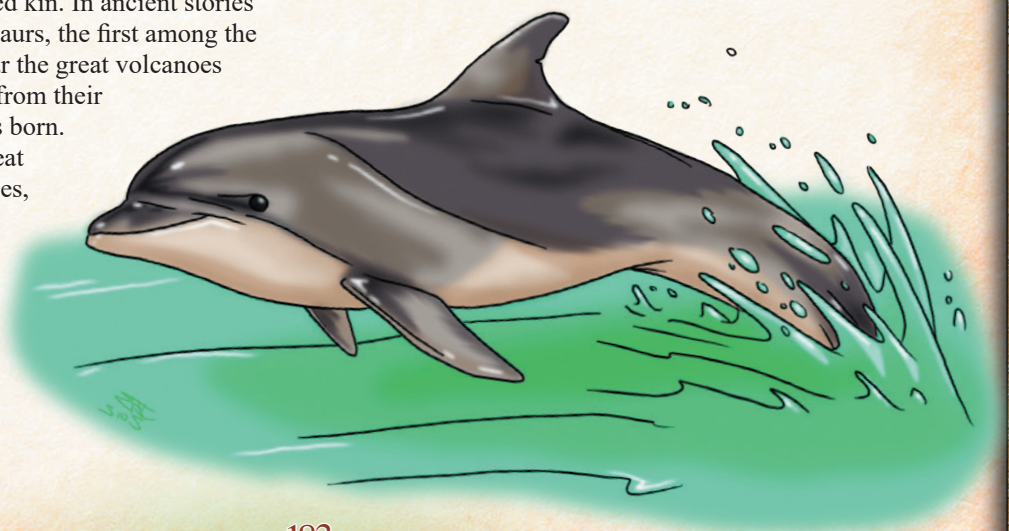
Speed swim 120 ft., sprint
Melee slam +6 (1d6+4)
Space 10 ft.; **Reach** 5 ft.
Special Attacks powerful charge (slam, 2d6+8), swift swimmer

STATISTICS

Str 17, **Dex** 10, **Con** 18, **Int** 11, **Wis** 7, **Cha** 14
Base Atk +3; **CMB** +7; **CMD** 17
Feats Improved Initiative, Weapon Focus (slam)
Skills Acrobatics +6, Heal +4, Perception +4, Swim +14
Languages Common (can't speak)
SQ hold breath, timeless

ECOLOGY

Environment any ocean
Organization solitary, pair, or herd (3–9)
Treasure none



SPECIAL ABILITIES

Sprint (Ex) The maraka dolphin may once per hour swim at 10 times its normal speed when making a charge.

Swift Swimmer (Ex) As a full-round action, the maraka dolphin can swim up to its swim speed and make a single melee attack without provoking any attacks of opportunity from the target of the attack. The dolphin can move both before and after the attack, but must swim at least 10 feet before the attack and the total distance moved cannot be greater than the dolphin's swim speed. The dolphin cannot use this ability to attack a foe that is adjacent at the start of his turn.

Timeless (Ex) A maraka dolphin does not age.

The maraka dolphins swim the seas, and protect the life that dwells within. The gods of the sea can be fickle and vengeful beings. They sometimes transform land-dwelling mortals into guardians of the sea as punishment for some insult or crime. These mortals become maraka until they can earn their freedom with some length of service. Some find their duties more fulfilling than a life spent on land, and renounce a mortal form. Rarer individuals with a great love of the sea might pray to become a maraka, and forever protect the oceans.



Doppelganger, Myriad

Hundreds of miniature gray-skinned creatures mill together, their flesh shifting, joining, and altering in color.

Myriad Doppelganger Swarm **CR 5**

XP 1,600
Skilled
CE Tiny monstrous humanoid (shapechanger, swarm)
Init +8; **Senses** darkvision; Perception +11

DEFENSE

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)
hp 57 (6d8+30)
Fort +7, **Ref** +9, **Will** +6
Defensive Abilities guarded thoughts; **Immune** charm, sleep

OFFENSE

Speed 40 ft., climb 40 ft.
Melee swarm (2d6)
Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 18)

Spell-Like Abilities (CL 6th, concentration +8)
Constant—*detect thoughts* (DC 15)

STATISTICS

Str 2, **Dex** 18, **Con** 21, **Int** 14, **Wis** 15, **Cha** 17
Base Atk +4; **CMB** —; **CMD** —
Feats Alertness, Improved Initiative, Iron Will
Skills Acrobatics +13, Appraise +11, Bluff +12, Climb +13, Disguise +12 (+32 when impersonating objects), Perception +13, Sense Motive +13, Use Magic Device +12
Languages Abyssal, Aklo, Common
SQ freeze, mimic objects

ECOLOGY

Environment any
Organization solitary
Treasure standard

SPECIAL ABILITIES

Animated Object (Su) The myriad doppelganger may animate when disguised as physical objects to attack. Animating in this manner is a full-round action. The myriad doppelgangers lose the swarm subtype and become a single creature of Large size

with a Strength score of 24 and gain all the powers and abilities of a Large earth elemental (as the *elemental body III* spell). If two or more myriad doppelganger swarms combine, they become a single creature of Huge size with a Strength score of 26 and gain all the powers and abilities of a Huge earth elemental (as the *elemental body IV* spell). The doppelganger may return to a swarm as a full-round action.

Guarded Thoughts (Ex) The myriad doppelganger is immune to any form of mind reading, such as that granted by *detect thoughts*. This does not apply to the *detect thoughts* spell like abilities of other myriad doppelgangers.

Mimic Object (Su) The myriad doppelganger swarm can combine to assume the general shape of any object that is roughly the same equivalent size. The aberration's body is hard and has a rough texture, no matter what appearance it might present. The doppelganger gains a +20 racial bonus on Disguise checks when imitating an object in this manner.

Patient and murderous pranksters, myriad doppelgangers infest deep dungeons and crowded cities. Some swarms affect a civilized veneer, protecting treasured locations as contracted guardians. Others lie in wait, disguised as furniture or natural objects for the enjoyment of ambushing unwary victims. Regardless of motivation, myriad swarms prefer to attack by lying in wait, disguised as either a valuable object or even a matching set of decorations. They might attack at once, or else enjoy an extended period of pranking and psychological torture.

Dragon, Alabaster Guardian

By C.J. Withers and Stephen Rowe

This seemingly ornate dragon statue spews water from its mouth in an elegant stream.

Alabaster Guardian Dragon **CR 11**

XP 12,800
Spellcaster (arcane)
LG Large dragon (earth, water)
Init +9, **Senses** darkvision 60 ft., low-light vision, Perception +15

DEFENSE

AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, –1size)
hp 157 (15d6+105)
Fort +12, **Ref** +12, **Will** +13
DR 5/magic, **Immune** cold, magical sleep, paralysis; **Resist** acid 15; **SR** 27

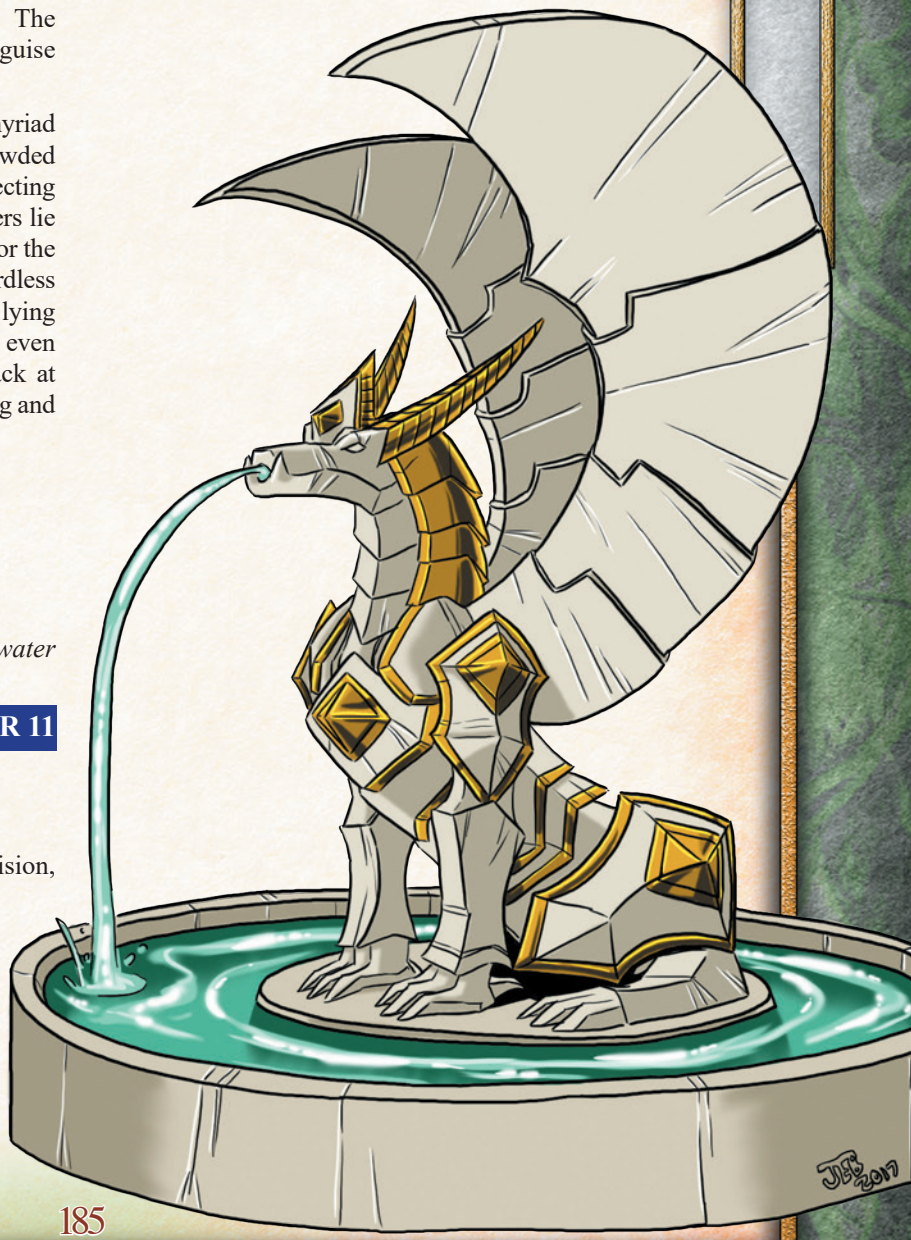
OFFENSE

Speed 40 ft., fly 160 ft. (good)
Space 10ft, **Reach** 5 ft. (bite 10 ft.)
Melee bite +14 (1d8+8/18-20), 2 claws (1d6+4)

Special Attacks breath weapon (60 ft. line, 8d6 bludgeoning, Reflex DC 26 for half, usable every 1d4 rounds)

Spell Like Abilities (CL 15th, concentration +19)
At Will—*create water*, *control water*
3/day—*bless water*, *purify food or drink* (water only)
1/year—*wish*

Sorcerer Spells Known (CL 10th, concentration +14)
5th (3/day)—*icy prison* (DC 19)
4th (6/day)—*heroism*, *ice storm* (DC 18)



3rd (7/day)—*dispel magic*, *displacement*, *magic circle against evil*

2nd (7/day)—*blur*, *consecrate*, *communal protection from evil*, *see invisibility*

1st (7/day)—*alarm*, *bless water*, *protection from chaos*, *protection from evil*, *wave shield*

0 (at will)—*dancing lights*, *detect magic*, *detect poison*, *message*, *mending*, *virtue*

STATISTICS

Str 27, **Dex** 20, **Con** 25, **Int** 12, **Wis** 19, **Cha** 18
BAB +7, **CMB** +16, **CMD** 31 (36 vs trip)
Feats Ability Focus (breath weapon), Alertness, Combat Casting, Fly-by Attack, Hover, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)
Skills Appraise +7, Climb +15, Fly +24, Intimidate +12, Knowledge (Arcana) +13, Knowledge (Local) + 13, Linguistics +6, Perception +15, Spellcraft +8, Stealth +16, Swim +16
Languages Aquan, Common, Draconic, Terran

ECOLOGY

Environment ruins or urban
Organization solitary
Treasure triple standard

SPECIAL ABILITIES

Freeze (Su) An alabaster guardian can hold itself so still it appears to be inanimate fountain. An alabaster guardian can take 20 on its Stealth check to hide in plain sight as a fountain. While disguised like this the alabaster guardian may use its *create water* spell-like ability as a constant spell-like ability.

Spellcasting: An alabaster guardian casts spells as a 10th level sorcerer, the alabaster guardian may cast spells from both the sorcerer and cleric spell lists.

An evil dragon wanting to erase centuries of horror can appeal to a higher power for a path to redemption. As penance for their crimes and a test of resolve, the god transforms them into an alabaster guardian. The dragon must watch over and protect a single mortal city of people they have wronged, in the guise of a stone fountain. Instead of evoking terror and awe, they must stay still until the pain they caused passes from the world. Should they falter, redemption is lost to them forever. If they succeed, their sins are erased and they might be transformed into some nobler breed of true dragon.

There are only two ways the alabaster guardians might reduce this divine sentence. The first is rising up in defense of the people from some dire threat. The second is to grant a *wish* to the worthy that help heal and guide. Should they fight without just cause or grant a disastrous *wish*, they risk causing fresh pain, and adding to the length of their atonement.

Dragon, Da'alxerindos

Each of this serpent's scales is black, but tinged bright red as if dipped in blood. A proud frill of sharp spines protrudes from its back, each shaped like a sword blade or spear tip.



Da'alxerindos **CR 22**

Combat (barbaric)
XP 615,000
NE Gargantuan dragon
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +21
Aura frightful presence (200 ft., DC 26)

DEFENSE

AC 37, touch 8, flat-footed 35 (+2 Dex, +29 natural, –4 size)
hp 430 (20d12+300)
Fort +27, **Ref** +16, **Will** +16
DR 15/epic; **Immune** paralysis, sleep; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 32
Vulnerability violence

OFFENSE

Speed 60 ft., fly 240 ft. (good)
Melee bite +33 (2d6+24, 19-20/x3), 2 claws +33 (1d8+24), 2 wings +30 (1d8+7). tail slap +30 (2d6+7)
Ranged 4 spikes +18 (1d8+15)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (30-ft. cone, 12d10 fire damage, Reflex DC 35 for half, usable every 1d4 rounds), pounce

STATISTICS

Str 43, **Dex** 14, **Con** 41, **Int** 12, **Wis** 27, **Cha** 22
Base Atk +20; **CMB** +40; **CMD** 52 (56 vs. trip)
Feats Flyby Attack, Furious Focus, Improved Critical (bite), Intimidating Prowess, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (claw), Weapon Focus (bite)
Skills Acrobatics +15, Fly +19, Intimidate +35, Perception +21, Stealth +7, Swim +29
Languages Common, Draconic

ECOLOGY

Environment any (lower planes)
Organization solitary
Treasure triple standard

SPECIAL ABILITIES

Spikes (Ex) With a snap of his tail, Da'alxerindos can loose a volley of 4 spikes as a standard action (make an attack roll for each spike). This attack has a range of 120 feet with no range increment. All targets must be within 30 feet of each other. Da'alxerindos can only launch 24 spikes in any 24-hour period.

Violence (Ex) If an enchantment or other magical compulsion suggests that Da'alxerindos attacks another creature, he takes a –4 penalty to any saving throw allowed by the effect. This penalty is in addition to any penalty for the action seeming reasonable (such as for the *suggestion* spell). If he is harmed or gravely insulted, he must succeed on a DC 26 Will save or attack the target of his ire. The save DC is Charisma-based.

Bloodthirsty and restless, Da'alxerindos increases his hoard by intervening in sieges and accepting tribute from armies hoping to gain him as an ally. The Red Blade is false in most of his promises, taking the field of battle and slaughtering warriors on both sides until the land is covered in flames and gore.

Da'alxerindos lives for memorable combat. He collects broken lances and battered shields, and spends the months or years between great battles perusing his keepsakes or dictating the details of significant victories to local bards. The aggressive beast has no death wish, but fears nothing. He remembers those rare moments when he took mortal wounds with fond appreciation of the enemy's skill, rather than bitterness.

For all his savagery, the dragon sees himself as noble. He involves himself only in skirmishes that offer some danger to himself or challenge he's never seen before. He enjoys the evolving technology of warfare, including those tactics engineered to best dragons. Though some advances blend magic and technology, Da'alxerindos despises the unrestrained use of magic. He feels the din of battle and the cries of the dying are more savory when mortal clashes against mortal unaided. The Red Blade enjoys humiliating other dragons who forsake physical prowess in favor of spellcasting.

Dragon, Turrakeron

This peregrine dragon has webbed claws and wings that spread out like a giant ray. Curved bronze spines line her back and tail.

Turrakeron **CR 16**

Spellcaster (divine)
XP 76,800
CG Huge dragon (water)
Init +5; **Senses** dragon senses, scent; Perception +30

DEFENSE

AC 31, touch 14, flat-footed 25 (+5 Dex, +1 dodge, +17 natural, –2 size)
hp 263 (17d8+187)
Fort +16, **Ref** +15, **Will** +11
DR 10/magic and piercing; **Immune** paralysis, sleep, sonic effects; **Resist** cold 20, electricity 10; **SR** 27



OFFENSE

Speed 40 ft., fly 80 ft. (average), swim 80 ft., jet 280 ft.
Melee bite +22 (2d8+18 plus grab), 2 claws +22 (1d8+12), and tail slap +17 (2d6+12)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (90-ft. cone, DC 29, 14d6 sonic), death roll (any size creature, 2d8+18), swallow whole (3d6+18 bludgeoning damage, AC 27, 26 hp), tidal wave (DC 29), vortex (4 rounds)

Spells Prepared (CL 16th, concentration +22)

8th—*earthquake* (DC 24), *seamantle*[APG]

7th—*control weather*, *heal* (DC 23), *vortex*[APG]

6th—*find the path*, *greater dispel magic*, *mass cure light wounds* (DC 22), *transport via plants*

5th—*awaken*, *baleful polymorph* (DC 21), *cure critical wounds* (DC 21), *death ward*, *stoneskin*

4th—*control water*, *cure serious wounds* (DC 20), *freedom of movement*, *scrying*, *summon nature's ally IV*

3rd—*aqueous orb*[APG] (DC 19), *dominate animal* (DC 19), *greater magic fang*, *nature's exile*[APG] (DC 19), *water breathing*

2nd—*barkskin*, *lesser restoration*, *resist energy*, *owl's wisdom*, *slipstream*[APG], *wood shape*

1st— *alter winds*[APG], *cure light wounds* (DC 17), *endure elements*, *hydraulic push*[APG], *speak with animals*, *water shield*[ACG]

Spell-Like Abilities (CL 17th, concentration +21)
1/day—summon (level 3, 3 sea drakes[B2] 80%)

STATISTICS

Str 34, **Dex** 20, **Con** 32, **Int** 18, **Wis** 22, **Cha** 18
Base Atk +12; **CMB** +26 (+32 grapple); **CMD** 43 (49 vs. grapple)
Feats Alertness, Dodge, Hover, Improved Grapple, Mobility, Persuasive, Power Attack, Spring Attack, Vital Strike
Skills Acrobatics +18, Bluff +17, Diplomacy +21, Fly +17, Heal +19, Intimidate +22, Knowledge (geography) +17, Knowledge (nature) +17, Linguistics +12, Perception +30, Sense Motive +30, Spellcraft +17, Stealth +17, Survival +19, Swim +33
Languages Aklo, Aquan, Celestial, Common, Draconic, Elven, Giant
SQ amphibious, improved tracking, wave mastery (1 hour)

ECOLOGY

Environment any ocean
Organization solitary
Treasure triple standard

SPECIAL ABILITIES

Spellcasting: Turrakeron casts spells as a 16th level druid. She does not gain other class abilities related to spellcasting (such as spontaneously casting *summon nature's ally* spells).

Decorated in scales of bronze, peregrine, and teal, Turrakeron is as beautiful a creature as one can find in any sea. She roams an entire ocean, defending the eastern and western coasts of two continents, and exploring every mile in between. Turrakeron delights in the majesty of the deep. She swims alongside huge migrations of whales and sings along with them. She is friendly with sailors wise enough to lay down their arms and parley when she presents herself. Several merfolk tribes call her "Ocean Mother", recognizing her as a benevolent protector. The sahuagin and other aggressive creatures name her less kindly.

When an evil or predatory race grows out of balance and threatens more peaceful marine life, Turrakeron plots to contain or outright humiliate them. While she thoroughly enjoys the manipulation of her rivals and delights in her own cleverness, the Ocean Mother also fiercely opposes the spread of tyranny or the annihilation of the ocean's beauty. She occasionally pits two evil races against one another by ambushing one and framing the other. She sometimes hunts smaller predators, driving them into troubled areas to tax an enemy, or sets up a temporary lair to imply a permanent presence. Frequently, the expenditure of resources necessary just to manage her pranks discourages a hostile tribe from expanding its borders at all.

DEFENSE

AC 36, touch 9, flat-footed 29 (+5 Dex, +2 insight, +27 natural, –8 size)
hp 333 (18d8+252)
Fort +20, **Ref** +11, **Will** +18
DR 15/epic and adamantine; **Immune** acid, cold, electricity, fire, paralysis, sleep; **SR** 35

OFFENSE

Speed 40 ft., swim 120 ft.
Melee bite +25 (4d6+19 plus grab), 2 claws +24 (2d8+19)
Space 30 ft.; **Reach** 20 ft.

Special Attacks breath weapon, capsize, swallow whole (4d6+19 bludgeoning, 4d6 acid, AC 37, 62 hp)

Spell-Like Abilities (CL 18, concentration +20)
Constant— *foresight*

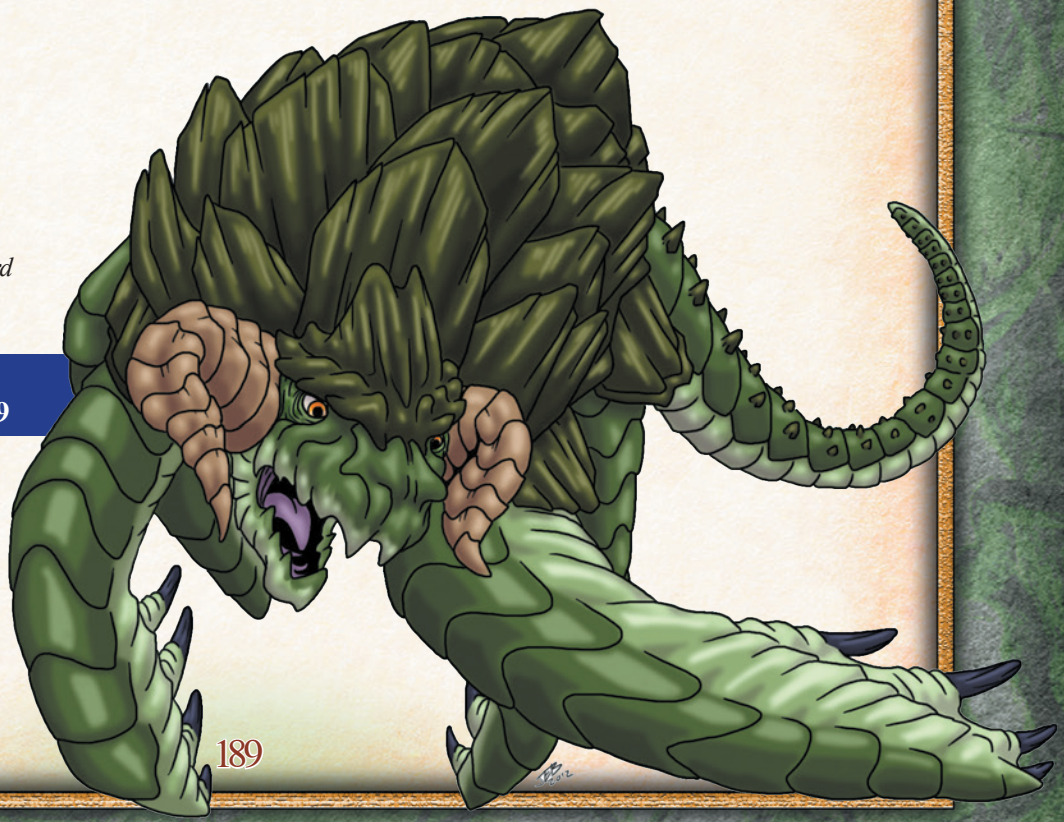
Cleric Spells Prepared (CL 19th, concentration +24)
9th—*elemental swarm*, *foresight*, *miracle* (DC 24)
8th—*antimagic field*, *earthquake* (DC 23), quickened *freedom of movement*
7th—*control weather*, *firestorm* (DC 22), *greater scrying*, *repulsion*, quickened *invisibility purge*
6th—*banishment* (DC 21), *find the path*, *heal*, *undeath to death* (DC 21), *word of recall*
5th—*atonement*, *awaken*, *commune*, quickened *divine favor*, *true seeing*
4th—*air walk*, *death ward*, *divine power*, *rusting grasp*, *flame strike* (DC 19)

Dragon Turtle, Prehistoric

As the high stone shell separates itself from the foothills, a snub-nosed draconic head reaches toward the sky and yawns with a deafening roar.

Prehistoric Dragon Turtle CR 19

XP 204,800
Spellcaster (divine)
N Colossal dragon (aquatic)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +28
Aura slow aura (10 ft., DC 33)



3rd—*cure serious wounds* (DC 18), *dispel magic*, *prayer*, *stone shape*, *water breathing*, *water walk*

2nd—*augury*, *barkskin*, *cure moderate wounds* (DC 17) (2), *enthrall* (DC 17), *zone of truth* (DC 17)

1st—*bless*, *cure light wounds* (DC 16) (2), *entropic shield*, *sanctuary*

0—*create water*, *detect magic*, *purify food and drink*, *read magic*

STATISTICS

Str 49, **Dex** 21, **Con** 39, **Int** 16, **Wis** 21, **Cha** 14
Base Atk +13; **CMB** +40 (+44 grapple); **CMD** 57 (61 vs. trip)
Feats Alertness, Combat Reflexes, Furious Focus, Greater Spell Penetration, Iron Will, Power Attack, Quicken Spell, Spell Penetration, Weapon Focus (bite)
Skills Knowledge (history, nature, religion) +17, Linguistics +12, Perception +28, Sense Motive +28, Spellcraft +18, Swim +27
Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Ignan, Infernal, Terran
SQ camouflage, ever watchful, freeze, terrain stride

ECOLOGY

Environment any
Organization solitary
Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) 90-foot cone of steam, once every 1d4 rounds, damage 16d10 fire, Reflex DC 33 half; effective both on the surface and underwater. The save DC is Constitution-based.

Primeval Weapons (Su) A prehistoric dragon turtle's natural attacks count as adamantine and magic weapons for the purpose of overcoming damage reduction.

Terrain Stride (Ex) The prehistoric dragon turtle can always move through forest, mountains, or water at its normal speed. It does not leave a trail in these terrains and cannot be tracked, but may leave a trail, if it so desires.

Tidal Wave (Su) The prehistoric dragon turtle can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore— treat the targets as if struck by an avalanche (***Pathfinder Roleplaying Game Core Rulebook***). Treat all creatures as if they were in the bury zone. A DC 33 Reflex save DC halves this damage. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.

Slow Aura (Su) A prehistoric dragon turtle's contemplative demeanor actually slows time in its immediate vicinity. Creatures within 10 feet of the mountain must succeed on a DC 33 Will save or be *slowed* for 1d4 rounds. The dragon can suppress or activate this aura at will as a free action. The save DC is Constitution-based.

Spells Prehistoric dragon turtles cast divine spells as 19th-level clerics. They do not gain access to domains or other cleric abilities.

Among the oldest living creatures in the world, the prehistoric dragon turtle was young when the kaiju and titans walked the world. These ancient dragons roamed the first oceans and mountains, watching or sleeping through history as it passed. The prehistoric dragon turtle possesses great wisdom and lore from an age long-lost, but is not easily roused. The turtle's perception of the passage of time gives it a unique perspective, but means it remains dispassionate about the rapid century to century affairs of mortals.

Drider, Dragoon

The nightmarish fusion of drow and spider moves with regimented military precision and focus.

Dragoon Drider **CR 9**

XP 6,400
Combat (soldier)
CE Large aberration
Init +5; **Senses** darkvision 120 ft.; Perception +13

DEFENSE

AC 22, touch 9, flat-footed 21 (+5 armor, +1 Dex, +7 natural, –1 size)
hp 121 (9d10+72)
Fort +14, **Ref** +7, **Will** +7
Immune sleep; **SR** 20
Weakness light sensitive

OFFENSE

Speed 50 ft., climb 50 ft.
Melee *+1 lance* +17/+12 (1d8+9), bite +11 (1d4+4)
Ranged *+1 mighty composite longbow (+5 Str bonus)* +10/+5 (1d8+6)

Space 10 ft.; **Reach** 10 ft. (15 ft. with mwk lance)

Special Attacks bardic performance (28 rounds/day), web (+9 ranged, DC 22, 9 hp)

STATISTICS

Str 27, **Dex** 13, **Con** 26, **Int** 12, **Wis** 13, **Cha** 18
Base Atk +9; **CMB** 18; **CMD** 29 (37 vs. trip)
Feats Greater Overrun, Improved Initiative, Improved Overrun, Lunge[B], Power Attack, Vital Strike
Skills Acrobatics +13, Climb +20, Intimidate +16, Perception +13, Perform (oratory) +13, Profession (soldier) +13
Languages Common, Elven, Undercommon
SQ undersized weapons

ECOLOGY

Environment underground
Organization solitary, pair, or command (3–7)
Treasure double (*+1 chain shirt*, *+1 mighty composite longbow [+5 Str bonus]*, *+1 lance*, other treasure)

SPECIAL ABILITIES

Bardic Performance A dragoon has the bardic performance ability of a 11th level bard, granting access to the ability's countersong, distraction, fascinate, inspire courage, inspire competence, *suggestion*, dirge of doom, and inspire greatness aspects.

While drow mock driders and most families consider them embarrassments, others see them as a powerful tool. These driders often act as dragoons, herding drow soldiers and holding the line with impressive martial prowess. Dragoon driders still face great bigotry, and rarely ascend to positions of true influence. Only in rare cases can a respected dragoon conduct a coup to seize control of a family, or even an entire settlement.



Dryad, Revered

The brown-skinned giant female wears a wrap of multicolored leaves and thick bark. Laces of green vines wrap around her legs in a protective lattice.

Revered Dryad **CR 14**

XP 38,400
Spellcaster (divine)
CN Large fey
Init +10; **Senses** blindsense 120 ft., low-light vision; Perception +27

DEFENSE

AC 29, touch 15, flat-footed 23 (+6 Dex, +14 natural, –1 size)
hp 216 (16d8+144)



Fort +16, **Ref** +11, **Will** +14
DR 10/cold iron and slashing; **Resist** acid 10, cold 10, electricity 10, fire 10

OFFENSE

Speed 50 ft.
Melee *+3 darkwood quarterstaff* +23/+18/+13 (1d8+12)
Ranged *+1 darkwood mighty composite longbow* (+9 Str bonus) +18/+13/+8 (2d6+10)
Space 10 ft.; **Reach** 10 ft.

Special Attacks hatred (dwarves, goblins, humans, orcs; +2 attack)

Spell-like Abilities (CL 16th, concentration +18)
Constant—*speak with plants*, *transport via plants*
At will—*entangle* (DC 13), *tree shape*, *wood shape*
3/day—*baleful polymorph* (DC 17), quickened *charm person* (DC 13), quickened *deep slumber* (DC 15), *greater magic fang*, *ironwood*
1/day—*suggestion* (DC 15)

Druid Spells Prepared (CL 14th, concentration +18)
7th (2/day)—*firestorm* (DC 21), *transmute metal to wood*
6th (3/day)—*mass cure light wounds* (DC 20), *wall of stone*
5th (3/day)—*animal growth*, *awaken*, *cure critical wounds* (DC 19)
4th (5/day)—*command plants*, *cure serious wounds* (2, DC 18), *dispel magic*, *rusting grasp*
3rd (5/day)—*cure moderate wounds* (2) (DC 17), *daylight*, *plant growth*, *quench*
2nd (5/day)—*animal messenger*, *barkskin*, *cat's grace*, *resist energy*, *warp wood* (DC 16)
1st (5/day)—*calm animals*, *endure elements*, *faerie fire*, *produce flame*, *speak with animals*
0 (4/day)—*create water*, *light*, *purify food and drink*, *resistance*

STATISTICS

Str 28, **Dex** 23, **Con** 29, **Int** 14, **Wis** 19, **Cha** 14
Base Atk +12; **CMB** +23; **CMD** 39
Feats Alertness, Deadly Aim, Great Fortitude, Improved Initiative, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (*charm person*), Quicken Spell-Like Ability (*deep slumber*)
Skills Craft (bows) +8 (+14 with wood), Diplomacy +13, Heal +10, Knowledge (local, nature, religion) +10, Perception +17, Sense Motive +17, Spellcraft +11, Stealth +7 (+15 in wooded areas), Survival +15; **Racial Modifiers** +6 Craft with wood, +8 Stealth in wooded areas, +6 Survival
Languages Common, Druidic, Elven, Sylvan; *speak with plants*
SQ tree meld, wild empathy, woodcraft

ECOLOGY

Environment any forest
Organization solitary
Treasure double (*+1 darkwood mighty composite longbow* [+9 Str bonus], *+3 darkwood quarterstaff*, other treasure)

SPECIAL ABILITIES

Spells A revered dryad casts spells as a 14th level druid. She does not gain any other benefits from the

druid class besides her caster level and available spells per day. A revered dryad with druid levels stacks her druid levels with this ability to determine caster level, the highest level of spells she can cast, and spells per day.

Tree Meld (Su) The revered dryad can meld with any tree, similar to how the spell *meld with stone* functions. She can remain melded with a tree as long as she wishes.

Wild Empathy (Su) This functions as the druid's wild empathy class feature, except a venerable dryad has a +10 racial bonus on the check. The revered dryad counts as a druid of her hit dice when figuring her wild empathy bonus. Revered dryads with druid levels add this racial modifier to their wild empathy checks.

Woodcraft (Ex) The revered dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

Wooden Weapons (Su) When a revered dryad uses her *greater magic fang* spell-like ability, she can affect wooden melee weapons in addition to natural weapons. If a revered dryad uses a spell or spell-like ability to transmute a wooden weapon into any other kind of weapon or ally (as with the *changestaff* spell), the enhancement bonus from greater magic fang applies to its attack for the duration of the spell.

A dryad's connection with her tree might expand to the forest beyond as she grows older. Magnificent dryads act as host and defender to vast wooded realms, growing in strength and influence with every season. With an entire forest nourishing their life, such creatures do not depend on only one tree for survival.

Nearby settlements usually reach accord with revered dryads regarding practices like tree-cutting and hunting. A dryad doesn't usually reach this level of power without a few serious conflicts, so she knows when to resort to ruthless violence to protect her home. The plants and animals of her forest trust and obey her command without question.

Revered dryads tend to emulate the appearance of the most majestic trees in their wood, and display the signs of prevailing weather in their physical appearance. A revered dryad could turn mottled red and brown for autumn, have real snow and frost lining their features in winter, or grow flowers in spring.

Revered dryads reach 12 feet tall and weigh 1,000 pounds.

Eel Swarm, Flying Electric

Many hundreds of small snake-like creatures swim through the water or leap above the waves as bolts of lightning arc between them.

Flying Electric Eel Swarm **CR 7**

XP 3,200
Skilled
N Tiny animal (aquatic, swarm)
Init +8; **Senses** low-light vision; Perception +10

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)
hp 84 (8d12+32)
Fort +10, **Ref** +7, **Will** +6
Immune electricity



OFFENSE

Speed 30 ft., fly 60 ft. (clumsy), swim 30 ft.
Melee swarm (2d6 plus 1d6 electricity and stun)
Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 20), electricity

STATISTICS

Str 2, **Dex** 13, **Con** 19, **Int** 2, **Wis** 19, **Cha** 16
Base Atk +6; **CMB** —; **CMD** —
Feats Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Stealth)
Skills Fly +0, Perception +15, Stealth +19, Swim +17

ECOLOGY

Environment warm fresh water
Organization solitary
Treasure none

SPECIAL ABILITIES

Electricity (Su) The electrical eel swarm deals 1d6 electricity damage in addition to its base swarm damage, and creatures damaged by this electricity must succeed at a DC 20 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Up to a thousand flying electrical eels form a swarm. Surges of lightning build to devastating levels as small fins flap allowing them to glide above the water. They are prey as individuals, but dangerous predators when gathered in swarms. The animals prefer to surround victims, stunning them long enough to cook and devour.

Elemental Prince

The elemental princes are born from the same stock as common elementals, but grow far greater in power as time passes. Natural leaders, warriors, and spellcasters, they concern themselves with the protection of their realm and those that call it home. They claim territory within these infinite expanses of air, earth, fire, and water, overseeing their domain in a manner of their choosing.

Long ago, the first elemental princes made pacts with creation itself that allowed elemental outsiders to become bound by magic. In those first long-ago eons, they did not understand the eventual ramifications of their actions. While the princes now regret the pacts, they are powerless to intervene unless allowed by the oaths of their forebears. Most often this requires gross abuse on the part of a binder. A summoner might order elementals to turn against their own, perform torturous domination of legions into eternal golem frames, or even attempt subjugation of the elemental princes themselves. When mortals cross the lines of the prince's pacts, they relish the opportunity to seek justice when they are so often denied satisfaction.

Elemental Prince, Air

The winds howl and blow with furious anger.

Languages Auran

ECOLOGY

Environment any (Plane of Air)
Organization solitary, pair, or court (3–8)
Treasure none

SPECIAL ABILITIES

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Spells An air elemental prince casts spells as a cleric. It gains no other cleric abilities.

Small Air Elemental Prince **CR 3**

XP 800
Spellcaster (divine)
N Small outsider (air, elemental, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)
hp 26 (4d8+8)
Fort +3, **Ref** +3, **Will** +6
Defensive Abilities air mastery; **Immune** electricity, elemental traits
Weakness acid vulnerability

OFFENSE

Speed base 20 ft., fly 20 ft. (perfect)
Melee 2 slams +5 (1d3+1)

Cleric Spells Prepared (3rd, concentration +5)
2nd—*cure moderate wounds*, *hold person* (DC 14)
1st—*cure light wounds*, *entropic shield*, *obscuring mist*
0 (at will)—*detect magic*, *light*, *read magic*, *virtue*

Special Attacks whirlwind (Small, DC 13)

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 15, **Cha** 13
Base Atk +3; **CMB** +3; **CMD** 15
Feats Flyby Attack, Improved Initiative
Skills Fly +14, Knowledge (planes) +5, Perception +7, Spellcraft +5
SQ natural invisibility

Medium Air Elemental Prince CR 5

XP 1,600
Spellcaster (divine)
N Medium outsider (air, elemental, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)
hp 57 (6d8+30)
Fort +7, **Ref** +4, **Will** +8
Defensive Abilities air mastery; **Immune** electricity, elemental traits
Weakness acid vulnerability

OFFENSE

Speed base 30 ft., fly 45 ft. (perfect)
Melee 2 slams +8 (1d4+4)

Cleric Spells Prepared (5th, concentration +7)
3rd—*daylight*, *wind wall*
2nd—*cure moderate wounds*, *hold person* (DC 14), *silence*
1st—*cure light wounds*, *entropic shield*, *obscuring mist*, *shield of faith*
0 (at will)—*detect magic*, *light*, *read magic*, *virtue*

Spell-Like Abilities (6th)
1.day— summon (Level 2, 1d2 Medium air elementals, 50%)

Special Attacks push (slam, any size, 10 feet), whirlwind (Medium, DC 17)

STATISTICS

Str 18, **Dex** 15, **Con** 20, **Int** 12, **Wis** 17, **Cha** 13
Base Atk +4; **CMB** +8; **CMD** 21
Feats Dodge, Flyby Attack, Improved Initiative
Skills Diplomacy +7, Fly +14, Knowledge (planes) +7, Perception +10, Spellcraft +8
SQ natural invisibility

Large Air Elemental Prince CR 7

XP 3,200
Spellcaster (divine)
N Large outsider (air, elemental, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 21, touch 12, flat-footed 18 (+2 Dex, +1 dodge, +9 natural, –1 size)
hp 87 (7d8+56)
Fort +10, **Ref** +4, **Will** +8
Defensive Abilities air mastery; **Immune** electricity, elemental traits
Weakness acid vulnerability

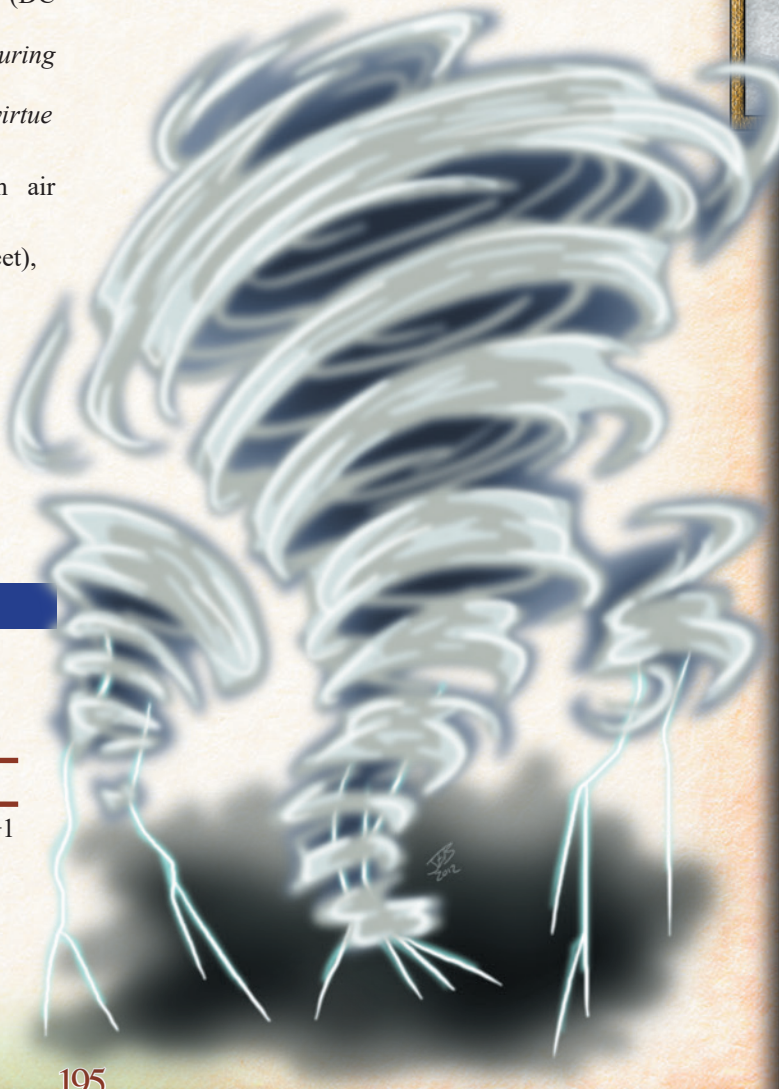
OFFENSE

Speed base 40 ft., fly 160 ft. (perfect)
Melee 2 slams +11 (1d6+7)
Size 10 ft.; **Reach** 10 ft.

Spells Prepared (7th, concentration +10)
4th—*freedom of movement*
3rd—*daylight*, *dispel magic*, *wind wall*
2nd—*cure moderate wounds*, *hold person* (DC 14), *see invisibility*, *silence*
1st—*cure light wounds* (2), *entropic shield*, *obscuring mist*, *shield of faith*
0 (at will)— *detect magic*, *light*, *read magic*, *virtue*

Spell-Like Abilities (7th)
1.day— summon (Level 3, 1d2 Large air elementals, 60%)

Special Attacks push (slam, any size, 10 feet), whirlwind (Large, DC 20)



STATISTICS

Str 24, **Dex** 15, **Con** 26, **Int** 12, **Wis** 17, **Cha** 13
Base Atk +5; **CMB** +13; **CMD** 26
Feats Dodge, Flyby Attack, Improved Initiative, Mobility
Skills Diplomacy +7, Fly +12, Knowledge (planes) +7, Perception +10, Sense Motive +9, Spellcraft +8
SQ evasion, natural invisibility

Huge Air Elemental Prince CR 9

XP 6,400
Spellcaster (divine)
N Huge outsider (air, elemental, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 11, flat-footed 19 (+2 Dex, +1 dodge, +11 natural, –2 size)
hp 116 (8d8+80); fast healing 1
Fort +12, **Ref** +4, **Will** +9
DR 5/—; **Defensive Abilities** air mastery; **Immune** electricity, elemental traits
Weakness acid vulnerability

OFFENSE

Speed base 40 ft., fly 160 ft. (perfect)
Melee 2 slams +13 (1d8+9)
Size 15 ft.; **Reach** 15 ft.

Cleric Spells Prepared (9th, concentration +12)
5th—*breath of life*
4th—*freedom of movement*, *sending*
3rd—*cure serious wounds*, *daylight*, *dispel magic*, *wind wall*
2nd—*cure moderate wounds* (2), *hold person* (DC 14), *see invisibility*, *silence*
1st—*cure light wounds* (2), *entropic shield*, *obscuring mist*, *shield of faith*
0 (at will)—*detect magic*, *light*, *read magic*, *virtue*

Spell-Like Abilities (8th)
1.day— summon (Level 4, 1d2 Huge air elementals, 60%)

Special Attacks push (slam, any size, 10 feet), whirlwind (Huge, DC 23)

STATISTICS

Str 28, **Dex** 15, **Con** 30, **Int** 12, **Wis** 17, **Cha** 13
Base Atk +6; **CMB** +17; **CMD** 30
Feats Dodge, Flyby Attack, Improved Initiative, Mobility
Skills Diplomacy +8, Fly +10, Knowledge (planes) +8, Perception +10, Sense Motive +10, Spellcraft +8
SQ evasion, natural invisibility

Greater Air Elemental Prince CR 11

XP 12,800
Spellcaster (divine)
N Gargantuan outsider (air, elemental, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 25, touch 9, flat-footed 22 (+2 Dex, +1 dodge, +16 natural, –4 size)
hp 139 (9d8+99); fast healing 1
Fort +14, **Ref** +5, **Will** +10
DR 5/—; **Defensive Abilities** air mastery; **Immune** electricity, elemental traits
Weakness acid vulnerability

OFFENSE

Speed base 40 ft., fly 160 ft. (perfect)
Melee 2 slams +16 (2d6+14)
Size 20 ft.; **Reach** 20 ft.

Spells Prepared (11th)
6th—*blade barrier* (DC 20)
5th—*breath of life*, *true seeing*
4th—*freedom of movement*, *restoration*, *sending*, *tongues*
3rd—*cure serious wounds* (2), *daylight*, *dispel magic*, *wind wall*
2nd—*cure moderate wounds* (2), *hold person* (DC 14), *see invisibility*, *silence*
1st—*cure light wounds* (2), *entropic shield*, *obscuring mist*, *shield of faith*
0 (at will)—*detect magic*, *light*, *read magic*, *virtue*

Spell-Like Abilities (9th)
1.day— summon (Level 5, 1d2 greater air elementals, 60%)

Special Attacks push (slam, any size, 10 feet), whirlwind (Gargantuan, DC 23)

STATISTICS

Str 38, **Dex** 15, **Con** 32, **Int** 12, **Wis** 19, **Cha** 13
Base Atk +6; **CMB** +24; **CMD** 36
Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack
Skills Diplomacy +8, Fly +10, Knowledge (planes) +9, Perception +11, Sense Motive +11, Spellcraft +8
SQ evasion, natural invisibility

Elder Air Elemental Prince CR 13

XP 25,600
Spellcaster (divine)
N Colossal outsider (air, elemental, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +12
Aura electricity 2d6

DEFENSE

AC 28, touch 6, flat-footed 24 (+3 Dex, +1 dodge, +22 natural, –8 size)
hp 181 (11d8+132); fast healing 1
Fort +15, **Ref** +6, **Will** +11
DR 10/—; **Defensive Abilities** air mastery; **Immune** electricity, elemental traits
Weakness acid vulnerability

OFFENSE

Speed base 40 ft., fly 160 ft. (perfect)
Melee 2 slams +19 (2d8+19)
Size 30 ft.; **Reach** 30 ft.

Spells Prepared (13th, concentration +17)
7th—*control weather*
6th—*blade barrier* (DC 20), *greater dispel magic*
5th—*breath of life*, *break enchantment*, *true seeing*,
4th—*freedom of movement*, *restoration* (2), *sending*, *tongues*
3rd—*cure serious wounds* (2), *daylight*, *dispel magic*, *wind wall*
2nd—*cure moderate wounds* (2), *hold person* (DC 14), *see invisibility*, *silence*
1st—*cure light wounds* (2), *entropic shield*, *obscuring mist*, *shield of faith*
0 (at will)—*detect magic*, *light*, *read magic*, *virtue*

Spell-Like Abilities (11th)
1/day—*storm of vengeance* (DC 23), summon (Level 6, 1d2 elder air elementals, 80%)

Special Attacks pounce, pull (slam, any size, 10 feet), push (slam, any size, 10 feet), whirlwind (Colossal, DC 23)

STATISTICS

Str 48, **Dex** 17, **Con** 34, **Int** 12, **Wis** 19, **Cha** 13
Base Atk +8; **CMB** +35; **CMD** 49
Feats Combat Expertise, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Whirlwind AttackB
Skills Diplomacy +10, Fly +10, Knowledge (planes) +10, Perception +12, Spellcraft +8
SQ evasion, natural invisibility

Elemental princes of air rule their realm with a laissez faire demeanor, and terrible rage when given good cause. The invisible masters of wind and storm care little for the day to day expectations of leadership, and prefer to travel the Plane of Air to connect with their flock. They ask nothing of their people except faith and loyalty, seeing themselves as guardians and protectors more than rulers. When they become aware of abuse, their wrath can be swift and awe-inspiring.

Elemental Prince, Earth

This hulking creature of dirt and stone has a head surmounted with a crown of sharp metals set with precious gems.

Languages Terran

ECOLOGY

Environment any (Plane of Earth)
Organization solitary, pair, or court (3–8)
Treasure none

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing earth elemental prince can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental prince flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental prince gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Small Earth Elemental Prince — CR 3

XP 800
Combat (soldier)
N Small outsider (earth, elemental, extraplanar)
Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

DEFENSE

AC 17, touch 12, flat-footed 16 (+1 Dex, +5 natural, +1 size)
hp 26 (4d10+4)
Fort +5, **Ref** +5, **Will** +2
Defensive Abilities earth mastery; **DR** 5/adamantine; **Immune** acid, elemental traits
Weakness electricity vulnerability

OFFENSE

Speed base 10 ft., burrow 5 ft., earth glide
Melee gore +6 (1d4+1), 2 slams +6 (1d4+1)

STATISTICS

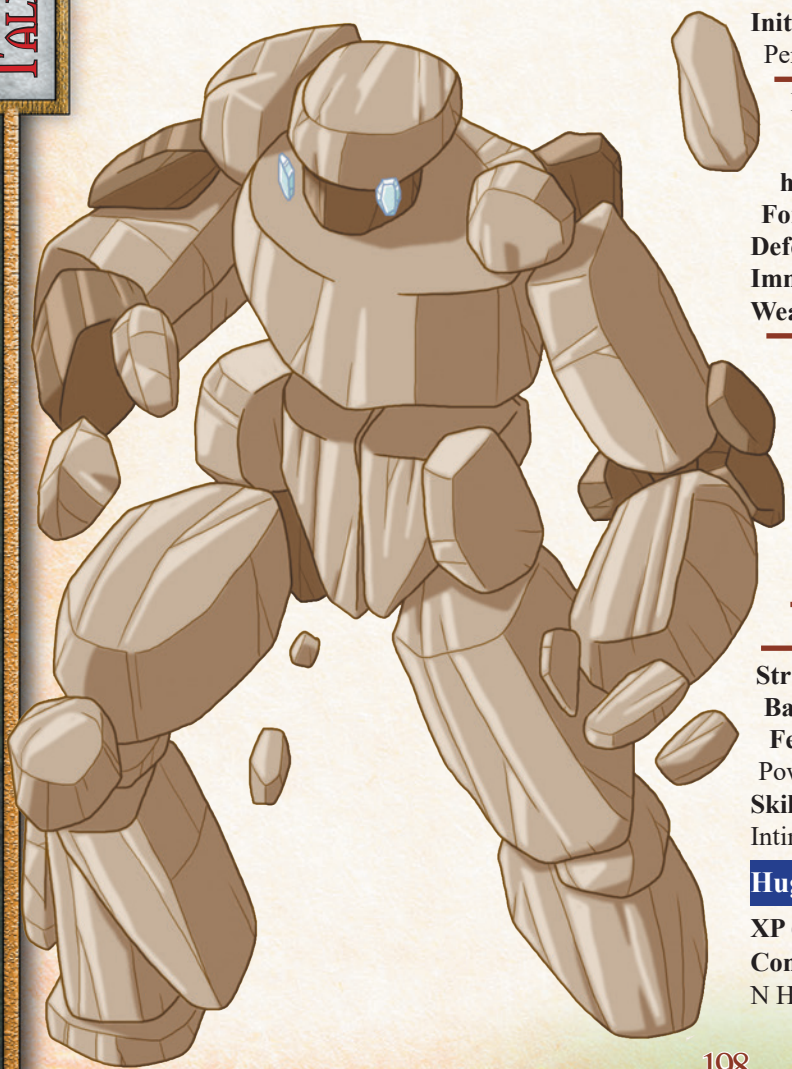
Str 13, **Dex** 12, **Con** 13, **Int** 10, **Wis** 6, **Cha** 15
Base Atk +4; **CMB** +4; **CMD** 15
Feats Cleave, Power Attack
Skills Acrobatics +8, Climb +8, Intimidate +9, Perception +5

Medium Earth Elemental Prince CR 5

XP 1,600
Combat (soldier)
N Medium outsider (earth, elemental, extraplanar)
Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +8

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)
hp 57 (6d10+24)
Fort +9, **Ref** +6, **Will** +4
Defensive Abilities earth mastery; **DR** 5/adamantine; **Immune** acid, elemental traits
Weakness electricity vulnerability



OFFENSE

Speed base 15 ft., burrow 5 ft., earth glide
Melee gore +10 (1d6+4), 2 slams +10 (1d6+4)

Spell-Like Abilities (6th)
1/day—summon (Level 2, 1d2 Medium earth elementals, 50%)

STATISTICS

Str 19, **Dex** 12, **Con** 19, **Int** 12, **Wis** 8, **Cha** 15
Base Atk +6; **CMB** +10; **CMD** 21
Feats Cleave, Great Cleave, Power Attack
Skills Acrobatics +10, Climb +13, Heal +8, Intimidate +11, Perception +8

Large Earth Elemental Prince CR 7

XP 3,200
Combat (soldier)
N Large outsider (earth, elemental, extraplanar)
Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +10

DEFENSE

AC 20, touch 9, flat-footed 19 (+11 natural, –1 size)
hp 87 (7d10+49)
Fort +12, **Ref** +5, **Will** +5
Defensive Abilities earth mastery; **DR** 5/adamantine;
Immune acid, elemental traits
Weakness electricity vulnerability

OFFENSE

Speed base 30 ft., burrow 15 ft., earth glide
Melee gore +13 (1d6+7), 2 slams +13 (1d6+7)
Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (7th)
1/day—summon (Level 3, 1d2 Large earth elementals, 50%)

STATISTICS

Str 25, **Dex** 10, **Con** 25, **Int** 12, **Wis** 10, **Cha** 17
Base Atk +7; **CMB** +15; **CMD** 25
Feats Cleave, Great Cleave, Improved Sunder, Power Attack
Skills Acrobatics +10, Climb +17, Heal +10, Intimidate +13, Perception +10

Huge Earth Elemental Prince CR 9

XP 6,400
Combat (soldier)
N Huge outsider (earth, elemental, extraplanar)

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

DEFENSE

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, –2 size)
hp 116 (8d10+72)
Fort +15, **Ref** +5, **Will** +6
Defensive Abilities earth mastery; **DR** 10/ adamantine; **Immune** acid, elemental traits
Weakness electricity vulnerability

OFFENSE

Speed base 40 ft., burrow 20 ft., earth glide
Melee gore +15 (1d8+9), 2 slams +15 (1d8+9)
Space 15 ft.; **Reach** 15 ft.

Spell-Like Abilities (8th)
1/day—summon (Level 4, 1d2 Huge earth elementals, 60%)

STATISTICS

Str 29, **Dex** 8, **Con** 29, **Int** 12, **Wis** 10, **Cha** 17
Base Atk +8; **CMB** +19; **CMD** 28
Feats Cleave, Great Cleave, Improved Sunder, Power Attack
Skills Acrobatics +10, Climb +20, Heal +11, Intimidate +14, Perception +11

Greater Earth Elemental Prince CR 11

XP 12,800
Combat (soldier)
N Gargantuan outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

DEFENSE

AC 24, touch 6, flat-footed 24 (+18 natural, –4 size)
hp 148 (9d10+99)
Fort +17, **Ref** +6, **Will** +7
Defensive Abilities earth mastery; **DR** 10/ adamantine; **Immune** acid, elemental traits
Weakness electricity vulnerability

OFFENSE

Speed base 40 ft., burrow 40 ft., earth glide
Melee 2 slams +19 (2d6+14)
Space 20 ft.; **Reach** 20 ft.

Spell-Like Abilities (9th)
1/day—summon (Level 5, 1d2 greater earth elementals, 60%)

STATISTICS

Str 39, **Dex** 10, **Con** 33, **Int** 12, **Wis** 12, **Cha** 19
Base Atk +9; **CMB** +27; **CMD** 37
Feats Cleave, Great Cleave, Greater Sunder, Improved Sunder, Power Attack
Skills Acrobatics +12, Climb +26, Heal +13, Intimidate +16, Perception +13

Elder Earth Elemental Prince CR 13

XP 25,600
Combat (soldier)
N Colossal outsider (earth, elemental, extraplanar)
Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +14

DEFENSE

AC 27, touch 2, flat-footed 27 (+25 natural, –8 size)
hp 175 (10d10+120)
Fort +19, **Ref** +7, **Will** +8
Defensive Abilities earth mastery; **DR** 15/ adamantine; **Immune** acid, elemental traits
Weakness electricity vulnerability

OFFENSE

Speed base 40 ft., burrow 80 ft., earth glide
Melee 2 slams +21 (2d8+19)
Space 30 ft.; **Reach** 30 ft.

Spell-Like Abilities (10th)
1/day—*earthquake* (DC 23), summon (Level 6, 1d2 elder earth elementals, 80%)

STATISTICS

Str 49, **Dex** 10, **Con** 35, **Int** 12, **Wis** 12, **Cha** 19
Base Atk +10; **CMB** +37; **CMD** 47
Feats Cleave, Great Cleave, Greater Sunder, Improved Sunder, Power Attack
Skills Acrobatics +13, Climb +32, Heal +14, Intimidate +17, Perception +14

The princes of stone and sand are warriors and conquerors with few equals. Within their realm, their power is absolute, and they brook no questioning of their control. For all their pride and stubbornness, they treat subjects and outsiders with fairness. They hold all to a high standard, but believe in setting an example through their actions. When a threat looms, the princes of earth face it head on. They never hesitate to address wrongs, and see any abuse of their people as a direct threat to their rule.

Elemental Prince, Fire

This swirling flames of this living, mobile bonfire form intricate arcane shapes and sigils.

Languages Ignan

ECOLOGY

Environment any (Plane of Fire)
Organization solitary, pair, or court (3–8)
Treasure none

SPECIAL ABILITIES

Burn (Ex) The fire elemental prince deals fire damage on a successful hit in melee and each round it grapples. Creatures affected must also succeed on a Reflex save or take continuing damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground optionally grants a +4 bonus on this save. The save DC is Constitution-based.

Smoke Vision (Ex) A fire elemental prince can see perfectly well in smoky conditions (such as those created by *pyrotechnics*).

Spells A fire elemental prince casts spells as a sorcerer. It gains no other sorcerer abilities.

Small Fire Elemental Prince CR 3

XP 800
Spellcaster (arcane)
N Small outsider (elemental, extraplanar, fire)
Init +6; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 18, touch 14, flat-footed 15 (+2 Dex, +1 dodge, +4 natural, +1 size)
hp 22 (4d6+8)
Fort +3, **Ref** +3, **Will** +6
Immune fire, elemental traits; **SR** 9
Weakness cold vulnerability

OFFENSE

Speed base 50 ft.
Melee 2 slams +4 (1d3+1 plus burn)

Spells Known (3rd, concentration +5)
1st (6/day)—*burning hands* (DC 13), *color spray* (DC 13), *expeditious retreat*
0 (at will)—*dancing lights*, *daze* (DC 12), *detect magic*, *flare* (DC 12), *light*

Special Attacks burn (1d6 fire, DC 14)

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 13, **Wis** 14, **Cha** 15
Base Atk +2; **CMB** +2; **CMD** 14
Feats Dodge, Improved Initiative
Skills Appraise +8, Craft (any one) +8, Knowledge (planes) +8, Spellcraft +8, Use Magic Device +9
SQ smoke vision

Medium Fire Elemental Prince CR 5

XP 1,600
Spellcaster (arcane)
N Medium outsider (elemental, extraplanar, fire)
Init +6; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)
hp 52 (7d6+28)
Fort +6, **Ref** +4, **Will** +8
Immune fire, elemental traits; **SR** 16
Weakness cold vulnerability

OFFENSE

Speed base 70 ft.
Melee 2 slams +7 (1d4+4 plus burn)

Spells Known (5th, concentration +8)
2nd (5/day)—*continual flame*, *pyrotechnics* (DC 15)
1st (7/day)—*burning hands* (DC 14), *color spray* (DC 14), *expeditious retreat*, *identify*
0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *flare* (DC 13), *light*, *mending*

Spell-Like Abilities (CL 7)
1/day—summon (Level 2, 1d2 Medium fire elementals, 50%)

Special Attacks burn (1d6 fire, DC 17), damage objects

STATISTICS

Str 18, **Dex** 15, **Con** 18, **Int** 13, **Wis** 16, **Cha** 17
Base Atk +3; **CMB** +7; **CMD** 19
Feats Dodge, Improved Initiative, Mobility, Spring Attack
Skills Appraise +11, Craft (any one) +11, Knowledge (planes) +11, Spellcraft +11, Use Magic Device +13
SQ smoke vision

SPECIAL ABILITIES

Burn (Ex) Any creature attacking the Medium fire elemental prince in melee takes 1d6 fire damage and must succeed on a DC 17 Reflex save or catch fire. The save DC is Constitution-based.

Damage Objects (Ex) A Medium-sized or larger fire elemental prince deals double damage to objects or structures when it makes a full attack.

Large Fire Elemental Prince CR 7

XP 3,200
Spellcaster (arcane)
N Large outsider (elemental, extraplanar, fire)
Init +6; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 21, touch 12, flat-footed 18 (+2 Dex, +1 dodge, +9 natural, –1 size)
hp 85 (9d6+54)
Fort +9, **Ref** +5, **Will** +9
Immune fire, elemental traits; **SR** 18
Weakness cold vulnerability

OFFENSE

Speed base 70 ft.
Melee 2 slams +8 (1d6+6 plus burn)
Size 10 ft.; **Reach** 10 ft.

Spells Known (7th, concentration +10)
3rd (5/day)—*fireball* (DC 16), *haste*
2nd (7/day)—*continual flame*, *pyrotechnics* (DC 15), *scorching ray*
1st (7/day)—*burning hands* (DC 14), *color spray* (DC 14), *expeditious retreat*, *identify*, *magic weapon*
0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *flare* (DC 13), *light*, *mending*, *prestidigitation*

Spell-Like Abilities (CL 9)
1/day—summon (Level 3, 1d2 Large fire elementals, 60%)

Special Attacks burn (1d8 fire, DC 20), damage objects

STATISTICS

Str 22, **Dex** 15, **Con** 22, **Int** 13, **Wis** 16, **Cha** 17
Base Atk +4; **CMB** +11; **CMD** 23
Feats Craft Magic Arms and Armor, Dodge, Improved Initiative, Mobility, Spring Attack
Skills Appraise +12, Craft (any one) +12, Knowledge (planes) +12, Spellcraft +12, Use Magic Device +14
SQ smoke vision

Huge Fire Elemental Prince CR 9

XP 6,400
Spellcaster (arcane)
N Huge outsider (elemental, extraplanar, fire)
Init +6; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 22, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +11 natural, –2 size)
hp 115 (10d6+80)
Fort +11, **Ref** +5, **Will** +10
Immune fire, elemental traits; **SR** 20
Weakness cold vulnerability

OFFENSE

Speed base 90 ft.
Melee 2 slams +12 (1d8+9 plus burn)
Size 15 ft.; **Reach** 15 ft.

Spells Known (9th, concentration +12)



4th (4/day)—*fire trap* (DC 17), *wall of fire* (DC 17)
3rd (7/day)—*daylight*, *fireball* (DC 16), *haste*
2nd (7/day)—*continual flame*, *make whole*, *pyrotechnics* (DC 15), *scorching ray*
1st (7/day)—*burning hands* (DC 14), *color spray* (DC 14), *expeditious retreat*, *identify*, *magic weapon*
0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *flare* (DC 13), *light*, *mending*, *prestidigitation*

Spell-Like Abilities (CL 10)
1/day— summon (Level 4, 1d2 Huge fire elementals, 60%)

Special Attacks burn (2d4 fire, DC 20), damage objects, engulf, smoke

STATISTICS

Str 28, **Dex** 15, **Con** 26, **Int** 13, **Wis** 16, **Cha** 17
Base Atk +5; **CMB** +16; **CMD** 28
Feats Craft Magic Arms and Armor, Dodge, Improved Initiative, Mobility, Spring Attack
Skills Appraise +14, Craft (any one) +14, Knowledge (planes) +14, Spellcraft +14, Use Magic Device +16
SQ smoke vision, spring

SPECIAL ABILITIES

Smoke (Su) A fire elemental prince of Huge size or larger can exhale smoke in a 15-foot cone each round as a free action. Anyone in the cone must succeed on a Fortitude save (DC 23) or become sickened until 1d6 minutes after leaving the area. This smoke acts as *obscuring mist* for the purposes of concealment. The smoke persists for 1 round.

Spring (Ex) A fire elemental prince of Huge size or larger multiplies its speed by 10 when charging.

Greater Fire Elemental Prince CR 11

XP 12,800
Spellcaster (arcane)
N Gargantuan outsider (elemental, extraplanar, fire)
Init +6; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 25, touch 9, flat-footed 22 (+2 Dex, +1 dodge, +16 natural, –4 size)
hp 150 (12d6+108)
Fort +13, **Ref** +6, **Will** +11
Immune fire, elemental traits; **SR** 22
Weakness cold vulnerability

OFFENSE

Speed base 90 ft.
Melee slam +16 (2d6+19 plus burn)
Size 20 ft.; **Reach** 20 ft.

Spells Known (11th, concentration +15)
5th (4/day)—*fabricate*, *major creation*
4th (7/day)—*fire trap* (DC 18), *minor creation*, *wall of fire* (DC 18)
3rd (7/day)—*daylight*, *fireball* (DC 17), *greater magic weapon*, *haste*
2nd (7/day)—*continual flame*, *flaming sphere*, *make whole*, *pyrotechnics* (DC 16), *scorching ray*
1st (7/day)—*burning hands* (DC 15), *color spray* (DC 15), *expeditious retreat*, *identify*, *magic weapon*
0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *flare* (DC 14), *light*, *mending*, *prestidigitation*

Spell-Like Abilities (CL 12)
1/day— summon (Level 5, 1d2 greater fire elementals, 60%)

Special Attacks burn (2d6 fire, DC 20), damage objects, engulf, smoke

STATISTICS

Str 36, **Dex** 15, **Con** 28, **Int** 13, **Wis** 16, **Cha** 19
Base Atk +6; **CMB** +23; **CMD** 35
Feats Craft Magic Arms and Armor, Craft Wondrous Items, Dodge, Improved Initiative, Mobility, Spring Attack
Skills Appraise +16, Craft (any one) +16, Knowledge (planes) +16, Spellcraft +16, Use Magic Device +19
SQ smoke vision, spring

Elder Fire Elemental Prince CR 13

XP 25,600
Spellcaster (arcane)
N Colossal outsider (elemental, extraplanar, fire)
Init +6; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 27, touch 5, flat-footed 24 (+2 Dex, +1 dodge, +22 natural, –8 size)
hp 189 (14d6+140)
Fort +14, **Ref** +7, **Will** +12
DR 5/—; **Immune** fire, elemental traits; **SR** 29
Weakness cold vulnerability

OFFENSE

Speed base 120 ft.
Melee slam +18 (2d8+15 plus burn)
Size 30 ft.; **Reach** 30 ft.

Spells Known (13th, concentration +17)
6th (4/day)—*analyze dweomer*, *disintegrate* (DC 20)
5th (6/day)—*fabricate*, *major creation*, *teleport*
4th (7/day)—*dimension door*, *fire trap* (DC 18),

minor creation, *wall of fire* (DC 18)

3rd (7/day)—*daylight*, *fireball* (DC 17), *greater magic weapon*, *haste*

2nd (7/day)—*continual flame*, *flaming sphere*, *make whole*, *pyrotechnics* (DC 16), *scorching ray*

1st (7/day)—*burning hands* (DC 15), *color spray* (DC 15), *expeditious retreat*, *identify*, *magic weapon*

0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *flare* (DC 14), *light*, *mending*, *prestidigitation*

Spell-Like Abilities (CL 14)

1/day—*meteor storm* (DC 23), summon (Level 6, 1d2 elder fire elementals, 80%)

Special Attacks burn (2d8 fire, DC 28), damage objects, destruction, engulf, smoke, sudden strike

STATISTICS

Str 44, **Dex** 17, **Con** 30, **Int** 13, **Wis** 16, **Cha** 19
Base Atk +7; **CMB** +32; **CMD** 45
Feats Craft Magic Arms and Armor, Craft Wondrous Items, Dodge, Forge Ring, Improved Initiative, Mobility, Spring Attack
Skills Appraise +18, Craft (any one) +18, Knowledge (planes) +18, Spellcraft +18, Use Magic Device +21
SQ smoke vision, spring

SPECIAL ABILITIES

Destruction (Su) When an elder fire elemental prince is killed, it explodes in a burst of fire. All creatures within a 50-foot burst of the elemental take 13d6 fire damage (Reflex DC 21 halves). The save DC is Charisma-based.

Sudden Strike (Ex) During a surprise round, the elder fire elemental prince may act as if it had a full round to act, rather than just one standard action.

The princes of the flame and forge were the original architects of the elemental pacts that cost the outsiders their freedom. Their efforts allowed a stable reality to be born, but left unforeseen loopholes abused by summoners ever since. Princes of fire see themselves as beholden to their people as just punishment for this grand mistake. More so than the other princes, they leap at opportunities for justice against mortal spellcasters. Some princes of fire seek a way to undo the pacts forged long ago, but should the bindings between the Elemental and Material Planes be undone, it could threaten the underpinnings of creation. Fires might fail to light, seas dry up, mountains crumble, and winds cease to carry rain. Most princes of fire would find such an end tragic, but would still see the terrible devastation come to pass.

Elemental Prince, Water

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

Languages Aquan

ECOLOGY

Environment any (Plane of Water)
Organization solitary, pair, or court (3–8)
Treasure none

SPECIAL ABILITIES

Drench (Ex) The elemental's touch puts out nonmagical flames of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

Vortex (Su) A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.

Wave Mastery (Su) For 10 minutes the water elemental prince along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Small Water Elemental Prince — CR 3

XP 800
Skilled
N Small outsider (elemental, extraplanar, water)
Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)
hp 26 (4d8+8)
Fort +3, **Ref** +7, **Will** +2
Immune cold, elemental traits
Weakness fire vulnerability

OFFENSE

Speed base 20 ft., swim 30 ft.
Melee 2 slams +5 (1d3+1 plus grab)
Size 5 ft.; **Reach** 5 ft. (10 ft. slam)

Special Attacks drench, vortex (Small)

STATISTICS

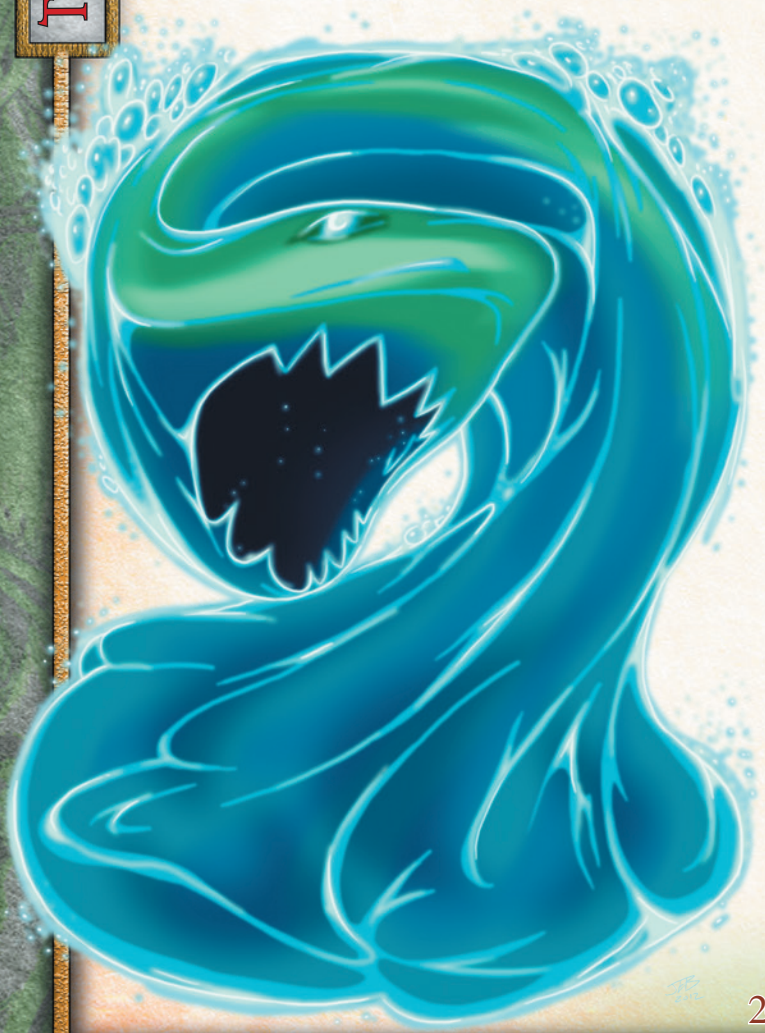
Str 12, **Dex** 17, **Con** 15, **Int** 14, **Wis** 12, **Cha** 15
Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 16
Feats Combat Expertise, Improved Trip
Skills Acrobatics +10, Bluff +9, Disable Device +10, Perception +8, Sleight of Hand +10, Stealth +14, Survival +8, Swim +16
SQ wave mastery

Medium Water Elemental Prince CR 5

XP 1,600
Skilled
N Medium outsider (elemental, extraplanar, water)
Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)
hp 57 (6d8+30)
Fort +7, **Ref** +8, **Will** +4
Immune cold, elemental traits
Weakness fire vulnerability



OFFENSE

Speed base 30 ft., swim 60 ft.
Melee 2 slams +5 (1d4+4 plus grab)
Size 5 ft.; **Reach** 5 ft. (15 ft. slam)

Spell-Like Abilities (CL 6)
1/day—summon (Level 2, 1d2 Medium water elementals, 50%)

Special Attacks drench, constrict (1d4+6), grab (Large), strangle, vortex (Medium)

STATISTICS

Str 18, **Dex** 17, **Con** 21, **Int** 14, **Wis** 14, **Cha** 15
Base Atk +4; **CMB** +8 (+12 grapple); **CMD** 21
Feats Combat Expertise, Greater Trip, Improved Trip
Skills Acrobatics +12, Bluff +11, Disable Device +12, Perception +11, Sleight of Hand +12, Stealth +12, Survival +11, Swim +21
SQ wave mastery

Large Water Elemental Prince CR 7

XP 3,200
Skilled
N Large outsider (elemental, extraplanar, water)
Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +8 natural, –1 size)
hp 87 (7d8+56)
Fort +10, **Ref** +8, **Will** +5
Immune cold, elemental traits
Weakness fire vulnerability

OFFENSE

Speed base 30 ft., swim 120 ft.
Melee 2 slams +10 (1d6+7 plus grab)
Size 10 ft.; **Reach** 10 ft. (25 ft. slam)

Spell-Like Abilities (CL 7)
1/day— summon (Level 3, 1d2 Large water elementals, 60%)

Special Attacks constrict (2d6+10), drench, engulf, grab (any size), strangle, vortex (Large)

STATISTICS

Str 24, **Dex** 17, **Con** 27, **Int** 16, **Wis** 16, **Cha** 17
Base Atk +5; **CMB** +13 (+17 grapple); **CMD** 26
Feats Combat Expertise, Greater Trip, Improved Disarm, Improved Trip
Skills Acrobatics +13, Bluff +13, Disable Device +13, Knowledge (local) +13, Perception +13, Sleight of Hand +13, Stealth +9, Survival +13, Swim +25
SQ wave mastery

Huge Water Elemental Prince CR 9

XP 6.400
Skilled
N Huge outsider (elemental, extraplanar, water)
Init +2; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 21, touch 13, flat-footed 17 (+2 Dex, +11 natural, –2 size)
hp 116 (8d8+80)
Fort +12, **Ref** +8, **Will** +6
Immune cold, elemental traits
Weakness fire vulnerability

OFFENSE

Speed base 30 ft., swim 120 ft.
Melee 2 slams +13 (1d8+9 plus grab)
Size 15 ft.; **Reach** 15 ft. (30 ft. slam)

Spell-Like Abilities (CL 8)
1/day— summon (Level 4, 1d2 Huge water elementals, 60%)

Special Attacks capsize, constrict (2d8+13), crush, drench, engulf, grab (any size), strangle, vortex (Huge)

STATISTICS

Str 28, **Dex** 15, **Con** 31, **Int** 16, **Wis** 18, **Cha** 17
Base Atk +6; **CMB** +17 (+21 grapple); **CMD** 29
Feats Combat Expertise, Greater Trip, Improved Disarm, Improved Trip
Skills Acrobatics +13, Bluff +14, Disable Device +13, Knowledge (local) +14, Perception +15, Sleight of Hand +13, Stealth +5, Survival +15, Swim +28
SQ wave mastery

Greater Water Elemental Prince CR 11

XP 12,800
Skilled
N Gargantuan outsider (elemental, extraplanar, water)
Init +3; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 24, touch 9, flat-footed 21 (+3 Dex, +15 natural, –4 size)
hp 139 (9d8+99)
Fort +14, **Ref** +9, **Will** +7
Immune cold, elemental traits
Weakness fire vulnerability

OFFENSE

Speed base 30 ft., swim 180 ft.
Melee 2 slams +16 (2d6+14 plus grab)
Size 20 ft.; **Reach** 20 ft. (35 ft. slam)

Spell-Like Abilities (CL 9)
1/day—summon (Level 5, 1d2 greater water elementals, 60%)

Special Attacks capsize, constrict (4d6+21), crush, drench, engulf, grab (Colossal), strangle, vortex (Gargantuan)

STATISTICS

Str 38, **Dex** 17, **Con** 33, **Int** 16, **Wis** 18, **Cha** 17
Base Atk +6; **CMB** +24 (+28 grapple); **CMD** 37
Feats Combat Expertise, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip
Skills Acrobatics +15, Bluff +15, Disable Device +15, Perception +16, Sleight of Hand +15, Survival +16, Stealth +3, Swim +34
SQ wave mastery

Elder Water Elemental Prince CR 13

XP 25.600
Skilled
N Colossal outsider (elemental, extraplanar, water)
Init +3; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 27, touch 5, flat-footed 24 (+3 Dex, +22 natural, –8 size)
hp 181 (11d8+132); fast healing 1
Fort +15, **Ref** +10, **Will** +8
DR 5/—; **Immune** cold, elemental traits
Weakness fire vulnerability

OFFENSE

Speed base 30 ft., swim 180 ft.
Melee 2 slams +16 (2d8+19 plus grab)
Size 30 ft.; **Reach** 30 ft. (50 ft. slam)

Spell-Like Abilities (CL 11)
1/day—summon (Level 6, 1d2 elder water elementals, 80%), *tsunami* (DC 22)

Special Attacks capsize, constrict (4d8+28), crush, drench, engulf, grab, rend ship, strangle, vortex (Colossal)

STATISTICS

Str 48, **Dex** 17, **Con** 35, **Int** 16, **Wis** 20, **Cha** 17
Base Atk +8; **CMB** +35 (+39 grapple); **CMD** 48
Feats Combat Expertise, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip
Skills Acrobatics +17, Bluff +17, Disable Device +17, Knowledge (local) +19, Perception +19, Sleight of Hand +17, Stealth +1, Survival +19, Swim +41
SQ wave mastery

The princes of sea and storm rule their realms with a sort of meritocracy. To ascend in hierarchy and power requires only success and skill. The princes even acknowledge an underling's superiority, and defer to the wisdom of their betters. When their realm or people become threatened, they do not respond with overwhelming force. The water princes instead strike surgically and remove foes before they become true problems. The masters of wave appear little different from ordinary water elementals, can move on the mortal plane without drawing attention. They often take advantage of this, masquerading as lesser kin until an opening presents itself.

Elephant, War

This massive elephant is outfitted with great steel plates to augment its thick hide. Its ivory tusks are brown with dried blood, and sharpened to razor edges.

War Elephant **CR 12**

XP 19.200
Combat (soldier)
N Gargantuan animal
Init +0; **Senses** low-light vision, scent; Perception +14
Aura frightful presence (30 ft., DC 19)

DEFENSE

AC 26, touch 6, flat-footed 26 (+8 armor, +12 natural, –4 size)
hp 165 (10d10+110)
Fort +18, **Ref** +7, **Will** +8
DR 10/bludgeoning

OFFENSE

Speed 50 ft. (35 ft. with armor)
Melee gore +22 (2d8+15), slam +20 (2d6+15 plus grab)
Space 20 ft.; **Reach** 15 ft.

Special Attacks blood rage (+4 Strength and Constitution), constrict (2d6+7), crush (Large creatures, DC 26, 2d6+22), powerful charge (slam, 4d6+30), rake (2 gore +20, 2d8+15), stampede, trample (2d6+22, DC 28)

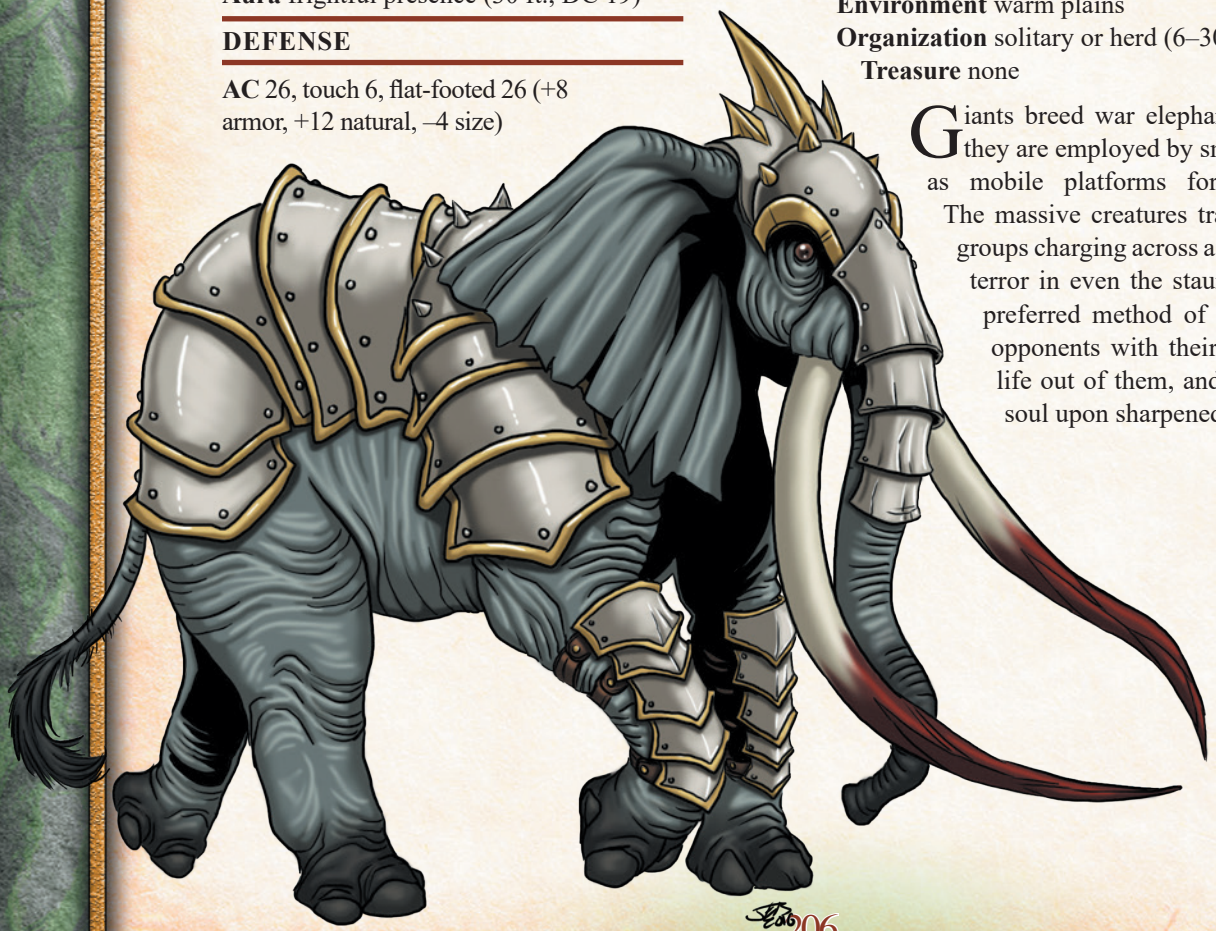
STATISTICS

Str 41, **Dex** 10, **Con** 33, **Int** 2, **Wis** 13, **Cha** 18
Base Atk +10; **CMB** +29 (+33 grapple); **CMD** 39 (44 vs. trip)
Feats Coordinated Maneuvers[APG], Lookout[APG], Outflank[APG], Pack Attack[UC], Power Attack
Skills Perception +14

ECOLOGY

Environment warm plains
Organization solitary or herd (6–30)
Treasure none

Giants breed war elephants as mounts or they are employed by smaller humanoids as mobile platforms for siege engines. The massive creatures train in herds, and groups charging across a battlefield strikes terror in even the staunchest foe. Their preferred method of attack is to grab opponents with their trunk, crush the life out of them, and impale the poor soul upon sharpened tusks.



Ettin, Death

One of this large two-headed giant's necks hangs at an odd angle, with bone protruding. The dead face is pale and rotting, spreading corruption to the body along black veins.



Death Ettin **CR 9**

XP 6,400
Spellcaster (arcane)
CE Large humanoid (giant)
Init +3; **Senses** low-light vision; Perception +18

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, –1 size)
hp 114 (12d6+72)
Fort +10, **Ref** +7, **Will** +13
Defensive Abilities channel resistance +6, negative energy affinity

OFFENSE

Speed 40 ft.
Melee bite +12 (1d8+7 plus disease), slam +12 (1d6+7 plus energy drain)
Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 12th, concentration +13)
At will—*bestow curse* (DC 15), *blight* (DC 16), *command undead* (DC 13), *enervation*, *ghoul touch*, *vampiric touch*
3/day—quickened *ghoul touch*
1/day—*animate dead*, *create undead*

Special Attacks breath weapon (6/day—50-ft. cone, disease, usable every 1d4 rounds as a move action), energy drain (2 levels, DC 17)

STATISTICS

Str 24, **Dex** 17, **Con** 22, **Int** 19, **Wis** 16, **Cha** 13
Base Atk +6; **CMB** +14; **CMD** 27
Feats Combat Casting, Improved Initiative, Intimidating Prowess, Iron Will, Power Attack, Quicken Spell-Like Ability (*ghoul touch*)
Skills Appraise +19, Intimidate +23, Knowledge (arcana, local, religion) +19, Perception +18, Spellcraft +19, Use Magic Device +16
Languages Common, Giant, Goblin, Orc

ECOLOGY

Environment cold hills
Organization solitary
Treasure standard

SPECIAL ABILITIES

Disease (Su) *Ghoul Plague*: Bite or Breath Weapon—injury or inhalation; *save* Fort DC 22; *onset* immediate; frequency 1/day; *effect* 1d6 Con and 1d6 Dex damage; *cure* 1 save. The save DC is Constitution-based. A humanoid who dies of ghoul plague rises as a ghoul immediately. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Rare circumstances lead to only one of an ettin's heads dying, while the other lives. At first, the survivor sees it as a strange blessing as the lack of competition for body resources has a startling effect on the remaining head's intelligence. Unfortunately, over time rot sets into the dead skull. The unthinking and disease spewing skull tortures the still-living head. The surviving head lives on borrowed time, and must steal the life force of others or succumb to the decay devouring it from within. It becomes surrounded by death and the undead, doing everything it can to cling to life.

Feaster, Dark

By J. Michael Matkin and Stephen Rowe

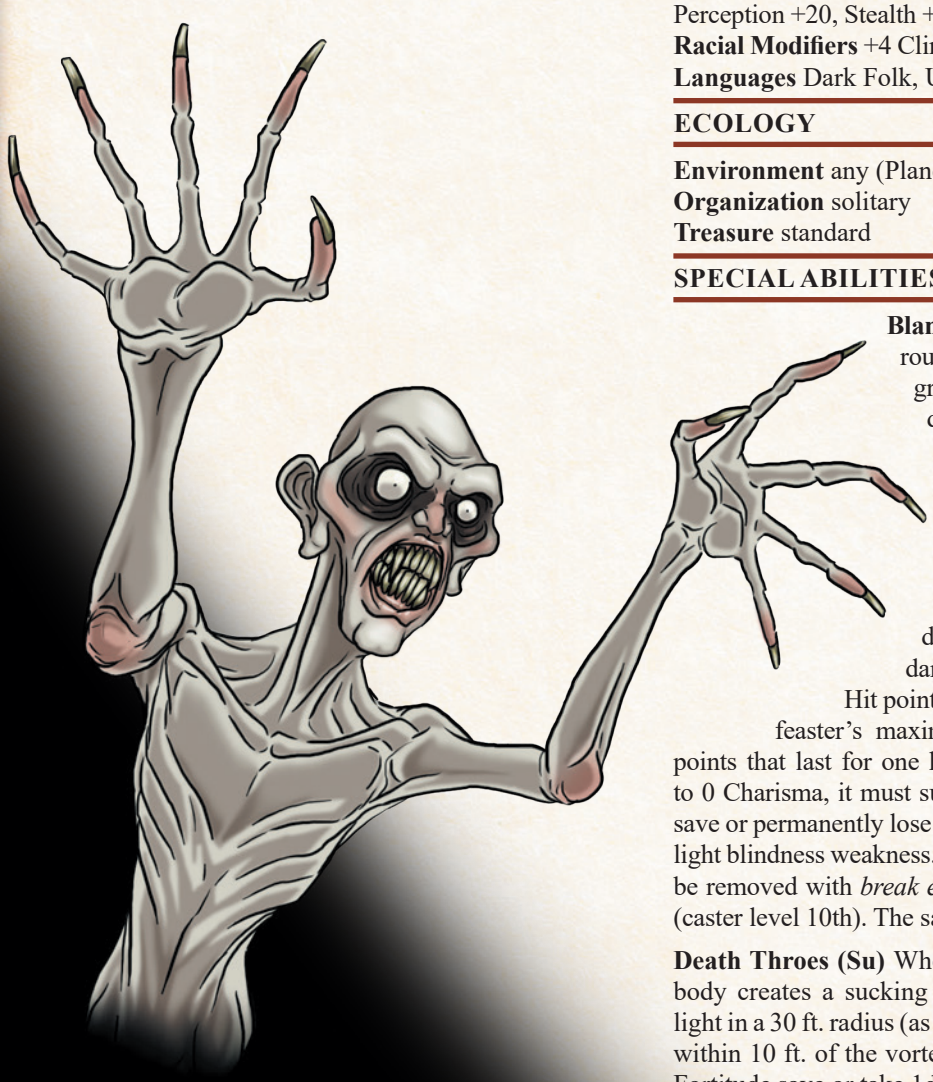
An impossibly gaunt albino lunges out from a thick veil of shadow.

Dark Feaster **CR 7**

XP 3,200
Spellcaster (arcane)
NE Medium humanoid (dark folk, extraplanar)
Init +8; **Senses** *detect magic*, darkvision 60 ft., see in darkness; Perception +20
Aura light consumption (20 ft.)

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)



hp 75 (10d6+40)
Fort +7, **Ref** +7, **Will** +10
Immune light effects

OFFENSE

Speed 30 ft.
Melee 2 slams +10 (1d8+5 plus grab)

Special Attacks blanching kiss, death throes

Spell-Like Abilities (CL 10th; concentration +13)
Constant—*darkness* (see below), *detect magic*

STATISTICS

Str 21, **Dex** 18, **Con** 19, **Int** 12, **Wis** 17, **Cha** 16
Base Atk +5; **CMB** +12 (+16 grapple) ; **CMD** +26
Feats Dodge, Improved Grapple, Improved Initiative, Improved Natural Attack, Skill Focus (Stealth)
Skills Acrobatics +9, Climb +17, Intimidate +13, Perception +20, Stealth +24, Survival +13, Swim +13;
Racial Modifiers +4 Climb, +4 Perception, +4 Stealth
Languages Dark Folk, Undercommon

ECOLOGY

Environment any (Plane of Shadow)
Organization solitary
Treasure standard

SPECIAL ABILITIES

Blanching Kiss (Su) During any round when a dark feaster has grappled a creature, instead of doing damage it may suck the life and color out of its opponent. Each round that the dark feaster 'kisses' the creature it inflicts 1d4 Charisma damage. For each point of Charisma devoured in this manner, the dark feaster gains 5 hit points. Hit points gained in excess of the dark feaster's maximum become temporary hit points that last for one hour. If the target is reduced to 0 Charisma, it must succeed on a DC 18 Fortitude save or permanently lose all pigmentation and gain the light blindness weakness. This is a curse effect that can be removed with *break enchantment* or *remove curse* (caster level 10th). The save DC is Charisma-based.

Death Throes (Su) When a dark feaster is slain, its body creates a sucking vortex that extinguishes all light in a 30 ft. radius (as the *blacklight* spell). Anyone within 10 ft. of the vortex must succeed on a DC 18 Fortitude save or take 1d4 Charisma damage and one negative level. The save DC is Charisma-based.

Grab (Ex) A dark feaster does not gain the grappled condition when grappling.

Light Consumption (Su) Dark feasters feed on light in their immediate vicinity. This functions as a 20 ft. radius aura of darkness. In an area of bright light the dark feaster's aura functions as the *blacklight* spell and it gains fast healing 5. In an area of normal light the dark feaster's functions as the *deeper darkness* spell and it gains fast healing 2. In dim light the dark feaster's aura functions as the *darkness* spell and it gains fast healing 1. In total darkness, the dark feaster exudes no aura and gains no fast healing.

When exposed to the owb's curse of darkness during the ritual known as the blanching, some dark folk infants become ravenous for their stolen light and color. They must eventually flee the shadowy homes of their clans and wander in search of sustenance.

Dark feasters are solitary creatures, desperate to escape the Plane of Shadows. While ravenous, they are intelligent and can be bargained with, often for the price of a *daylight* spell or in exchange for magical items that emit light. Some might even betray their own kinsmen for a chance to reach the sunlit lands of the Material Plane. Unlike the concealing clothing of their cousins, dark feasters wear nothing at all in an effort to expose their albino skin to every possible scrap of light and color. When feeding, their narrow jaws distend, revealing a toothless cavity filled with undulating black cilia.



Flytrap, Blackflower Giant

The huge black flowering plant shakes out dark greasy pollen that sucks the light from surroundings.

Blackflower Giant Flytrap **CR 7**

XP 3,200
Skilled
N Large plant
Init +3; **Senses** blindsight 150 ft.; **Perception** +21
Aura stench (DC 21, 1 round)

DEFENSE

AC 19, **touch** 12, **flat-footed** 16 (+3 Dex, +7 natural, –1 size)
hp 87 (7d8+56)
Fort +10; **Ref** +8; **Will** +5
Immune plant traits

OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite +12 (2d6+7), vines +7 (1d6+3 plus grab and pull)
Space 10 ft.; **Reach** 10 ft. (40 ft. with vines)

Special Attacks black pollen, ground manipulation, pull (10 ft.)

STATISTICS

Str 24, **Dex** 17, **Con** 27, **Int** 4, **Wis** 17, **Cha** 12
Base Atk +5; **CMB** +13 (+17 grapple); **CMD** 26 (can't be tripped)
Feats Combat Reflexes, Power Attack, Stand Still, Weapon Focus (bite)
Skills Climb +15, Perception +21, Stealth +17, Survival +13; **Racial Modifiers** +8 Perception, +8 Stealth
SQ compression, freeze

ECOLOGY

Environment any jungle
Organization solitary or grove (2–7)
Treasure none

SPECIAL ABILITIES

Black Pollen (Ex) The blackflower giant flytrap can unleash a cloud of greasy black pollen once every 3 rounds as a free action. Adjacent creatures take 1d4 points of damage, plus 1 point of damage per round for 5 rounds as the pollen grows into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off sooner. This attack can also be halted by effects that remove or provide immunity to disease. The cloying pollen naturally absorb all light, affecting the area around the flytrap as a *darkness* spell (CL 7). The darkness can be countered by light spells of 3rd level or higher, but is nonmagical and cannot be dispelled by *dispel magic* or *break enchantment*.

Ground Manipulation (Ex) At will as a standard action, the blackflower giant flytrap uses roots to cause stone and earth under its body to grow soft or broken. The ground remains difficult to traverse for 1 minute after the blackflower moves off of the location. A blackflower giant flytrap can move through these areas with ease, but other creatures treat them as difficult terrain.

Blackflower giant flytraps are mobile, intelligent plants that roam beneath ancient jungle canopies. They feed on any living creatures that cross their paths. Blackflowers lie in wait with outer petals closed, blending into the natural plantlife. When prey wanders close, the flower expels a thick cloud of pollen that absorb the scant light filtering through the leaves above. The inner petals then expel long vines to drag creatures into its gaping barbed maw to rot, while roots dig into the ground to make escape difficult.



Frog, Brass

This bloated bullfrog appears to be made of solid brass, but it moves with easy, weightless grace.

Brass Frog **CR 2**

XP 600
Spellcaster (divine)
N Tiny fey (aquatic)
Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)
hp 22 (4d8+4)
Fort +2, **Ref** +4, **Will** +6
Resist fire 5

OFFENSE

Speed 20 ft., swim 20 ft.
Melee bite +6 (1d3–3 + 1d6 burn)
Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 4th; concentration +6)
Constant—*locate object* (gold)
3/day—*dimension door* (self only)

Special Attacks burn 1d6 (+1d6 when grappled)

STATISTICS

Str 4, **Dex** 17, **Con** 13, **Int** 6, **Wis** 12, **Cha** 15
Base Atk +3; **CMB** –2; **CMD** 11
Feats Alertness, Weapon Finesse
Skills Knowledge (nature, religion) +5, Perception +7, Sense Motive +7, Swim +13; **Racial Modifiers** +2 Swim (use Dexterity for Swim checks)
Languages Sylvan (cannot speak)
SQ amphibious, luck

ECOLOGY

Environment temperate lakes, marshes, and rivers
Organization solitary
Treasure double standard

SPECIAL ABILITIES

Luck (Sp) Once per day, a brass frog may expunge a coin from its stomach and enspell it to bring good luck. So long as the brass frog has the coin, it and anyone who shares a neutral aspect in his alignment within a 10-foot radius gains a +2 luck bonus on all saving throws. If the brass frog gives the enspelled coin to another creature, only that creature gains the bonus. The effect lasts 24 hours. This is equal to a 2nd-level spell.

Minor servants of greater wish-granting fey, brass frogs are simple creatures with a lust for gold. They frequent the bottoms of wishing wells, fountains, and ponds, consuming any gold coins or trinkets tossed into the waters by hopeful dreamers. They shy away from confrontation, and non-fey creatures. However, if beseeched with respect and offered at least two gold coins, a brass frog is bound to gift its petitioner an enchanted lucky coin. Damage to the expunged lucky coin makes it worthless for trade.

Brass frogs abhor confinement and use their *dimension door* ability at the earliest opportunity if taken captive. They aren't aggressive creatures, but heat up their tongues and brassy hide to high temperatures if threatened. Consumed coins fill the stomach of a brass frog, making it a tempting target of many a greedy treasure hunter.

Froghemoth, Hypnotic

The enormous frog flurries leathery wings covered in blinking eyes as its body rapidly shifts colors. Its arms end in grasping tentacles seeking to draw everything toward its razor-toothed maw.

Hypnotic Froghemoth CR 10

XP 9,600 XP
Combat (barbaric)
N Large aberration
Init +2; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +13

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)
hp 135 (10d12+70)
Fort +14, **Ref** +8, **Will** +8
Immune electricity; **Resist** fire 10
Weakness slowed by electricity

OFFENSE

Speed 30 ft., fly 60 ft. (clumsy), swim 15 ft.
Melee bite +18 (1d8+9 plus grab), 2 tentacles +16 (1d6+4 plus grab), 2 wings +16 (1d6+4), tongue +16 (1d3+4 plus grab)
Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (tentacle, 1d6+9), gaze, swallow whole (1d6 acid damage, AC 17, hp 11)

STATISTICS

Str 29, **Dex** 13, **Con** 24, **Int** 4, **Wis** 21, **Cha** 18
Base Atk +10; **CMB** +20 (+24 grapple); **CMD** 31
Feats Combat Reflexes, Flyby Attack, Lunge, Multiattack, Stand Still
Skills Fly –5, Perception +13, Stealth +9 (+13 in marshes), Swim +17; **Racial Modifiers** +2 Perception, +4 Stealth in marshes
SQ camouflage



ECOLOGY

Environment temperate marsh
Organization solitary or pair
Treasure standard

SPECIAL ABILITIES

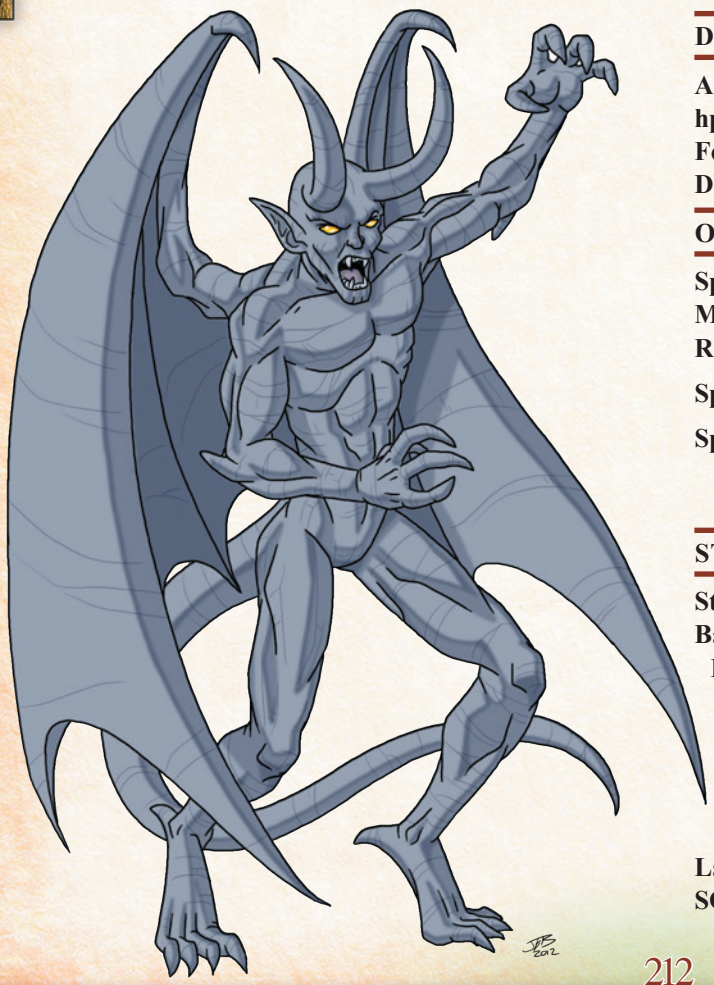
All-Around Vision (Ex) A hypnotic froghemoth's wings are covered in eyes that allow it to see in all directions at once. It cannot be flanked.

Gaze (Ex) Creatures meeting the hypnotic froghemoth's gaze within a 30-foot radius must succeed a DC 19 Will save or become fascinated as *hypnotic pattern.* This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Slowed by Electricity (Ex) Although a hypnotic froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.

The hypnotic froghemoth is a bizarre breed lending further credence to the argument that the creatures are not of this world. Possessing a formidable ability to shift color, the monster prefers floating on the surface of marshes while blending into its environment. The ambush predator waits for prey to draw close before shifting its skin through a hypnotic series of hues. The lazy creatures seldom move, using wings only when searching for mates or running down fleeing prey.

A hypnotic froghemoth is 14 feet tall with a wingspan that is 25 feet across and weighs 5,000 lbs. Although not graceful, its wings are powerful enough to carry its body through marshlands for short stretches.



Gargoyle, Intruder

Seemingly made of polished black stone, this creature resembles a clawed humanoid with great bat wings.

Intruder Gargoyle **CR 7**

XP 3,200
Skilled
NE Medium monstrous humanoid (earth, shapechanger)
Init +8; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)
hp 84 (8d8+48)
Fort +8, **Ref** +10, **Will** +6
DR 10/magic; **Immune** acid

OFFENSE

Speed 40 ft., fly 60 ft. (good)
Melee 2 claws +11 (1d6+5), bite +11 (1d4+5)
Ranged 4 spikes +10 (1d4+5)

Special Attacks sneak attack +4d6

Spell-Like Abilities (CL 8th, concentration +11)
At will—*meld into stone*
3/day—*arcane eye*, *modify memory* (DC 17)

STATISTICS

Str 20, **Dex** 19, **Con** 23, **Int** 17, **Wis** 18, **Cha** 16
Base Atk +6; **CMB** +11; **CMD** 25
Feats Blind Fight, Flyby Attack, Improved Initiative, Skill Focus (Disguise)
Skills Acrobatics +15, Disguise +17, Escape Artist +15, Fly +19, Knowledge (local) +14, Perception +15, Sleight of Hand +15, Stealth +19, Use Magic Device +14; **Racial Modifiers** +4 Stealth
Languages Common, Dwarven, Elven, Terran
SQ mimic object, uncanny dodge

ECOLOGY

Environment any
Organization solitary
Treasure standard

SPECIAL ABILITIES

Mimic Object (Ex) The intruder can assume the general shape of any object that is roughly the same equivalent size. The intruder's body is always hard and presents the color and texture of some type of stone, no matter what shape it takes. The intruder gains a +20 racial bonus on Disguise checks when imitating an object in this manner.

Spikes (Ex) The intruder can grow and fling four stone spikes as a standard action (make an attack roll for each spine). The spikes have a maximum range of 120 feet with no range increments. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period. The damage for the spikes is 1d4 plus the creature's Strength modifier.

Most gargoyles are stupid creatures, but the intruders are a cut above in every way. Quite intelligent, the intruders make their way in the world as spies, infiltrators, and assassins. Many sell their services to the highest bidder, others attach themselves to a powerful patron to serve as their eyes, ears, and blades in the dark. Urban environments draw intruders, where their near perfect ability to imitate stonework serves them well.

Gelatinous Cube, Reflector

The air ahead shimmers with magical energy— as if drawn by powerful lodestones, a glistening blade and exceptional shield slide along the ground.

Reflector Gelatinous Cube **CR 8**

XP 4,800
Skilled
N Large ooze
Init +1; **Senses** blindsight 90 ft.; Perception –5

DEFENSE

AC 10, touch 10, flat-footed 9 (+1 Dex, –1 size)
hp 100 (8d8+64)
Fort +10, **Ref** +7, **Will** –3
Defensive Abilities spell reflection, split (slashing, 20 hp); **Immune** acid, electricity, magic, ooze traits

OFFENSE

Speed 20 ft., climb 10 ft.
Melee slam +12 (1d6+10 plus 1d6 acid and grab)
Space 10 ft.; **Reach** 10 ft.

Special Attacks engulf (DC 22, 2d6 acid and paralysis), paralysis (1d4+1 rounds, DC 22)

Spell-Like Abilities (CL 20th)
Constant—*greater arcane sight*

STATISTICS

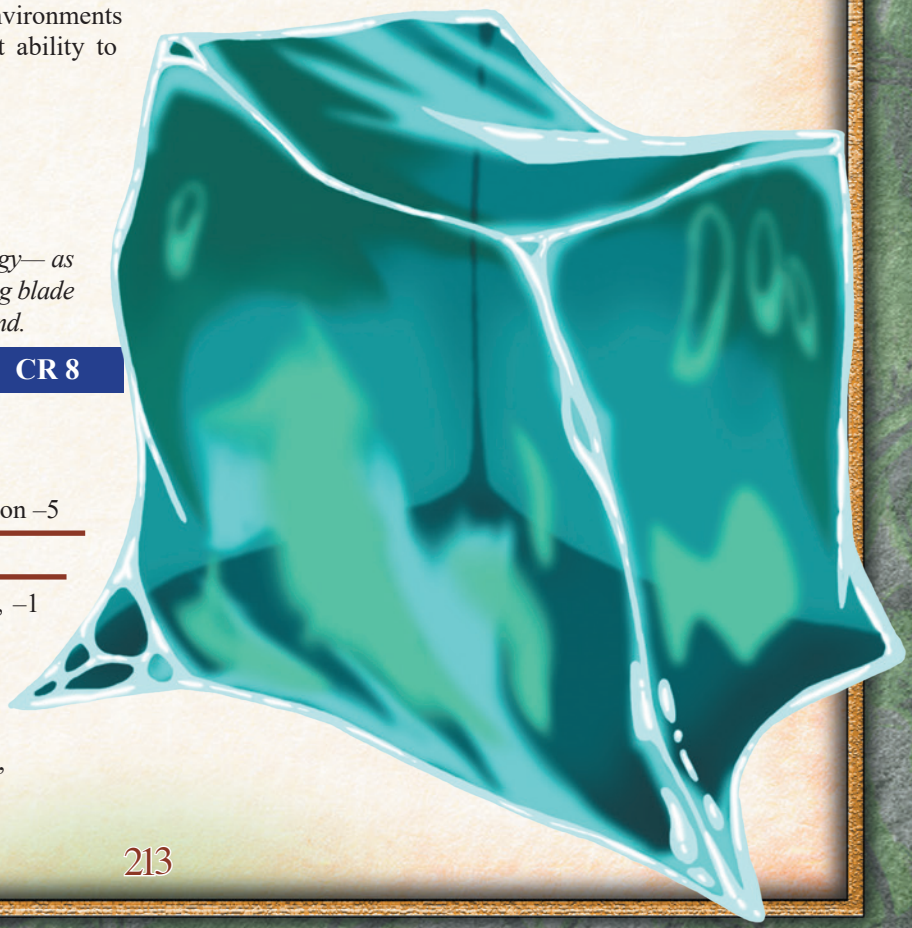
Str 24, **Dex** 12, **Con** 26, **Int** —, **Wis** 1, **Cha** 1
Base Atk +6; **CMB** +14 (+18 grapple); **CMD** 27 (can't be tripped)
SQ compression, transparent

ECOLOGY

Environment any underground or urban
Organization solitary or pair
Treasure double standard (metal or stone items only)

SPECIAL ABILITIES

Acid (Ex) A reflector gelatinous cube's acid does not harm metal or stone.



Immunity to Magic (Su) A reflector gelatinous cube is immune to any spell or spell-like ability that allows spell resistance. Spells that deal cold damage deal normal damage to the cube, and *slow* it, as the spell.

Ingest (Ex) The reflector gelatinous cube can pull a grappled opponent its size or smaller into itself. The ooze must have successfully grappled a creature with its grab ability on the prior turn. If the ooze's opponent does not escape the grapple by the beginning of the ooze's next turn, it pulls the grappled creature inside as a free action. The creature is treated as having been engulfed that turn.

Spell Reflection (Su) A reflector gelatinous cube redirects spells targeted against it back on their casters. Each round, the first ray, touch spell, or targeted spell that includes the reflector as its target affects the caster instead. Area effects are not reflected in this way. The caster takes damage or suffers the spell effect normally, including any saving throws that modify the effect. Spells that require attack rolls automatically hit their own caster if reflected.

Gelatinous cubes sometimes encounter mysterious energies or powerful magic in the world's darkest places. Others can carry magic treasures unharmed within their body for decades. These oozes begin to resonate with magic around and within. They gain a hunger for ever greater magic, drawn to it by irresistible instinct.

Genie, Corsair Marid

This blue-green-skinned woman stands easily 12 feet tall. Her eyes shift back and forth between the colors of a storm-tossed sea, and her teeth gleam like mother of pearl.

Corsair Marid **CR 11**

XP 12,800
Skilled
CN Large outsider (extraplanar, water)
Init +4; **Senses** darkvision 60 ft.; Perception +20



DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)
hp 150 (12d8+96)
Fort +12, **Ref** +12, **Will** +9

OFFENSE

Speed 30 ft., swim 60 ft.
Melee *+1 Large trident* +19/+14 (2d6+14) or 2 slams +17 (1d8+9)
Ranged *+1 Large trident* +14 (2d6+14)
Space 10 ft.; **Reach** 10 ft.

Special Attacks charming gaze, drench, vortex (1/10 minutes, 10-40 ft. high, 1d6+9 damage, DC 25), water mastery

Spell-Like Abilities (CL 12th, concentration +15)
Constant—*detect evil, detect good, detect magic*
At will—*water walk*
3/day—*charm monster* (DC 18), *invisibility*, *see invisibility*
1/day—open a *gate* (planar travel only, and both ends of the *gate* must open on water. The *gate* is large enough to sail a ship through), *persistent image* (DC 20)
1/year—grant 1 *wish* (to nongenies only)

STATISTICS

Str 28, **Dex** 19, **Con** 26, **Int** 17, **Wis** 20, **Cha** 17
Base Atk +9; **CMB** +19; **CMD** 33
Feats Combat Reflexes, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (trident)
Skills Acrobatics +19, Bluff +18, Climb +24, Diplomacy +18, Knowledge (planes) +18, Perception +20, Profession (sailor) +20, Sense Motive +20, Stealth +15, Swim +17
Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.
SQ change shape (any humanoid as *alter self*, water elemental as *elemental body III*)

ECOLOGY

Environment any (Plane of Water)
Organization solitary
Treasure standard (*+1 trident*, other treasure)

SPECIAL ABILITIES

Charming Gaze (Su) As *charm person*, 30 feet, Will DC 20 negates. The save DC is Charisma-based.

Vortex (Su) A corsair marid can transform into a vortex of swirling, churning water once every 10 minutes. This ability functions identically to the whirlwind ability, save that it can only be used while the corsair marid is underwater; a corsair marid cannot leave a body of water while in vortex form. The save DC is Strength-based.

Water Mastery (Ex) A corsair marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water.

Corsair marids hate to remain in one place; they drift with the currents of the multiverse's waterways in search of adventure and excitement. Charming and capricious, the corsairs delight in finding a mortal ship's crew and making it her own. A corsair marid uses her charming gaze to bring the crew, or at least the officers, under her sway. The ship's new captain then uses *gate* to open portals large enough to sail her crew to the multiverse's most exotic (and profitable) locales. She might offer passage to the desperate (at exorbitant rates), take to smuggling the strangest substances from far-flung realms, or return to the mortal world to sack sea ports. The corsair marid is near to a force of nature, and sometimes even she cannot predict where the wind might take her.

Genie, Molten Blade Efreeti

This hulking brute's midnight skin gives off blistering heat, and the massive scimitars in each of his hands leave trails of embers in the air.

Molten Blade Efreeti **CR 15**

XP 51,200
Combat (soldier)
LE Large outsider (extraplanar, fire)
Init +6; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 30, touch 11, flat-footed 28 (+2 Dex, +19 natural, –1 size)
hp 232 (15d10+150)
Fort +19, **Ref** +11, **Will** +12
Immune fire
Weaknesses vulnerability to cold

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)
Melee mwk scimitar +25/+20/+15 (1d8+10/15-20 plus burn and stun) or 2 slams +24 (1d6+10 plus burn and stun)
Space 10 ft.; **Reach** 10 ft.

Special Attacks burn (2d8, DC 27), change size, stun



Spell-Like Abilities (CL 16th, concentration +21)
Constant—*detect magic*
At will—*scorching ray*
3/day—quickened *scorching ray*
1/day—grant 1 *wish* (to nongenies only)

STATISTICS

Str 31, **Dex** 14, **Con** 31, **Int** 14, **Wis** 16, **Cha** 21
Base Atk +15; **CMB** +26 (+30 sunder); **CMD** 38 (40 vs sunder)
Feats Blind Fight, Combat Reflexes, Greater Sunder, Improved Critical (scimitar), Improved Initiative, Improved Sunder, Power Attack, Quicken Spell-Like Ability (*scorching ray*)
Skills Bluff +20, Craft (any one) +20, Fly +23, Intimidate +23, Perception +21, Spellcraft +17
Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

ECOLOGY

Environment any (Plane of Fire)
Organization solitary, pair, lance (3–6)
Treasure standard (masterwork scimitar, masterwork chain shirt, other treasure)

SPECIAL ABILITIES

Burn (Ex) A molten blade efreeti deals 2d8 fire damage in addition to damage dealt on a successful hit in melee and each round it grapples. The creature's metallic melee weapons also conduct this heat. Creatures affected by burn must make a DC 27 Reflex save or catch fire. A creature on fire continues to take burn damage at the beginning of its turn for 1d4 rounds. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. The save DC is Constitution-based.

Change Size (Sp) Three times per day, the molten blade efreeti can magically alter size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except it can also be used on the efreeti. Creatures subject to the effect may negate it with a DC 22 Fortitude save. The save DC is Charisma-based.

Stun (Su) If the molten blade efreeti strikes an opponent twice in one round with a weapon or slam attack, the creature must succeed on a DC 27 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

When the efreet muster to take the field against worthy armies, it is the molten blade caste leading the charge. Molten blades abandon most of the formidable magical talent of a standard efreeti, but they more than make up for the loss with pure, deadly bladework. Wielding red hot scimitars in each hand, the molten blades break siege engines, battle lines, and city defenses with equal ease.

Genie, Planerunner Janni

A well-muscled creature dressed in rich silks and wearing light armor floats gracefully through the air.

Planerunner Janni **CR 8**

XP 4,800
Skilled

CN Medium outsider (native)
Init +5; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 22, touch 16, flat-footed 16 (+4 armor, +5 Dex, +1 dodge +2 natural)
hp 94 (9d8+54)
Fort +9, **Ref** +11, **Will** +7
Immune fire

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)
Melee mwk short sword +14/+9 (1d6+6/19-20) and mwk short sword +14 (1d6+3/19-20)

Special Attacks multiweapon mastery, sneak attack +3d6

Spell-Like Abilities (CL 9th, concentration +13)
At will—*dimension door*, *invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)
1/day—*secret chest*
1/week—*discern location*

STATISTICS

Str 22, **Dex** 21, **Con** 22, **Int** 17, **Wis** 19, **Cha** 16
Base Atk +6; **CMB** +12; **CMD** 28
Feats Dodge, Combat Reflexes, Mobility, Spring Attack, Weapon Focus (short sword)
Skills Acrobatics +16, Appraise +13, Bluff +17, Diplomacy +13, Disable Device +15, Disguise +13, Fly +13, Knowledge (planes) +14, Perception +14, Sense Motive +14, Sleight of Hand +20, Stealth +20; **Racial Modifiers** +4 Bluff, +4 Sleight of Hand, +4 Stealth
Languages Common, Ignan, Infernal, Terran; telepathy 100 ft.
SQ elemental endurance, evasion, uncanny dodge

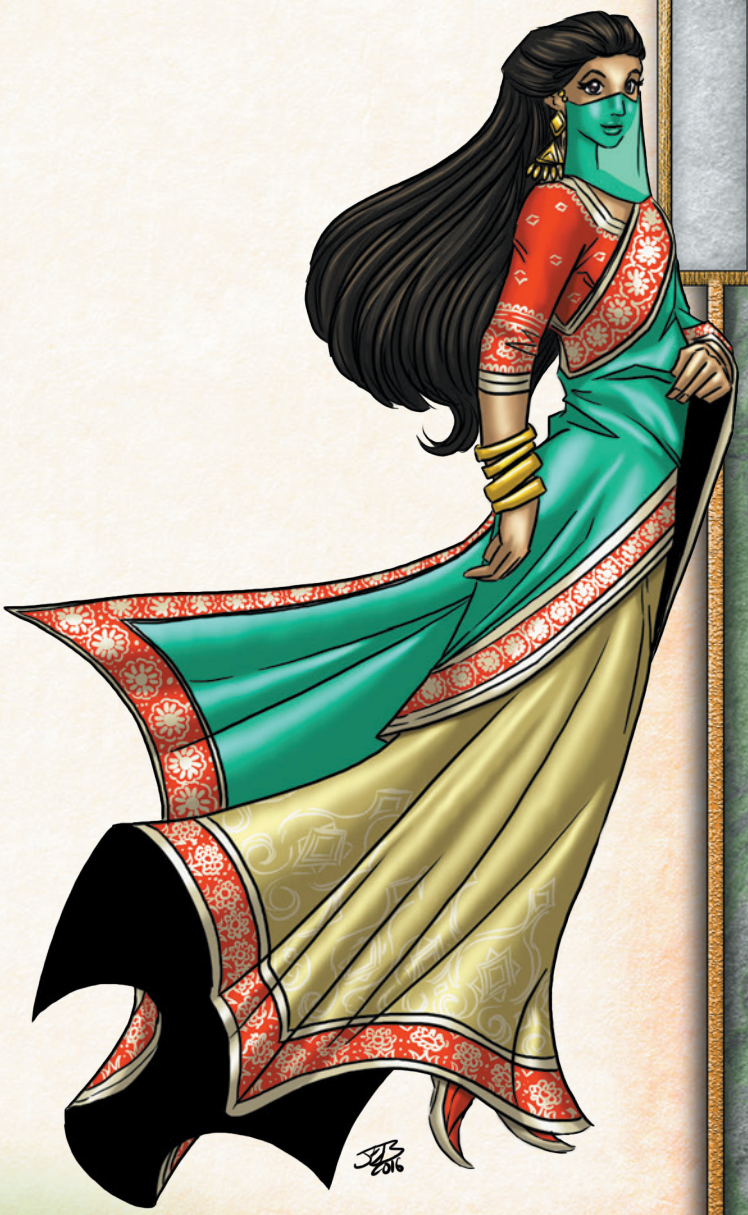
ECOLOGY

Environment any (Material and elemental planes)
Organization solitary, pair, ring (3–6), or gang (7–12)
Treasure standard (masterwork daggers [2], masterwork chain shirt, other treasure)

SPECIAL ABILITIES

Elemental Endurance (Ex) The planerunner can remain on the Planes of Air, Earth, Fire, or Water unharmed by the nature of the plane for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes the planerunner to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Planerunner janni are an offshoot of the janni tribes that see less value in following the rules than their cousins do. Rarer than janni, and less organized, the planerunner janni act as smugglers and information brokers. Janni families often maintain vast spy networks across multiple planar boundaries. Respectable janni look down upon the planerunners, seeing them as cutthroats, thieves, and con artists. Despite their well-deserved reputation, the planerunners are worth every coin of the prices they charge for their services. Few others, djinn and human alike, are willing to risk the wrath of a shaitan pasha or an efreeti malik to steal away secrets and treasures.



Genie, Slaver Shaitan

The tall and stout creature's skin is the color of dull grey iron and his eyes are two passionless black onyx gems.

Slaver Shaitan **CR 13**

XP 25,600
Combat (soldier)
LN Large outsider (earth, extraplanar)
Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19

DEFENSE

AC 28, touch 11, flat-footed 26 (+2 Dex, +17 natural, –1 size)
hp 188 (13d10+117)
Fort +17, **Ref** +10, **Will** +11
Immune electricity



OFFENSE

Speed 20 ft., burrow 60 ft., climb 20 ft., stone glide
Melee 2 slams +23 (1d8+15/19-20 plus grab), or mwk scimitar +23/+18/+13 (2d6+15/18-20)
Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d8+10 plus petrification), earth mastery, petrification

Spell-Like Abilities (CL 13th, concentration +18)
1/day—*plane shift* (willing or petrified targets only to the elemental planes, Astral Plane, or Material Plane)

STATISTICS

Str 31, **Dex** 14, **Con** 29, **Int** 14, **Wis** 16, **Cha** 21
Base Atk +13; **CMB** +24 (+28 grapple); **CMD** 36
Feats Cleave, Combat Reflexes, Critical Focus, Improved Critical (slam), Power Attack, Sickening Critical, Weapon Focus (slam)
Skills Acrobatics +18, Climb +18, Intimidate +21, Knowledge (local, planes) +15, Perception +19, Stealth +11
Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.
SQ stone glide

ECOLOGY

Environment any (Plane of Earth)
Organization solitary, pair, cell (3–6)
Treasure standard (masterwork scimitar, other treasure)

SPECIAL ABILITIES

Earth Mastery (Ex) A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength based checks if both it and its foe are touching the ground. It takes a –4 penalty on attack and damage rolls against airborne or waterborne opponents.

Petrification (Su) The slaver shaitan's constrict causes living creatures to fossilize into stone. Each time the creature is damaged by constrict, it must succeed on a DC 25 Fortitude save or take 2d6 points of Dexterity damage as its flesh and bones stiffen and harden (this does not alter the creature's natural armor). A creature reduced to 0 Dexterity immediately turns completely to stone as if petrified by a *flesh to stone*. Every day, a creature petrified in this manner can attempt a new Fortitude save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to fill Dexterity by natural healing or magic as normal), but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by this ability removed, but not any existing Dexterity

damage from other sources. The slaver shaitan is immune to this ability, but other petrification attacks affect it normally. The save DC is Constitution-based.

Stone Glide (Su) This functions as the earth elemental's earth glide ability, except the shaitan can move through stone, dirt, crystal, or metal.

Slaver shaitans fill a dirty role in their society by supplying the bulk of the slave labor used to work the endless mines on the Plane of Earth. More powerful than common brethren, slavers turn almost all their magical energy inward. When they snare a would-be slave in their iron grip, that energy begins to bleed out into their victim who turns to stone. Once petrified, the shaitan is able to carry off the victim to the Plane of Earth where they reverse the process. Then, the real torture begins. Slaver shaitan cells sometimes contract corsair marids to ferry large shipments of petrified slaves to the Plane of Earth.



Genie, Trickster Djinn

Standing twice as tall as a human, this feminine creature's skin is covered in twisting silver markings. Her lower torso trails away into a swirl of mist and wind.

Trickster Djinn **CR 10**

XP 9,600
Skilled
CN Large outsider (air, extraplanar)
Init +8; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 Dex, +1 dodge, +11 natural, –1 size)
hp 137 (11d8+88)
Fort +11, **Ref** +11, **Will** +8
Immunities acid

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)
Melee mwk falchion +16/+11 (2d6+12/18-20) or 2 slams +15 (1d6+12)
Space 10 ft.; **Reach** 10 ft.

Special Attacks whirlwind (1/10 minutes, 10–40 ft., 1d8+8 damage, DC 24)

Spell-Like Abilities (CL 11th, concentration +14)

At will—*invisibility* (self only), *plane shift* (willing targets to the elemental planes, Astral Plane, or Material Plane only)

3/day—quickened *invisibility* (self only), *wish* (the trickster can only use this ability in response to hearing a non-genie speak a fear or desire out loud)

1/day—*create food and water*, *create wine* (as create water, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 18), *wind walk*

STATISTICS

Str 28, **Dex** 19, **Con** 26, **Int** 17, **Wis** 20, **Cha** 17
Base Atk +8; **CMB** +18; **CMD** 33
Feats Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Quicken Spell-Like Ability (*invisibility*)
Skills Appraise +17, Bluff +17, Craft (any one) +17, Fly +24, Knowledge (planes) +17, Perception +21, Sense Motive +21, Spellcraft +17, Stealth +14
Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.
SQ air mastery, ethereal jaunt

ECOLOGY

Environment any (Ethereal Plane)
Organization solitary
Treasure standard (masterwork falchion, other treasure)

SPECIAL ABILITIES

Ethereal Jaunt (Su) The trickster can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

The magic of fate runs through all genies, but in some rare djinn the power becomes corrupted. Power coiling within the djinn demands release, and drives them mad without an outlet, but the magic only escapes when she hears a creature speak aloud desires or fears. The words give form to the trickster's magic, but always in a twisted form that leads the unknowing creature to woe and ruin. These so-called trickster djinn are cast out from the Plane of Air and find themselves drawn to the Ethereal.

Though they are not evil, a trickster djinn knows the only way to preserve herself is to breathe life into another being's fears and uncertainties. A trickster must search the Ethereal and Material Planes for stray words that anchor her unshaped magic, and are not above playing the part of ordinary djinn to steer a conversation in the right direction. One might even follow a group of intrepid adventurers for some time, spying on their camp and observing their deeds. While avoiding direct confrontation, she might lead them to challenges with her spell-like abilities. The djinn knows that while planning for the future, or trying to solve some mystery, her quarry might muse out loud regarding the nature of the threats they might face.



Ghoul, Dreadmaw

This sallow-skinned, emaciated corpse's jaw hangs slack, revealing rows of needle-sharp teeth. Its belly bulges disturbingly and it reeks of rotten meat.

Dreadmaw Ghoul **CR 5**

XP 1,600
Combat (soldier)
CE Medium undead
Init +1; **Senses** darkvision 60 ft., scent, tremorsense 60 ft.; Perception +8

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)
hp 57 (6d10+24)
Fort +9, **Ref** +6, **Will** +4
Defensive Abilities channel resistance +2, undead traits

OFFENSE

Speed 30 ft., burrow 30 ft.
Melee bite +10 (1d8+4 plus grab) and 2 claws +10 (1d4+4)

Special Attacks impossible swallow (1d6 acid, AC 13, hp 4)

STATISTICS

Str 19, **Dex** 12, **Con** —, **Int** 13, **Wis** 8, **Cha** 19
Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 21
Feats Power Attack, Skill Focus (Stealth), Vital Strike
Skills Acrobatics +10, Climb +13, Perception +8, Stealth +10, Survival +5
Languages Common

ECOLOGY

Environment any land
Organization solitary, gang (2–4), pack (7–12)
Treasure standard

SPECIAL ABILITIES

Impossible Swallow (Su) This ability functions like swallow whole, with the following exception. The dreadmaw ghoul's jaw unhinges and stretches impossibly wide, allowing it to swallow creatures up to Medium size. Its gullet is an extradimensional space, though it seems to be a tightly confined stomach on the inside. If a swallowed creature cuts its way out the hole seals, allowing the dreadmaw to swallow again immediately (this does not heal the dreadmaw of any damage it has suffered).

A dreadmaw ghoul arises when a humanoid dies of starvation in an area infused with negative energy and space-distorting magic. Its gullet becomes twisted out of the normal fabric of space. An insatiable hunger drives the creature, but no matter how much it eats it can never fill the void. The creature wends through dark tunnels, chewing out its own when necessary, and lies in ambush just beneath the surface of the ground. Once it has scented prey, the dreadmaw is a relentless hunter.

Giant, Battlerager Hill

This hunched giant reeks of stale sweat and old blood. His red eyes bulge and large veins pulse all over his body.

Battlerager Hill Giant **CR 8**

XP 4,800
Combat (barbaric)
CE Large humanoid (giant)
Init +0; **Senses** low light vision; Perception +10

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, –1 size)
hp 100 (8d12+48)
Fort +12, **Ref** +6, **Will** +6
Defensive Abilities ferocity

OFFENSE

Speed 40 ft.
Melee greatclub +15/+10 (2d8+10) or 2 slams +14 (2d6+10)
Space 10 ft.; **Reach** 10 ft.

Special Attacks blood rage (+4 Strength and Constitution, free action), trample (2d6+10, DC 21)

STATISTICS

Str 25, **Dex** 10, **Con** 23, **Int** 8, **Wis** 18, **Cha** 17
Base Atk +8; **CMB** +16; **CMD** 26
Feats Cleave, Intimidating Prowess, Power Attack, Vital Strike
Skills Acrobatics +6, Climb +11, Intimidate +14, Perception +10
Languages Giant

ECOLOGY

Environment temperate hills
Organization solitary, gang (2–5)
Treasure standard

Battlerager hill giants live among normal hill giant tribes. Seething fonts of fury, they have an inability to relax or feel any emotion untouched by rage. Possessing hair trigger tempers they cannot control, a casual jest is often enough to drive one into a killing frenzy. Outsiders often assume that battleragers are natural leaders of hill giant tribes, but that is far from the truth. Hill giants view battleragers with wary apprehension, and a tribe is often willing to unite just to ensure they are not led by such an insane brute. Groups cowed or pummeled into submission by the battleragers are often short-lived. The insane leader throws his people into conflict after conflict with little rest until all die or scatter.



Giant, Forgemaster Fire

This giant's skin gleams like black metal and glows red hot where his beard and hair writhe like flame.

Forgemaster Fire Giant **CR 12**

XP 19,200
Combat (soldier)
LE Large humanoid (fire, giant)
Init +1; **Senses** low light vision; Perception +17

DEFENSE

AC 26, touch 10, flat-footed 25 (+4 armor, +1 Dex, +12 natural, –1 size)



hp 174 (12d10+108)
Fort +17, **Ref** +9, **Will** +10
DR 5/adamantine; **Immune** fire
Vulnerability cold

OFFENSE

Speed 40 ft.
Melee mwk greatsword +21 (3d6+13/17-20) or 2 slams +20 (1d8+13)
Space 10 ft.; **Reach** 10 ft.

Special Attacks metalmorph

Spell-Like Abilities (CL 12th, concentration +16)
At will—*greater magic weapon*
3/day—*magic vestment*

STATISTICS

Str 29, **Dex** 13, **Con** 28, **Int** 15, **Wis** 14, **Cha** 18
Base Atk +12; **CMB** +22; **CMD** 33
Feats Bleeding Critical, Cleave, Critical Focus, Improved Critical (greatsword), Improved Sunder, Power Attack
Skills Acrobatics +16, Climb +24, Craft (armor, weapons) +17, Intimidate +19, Perception +17
Languages Common, Giant, Ignan

ECOLOGY

Environment warm mountains
Organization solitary
Treasure standard (masterwork chain shirt, masterwork greatsword, other treasure)

SPECIAL ABILITIES

Metalmorph (Su) As a standard action, the forgemaster may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

A forgemaster fire giant is a tremendous boon to war leaders, and a nightmare for enemy armies. The forgemaster focuses from a young age on perfecting the craft of weapon and armor smithing— turning himself into a living forge. Heated metal bends to his touch, even changing substances as he wills for a time. The giants outfit soldiers with unparalleled armor and weapons, and lays powerful enchantments upon them before a battle.

Giant, Mistwalker Cloud

A statuesque, pale-skinned giant woman floats through the air. She seems to be made of wisps of mist and cloud.

Mistwalker Cloud Giant CR 13

XP 19,200
Combat (soldier)
N Huge humanoid (air, giant, incorporeal)
Init +4; **Senses** low light vision; Perception +16

DEFENSE

AC 12, touch 12, flat-footed 12 (+4 deflection, –2 size)
hp 198 (12d10+132)
Fort +19, **Ref** +8, **Will** +10
Defensive Abilities incorporeal

OFFENSE

Speed fly 50 ft. (perfect)
Melee incorporeal touch +11 (5d6 electricity/19-20 plus stun)
Space 15 ft.; **Reach** 15 ft.

Special Attacks engulf (DC 22, 1d6 Con)

Spell-Like Abilities (CL 12th, concentration +16)
1/day—*cloudkill* (DC 19), *solid fog*

STATISTICS

Str —, **Dex** 10, **Con** 33, **Int** 14, **Wis** 15, **Cha** 19
Base Atk +12; **CMB** +14; **CMD** 28
Feats Critical Focus, Dazzling Display, Improved Critical (incorporeal touch), Improved Initiative, Sickening Critical, Weapon Focus (incorporeal touch)
Skills Diplomacy +16, Fly +15, Intimidate +19, Knowledge (geography) +14, Perception +17, Stealth +4
Languages Auran, Common, Giant
SQ timeless

ECOLOGY

Environment temperate mountains
Organization solitary
Treasure none

SPECIAL ABILITIES

Electricity (Su) The mistwalker can produce a powerful jolt of 3d6 electricity damage, delivering the jolt with a successful incorporeal touch attack. On a critical hit, the creature struck must make a DC 27 Fortitude save or be stunned for 1 round. The save DC is Constitution based.

Engulf (Ex) The mistwalker can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The mistwalker merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the mistwalker, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a Reflex save DC 20 to avoid being engulfed— on a success, they remain in place, and the mistwalker passes through them. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the mistwalker's body until they are no longer pinned, and suffer 1d6 Constitution and Dexterity damage. A pinned creature suffers this damage again at the start of each of the mistwalker's turns. The save DC is Charisma-based.

Timeless (Ex) The mistwalker does not age, or need to drink, eat, breathe, or sleep. It may drink, eat, breathe, or sleep if it chooses to do so.

Cloud giant legends tell of great castles and cities nestled upon tremendous cloud banks, claiming these flying fortresses await re-discovery. The wise scoff at old stories, dismissing them as fantasy. However, the mistwalkers may well be proof that the tales are true. Mistwalkers are cloud giants who, through some forgotten tragedy, have become rejected by reality. They now drift upon the wind, little more than vapor themselves.

Mistwalker cloud giants rarely speak, and when they do it is unintelligible ramblings full of sadness and regret. They are capricious entities that might ignore travelers who attempt to engage it, or turn on them in a fury before moving on. Some cloud giants believe that the mistwalkers are remnants of the lost citadels. If they can only rescue one from its bizarre fate, it may hold the key to reclaiming their birthright.

Giant, Scion Storm

This enormous giant is a muscular human of heroic proportions, with green eyes, dark hair, and bolts of lightning flashing across bronze skin.

Scion Storm Giant **CR 18**

Combat (soldier)
XP 153,600
CG Colossal humanoid (air, giant)
Init +1; **Senses** darkvision 60 ft., low light vision; Perception +21
Aura burn (10 ft., 4d6 electricity, DC 30)



DEFENSE

AC 33, touch 3, flat-footed 32 (+1 Dex, +30 natural, –8 size)
hp 292 (15d10+210)
Fort +23, **Ref** +10, **Will** +12
Immune electricity

OFFENSE

Speed 60 ft., fly 120 ft. (perfect)
Melee 2 slams +27 (2d8+20 plus burn) or mwk greatsword +29/+24/+19 (8d6+30/17-20 plus burn)
Space 30 ft.; **Reach** 30 ft.

Special Attacks burn (2d6 electricity)

Spell-Like Abilities (CL 15th, concentration +19)
Constant—*freedom of movement*
3/day—empowered *chain lightning* (DC 20)
1/day—*control weather*

STATISTICS

Str 51, **Dex** 12, **Con** 38, **Int** 13, **Wis** 17, **Cha** 18
Base Atk +15; **CMB** +43; **CMD** 54
Feats Awesome Blow, Critical Focus, Empower Spell-Like Ability (*chain lightning*), Improved Bull Rush, Improved Critical (greatsword), Power Attack, Tiring Critical, Weapon Focus (greatsword)
Skills Acrobatics +19, Craft (any one) +19, Fly +19, Intimidate +22, Perception +21
Languages Auran, Giant
SQ timeless

ECOLOGY

Environment any warm
Organization solitary
Treasure standard (masterwork greatsword, other treasure)

SPECIAL ABILITIES

Burn (Ex) A scion storm giant's body crackles with furious lightning. The scion deals 2d6 electrical damage in addition to damage dealt on a successful hit in melee and each round it grapples. The creature's metallic melee weapons also conduct this damage. Any creature that strikes the scion in melee with a non-reach weapon suffers the damage as well. As a free action the scion can generate or suppress a 10-foot-radius aura of lightning. Any creature within the aura at the start of the scion's turn suffers 4d6 electricity damage (DC 30 Reflex halves). The save DC is Constitution based.

Timeless (Ex) The scion does not age, or need to drink, eat, breathe, or sleep. It may drink, eat, breathe, or sleep if it chooses to do so.

The scion storm giants manifested when the elysian titans sacrificed a portion of their divine essence to the gods. While only an accident of epic proportions, the scions are nearly as powerful as their titanic parents. Unfortunately, the near-demigods found themselves lost and abandoned. The gods trusted them little and the titans found difficulty associating with walking reminders of the war and fall from grace. The scions have worked ever since to prove themselves, and most have died in the trying. Eons of heroism and guidance over mortals have done little to earn them the love and respect they crave. Most continue on with blind hope, as it is in their nature. A few disillusioned scions deny the gods and elysians, throwing support behind the thanatotic titans and acting as their agents beyond the Abyss.

Giant, Stonecaller Stone

This towering humanoid composed of rough, gray stone wears necklaces and bangles made of semi-precious gems that rattle and clatter when she moves.

Stonecaller Stone Giant **CR 10**

XP 9,600
Spellcaster (divine)
N Large humanoid (earth, giant)
Init +4; **Senses** low light vision, tremorsense 60 ft.; Perception +15

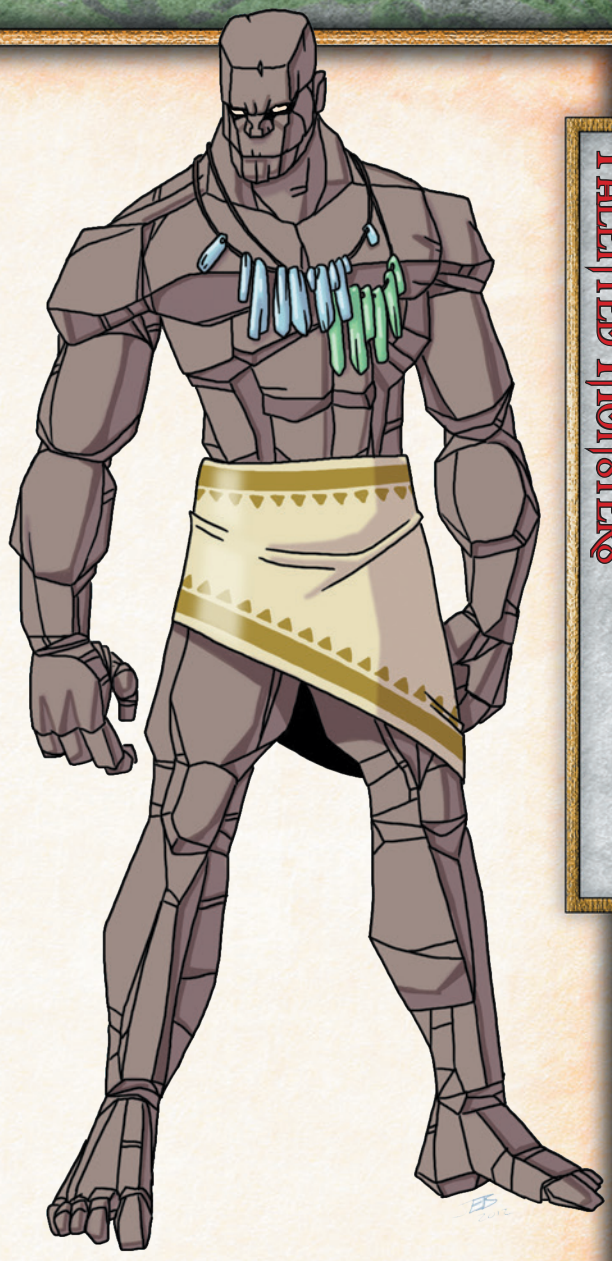
DEFENSE

AC 24, touch 13, flat-footed 20 (+4 Dex, +11 natural, –1 size)
hp 137 (11d8+88)
Fort +11, **Ref** +7, **Will** +8
Resist fire 10

OFFENSE

Speed 40 ft., burrow 40 ft., stone glide
Melee 2 slams +16 (1d8+9) or greatclub +17/+12 (2d8+13/19-20)
Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 11th, concentration +15)
At will—*wall of stone*
3/day—*elemental body III* (earth elemental only), *passwall*, *spike stones*, *stone shape*, *stoneskin*, *stone tell*, *summon nature's ally VI* (earth elemental or stone giant only), *transmute mud to rock* (DC 19), *transmute rock to mud*
1/day—*earthquake*, *flesh to stone* (DC 22), *stone to flesh*



STATISTICS

Str 29, **Dex** 18, **Con** 26, **Int** 14, **Wis** 12, **Cha** 19
Base Atk +8; **CMB** +18 (+20 bull rush); **CMD** 29 (31 vs bull rush)
Feats Ability Focus (*flesh to stone*), Awesome Blow, Improved Bull Rush, Improved Critical (greatclub), Power Attack, Weapon Focus (greatclub)
Skills Diplomacy +16, Knowledge (nature) +13, Perception +13, Sense Motive +13, Stealth +9
Languages Common, Giant, Terran

ECOLOGY

Environment temperate mountains
Organization solitary
Treasure standard (greatclub, other treasure)

SPECIAL ABILITIES

Stone Glide (Su) This functions as the earth elemental's earth glide ability, except the stonecaller can move through stone, dirt, crystal, or metal.

Stonecallers stone giants have a connection to earth energies beyond even the greatest elders, but only at a brutal price. When a stone giant finds herself trapped beneath stone and dirt from a mountain's collapse, they usually suffocate. A rare few manage to fight their way back from death's door, attempting to claw toward freedom from underneath tons of rock. In a desperate frenzy, they reach out to the stone itself, forging a permanent connection. This enlightenment allows them to swim to the surface, as if the solid stone was water.

The circumstances required to birth a stonecaller are rare, and avoided by sane stone giants. Some foolhardy youths tempt fate for the sake of power, but most suffocate for their pride. Stonecallers tend to act as teachers, keepers of lore, and advisors to the elders.

Giant, Wasting Frost

A once-great giant, this creature is now emaciated with hunger. All his teeth have rotted away and he barely drags his greataxe through the snow.



Wasting Frost Giant CR 11

XP 12,800
Spellcaster (arcane)
CE Large humanoid (cold, giant)
Init +5; **Senses** low light vision; Perception +15
Aura cold aura (2d6 cold, Fort DC 24)

DEFENSE

AC 25, touch 14, flat-footed 20 (+5 Dex, +11 natural, –1 size)
hp 157 (15d6+105)
Fort +12, **Ref** +10, **Will** +13
Immune cold
Weakness vulnerability to fire

OFFENSE

Speed 30 ft.
Melee greataxe +14/+9 (3d6+12/x3) or slam +14 (1d6+8 plus wasting touch)
Space 10 ft.; **Reach** 10 ft.
Spell-Like Abilities (CL 15th, concentration +19)
At will—*cone of cold* (DC 19), *ray of enfeeblement* (DC 17), *vampiric touch*, *wall of ice* (DC 18)
3/day—empowered *ray of enfeeblement* (DC 17), empowered *vampiric touch*, *freezing sphere* (DC 20), *horrid wilting* (DC 22), *polar ray* (DC 22), quickened *ray of enfeeblement* (DC 17), quickened *vampiric touch*, *waves of exhaustion* (DC 21)
Special Attacks blizzard

STATISTICS

Str 26, **Dex** 20, **Con** 24, **Int** 13, **Wis** 19, **Cha** 19
Base Atk +7; **CMB** +16; **CMD** 31
Feats Ability Focus (*ray of enfeeblement*), Combat Casting, Empower Spell-Like Ability (*cone of cold*), Empower Spell-Like Ability (*ray of enfeeblement*), Empower Spell-Like Ability (*vampiric touch*), Quicken Spell-Like Ability (*ray of enfeeblement)*, Quicken Spell-Like Ability (*vampiric touch*), Skill Focus (Survival)
Skills, Acrobatics +12, Knowledge (nature) +19, Perception +15, Spellcraft +19, Survival +19, Use Magic Device +22
Languages Common, Giant
SQ cold stride, icewalking, snow vision, trackless step

ECOLOGY

Environment any cold
Organization solitary
Treasure

SPECIAL ABILITIES

Blizzard (Su) The wasting frost giant can call on its connection to deep winter to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the giant. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

Cold Aura (Su) At the beginning of the giant's turn, all creatures within 50 feet must succeed on a DC 24 Fortitude save or take 2d6 points of cold damage. The save DC is Constitution-based.

Cold Stride (Ex) The wasting frost giant can move through natural cold difficult terrain at its normal speed. Magically altered terrain affects the giant normally.

Icewalking (Ex) This ability works like the *spider climb* spell, but the surfaces the giant climbs must be icy. The giant can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) The wasting frost giant can see perfectly well in snowy conditions. The giant does not suffer any penalties to Perception checks while in snow.

Wasting Touch (Su) The wasting giant spreads the deprivation that is slowly killing it with a touch. Creatures hit by its slam attack take 1d4 Strength and Dexterity damage (Fortitude DC 24 halves). The save DC is Constitution-based.

Frost giants that grow old and infirm become driven out by their tribe to perish in the frozen wilderness. Most of these castoff elders die of hunger when they can no longer hunt for food, but some cling to terrible life. The hunger slowly killing them begins to bleed out into the world, sapping the vitality of any who cross their path. The wasting frost giant lashes out with the fury of winter, and the certainty of a terrible death by deprivation.

Gibbering Mouther, Voracious

This creature is a tremendous pile of pallid flesh. A multitude of eyes and mouths move across the creature's blubbery mass.

Voracious Gibbering Mouther **CR 11**

XP 12,800
Skilled
NE Large aberration
Init +4; **Senses** all-around vision, darkvision 60 ft.; Perception +18

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)
hp 150 (12d8+96)
Fort +12, **Ref** +12, **Will** +11
Defensive Abilities amorphous; **DR** 10/ bludgeoning; **Immune** critical hits, precision damage

OFFENSE

Speed 20 ft., swim 30 ft.
Melee 4 bites +17 (1d6+9 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks cacophony, blood drain (1d3 Con), constrict (1d6+9), ground manipulation, swallow whole (7d6+13 bludgeoning)

Spell-Like Abilities (CL 12th, concentration +17)
At will—*contact other plane*, *divination*, *vision*

STATISTICS

Str 29, **Dex** 18, **Con** 27, **Int** 21, **Wis** 8, **Cha** 20
Base Atk +9; **CMB** +19 (+23 grapple); **CMD** 33
Feats Iron Will, Skill Focus (Bluff), Weapon Focus (bite)
Skills Bluff +26, Diplomacy +20, Knowledge (arcana, dungeoneering, history, local, nature, planes, religion) +20, Perception +18, Sense Motive +14, Swim +17; **Racial Modifiers** +4 Perception
Languages Abyssal, Aklo, Celestial, Common, Dwarven, Infernal, Undercommon
SQ madness

ECOLOGY

Environment any underground
Organization solitary
Treasure standard

SPECIAL ABILITIES

Blood Drain (Ex) The voracious gibbering mouther drains blood at the end of its turn if it grapples a foe, inflicting 1d3 Constitution damage.



Cacophony (Su) As a free action, the voracious gibbering mouther can emit a cacophony of maddening sound. All creatures other than aberrations with this ability within 60 feet must succeed on a DC 21 Will save or suffer 1d4 Wisdom damage and be confused for 1d6 rounds (as the *confusion* spell). This is a sonic mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same aberration's cacophony for 24 hours. The save DC is Charisma-based.

Ground Manipulation (Su) At will as a standard action, the voracious gibbering mouther can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the aberration moves off the location. An aberration can move through these areas with ease, but other creatures treat them as difficult terrain.

Swallow Whole (Ex) This ability works as the swallow whole ability except if a swallowed creature cuts its way out of the voracious gibbering mouther, then the opening seals itself immediately and the gibbering mouther may attempt to swallow whole again.

Sometimes a gibbering mouther survives far longer than it should. When the wretched creature devours enough sentient beings it becomes massive, bloated, and insanely intelligent. A voracious gibbering mouther consumes everything it can find; living creatures as well as knowledge. The voracious mouther is a curious entity, and delights in the opportunity to engage a creature in polite conversation before it eats the hapless thing. The mouther becomes a font of information, able to draw upon shreds of memory from the creatures it has consumed. It can be quite helpful to speak with the mouther, if only one can avoid becoming the next meal. The hideous things are not above trading some fact or secret in exchange for a creature to eat.

Girallon, Headhunter

This massive, gorilla-like creature, with matted grey fur, holds an axe in each of its four clawed hands and wears a rope necklace strung with humanoid skulls around its beefy neck.

Headhunter Girallon **CR 14**

XP 38,400
Combat (barbaric)
NE Huge magical beast
Init +2; **Senses** darkvision 60 ft., low light vision, scent; Perception +23

DEFENSE

AC 29, touch 10, flat-footed 27 (+1 Dex, +1 dodge, +19 natural, –2 size)
hp 214 (13d12+130)
Fort +18, **Ref** +9, **Will** +11



OFFENSE

Speed 50 ft., climb 50 ft.
Melee 4 battleaxes +20 (2d6+8/x3) or bite +19 (2d6+8), 4 claws +19 (1d8+8)
Space 15 ft.; **Reach** 15 ft.

Special Attacks crush, rend (2 claws, 1d8+18; or 2 battleaxes, 1d10+18)

STATISTICS

Str 26, **Dex** 13, **Con** 30, **Int** 11, **Wis** 24, **Cha** 21
Base Atk +13; **CMB** +23; **CMD** 35
Feats Cleave, Dodge, Double Slice[B], Mobility, Power Attack, Spring Attack, Two-Weapon Rend[B], Vital Strike, Weapon Focus (battleaxe)
Skills Climb +16, Perception +23, Stealth +17 (+27 while moving); **Racial Modifiers** +8 Stealth (+18 while moving)
Languages Common
SQ elusive, improved tracking, multiweapon mastery

ECOLOGY

Environment warm forests
Organization solitary, pair, pack (2–4)
Treasure standard (4 battleaxes, other treasure)

SPECIAL ABILITIES

Crush (Ex) When jumping, the headhunter can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against Small-sized or smaller opponents. A crush attack affects as many targets as fit in the creature's space. Targets in the affected area must succeed on a DC 26 Reflex save or be pinned, automatically taking 1d8+18 bludgeoning damage during the next round unless the dragon moves off them. If the crushing creature chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. The save DC is Constitution-based.

Elusive (Su) As a full-round action the headhunter girallon can move up to its run speed without leaving any trace of its passing (identical in effect to a *pass without trace* spell). This spell effect has a caster level of 20 and cannot be dispelled. The girallon gains a +10 circumstance bonus to its Stealth checks while moving.

Feed (Su) Once per month, the headhunter girallon can claim the skull from the corpse of a humanoid with at least 10 Hit Dice as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, the headhunter's CR increase by +1. When the headhunter reaches 4 growth points, it loses all growth points and its statistics improve by +1 CR within the barbaric focus (potentially gaining additional ability points). It may repeat this process to continually grow in power.

Improved Tracking (Ex) The headhunter girallon takes no penalty to Survival checks when tracking and moving at any speed.

Multiweapon Mastery (Ex) The headhunter girallon never takes penalties on its attack rolls when fighting with multiple weapons.

Headhunter girallon are terrifying predators that live in the deepest, darkest forests. They grow to tremendous size, dwarfing the more common specimen. The headhunter is far more intelligent, able to fashion tools and weapons, and capable of hunting with devastating tactics. Cruel in the extreme, headhunter girallon follow a primitive religion where all power resides within the skull. They hunt powerful humanoids to take their heads, adding to their own personal power and ferocity.

Goblin Dog, Dire

This horse-sized beast looks like a cross between a mangy dog and a leathery rat.

Dire Goblin Dog **CR 3**

XP 800
Combat (barbaric)
N Large magical beast
Init –1; **Senses** low light vision; scent; Perception +7

DEFENSE

AC 15, touch 8, flat-footed 15 (-1 Dex, +7 natural, –1 size)
hp 28 (3d12+9)
Fort +6, **Ref** +2, **Will** +2

OFFENSE

Speed 50 ft.
Melee bite +5 (1d8+6 plus allergic reaction plus trip)
Space 10 ft.; **Reach** 5 ft.
Special Attacks feed on fear

STATISTICS

Str 17, **Dex** 9, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +7; **CMD** 16 (20 vs trip)
Feats Endurance, Run
Skills Perception +7



ECOLOGY

Environment temperate forest, swamp, or underground
Organization solitary or pack (3–12)
Treasure none

SPECIAL ABILITIES

Allergic Reaction (Ex) The dire goblin dog's dander is highly irritating to all creatures without the goblinoid subtype. Any other creature damaged by the dire goblin dog's bite, who deals damage to the goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with the goblin dog (including attempts to grapple or ride the creature) must make a DC 14 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –4 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Feed on Fear (Su) Any time the dire goblin dog is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Dire goblin dogs are hideous mutated offshoots of the smaller, but equally repulsive goblin dog. Dire goblin dogs are often raised by bugbear communities and used as mounts and guard animals. Bugbear shamans, sorcerers or clerics love to use their magic to instill fear in their enemies before setting the dogs on them.

Golem, Dark Naga

This massive snake-like monstrosity appears pieced together from strange rotting creatures, with a sharp-featured humanoid head crudely stitched onto the front.

Dark Naga Golem **CR 12**

XP 19,200
Skilled
LE Huge construct
Init +3; **Senses** darkvision 90 ft. detect thoughts, low-light vision, see in darkness; Perception +20
Aura fear (30 ft., 1-hour, DC 20)

DEFENSE

AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, –2 size)
hp 154 (12d8+100)
Fort +4, **Ref** +11, **Will** +9
Immune construct traits, magic

OFFENSE

Speed 40 ft.
Melee bite +18 (2d6+11 plus grab and poison), touch +18 (decay)
Space 15 ft.; **Reach** 10 ft.

Special Attacks berserk, constrict (4d6+22 plus energy drain), energy drain (2 levels, DC 19)

STATISTICS

Str 33, **Dex** 16, **Con** —, **Int** 16, **Wis** 21, **Cha** 17
Base Atk +9; **CMB** +22 (+26 grapple); **CMD** 35 (can't be tripped)
Feats Ability Focus (relentless), Greater Sunder, Improved Sunder, Lunge, Power Attack, Vital Strike
Skills Acrobatics +18, Bluff +18, Diplomacy +18, Intimidate +18, Knowledge (arcana) +18, Perception +20, Sense Motive +20, Spellcraft +18, Stealth +10
Languages Abyssal, Aklo, Common, Infernal
SQ relentless

ECOLOGY

Environment any underground
Organization solitary
Treasure standard

SPECIAL ABILITIES

Berserk (Ex) When the dark naga golem enters combat, there is a cumulative 1% chance each round

that it grows so enraged with its tortured condition that it goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. It takes 1 minute of inactivity to reset the golem's berserk chance to 0%.

Decay (Su) The dark naga golem causes any object hit with its decay attack to swiftly rot and corrode. The object hit takes half its maximum hit points in damage and gains the broken condition— a second hit destroys the item. The dark naga golem never provokes attacks of opportunity by attempting to strike a weapon with this touch attack. Against constructs, the golem deals 12d6+12 damage. An attended object, any magic object, or a construct creature can attempt a DC 16 Reflex save to negate this effect. The save DC is Constitution-based.

Grab (Ex) A dark naga golem does not gain the grappled condition when grappling, and may grapple Huge-sized or smaller creatures.

Immunity to Magic (Ex) The dark naga golem is immune to any spell that offers spell resistance, except any spell with the fire descriptor affects the golem dark naga normally.

Poison (Su) Bite—injury; *save* Fort DC 16; *frequency* 1 round/4 rounds; *effect* sleep for 2d4 hours; *cure* 2 consecutive saves. The save DC is Constitution-based.

Relentless (Su) A dark naga golem can continuously use *detect thoughts* as per the spell (caster level 12th; Will DC 18 negates). This ability cannot be dispelled. The save DC is Charisma-based.

Industrious experimental golem-crafters sometimes go too far. The maker forms a dark naga flesh golem from dozens of undead and aberration bodies sewn together into a serpentine body. The head of a fresh-killed dark naga crowns the gross amalgamation, and the naga's spirit animates it. The resulting abomination gains the intelligence of the naga, but immediately begins to rot the world around it. Dark naga golems are vile tortured creatures, consumed with a desire to destroy. The nagas often enslave their mad creator, forcing the hapless genius to create armies in pursuit of destructive goals.

Construction

The pieces of a golem must come from aberration and undead corpses. Assembly requires a minimum of six different bodies, and the head must come from a single dark naga. In some cases, more bodies may be necessary. Special unguents and bindings worth 4,000 gp are also required. Note that creating a dark naga golem requires casting a spell with the evil descriptor.

DARK NAGA GOLEM

CL 8th; **Price** 76,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bull's strength*, *detect thoughts*, *geas/quest*, *limited wish*, *rusting grasp*, creator must be caster level 8th; **Skill** Craft (leather) or Heal DC 13; **Cost** 40,000 gp



Golem, Fleshreaver

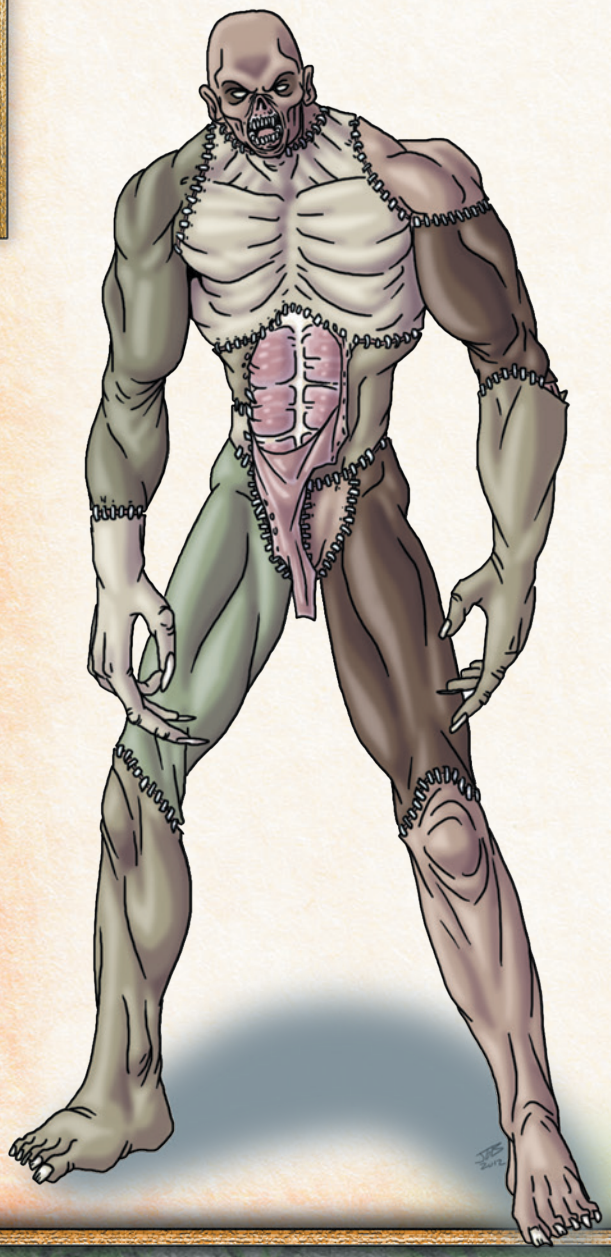
A hideous creature composed of body parts stitched and riveted together lurches to life. Its arms are crusted to the elbows in dried blood and strips of old flesh.

Fleshreaver Golem **CR 9**

XP 6,400
Combat (barbaric)
N Large construct
Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, –1 size)



hp 128 (9d12+70)
Fort +6, **Ref** +7, **Will** +4
DR 5/adamantine; **Immunities** construct traits, magic

OFFENSE

Speed 30 ft.
Melee 2 slams +16 (2d6+8 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks berserk, blood drain, rend (2 slams, 2d6+12)

STATISTICS

Str 26, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 29
Languages none

ECOLOGY

Environment any
Organization solitary or gang (2–4)
Treasure none

SPECIAL ABILITIES

Blood Drain (Ex) The fleshreaver golem absorbs flesh and blood at the end of its turn if it grapples a foe, inflicting 1d4 Constitution damage. The fleshreaver golem heals 5 hit points for every point of Constitution damage it deals. Hit points gained in excess of the golem's maximum become temporary hit points that last for 1 hour.

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

- A magical attack that deals cold or fire damage slows the fleshreaver golem (as the slow spell) for 1d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A fleshreaver golem gets no saving throw against attacks that deal electricity damage.

Fleshreaver golems are a sadistic twist on a standard flesh golem. The fleshreaver is able to self-repair in a horrifically gory fashion by ripping fist-sized chunks of flesh from its victims and using that fresh material to heal any damage it sustains.

Construction

The pieces of a fleshreaver golem must come from normal humanoid corpses that have not decayed significantly. Assembly requires a minimum of six different bodies— one for each limb, the torso (including head), and the brain. In some cases, more bodies may be necessary. Special unguents and bindings worth 2,000 gp are also required. Note that creating a fleshreaver golem requires casting a spell with the evil descriptor.

FLESHREAVER GOLEM

CL 8th; **Price** 42,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, *vampiric touch*, creator must be caster level 8th; **Skill** Craft (leather) or Heal DC 13; **Cost** 22,250 gp

Golem, Gatecrasher Wood

A large crate gives a sudden shudder before arms and legs unfold from the object.

Gatecrasher Wood Golem **CR 6**

XP 2,400
Skilled
N Medium construct
Init +8; **Senses** darkvision 60 ft., low light vision; Perception +13

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 Dex, +1 dodge, +5 natural)
hp 66 (7d8+35)
Fort +2, **Ref** +9, **Will** +5
DR 5/adamantine; **Immunities** construct traits, magic
Weakness vulnerable to fire

OFFENSE

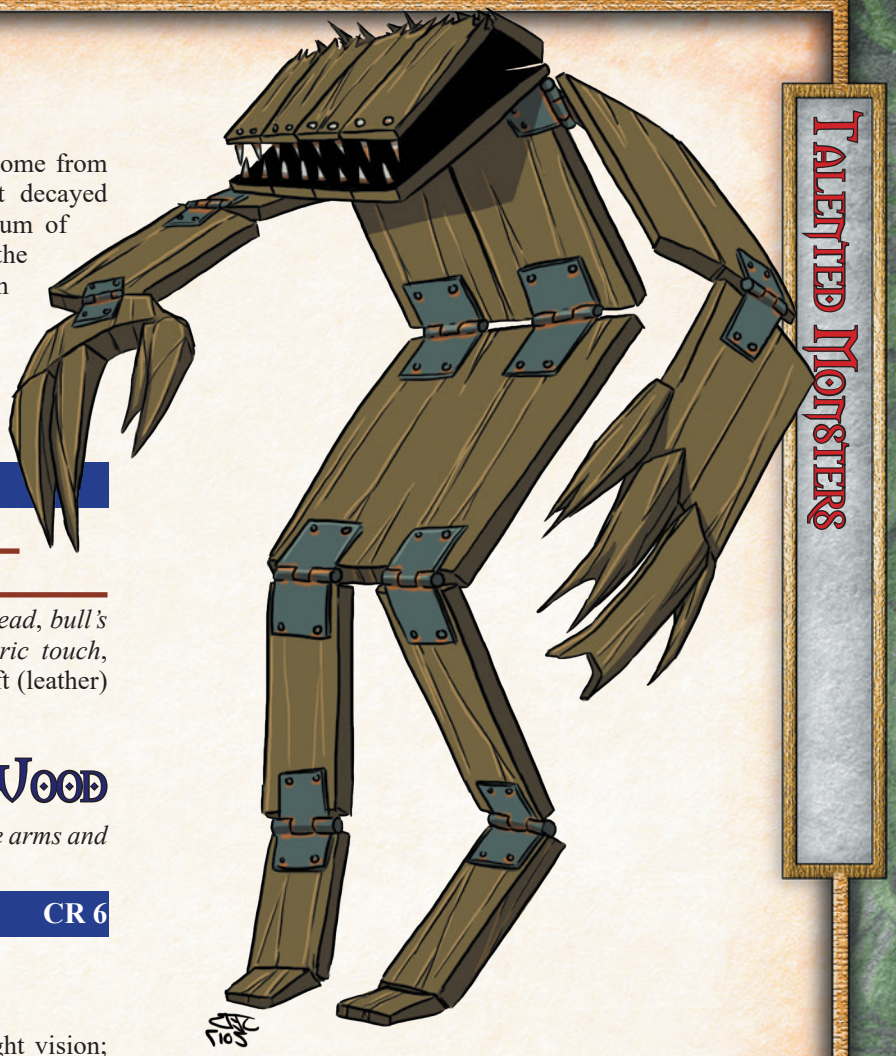
Speed 30 ft.
Melee 2 slams +10 (1d8+5)

Special Attacks burst (DC 13, 6d6 slashing), sneak attack +3d6

Spell-Like Abilities (CL 7th, concentration +10)
At will—*knock, stone shape*, *warp wood* (DC 15)
1/day—*disintegrate* (objects only, DC 19)

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 16, **Wis** 16, **Cha** 16
Base Atk +5; **CMB** +10 (+12 sunder); **CMD** 24 (26 vs sunder)



Feats Dodge, Improved Initiative, Improved Sunder, Mobility
Skills Acrobatics +14, Climb +15, Disable Device +14, Disguise +13, Escape Artist +14, Knowledge (engineering) +13, Perception +13, Sleight of Hand +14, Stealth +14
Languages Common plus any one language chosen by its creator. The golem does not speak.
SQ mimic objects

ECOLOGY

Environment any
Organization solitary, team (2–6)
Treasure none

SPECIAL ABILITIES

Burst (Su) As a free action once every 1d4 +1 rounds, the gatecrasher wood golem can launch a barrage of wooden splinters from its body in a 20-foot radius burst. All creatures caught in this area take 6d6 slashing damage. A successful DC 13 Reflex save halves the damage. The save DC is Constitution based.

Immunity to Magic (Ex) A gatecrasher wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor, which affect it normally.

In addition, certain spells and effects function differently against the creature, as noted below.

- *Warp wood* or *wood shape* slows a gatecrasher golem (as the slow spell) for 2d6 rounds (no save).
- *Repel wood* drives the golem back 60 feet and deals 2d12 points of damage to it (no save).
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A gatecrasher golem gets no saving throw against attacks that deal cold damage.

Mimic Object (Ex) The gatecrasher golem can assume the general shape of any object that is roughly the same equivalent size. Its body presents the appearance of wood, no matter what form it takes. The golem gains a +20 racial bonus on Disguise checks when imitating an object in this manner.

In its normal form a gatecrasher wood golem resembles its more common counterpart, but the constructs have enough intelligence to make independent decisions behind enemy lines. Invaders can smuggle the constructs through otherwise fortified entrances, with the golems taking the form of wooden crates, barrels, piles of raw lumber, or other mundane objects. Teams of gatecrasher golems can then work together to decimate a defense force, by sabotaging siege equipment or weapons, and opening otherwise impregnable gates for allies.

Construction

The pieces of a gatecrasher wood golem are assembled from blocks of fine wood and sprinkled with rare powders and crushed herbs worth at least 1,000 gp.

GATECRASHER WOOD GOLEM

CL 12th; **Price** 19,000 gp

CONSTRUCTION

Requirements Craft Construct, *alarm*, *animate objects*, *cat's grace*, *geas/quest*, *limited wish*, creator must be caster level 12th; **Skill** Craft (carpentry) or Heal DC 17; **Cost** 10,000 gp

Golem, Guardian Naga

The carved image of a woman's face framed by a cobra-like hood adorns large blocks of animated stone held together by flexible clay.

Guardian Naga Golem CR 14

XP 38,400
Skilled
LG Huge aberration
Init +8; **Senses** darkvision 60 ft. detect thoughts, low-light vision, see in darkness; Perception +24

DEFENSE

AC 29, touch 13, flat-footed 24 (+4 Dex, +1 dodge, +16 natural, –2 size)
hp 193 (14d8+130)
Fort +4, **Ref** +13, **Will** +11
DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 40 ft.
Melee bite +20 (2d6+18 plus cursed wound, grab, and poison)
Ranged spit +15 ranged touch (poison)
Space 15 ft., **Reach** 10 ft.

Special Attacks constrict (bite, 3d6+24 plus unconsciousness), crush (Large-size), haste, slow

STATISTICS

Str 34, **Dex** 19, **Con** —, **Int** 18, **Wis** 25, **Cha** 18
Base Atk +10; **CMB** +24 (+28 grapple); **CMD** 39 (can't be tripped)
Feats Combat Reflexes, Dodge, Improved Initiative, Mobility, Nimble Moves, Spring Attack, Stand Still
Skills Acrobatics +21, Heal +24, Knowledge (dungeoneering, history, religion) +21, Perception +24, Sense Motive +24, Spellcraft +21, Stealth +13, Use Magic Device +21
Languages Celestial, Common, Elven, Giant
SQ relentless

ECOLOGY

Environment temperate plains
Organization solitary or pair
Treasure standard

SPECIAL ABILITIES

Constrict (Ex) A creature that takes damage from the guardian naga golem's constrict must succeed at on a DC 29 Fortitude save or lose consciousness for 1 round. The save DC is Strength-based.

Cursed Wound (Ex) The damage the guardian naga golem deals with its bite attack doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by the naga must succeed on a DC 24 caster level check, or the healing has no effect on the injured creature.

Grab (Ex) A guardian naga golem does not gain the grappled condition when grappling, and may grapple Huge-sized or smaller creatures.

Haste (Su) After it has engaged in at least 1 round of combat, the guardian naga golem can *haste* itself (as the spell) at will as a free action. The effect lasts 1 round.

Immunity to Magic (Ex) The guardian naga golem is immune to any spell that offers spell resistance, except any spell with the acid descriptor affects the golem guardian naga normally.

Poison; Bite—injury or spit—contact; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d6 Con and Str drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

Relentless (Su) The guardian naga golem is constantly under the effects of the *spell turning* spell, which affects any spell that fails to penetrate the naga's immunity to magic. The ability cannot be dispelled.

Slow (Su) The guardian can use a slow effect, as the spell, as a free action once every round. The effect has a range of 50 feet in a burst centered on the construct and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Spit (Su) A guardian naga golem can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

Some guardian naga are unwilling to allow themselves to die, and leave important areas unprotected. They volunteer to have their spirit bound into a body built from stone and clay, so that their stewardship may be eternal. Unfortunately, some guardian naga golems go insane with paranoia if their faith dies out completely or their family perishes. They prowl crumbling ruins long after forgetting any reason or purpose.

Construction

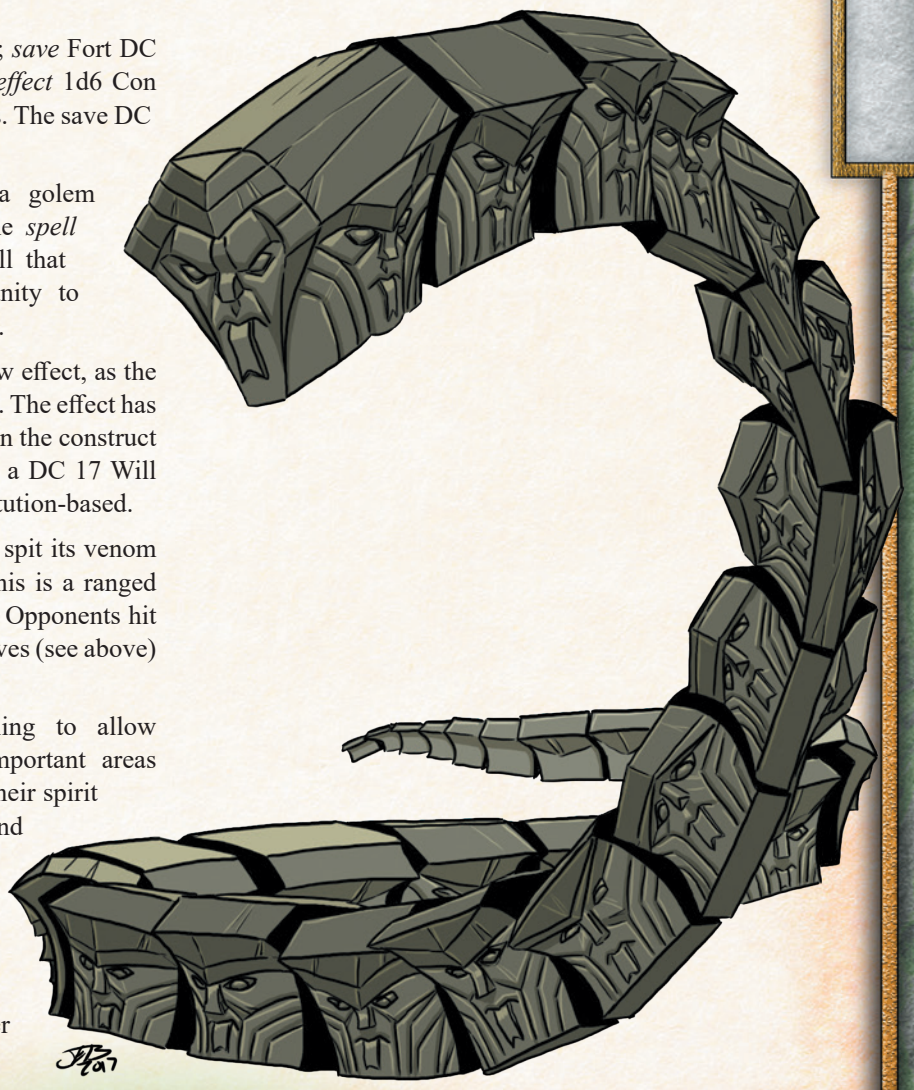
The golem guardian naga's body is chiseled from sections of hard stone, such as granite, held together with treated clay worth 10,000 gp.

GUARDIAN NAGA GOLEM

CL 14th; **Price** 108,000 gp

CONSTRUCTION

Requirements Craft Construct, *antimagic field*, *bless*, *commune*, *geas/quest*, *limited wish*, *prayer*, *resurrection*, *symbol of stunning*, creator must be caster level 14th; **Skill** Craft (sculpture) or Craft (stonemasonry); **Cost** 59,000 gp





Golem, Iron Maiden

An acid-pitted iron maiden walks on articulated legs, while the hinged doors in the torso opens wide. The cramped chamber within is full of bloody spikes.

Iron Maiden Golem **CR 10**

XP 9,600
Combat (barbaric)
N Medium construct
Init +0; **Senses** darkvision 60 ft., low light vision; Perception +0

DEFENSE

AC 24, touch 10, flat-footed 22 (+2 Dex, +12 natural)
hp 136 (11d12+65)
Fort +7, **Ref** +9, **Will** +4
DR 10/adamantine; **Immunities** construct traits, magic

OFFENSE

Speed 30 ft.
Melee 2 slams +18 (1d4+7 plus grab), 4 spikes +13 (1d4+3)

Special Attacks swallow whole (3d6 piercing damage plus poison gas, AC 16, 15 hp)

STATISTICS

Str 24, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +11; **CMB** +18 (+22 grapple); **CMD** 30

ECOLOGY

Environment any
Organization solitary
Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.

Poison Gas (Su) When it swallows a creature the iron maiden golem fills its interior cavity with poison gas. So long as it holds a creature, the golem releases more gas into the cavity every 2 rounds. The gas is magically created every time the golem uses this ability.

Poison Gas—inhaled; *save* Fort DC 15, *frequency* 1/round for 2 rounds, *effect* 1d4 Con, *cure* 2 consecutive saves. The save DC is Constitution-based.

Swallow Whole (Ex) Iron maiden golems may swallow whole creatures grabbed by its slam attacks of up to Medium size. While the golem has swallowed a creature whole, it loses its spike attacks.

The iron maiden golem is a smaller, less directly dangerous version of the standard iron golem. It is tall, with an elongated, hollow torso set with a pair of double doors. It strikes with powerful blows from its iron fists and attempts to stuff its victims into the spiked cavity within its own torso. Once inside, spikes impale the victim as the doors slam shut before the chamber fills with poison gas.
An iron maiden golem stands 7 feet tall, and weighs over 800 pounds.

Construction

An iron maiden golem's body is sculpted from 500 pounds of iron, smelted with rare tinctures costing at least 3,000 gp.

IRON MAIDEN GOLEM

CL 16th; **Price** 53,000 gp

CONSTRUCTION

Requirements Craft Construct, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*, creator must be caster level 16th; **Skill** Craft (armor) or Craft (weapons) DC 21; **Cost** 28,000 gp

Golem, Living Stone

This towering humanoid resembles an ancient politician. Stonework nearby trembles as the creature draws near.

Living Stone Golem **CR 12**

XP 19,200
Combat (barbaric)
N Large construct
Init +1; **Senses** darkvision 60 ft., low light vision; Perception +4

DEFENSE

AC 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, –1 size)
hp 168 (12d12+90); fast healing 3
Fort +8, **Ref** +9, **Will** +5
DR 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.
Melee 2 slams +20 (2d6+18)
Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 12th, concentration +7)
3/day—*animate objects* (stone objects only)

STATISTICS

Str 29, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +12; **CMB** +22; **CMD** 33

ECOLOGY

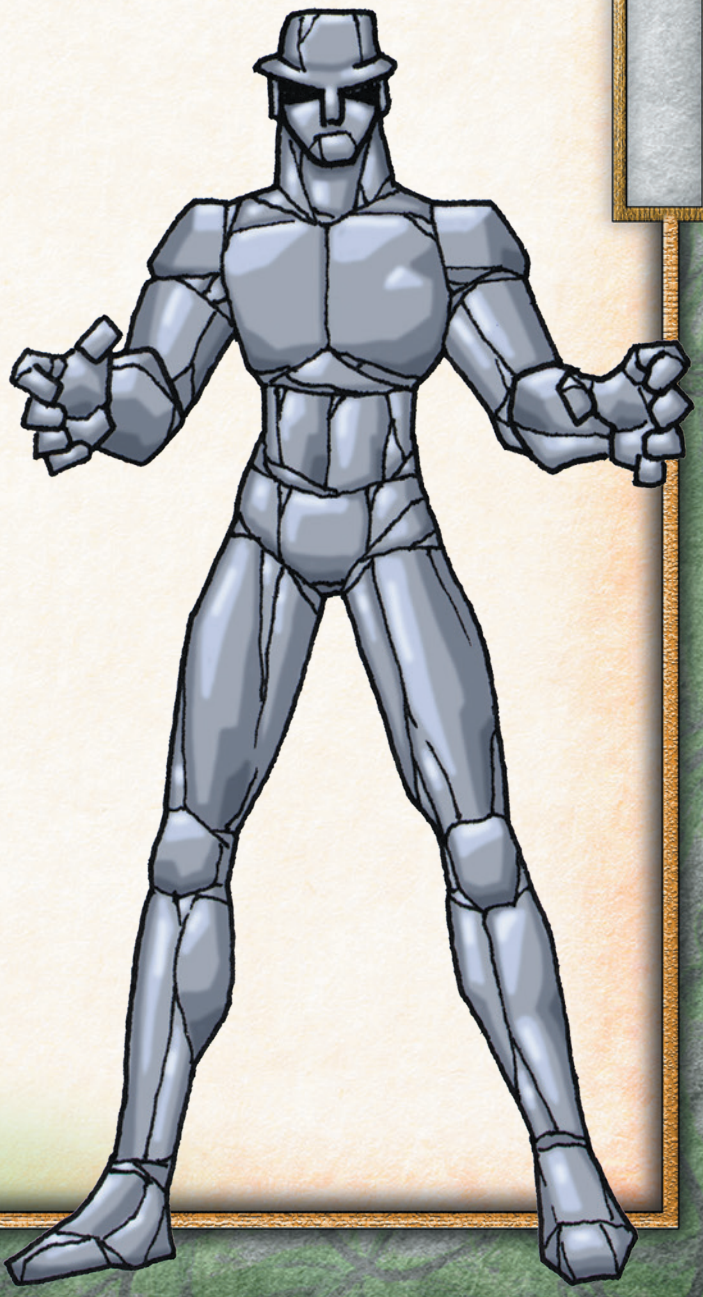
Environment any
Organization solitary, pair, gang (3–5)
Treasure none

SPECIAL ABILITIES

Immunity to Magic (Ex) A living stone 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 *transmute rock to mud* spell slows a living stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all 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 1 full round.

The elemental spirit that animates a living stone golem overflows with the magic of its own existence. This energy repairs harm it suffers at a fantastic rate and the golem can release some of this built-up energy to infuse nearby stone objects with animation for a short time. These animated objects operate as an extension of the golem itself, directed by the same elemental spirit that drives the construct.



Construction

A living stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp.

LIVING STONE GOLEM

CL 14th; **Price** 77,000 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *antimagic field*, *geas/quest*, *limited wish*, creator must be caster level 14th; **Skill** Craft (sculpture) or Craft (stonemasonry) DC 19; **Cost** 41,000 gp

Golem, Smothering Clay

This lumbering figure is sculpted from soft clay. The substance of its body melts and runs, leaving ugly flaps and rivulets of the stuff folding and distorting its features.



Smothering Clay Golem CR 11

XP 12,800
Combat (barbaric)
N Large construct
Init +0; **Senses** darkvision 60 ft., low light vision; Perception +4

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, –1 size)
hp 151 (11d12+80)
Fort +7, **Ref** +8, **Will** +4
DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.
Melee 2 slams +19 (1d6+9 plus crushing hand)
Space 10 ft.; **Reach** 10 ft.

Special Attacks berserk, engulf (DC 24, crushing hand)

STATISTICS

Str 28, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +11; **CMB** +21; **CMD** 32

ECOLOGY

Environment any
Organization solitary
Treasure none

SPECIAL ABILITIES

Berserk (Ex) When a smothering clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Crushing Hand (Su) A smothering clay golem who hits with a slam attack or engulfs a creature may use its crushing hand ability as a free action. When the golem hits with a slam attack, it leaves animated gobs of clay stuck to the target's body, and an engulfed creature is crushed by the golem itself. The living clay crushes and smothers, affecting the target as a *crushing hand* spell with the following exceptions: the hand can only grapple. It uses the golem's CMB and CMD, and deals 2d6+9 points of damage. The crushing hand lasts until the victim escapes the grapple, or for 10 rounds. In either case the clay dries and flakes away to dust in seconds. A victim

can only be affected by one crushing hand at a time, any new instances of the effect merely refresh the duration.

Immunity to Magic (Ex) A smothering clay 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 *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
- A *disintegrate* spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage (no save).
- An *earthquake* spell cast directly at a smothering clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against the golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A smothering clay golem gets no saving throw against magical attacks that deal acid damage.

A smothering clay golem is the monstrous product of spellcasters that need the suffering and terror of victims for some fell purpose. The smothering clay golem serves both as a potent protector, and a renewable means of generating the required anguish.

Construction

A smothering clay golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds, treated with rare oils and powders worth 3,000 gp.

SMOTHERING CLAY GOLEM

CL 11th; **Price** 63,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *commune*, *crushing hand*, *resurrection*, creator must be caster level 11th; **Skill** Craft (sculptures) or Craft (pottery) DC 16; **Cost** 33,250 gp

Golem, Spirit Naga

This mass of mud, roots, and stone forms an immense serpentine body with a woman's face dripping yellow poison from her mouth.

Spirit Naga Golem CR 10

XP 9,600
Skilled
N Huge construct
Init +3; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +0

DEFENSE

AC 22, touch 11, flat-footed 19 (+3 Dex, +11 natural, –2 size)
hp 125 (9d8+85)
Fort +3, **Ref** +9, **Will** +4
DR 10/adamantine; **Immune** construct traits, magic



OFFENSE

Speed 40 ft.
Melee bite +14 (2d6+15 plus grab and poison)
Space 15 ft.; **Reach** 10 ft.

Special Attacks berserk, constrict (3d6+20 plus strangle)

STATISTICS

Str 30, **Dex** 16, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +6; **CMB** +18 (+22 grapple); **CMD** 31 (can't be tripped)
Skills Survival +4 (+20 tracking); **Racial Modifiers** +4 Survival, +16 Survival when tracking
SQ find master, find target, relentless, telepathic link

ECOLOGY

Environment any underground
Organization solitary
Treasure none

SPECIAL ABILITIES

Berserk (Ex) When the spirit naga golem enters combat, there is a cumulative 1% chance each round that its spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. The golem's creators (typically a hag or spirit naga coven), if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Find Master (Su) So long as the spirit naga golem and its creators are on the same plane, the construct can locate its creators.

Find Target (Su) Once per day the spirit naga golem's creators can order it to find and kill a specific creature within 1 mile, which it does as if guided by *discern location*. The creators must have seen or be holding an item from the specific creature for this order to function.

Grab (Ex) A spirit naga golem does not gain the grappled condition when grappling, and may grapple Huge-sized or smaller creatures.

Immunity to Magic (Ex) The spirit naga golem is immune to any spell that offers spell resistance, except any spell with the electricity descriptor affects the golem spirit naga normally.

Poison (Su) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d8 Con damage; *cure* 1 save. The save DC is Constitution-based.

Relentless (Su) The spirit naga golem is constantly under the effects of the *true seeing* spell. The ability cannot be dispelled.

Telepathic Link (Su) The spirit naga golem is linked telepathically with its creators. The golem knows what its master knows and can convey everything it sees and hears, so long as they are on the same plane.

Hag and spirit naga covens do not suffer betrayal, and know how to best curse a traitor. Spirit nagas that turn against their coven might find themselves eternally bound to a golem body. Built from wood, dirt, and rock, the captive naga spirit must obey the coven's whims, and former sisters take great pleasure in forcing the enslaved to perform base or humiliating services. The spirit of the naga sometimes breaks free long enough to slaughter its creators before they can regain control, but even revenge cannot free their spirit from its prison of root and stone.

Construction

The pieces of a golem spirit naga are assembled from wood, dirt, and rock sprinkled with rare powders and crushed herbs worth at least 3,000 gp.

SPIRIT NAGA GOLEM

CL 9th; **Price** 53,000 gp

CONSTRUCTION

Requirements Craft Construct, *alarm*, *animate objects*, *cat's grace*, *geas/quest*, *limited wish*, *poison*, *telepathic bond*, creator must be caster level 9th; **Skill** Craft (leather) or Heal DC 19; **Cost** 28,000 gp

Golem, Vortex Ice

This icy statue stands a head taller than a human. A rime of frost coats it, and a constant icy wind blows out in all directions.

Vortex Ice Golem **CR 5**

XP 1,600
Skilled
N Medium construct (cold)
Init +3; **Senses** darkvision 60 ft., low light vision; Perception +11
Aura cold (10 ft., 1d6 cold, Reflex DC 15 halves)

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)
hp 52 (6d8+25)
Fort +2, **Ref** +8, **Will** +4
DR 5/adamantine; **Immune** cold, construct traits, magic
Weakness vulnerable to fire

OFFENSE

Speed 30 ft.
Melee 2 slams +9 (1d6+4 plus 1d6 cold)
Special Attacks death throes
Spell-Like Abilities (CL 6th, concentration +8)
3/day—*waves of fatigue* (30-ft. burst centered on the golem)

STATISTICS

Str 18, **Dex** 16, **Con** —, **Int** 6, **Wis** 14, **Cha** 14
Base Atk +4; **CMB** +8; **CMD** 21
Feats Ability Focus (cold aura), Ability Focus (death throes), Weapon Focus (slam)
Skills Acrobatics +12, Climb +13, Knowledge (geography) +7, Perception +11
Languages any one, chosen by the golem's creator

ECOLOGY

Environment any
Organization solitary, circle (3–6)
Treasure none

SPECIAL ABILITIES

Death Throes (Su) When the vortex ice golem is slain, its body disintegrates and explodes in a wave of arctic cold. All creatures within a 10-foot radius burst of the creature take 5d6 points of cold damage. A DC 15 Reflex save halves the damage. The save DC is Constitution-based.

Immunity to Magic (Ex) A vortex ice golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows a vortex ice golem (as the slow spell) for 2d6 rounds, with no saving throw.
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A vortex ice golem gets no saving throw against cold effects.

Cold-dwelling creatures create vortex ice golems to extend the grip of frigid homelands into warmer territories. A vortex ice golem is intelligent enough to carry out more complex instructions than creatures of its kind normally manage.

Three or more vortex ice golems can form a circle. The magical powers of a circle intensify when the individual golems are within 10 feet of one another. A vortex ice golem circle can enact the following spell-like abilities once per day: *control weather* (winter weather only, regardless of local climate or season) and *cone of cold* (DC 17).

Each golem in the circle must take a full-round action to enact this cooperative magic. All circle spell-like abilities function at CL 6th (or the highest CL available to a golem in the circle). The save DCs are Charisma-based, and function as if with a Charisma score of 14 unless one of the golems possesses a higher Charisma score, in which case the spell-like ability DCs are adjusted by that golem's Charisma modifier.



Construction

An ice golem's body must be constructed from a single block of ice weighing at least 1,000 pounds. The ice is treated with magical powders and unguents worth at least 1,250 gp.

VORTEX ICE GOLEM

CL 12th; **Price** 13,750 gp

CONSTRUCTION

Requirements Craft Construct, *chill touch*, *cone of cold*, *control weather*, *geas/quest*, *ice storm*, *resist energy (cold)*, creator must be caster level 12th; **Skill** Craft (sculptures) DC 17; **Cost** 7,500 gp

Gray Ooze Swarm, Virulent

A seething mass of gray protoplasm breaks into thousands of tiny globules, all scuttling forward with reaching pseudopods.

Virulent Gray Ooze Swarm **CR 4**

XP 1,200
Skilled
N Diminutive ooze (swarm)
Init –5; **Senses** blindsight 30 ft.; Perception –5



DEFENSE

AC 7, touch 7, flat-footed 7 (–5 Dex, +2 size)
hp 42 (5d8+20)
Fort +5, **Ref** –1, **Will** –4
Defensive Abilities ooze traits, swarm traits; **Immune** cold, fire, weapon damage
Weakness swarm traits

OFFENSE

Speed 10 ft.
Melee swarm (2d6 plus 1d6 acid plus disease)
Space 10 ft.; **Reach** 0 ft.

Special Attacks acid, distraction (DC 14)

STATISTICS

Str 1, **Dex** 1, **Con** 18, **Int** —, **Wis** 1, **Cha** 1
Base Atk +3; **CMB** —; **CMD** —
SQ swarm traits, transparent

ECOLOGY

Environment cold marshes and underground
Organization solitary
Treasure none

SPECIAL ABILITIES

Disease (Ex) *Brain Ooze*: Swarm—contact and injury; *save* Fortitude DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Wis drain (a creature reduced to zero Wisdom dies); *cure* 2 saves. The save DC is Constitution-based. A creature infected by brain ooze becomes a carrier, and can infect other creatures. A creature who dies of brain ooze becomes an incubator for the fast-growing ooze colony and 8 hours after death, a new virulent gray ooze erupts from the victim's body.

Transparent (Ex) The virulent gray ooze lacks coloration and is difficult to discern. A DC 15 Perception check is required to notice it when motionless. Any creature that fails to notice the ooze and walks into it is automatically subjected to its swarm damage.

Despite the implications of its name, the virulent gray ooze is a swarm of smaller oozes, not one single creature. These colonies multiply fast, and any contact with the swarm is likely to leave a smear of oozes behind. Many unwary travelers survived an encounter with a virulent gray ooze only to carry death back to their homes after mistaking the creature for its more common cousin.

Green Hag Innkeeper

Knots of dark, moldering hair, spill over the features of this green-skinned crone wearing a blood-splattered apron.

Green Hag Innkeeper **CR 5**

XP 1,600
Spellcaster (arcane)
NE Medium monstrous humanoid
Init +2; **Senses** darkvision 90 ft.; Perception +3

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 52 (7d6+28)
Fort +6, **Ref** +4, **Will** +8
SR 16
Weakness vulnerable to fire

OFFENSE

Speed 30 ft.
Melee 2 claws +7 (1d4+4 plus 1d4 Strength)

Spell-Like Abilities (CL 7, concentration +8)
At will—*alter self*

Witch Spells Prepared (CL 5, concentration +9)
3rd—*cup of dust*[APG] (DC 17), *glyph of warding* (DC 17)
2nd—*detect thoughts* (DC 16), *hidden speech*[APG], *hold person* (DC 16)
1st—*charm person* (DC 15), *ill omen*, *ray of enfeeblement* (DC 15), *unseen servant*
0 (at will)—*dancing lights*, *detect magic*, *putrefy food and drink*, *touch of fatigue* (DC 14)

Special Attacks slumber (DC 17)

STATISTICS

Str 18, **Dex** 15, **Con** 18, **Int** 19, **Wis** 16, **Cha** 13
Base Atk +3; **CMB** +7; **CMD** 19
Feats Brew Potion, Catch Off-Guard, Craft Wondrous Items, Cooperative Crafting[APG]
Skills Bluff +8, Craft (trapmaking) +14, Sense Motive +10, Sleight of Hand +9, Stealth +9
Languages Aklo, Common, Giant, Infernal
SQ coven, familiar (rat), sound mimicry

ECOLOGY

Environment temperate marshes or urban
Organization solitary or coven (3 innkeeper hags)
Treasure double standard

SPECIAL ABILITIES

Coven (Sp) The innkeeper green hag counts as a hag for the purposes of coven spell-like abilities.

Slumber (Su) The innkeeper green hag can use the slumber witch hex as a 7th-level witch.

Some green hag covens learn that the best way to find victims is to set a well-baited trap. They identify an inn, just off the beaten path, and kill the owners. The hags masquerade as their victims, playacting the part of helpful innkeepers to weary travelers. Most visitors experience little more than bad dreams, fatigue, and food poisoning from a night's stay. However, when guests are few or the hags grow hungry, sleepy victims awaken to find themselves locked within a house of horrors. The hags delight in playing with their food, and fill their inns with tricks and traps aplenty. They always feast before dawn, with leftovers finding their way into a gruesome stew served to the next guests.



Harpy, Hag

Save for the tattered wings, sharp claws, and taloned feet, this creature resembles a feral woman draped in strange fetishes and talismans.

Hag Harpy **CR 8**

XP 4,800
Spellcaster (arcane)
CE Medium monstrous humanoid
Init +4; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural)
hp 90 (12d6+48)
Fort +8, **Ref** +8, **Will** +11



OFFENSE

Speed 20 ft., fly 80 ft. (average)
Melee 2 claws +11 (1d4+5), 2 talons +6 (1d4+2)

Special Attacks captivating song, waxen image (DC 20)

Witch Spells Prepared (CL 8, concentration +12)
4th—*charm monster* (DC 18) (2), *curse serious wounds*
3rd—*bestow curse* (DC 17), *remove curse*, *seek thoughts* (DC 17), *suggestion* (DC 17)
2nd—*alter self*, *augury*, *enthrall* (DC 16), *cure moderate wounds*
1st—*charm person* (DC 15), *command* (DC 15), *hypnotism* (DC 15), *ray of enfeeblement* (DC 15), *sleep* (DC 15)
0 (at will)—*bleed* (DC 14), *detect magic*, *detect poison*, *message*

STATISTICS

Str 20, **Dex** 18, **Con** 18, **Int** 19, **Wis** 17, **Cha** 13
Base Atk +6; **CMB** +11; **CMD** 25
Feats Allied Spellcaster[APG], Brew Potion, Eldritch Claws[APG], Eschew Materials, Hover, Improved Familiar (quasit)
Skills Appraise +19, Craft (sculptures) +19, Fly +19, Knowledge (local) +19, Perform (dance, song) +13, Spellcraft +19, Use Magic Device +16
Languages Abyssal, Common, Goblin, Gnoll
SQ coven

ECOLOGY

Environment temperate marshes
Organization solitary, pair, or coven (3 hags of any kind)
Treasure standard

SPECIAL ABILITIES

Captivating Song (Su) The hag harpy can draw creatures to its side through song as a standard action. All creatures within a 400-foot spread that do not possess this ability must succeed on a DC 17 Will save or become captivated. A creature that successfully saves is not subject to the same hag harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves.

A victim within 5 feet of the hag harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the hag harpy sings and for 2 rounds thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Coven (Sp) A hag harpy counts as a hag for the purposes of coven spell-like abilities.

Waxen Image[APG] **(Su)** This ability functions as the witch hex of the same name.

Sea hags and harpies fill a similar niche where the marshlands meet the seas. Given their common predilections, they often either wipe each other out, or come to a mutually beneficial understanding. In the situations where peace forms, they find that their abilities complement one another well. This sometimes leads to especially promising young harpies being tutored in the darkest arts. As a united coven, these monsters pose an extreme threat to any sailors that draw too close to the swampy shores.

Herd Animal, Changemare Horse

The dappled coat of this lean riding horse shifts through a slow procession of colors and spot patterns.

Changemare Horse **CR 3**

Skilled
XP 800
N Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, –1 size)
hp 25 (3d8+12)
Fort +5, **Ref** +5, **Will** +3
Defensive Abilities elusive

OFFENSE

Speed 40 ft.
Melee 2 hooves +4 (1d6+4)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 16, **Dex** 15, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10
Base Atk +2; **CMB** +6; **CMD** 18
Feats Endurance, Run
Skills Perception +5, Stealth +13; **Racial Modifier** +8 Stealth
SQ camouflage

ECOLOGY

Environment temperate plains
Organization solitary
Treasure none

SPECIAL ABILITIES

Camouflage (Ex) A changemare can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Elusive (Su) As a full-round action a changemare can move up to its run speed without leaving any trace of its passing (identical in effect to a *pass without trace* spell). This spell effect has a caster level of 20 and cannot be dispelled. A changemare gains a +10 circumstance bonus to its Stealth checks while moving.

Changemares are the result of magical modification to create a superior steed for scouting and stealth. Changemares have the varied appearance and build of any breed of trail horse, but their coloring shifts with their surroundings and light. They difficult to spot even when moving, and can cover short distances without leaving any kind of trail to follow.



So far, changemares have proven to breed true only with other changemares. They can interbreed with normal horses, but offspring from this union lack any exceptional abilities. As such, these steeds are rare and tough to retrieve should one escape. Those utilizing changemares often pay hefty rewards for their return.

Herd Animal, Emperor Aurochs

A triple set of wide, spear-point horns extend from the side of the hulking aurochs. The neck of this powerful creature bulges as it swings its head from side to side.

Emperor Aurochs **CR 7**

XP 3,200
Combat (barbaric)
N Large animal
Init +0; **Senses** low-light vision, scent; Perception +16

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, –1 size)
hp 87 (7d12+42)
Fort +11, **Ref** +5, **Will** +5
Defensive Abilities ferocity



OFFENSE

Speed 40 ft.
Melee gore +13 (1d8+10/x3), 2 hooves +8 (1d6+5/19-20)
Space 10 ft.; **Reach** 5 ft.

Special Attacks blood rage (+4 Strength and +4 Constitution, free action), intimidating charge (DC 14), stampede, trample (1d8+12, DC 20)

STATISTICS

Str 25, **Dex** 11, **Con** 23, **Int** 2, **Wis** 16, **Cha** 12
Base Atk +7; **CMB** +15; **CMD** 25 (29 vs. trip)
Feats Cleave, Endurance, Power Attack, Skill Focus (Perception)
Skills Perception +16

ECOLOGY

Environment temperate plains
Organization solitary, pair, or herd (1–2 emperor aurochs, 3–30 herd animal aurochs)
Treasure none

SPECIAL ABILITIES

Blood Rage (Ex) An emperor aurochs can fly into a rage as a free action. It gains +4 Constitution and Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily. While in blood rage, an emperor aurochs cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

Ferocity (Ex) An emperor aurochs remains conscious and can continue fighting even if its hit point total is below 0. It is still staggered and loses 1 hit point each round. It still dies when its hit point total reaches a negative amount equal to its Constitution score. An emperor aurochs remains alive and can continue to act for 1 round after any effect or damage results in its death. It is not staggered for this final round of action.

Intimidating Charge (Ex) When an emperor aurochs charges, its base speed increases by 20 feet. In addition to the normal effects of a charge, the charged creature must succeed a DC 14 Will save or be shaken for 1 round. This is a fear effect. The save DC is Charisma-based.

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

The emperor aurochs is a pinnacle beast of its species, recognizable by its size, brawn, and deadly triple horns. An extraordinary mutant offshoot of its kind, the emperor aurochs are stronger, brawnier, and deadlier. In a herd, an emperor aurochs rises to dominance and defend its claims from any threat. Short-tempered and dangerous, hunters do well to avoid herds defended by an emperor aurochs. The beasts put themselves into a deadly frenzy in combat, and— no matter how many arrow wounds or spear points they suffer— do not die when they should.

An emperor aurochs is 7 ½ feet tall at the shoulder and weights upward of 2,500 lbs.

Herd Animal, White Bison

The coat of this young bison is an unblemished white from the tips of her horns to the tuft of her tail. Her eyes are dark, but focus with intelligent intensity.

White Bison **CR 5**

XP 1,600
Spellcaster (divine)
NG Medium magical beast
Init +2; **Senses** darkvision 60 ft.; low-light vision, scent; Perception +11
Aura frightful presence (100 ft., DC 16)

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 57 (6d8+30); fast healing 5
Fort +7, **Ref** +4, **Will** +8
DR 10/evil

OFFENSE

Speed 40 ft.
Melee gore +8 (1d6+6), 2 hooves +3 (1d4+2)

Spell-Like Abilities (CL 6th; concentration +9)
Constant—*detect evil*
At will—*bless*, *doom* (DC 14)
3/day—*call lightning* (DC 16), *daylight*, *divination*

Special Attacks stampede, trample (1d6+6, DC 17)

STATISTICS

Str 18, **Dex** 14, **Con** 20, **Int** 13, **Wis** 13, **Cha** 17
Base Atk +4 **CMB** +8; **CMD** 20 (24 vs. trip)
Feats Endurance, Improved Bull Rush, Iron Will
Skills Diplomacy +7, Heal +8, Knowledge (nature, religion) +8, Perception +9
Languages Celestial, Common; telepathy 60 ft.
SQ change shape (human), plains stride, timeless

ECOLOGY

Environment cold or temperate plains
Organization solitary or tribe (1 plus bison herd)
Treasure standard

SPECIAL ABILITIES

Change Shape (Su) A white bison can assume the form of a human woman as the *alter self* spell, but her ability scores do not change. This human form varies in appearance from one white bison to another, but her human forms always have stark white hair.

Frightful Presence (Ex) When a white bison feels she or her tribe is threatened, she activates an aura of terrible sacred awe. As a free action, a white bison may activate this ability as part of an attack. Opponents within 100 feet witnessing a white bison's frightful presence become shaken, or panicked if 4 HD or fewer, for 5d6 rounds unless they succeed at a DC 16 Will save. An opponent who succeeds on the saving throw is immune to the white bison's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect. The save DC is Charisma-based.



Plains Stride (Ex) A white bison can move over difficult plains terrain without movement penalty, does not leave tracks when moving through plains, and cannot be tracked. Magically altered terrain affects a white bison normally. The white bison may leave a trail if desired.

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

Timeless (Ex) A white bison does not age, nor does she need to breathe, eat, or sleep. She may breathe, eat, or sleep if she chooses to do so.

A white bison is a sacred creature blessed by deities of peace, and superstitious folk dwelling near a protected territory might worship them as demigod. A white bison possesses gifts of prophecy and under dire portents, sometimes seek out worthy heroes to prevent disaster. Strongly benevolent, a white bison occupies herself with protecting sacred valleys and taking herds under her care. She defends her territory and tribe with tenacity, but prefers to scare her opponents away with the force of her awesome presence rather than resort to violence. When necessary, she organizes the herd to attack in unison and calls down the heavens themselves on her foes.

A white bison might ask those who seek her out to perform a favor on behalf of her tribe. Those that earn her respect and gratitude can benefit from her foresight and knowledge. She never negotiates with those of evil nature or purpose.



Hog, Swamp

By Chad Middleton and Stephen Rowe

The hairy, mud-caked boar cuts through the swamp like a shark in water. It moves swiftly, while searching with beady black eyes and a sniffing porcine snout.

Swamp Hog **CR 3**

XP 800
Combat (barbaric)
N Large animal
Init –1; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 15, touch 8, flat-footed 15 (–1 Dex, +7 natural, –1 size)
hp 28 (3d12+9)
Fort +6, **Ref** +2, **Will** +2
Defensive Abilities wallow

OFFENSE

Speed 40 ft., swim 20 ft.
Melee bite +5 (2d6+6)
Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful bite

STATISTICS

Str 17, **Dex** 9, **Con** 17, **Int** 2, **Wis** 12, **Cha** 14
Base Atk +3; **CMB** +7; **CMD** 16 (20 vs. trip)
Feats Power Attack, Step Up
Skills Perception +7
Languages none
SQ freeze, terrain stride (swamp)

ECOLOGY

Environment temperate marshes
Organization solitary, pair, or herd (3–8)
Treasure incidental

SPECIAL ABILITIES

Freeze (Ex) A swamp hog with temporary hit points from the wallow ability gains natural camouflage. The animal can take a 20 on its Stealth check to hide in plain site as a pile of mud and dead plants when within a marshy or swamp environment.

Powerful Bite (Ex) A swamp hog inflicts twice its Strength modifier with its bite attack.

Scent (Ex) A swamp hog's scent can only detect blood or bleeding creatures, but can detect blood at ranges out to a mile.

Wallow (Ex) A swamp hog can cover itself in a layer of protective dried mud and dead plants once per day. This process requires 1 hour for the caked mud to dry. The swamp hog gains 1d10+3 temporary hit points for 24 hours.

Swamp hogs are large, omnivorous swine native to mired regions. Covered in thick, wiry ropes of hair matted with mud, sand, and vegetation, they can easily be mistaken as part of the terrain. Unhindered by the muck and standing water found in their native environment, the hogs relentlessly pursue slower-moving prey. The beasts possess a sense of smell that can track fresh blood for miles, and favor attacking injured prey over healthy opponents. Herds of the swine are sometimes attracted to battlefields near swamps or along marshy shores, where they feast on the wounded too weak to escape. Despite their voracious feeding habits, swamp hogs are easily domesticated and make for loyal mounts.

Homonculus, Stygian

This pale and emaciated humanoid creature has bony outgrowths along its spine and a wicked bone barb at the tip of its tail. Its milky white eyes stare, wide and unblinking.

Stygian Homunculus **CR 2**

XP 600
Skilled
Any alignment (as creator) Tiny construct
Init +2; **Senses** darkvision 60 ft.; low-light vision; Perception +8

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)
hp 18 (4d8)
Fort +1, **Ref** +8, **Will** +4
Defensive Abilities construct traits



OFFENSE

Speed 20 ft., fly 50 ft. (good)
Melee bite +3 (1d4–2 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.

Spell-Like Abilities (CL 4th; concentration +4)
3/day—*speak with dead*

STATISTICS

Str 6, **Dex** 15, **Con** —, **Int** 14, **Wis** 12, **Cha** 7
Base Atk +3; **CMB** –1; **CMD** 11
Feats Iron Will, Lightning Reflexes
Skills Fly +17, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (religion) +11, Perception +8, Spellcraft +9, Stealth +17, Use Magic Device +5; **Racial Modifiers** +2 Knowledge (arcana), +2 Knowledge (history), +2 Knowledge (religion)
Languages Common, any two languages spoken by creator

ECOLOGY

Environment any
Organization solitary
Treasure none

SPECIAL ABILITIES

Poison (Ex): Bite—injury; *save* Fort DC 14; *frequency* 1/minute for 10 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

When a homunculus's creator dies the construct often goes insane and reverts to a mindless, aggressive state. In rare circumstances, the link to the creator's soul breaks but is not altogether lost. These homunculi retain their intelligence and are overcome with a powerful urge to bring their creators back to life. The stygian homunculus begins obsessing over its creator's corpse, and develops the ability to communicate with the body.

A stygian homunculus is knowledgeable and willful for its kind, but disinterested in any prospect not involving its creator's revival. Negotiating with a stygian homunculus requires trading it information that might aid in its goal. It isn't aggressive, but is defensive of its creator's body.

Construction

The construction of a stygian homunculus is equivalent to an ordinary homunculus (see *Pathfinder Roleplaying Game: Bestiary* for details).

HOMUNCULUS

CL 7th; **Price** 2,050 gp

CONSTRUCTION

Requirements Craft Construct, *arcane eye*, *mirror image*, *mending*; **Skill** Craft (leather) or Craft (sculptures) DC 12; **Cost** 1,050 gp



Hydra, Desolation

This calamitous creature has the body and tail of a giant lizard, with four heads connected by long necks.

Desolation Hydra **CR 20**

XP 307,200

Spellcaster (divine)

N Colossal magical beast (acid, cold, electricity, fire, hydra)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 35, touch 8, flat-footed 29 (+6 Dex, +27 natural, –8 size)

hp 370 (19d8+285); fast healing 4

Fort +20, **Ref** +12, **Will** +15

DR 20/epic; **Immune** acid, cold, electricity, fire; **Resist** sonic 20

OFFENSE

Speed 50 ft.

Melee 4 bites +25 (2d6+19 plus grab)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks breath weapons (60-ft.-cone, 6d6 damage, DC 33, see below), trample (2d6+28, DC 38)

Spell-Like Abilities (CL 19th, concentration +24)

3/day—*earthquake* (DC 23), *elemental swarm*, *stormbolts*[APG] (DC 23), *tsunami*[APG] (DC 24), *wall of lava*[APG] (DC 23)

1/day—*meteor swarm* (DC 24), *storm of vengeance* (DC 24)

STATISTICS

Str 49, **Dex** 23, **Con** 39, **Int** 4, **Wis** 14, **Cha** 20

Base Atk +14; **CMB** +41 (+45 grapple); **CMD** 62 (can't be tripped)
Feats Charge Through[APG], Combat Reflexes, Defensive Combat Training, Improved Initiative, Improved Overrun, Iron Will, Lunge, Power Attack, Skill Focus (Perception), Toughness
Skills Knowledge (nature) +9, Perception +21
SQ fortitude

ECOLOGY

Environment any
Organization solitary
Treasure standard

SPECIAL ABILITIES

Elemental Breath (Su) Each of the desolation hydra's four heads can unleash a 60-foot-cone of energy once every 1d4 rounds. Creatures caught in the cone take 6d6 points of acid, cold, electricity, or fire damage (each head breathes a specific energy type). A DC 33 Reflex save halves the indicated damage. Creatures grappled by the desolation hydra's mouth receive no saving throw against that head's breath weapon. The save DC is Constitution-based.

Fortitude (Su) The desolation hydra is immune to acid, cold, electricity, and fire. Any acid, cold, electricity, or fire damage against the hydra increases its Constitution by 1d4 points. The hydra loses these temporary points at the rate of 1 per hour. Temporary Constitution gained through fortitude does not stack.

The desolation hydra is an avatar of natural disasters. Whether divine vengeance or a random birthing of destruction, the desolation hydra represents nature at its most malevolent. Such a creature can destroy entire cities in a matter of hours if left unchecked. Thousands could die before a single weapon penetrates its stony hide, and no magic born of the elements can kill the beast. Any attempt to harm it with acid, cold, electricity, or fire heals and strengthens the creature.

The desolation hydra is 60 feet long and weighs 50,000 pounds

Hyena, Charlatan

This man-sized hyena somehow balances comfortably on two-legs. Its mouth is pulled back into a condescending smirk.

Charlatan Hyena **CR 12**

XP 19,200
Spellcaster (arcane)
CN Medium magical beast



Init +10; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 28, touch 18, flat-footed 20 (+7 Dex, +1 dodge, +10 natural)
hp 161 (17d6+102)
Fort +11, **Ref** +12, **Will** +11
Defensive Abilities elusive, ethereal jaunt, evasion, self-resurrection; **SR** 23
Weakness laughter

OFFENSE

Speed 30 ft.
Melee bite +15 (1d6+7), 2 slams +15 (1d4+7), tail slap +15 (1d6+7)

Spell-Like Abilities (CL 17, concentration +21)
Constant—*freedom of movement*, *tongues*
At will—*detect thoughts* (DC 15), *hideous laughter* (DC 15), *major creation*, *whispering wind*
3/day—*irresistible dance* (DC 21), *permanent image* (DC 19), quickened *hideous laughter* (DC 15)

STATISTICS

Str 24, **Dex** 25, **Con** 22, **Int** 19, **Wis** 12, **Cha** 17
Base Atk +8; **CMB** +15; **CMD** 33
Feats Acrobatic Steps, Combat Expertise, Dodge, Improved Initiative, Improved Trip, Mobility, Nimble Moves, Quicken Spell-Like Ability (*hideous laughter*), Run
Skills Bluff +20, Craft (trapmaking) +24, Disguise +20, Perform (comedy) +20, Sense Motive +18, Spellcraft +24, Stealth +24, Use Magic Device +23
Languages Common, Giant, Gnoll, Goblin; *tongues*
SQ camouflage, change shape (any humanoid), timeless, traps

ECOLOGY

Environment any
Organization solitary
Treasure double standard

SPECIAL ABILITIES

Elusive (Su) As a full-round action the charlatan hyena can move up to its run speed without leaving any trace of its passing (identical in effect to a *pass without trace* spell). This spell effect has a caster level of 20 and cannot be dispelled. The magical beast gains a +40 circumstance bonus to its Stealth checks while moving. Except when in combat, it is considered to be under the effects of a *nondetection* spell. This spell effect has a caster level of 20 and cannot be dispelled.

Ethereal Jaunt (Su) The charlatan hyena can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Laughter (Ex) The charlatan hyena is vulnerable to humor. Any spell or effect that causes uncontrollable laughter (such as *hideous laughter* or *symbol of laughter*[ACG]) bypasses the hyena's spell resistance, and the hyena takes a –4 morale penalty to any saves. Using such a spell on the charlatan hyena outside of combat generally improves the hyena's attitude to friendly for the purposes of Diplomacy.

Self-Resurrection (Su) Once per year, the charlatan hyena can bring itself back from the dead unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, it will become fully healed and alive 1d4 days after death, as if brought back to life via *resurrection*. The hyena gains 1 permanent negative level when this occurs. This effect is suppressed within the area of a *consecrate* spell. When the *consecrate* spell ends, the charlatan hyena can *resurrect* as normal. The hyena brought back to life through other means never gains negative levels as a result.

Traps (Ex) The charlatan hyena treats Craft (trapmaking) as a class skill and can use Disable Device to disarm magic traps as if it had the rogue's trapfinding class feature. The charlatan hyena does not require gold to build traps, merely time.

The charlatan hyenas do not take existence seriously. They love to orchestrate insane practical jokes— sometimes working for decades to craft the perfect punchline. The charlatans have supported false prophecies to fool nobodies into thinking they have great destinies. They've brought down grand empires, or raised paupers up as kings. They sometimes pose as clichéd ancient evils or bumbling heroes, just to see how long they can pull it off. Usually these escapades aren't violent or sadistic, but sometimes a trick just gets out of control. The hyenas are not the type to reign a prank in.

Illusion, Liberated

By Cris Folley, Jr. and Stephen Rowe

An idealized glowing androgynous form floats an inch off the ground. It occasionally flickers or fades out of view.

Liberated Illusion **CR 9**

XP 6,400
Spellcaster (arcane)
N Medium construct (incorporeal)
Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 20, touch 20, flat-footed 14 (+4 deflection, +5 Dex, +1 dodge)
hp 129 (14d6+80); fast healing 1
Fort +4, **Ref** +11, **Will** +14
Defensive Abilities incorporeal, natural invisibility; **Immune** fire; **SR** 20

OFFENSE

Speed fly 30 ft. (perfect)
Ranged blinding beam +12 touch (1d6 and blindness) or heat ray +12 touch (10d6 fire)

Special Attacks blinding beam

Spell-Like Abilities (CL 14th; concentration +18)
At will—*searing light*

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 13, **Wis** 16, **Cha** 19
Base Atk +7; **CMB** +12; **CMD** 27
Feats Combat Casting, Dodge, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Mobility
Skills Fly +26, Knowledge (arcana) +18, Perception +17, Spellcraft +18, Use Magic Device +21
Languages Common, Draconic
SQ luminescence

ECOLOGY

Environment any
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Blinding Beam (Su) As a standard action, a liberated illusion can create a beam of light in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A DC 17 Reflex save reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.

Fast Healing (Ex) The liberated illusion's fast healing only functions outside of combat.

Heat Ray (Su) A liberated illusion can produce a ray of blistering heat with a range of 100 feet. Once every 4 rounds, it can fire the heat ray as a free action. The heat ray deals 10d6 fire damage. A successful DC 17 Reflex save halves the damage. The save DC is Constitution-based.

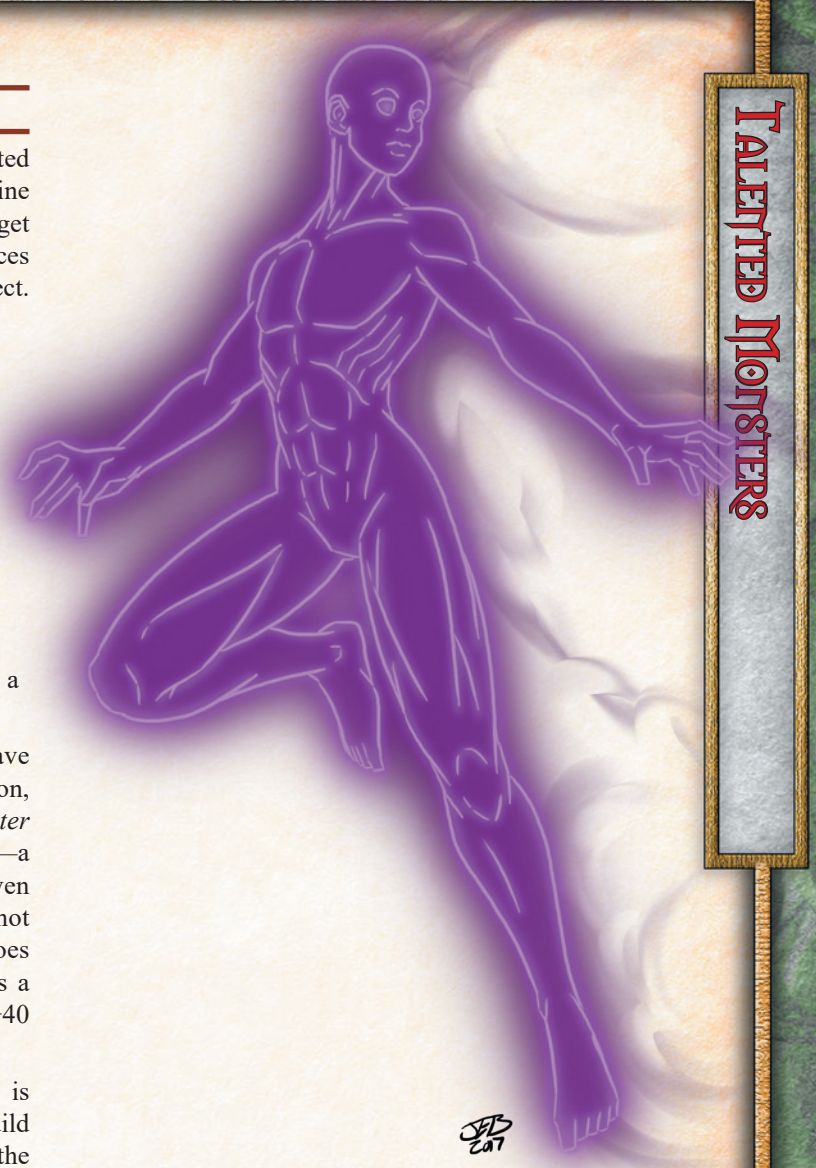
Luminescence (Su) A liberated illusion can create a glow that provides light in a 10-foot radius.

Natural Invisibility (Su) Liberated illusions have the ability to stop reflecting light as a move action, effectively becoming invisible (as the *greater invisibility* spell). This ability is constant—a liberated illusion remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, a liberated illusion gains a +20 bonus on Stealth checks when moving, or +40 when standing still.

Rejuvenation (Su) When a liberated illusion is destroyed, its form immediately begins to rebuild unless it is destroyed by a spell or effect with the light descriptor. The process takes 1d10 days. After the full time has passed, a liberated illusion wakens fully healed.

It is possible for a technomagical hologram to gain sentience and autonomy. Liberated illusions occasionally arise when arcane casters magically meddle with technology they barely understand, or are the accidental result of blending artificial intelligence with intelligent magic items. The energy construct cannot be purposefully built, and an individual trying might fail hundreds of times before one of the sparks stays lit.

Formed of living energy, the liberated illusion gains innate mastery over light, and can recall stray particles of its being. The liberated illusion registers as a blue area (low radiation) on a radiation detector or as a glowing green shimmer to the *detect radiation* spell.



Invisible Stalker, Wisp

A small breeze blows about with no apparent source.

Wisp Invisible Stalker **CR 2**

XP 600
Skilled
CN Fine outsider (air, elemental, extraplanar)
Init +10; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 24, touch 24, flat-footed 18 (+6 Dex, +8 size)
hp 22 (5d8)
Fort +1, **Ref** +10, **Will** +3
Defensive Abilities natural invisibility; **Immune** elemental traits



OFFENSE

Speed 20 ft., fly 30 ft. (perfect)
Melee slam +11 (1 plus grab)
Space 1/2 ft.; **Reach** 0 ft.

Special Attacks constrict (1 plus unconsciousness), strangle

STATISTICS

Str 10, **Dex** 23, **Con** 11, **Int** 15, **Wis** 14, **Cha** 14
Base Atk +3; **CMB** +1 (+5 grapple); **CMD** 11
Feats Agile Maneuvers, Improved Initiative, Taunt[APG]
Skills Acrobatics +15, Bluff +10, Fly +31, Knowledge (planes) +10, Perception +10, Sense Motive +10, Stealth +23, Survival +10
Languages Auran, Common

ECOLOGY

Environment any (Plane of Air)
Organization solitary, pair, or gaggle (3–4 plus 1 invisible stalker)
Treasure standard

SPECIAL ABILITIES

Constrict (Ex) A living creature that requires air to breath that is damaged by the wisp invisible stalker's constrict must succeed on a DC 12 Fortitude save or fall unconscious for 1 round. The save DC is Constitution-based.

The mysterious nature of invisible stalkers extends to their much smaller counterparts. It is unknown for certain if wisps are childlike analogues to invisible stalkers or if the similarities are merely coincidental. The fact that groups of wisps often gather around stalkers lends credence to the former theory.

Wisps appear young in temperament. They do not understand concepts of privacy or barriers, and are quite capable of getting into the most fortified locations undetected. The tiny breezes have a difficult time harming creatures, and more often resort to teasing with embarrassing secret observations. When pressed or desperate, they can force themselves into a wind pipe to choke the creature unconscious. Ruthless summoners are not above summoning and binding the wisps to act as spies, but such behavior enrages any invisible stalkers that become aware.

Iron Cobra, Greater

This creature resembles a huge, metallic python. Its body is made of overlapping iron plates, and green smoke spews from its fanged maw.

Greater Iron Cobra **CR 11**

XP 12,800
Combat (barbaric)
N Huge construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 24, touch 8, flat-footed 24 (+16 natural, –2 size)
hp 155 (10d12+90)
Fort +7, **Ref** +7, **Will** +4
DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.
Melee bite +19 (2d6+16/19-20 plus grab and poison)
Space 15 ft.; **Reach** 10 ft.
Special Attacks breath weapon, constrict (2d6+16)

STATISTICS

Str 32, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +10; **CMB** +23 (+27 grapple); **CMD** 33
SQ find target

ECOLOGY

Environment any
Organization solitary or gang (2–4)
Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) As a standard action once every 1d4+1 rounds, a greater iron cobra can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the cobra creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. Use the same statistics as the greater iron cobra's poisoned bite attack. This counts as the same poison for the purposes of exposure to multiple doses. This poison is magically created each time the greater iron cobra uses this power.

Find Target (Su) Once per day, a greater iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by *discern location*. The creator must have seen or be holding an item from the specified creature for this order to function.

Immunity to Magic (Ex) A greater iron cobra is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows a golem iron cobra (as the *slow* spell) for 1d6 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any *slow* effect on the greater iron cobra and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the iron cobra to exceed its full normal hit points, it gains any excess as temporary hit points. A greater iron cobra gets no saving throw against fire effects.
- A greater iron cobra is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Poison—inhaled or bite; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 1 save. The save DC is Constitution-based.

Iron cobras are useful constructs, but even those crafted of mithral or adamantine are of limited utility. By utilizing the arts of golem-crafting, an experienced builder can incorporate many of the formidable abilities of an iron golem. The greater iron cobra is a much more capable assassin for the master's powerful foes so long as there is no need of subtlety.

Construction

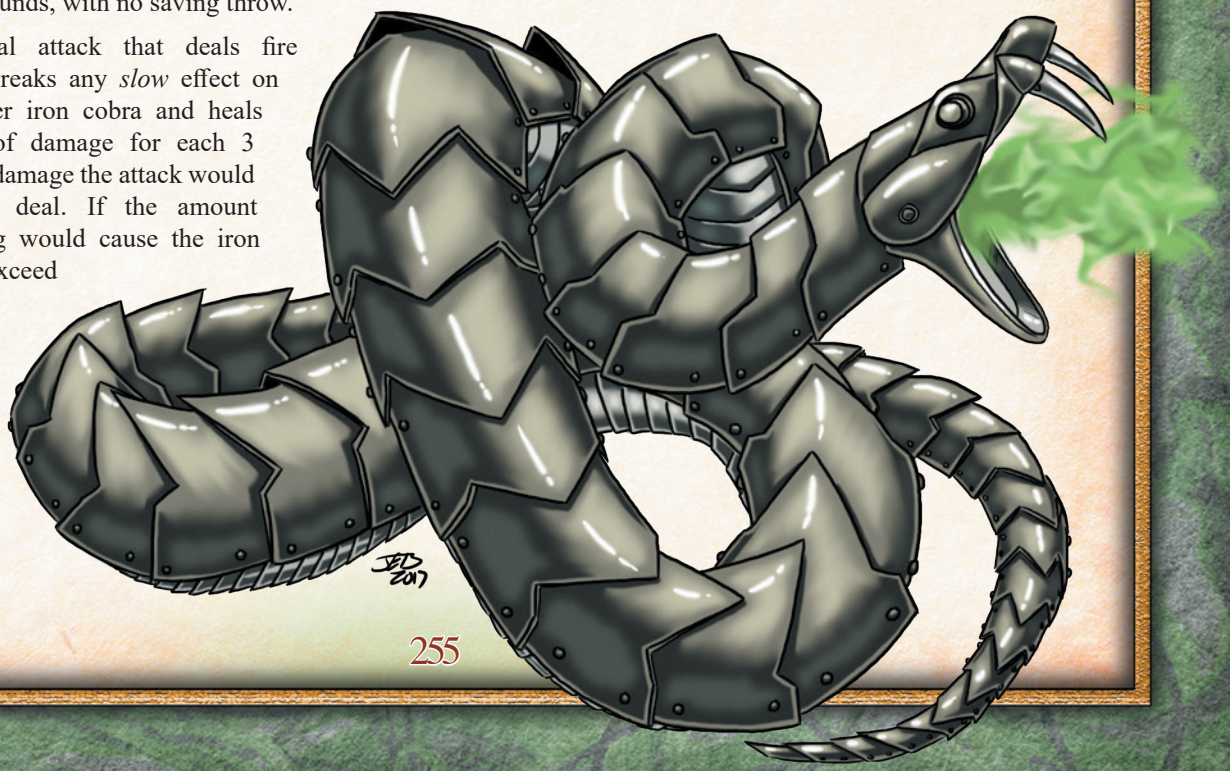
A greater iron cobra's body is built from 10,000 pounds of magically treated iron, smelted with rare tinctures costing at least 6,000 gp.

GREATER IRON COBRA

CL 16th; **Price** 66,500 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *cloudkill*, *discern location*, *geas/quest*, *polymorph any object*, creator must be caster level 16th; **Skill** Craft (armor) or Craft (weapons) DC 21; **Cost** 36,250 gp



Kraken, Void

The tremendous black leviathan resembles a flying squid exuding inky darkness. Its bulk and writhing tentacles fade in and out of reality.

Void Kraken **CR 24**

XP 1,230,000
Skilled
NE Colossal aberration (chaotic, evil)
Init +10; **Senses** blindsense 300 ft., darkvision 120 ft., see in darkness; Perception +38



Aura frightful presence (200 ft., DC 28), negative energy (60 ft., 6d6 negative energy, DC 28)

DEFENSE

AC 40, touch 13, flat-footed 24 (+6 Dex, +32 natural, –8 size)
hp 526 (27d8+405); fast healing 20
Fort +24, **Ref** +21, **Will** +17
Defensive Abilities all-around vision, negative energy affinity, unreal; **DR** 20/epic and good; **Immune** cold, mind-affecting effects, poison; **SR** 40
Weakness light blindness

OFFENSE

Speed 50 ft., fly 300 ft. (perfect)
Melee 2 arms +27 (2d8+15/19-20), 8 tentacles +25 (1d8+5/19-20 plus grab), bite +27 (4d6+15/19-20 plus energy drain)
Space 30 ft. **Reach** 20 ft. (40 ft. with tentacles)

Special Attacks breath weapon, constrict (1d8+10 plus energy drain), energy drain (4 levels, DC 28)

Spell-Like Abilities
At will—*greater teleport*
1/year—*interplanetary teleport*[UC]

STATISTICS

Str 41, **Dex** 22, **Con** 40, **Int** 21, **Wis** 27, **Cha** 20
Base Atk +20; **CMB** +43 (+47 grapple); **CMD** 59 (can't be tripped)
Feats Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Great Cleave, Improved Critical (arms, bite, tentacle), Improved Initiative, Multiattack, Power Attack, Tiring Critical, Exhausting Critical
Skills Bluff +35, Diplomacy +35, Escape Artist +36, Fly +36, Intimidate +35, Knowledge (arcana, planes) +35, Perception +38, Spellcraft +35, Stealth +40, Use Magic Device +35; **Racial Skill Modifier** +20 Stealth
Languages Aklo; telepathy 60 ft.
SQ compression, timeless

ECOLOGY

Environment any
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds, the void kraken can breathe raw destructive void. This deals 10d8 negative energy damage and causes a *confusion* effect (CL 27). A DC 28 Will save halves the damage and negates the *confusion*. The save DC is Constitution-based.

Fast Healing (Ex) The void kraken may regrow lost limbs.

Grab (Ex) The void kraken does not gain the grappled condition when grappling.

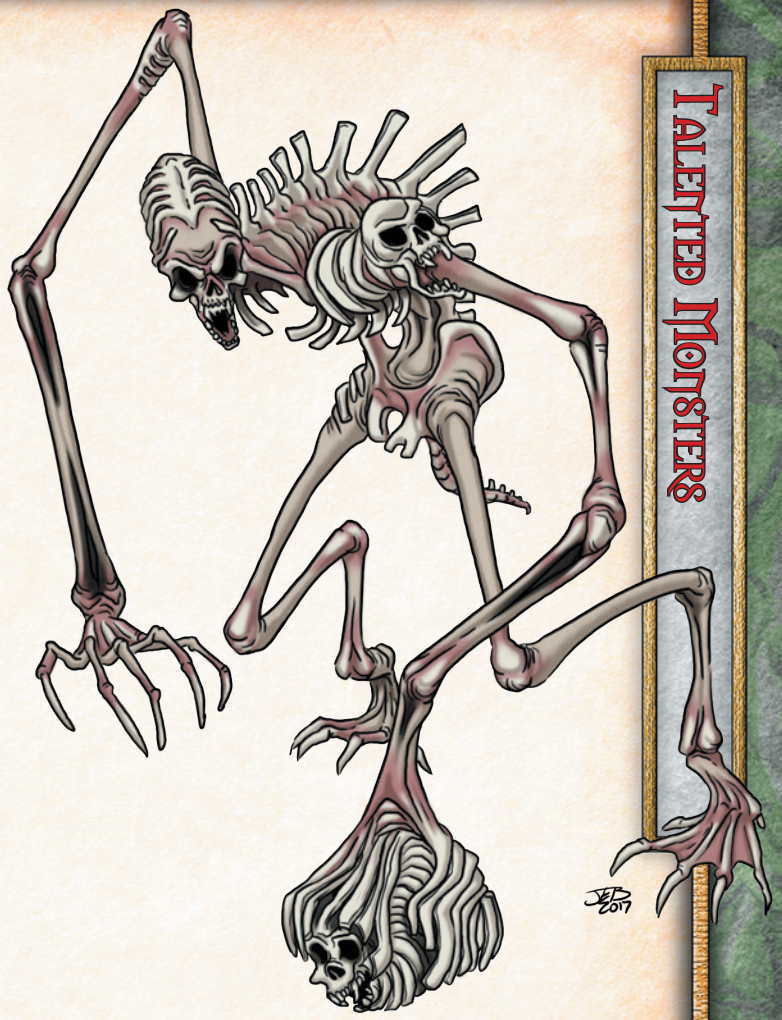
Unreal (Su) The void kraken is never fully able to materialize within ordinary reality and is affected by a constant *blink* effect (as the spell). This effect cannot be dispelled and the void kraken cannot cease blinking. Note that this causes all the void kraken's attacks and breath weapon to have a 20% miss chance.

Void krakens hail from the Negative Energy Plane or bordering territories, but despise the endless void and spend eons seeking any potential escape. Once finding a gate or passage, they bask in the warmth of the stars and feast upon any life they find. Most would rather die than return to the Negative Energy Plane, and they can go to extreme lengths to avoid banishment.

Kyton, Festucossis

By Charles W. Plemons III and Stephen Rowe

This hideously deformed man-like creature has limbs bent at awkward angles and covered in skin stretched tightly over knobs and lumps. Skeletons of mismatched creatures are embedded across its form, and its left hand is an enormous fused ball of bone.



Festucossis Kyton **CR 9**

XP 6,400
Skilled
LE Medium outsider (evil, extraplanar, kyton, lawful)
Init +9; **Senses** darkvision 60 ft.; Perception +23
Aura broken earth (10 ft., DC 18)

DEFENSE

AC 24, touch 16, flat-footed 18 (+5 Dex, +1 dodge, +8 natural)
hp 115 (11d8+66); regeneration 2 (good weapons and spells, silver weapons)
Fort +11, **Ref** +12, **Will** +8
DR 5/silver or good; **Immune** bludgeoning, cold, nonlethal damage; **SR** 20

OFFENSE

Speed 30 ft.
Melee claw +15 (1d4+7), slam +16 (1d6+14/19-20 plus bonebreaker)

Special Attacks unnerving gaze (30 ft.; DC 18)

Spell-Like Abilities (CL 11th; concentration +14)
1/day—*plane shift* (to Material Plane or Plane of Shadow; self only)

STATISTICS

Str 24, **Dex** 21, **Con** 22, **Int** 17, **Wis** 20, **Cha** 17
Base Atk +8; **CMB** +15; **CMD** 31
Feats Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Weapon Focus (slam)
Skills Bluff +17, Escape Artist +19, Heal +19, Intimidate +17, Knowledge (arcana) +17, Knowledge (planes) +17, Perception +23, Sense Motive +23, Stealth +19
Languages Common, Infernal

ECOLOGY

Environment any
Organization solitary, pair, joint (3-5), or knob (6-12)
Treasure standard

SPECIAL ABILITIES

Bonebreaker (Su) When a festucossis kyton successfully confirms a critical hit with is slam attack, the target must succeed on a DC 18 Will save or take 6 points of Dexterity damage. This penalty

cannot reduce the target's ability score below 1. The injury heals over time, reducing the penalty by 1 for each day that passes since the time of the injury, and is immediately removed by *heal*, *regenerate*, *restoration*, or any magic that can break a curse. The save DC is Charisma-based.

Broken Earth (Su) The bones of the earth rebel against the kyton's presence. Any solid surface upon which it stands temporarily distorts into broken jagged shards. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement. Any creature taking damage must also succeed on a DC 18 Reflex save or suffer injuries to its feet and legs that slow its land speed by half. This movement penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a DC 18 Heal check. The kyton is immune to this effect. The save DC is Charisma-based.

Unnerving Gaze (Su) Range 30 ft., Will DC 18 negates. A creature that succumbs to a festucossis kyton's unnerving gaze believes its joints lose the ability to bend, and becomes dazed for 1 round. The save DC is Charisma-based.

The festucossis kyton has little concern for perfecting weak flesh. They consider the rest of their kind fools, focused on shoring up weakness instead of developing strength. The kyton has spent eons fracturing its skeleton to heal back stronger, and replacing or supplementing with stolen bone. The kyton's fell presence even causes the bones of the earth itself to splinter, break, and shatter. The favored "donors" of new skeletal material are saints of good-aligned faiths, such as paladins and clerics. The twisted rituals the kyton enacts to merge this material reacts to the residual positive energy creating particularly strong and resilient enhancements. The kyton often allies with nefarious groups seeking to harm good faiths in exchange for the top pick of supplemental bones. It is particularly loathed for defiling the tombs of martyrs to add their skeletons to itself.



Lamia, Shaman

This creature's upper torso is that of a comely woman with cat's eyes and sharp fangs, while her lower body is that of a lion.

Shaman Lamia **CR 10**

XP 9,600
Spellcaster (divine)
CE Large monstrous humanoid
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 25, touch 14, flat-footed 20 (+4 Dex, +1 dodge, +11 natural, –1 size)
hp 137 (11d8+88)
Fort +11, **Ref** +7, **Will** +11

OFFENSE

Speed 60 ft.
Melee *+1 spellstoring dagger* +17/+12 (1d4+10), touch +7 (1d4 Wisdom drain), 2 claws +11 (1d4+4)
Space 10 ft.; **Reach** 5 ft.

Special Attacks bestial curse, pounce

Spell-Like Abilities (CL 11th, concentration +15)
At will—*disguise self, ventriloquism*
3/day—*charm monster* (DC 18), *major image* (DC 17), *mirror image, suggestion* (DC 17)
1/day—*deep slumber* (DC 17)

Oracle Spells Known (CL 10th, concentration +14)
5th (3/day)—*greater command* (DC 19)
4th (6/day)—*inflict critical wounds* (DC 18), *cure critical wounds*
3rd (7/day)—*bestow curse* (DC 17), *dispel magic*, *remove curse*
2nd (7/day)—*augury*, *darkness*, *death knell* (DC 16), *silence* (DC 16)
1st (7/day)—*bane* (DC 15), *cure light wounds*, *divine favor*, *doom* (DC 15), *protection from good*
0 (at will)—*bleed* (DC 14), *create water*, *guidance*, *light*, *purify food and drink*, *read magic*, *resistance*, *stabilize*, *virtue*

STATISTICS

Str 28, **Dex** 18, **Con** 26, **Int** 13, **Wis** 13, **Cha** 19
Base Atk +8; **CMB** +18; **CMD** 33 (37 versus trip)
Feats Acrobatic Steps, Craft Magic Arms and Armor, Dodge, Mobility, Nimble Moves, Spring Attack
Skills Bluff +16, Heal +10, Knowledge (religion) +10, Perception +9, Spellcraft +9, Stealth +11; **Racial Modifiers** +6 Bluff, +6 Stealth
Languages Abyssal, Common
SQ flash of insight, undersized weapons

ECOLOGY

Environment temperate deserts
Organization solitary, pair, or cult (1 lamia shaman with 3–12 lamia)
Treasure double (*+1 spellstoring dagger* [*inflict critical wounds*], other treasure)

SPECIAL ABILITIES

Bestial Curse (Su) The shaman lamia can curse enemies with unfamiliar bestial features. The curse inflicts a –2 penalty to AC, attack rolls, and saving throws to a foe within 30 feet that the shaman lamia possesses line of sight to. The curse allows a DC 19 Will save to resist, and is permanent until removed through *remove curse* and similar effects.

Flash of Insight (Su) Once per day as an immediate action, the shaman lamia can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the shaman only, and cannot be applied to the rolls of others.

Wisdom Drain (Su) A shaman lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack.

The shamans rule over cults of less powerful lamia, claiming to call upon divine power inherent in the desert winds and cold faraway stars. The shamans seek to break the bestial curse inflicting their people, and have gained some mastery over the magic maintaining their shapes. They can curse others with bestial features, and delight in inflicting torments on beloved servants of the hated gods. After centuries of failures and dead ends, the shamans grow desperate in their searching, and are liable to go to insane lengths at the faintest rumor.

Leech, Kaiju

The leech-like monstrosity is covered in thousands of circular maws of spiral teeth, each a miniature copy of the enormous mouth taking up a full quarter of its body.

Kaiju Leech **CR 28**

XP 4,915,200
Skilled
N Colossal magical beast (aquatic)
Init +10; **Senses** blindsight 300 ft., darkvision 60 ft., low-light vision, scent (blood only, 1-mile); Perception +45

DEFENSE

AC 46, touch 8, flat-footed 40 (+6 Dex, +38 natural, –8 size)
hp 720 (32d8+576)
Fort +28, **Ref** +24, **Will** +20
Defensive Abilities amorphous, ferocity, mawed body, self-resurrection; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, energy drain, fear; **Resist** acid 30, cold 30, electricity 30, fire 30, negative energy 30, sonic 30
Weakness vulnerability to salt

OFFENSE

Speed 40 ft., swim 240 ft.
Melee bite +36 (4d8+45/19-20 plus attach and blood drain)
Space 50 ft.; **Reach** 50 ft.

Special Attacks blood drain (2d8 Constitution)

STATISTICS

Str 51, **Dex** 22, **Con** 47, **Int** 2, **Wis** 31, **Cha** 20
Base Atk +24; **CMB** +52; **CMD** 68 (can't be tripped)



Feats Bleeding Critical, Cleave, Charge Through[APG], Critical Focus, Dazzling Strike, Gory Finish[APG], Great Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Overrun, Intimidating Prowess, Power Attack, Weapon Focus (bite)
Skills Intimidate +60, Perception +45, Swim +28
Languages Aquan (can't speak)
SQ amphibious, compression, quickness, swallow whole, terrain stride (swamp or water)

ECOLOGY

Environment warm swamps or water
Organization solitary (unique)
Treasure incidental

SPECIAL ABILITIES

Blood Drain (Ex) A kaiju leech drains blood at the end of her turn if she grapples a foe, inflicting 2d8 Constitution damage and the grappled creature receives no save to resist. A kaiju leech heals 5 hit points per point of Constitution damaged. Hit points gained in excess of her maximum become temporary hit points that last for 1 hour.

Horrific Appearance (Su) The sight of a kaiju leech is so revolting that anyone within 60 feet who sets eyes upon it must succeed on a DC 31 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by a kaiju leech's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Mawed Body (Ex) A kaiju leech is covered in constantly moving serrated mouths that bite and tear. A creature that strikes her with a melee weapon, an unarmed strike, or a natural weapon takes 4d6 damage and begin taking 2d8 bleed each round. This bleeding can be stopped by a successful DC 25 Heal skill check or through the application of any magical healing. Melee weapons with reach do not endanger a user in this way.

Quickness (Su) A kaiju leech may take an additional move action on its turn each round.

Self-Resurrection (Su) A kaiju leech only remains dead for 1d4 rounds even if its body is completely destroyed by an effect such as *disintegrate*. It becomes fully healed and alive 1d4 rounds after death, as if brought back to life via *true resurrection*. A kaiju leech may only return to life in this manner once per year. If brought back to life through other means, it never gains negative levels as a result.

Swallow Whole (Ex) A kaiju leech may use swallow whole as a free action at any time during its turn, allowing thousands of internal mouths to continue tearing food to scraps. Her stomach deals 4d8+45 damage plus blood drain each round. The kaiju leech's stomach is AC 48 and has 144 hit points.

Vulnerability to Salt (Su) A handful of salt burns a kaiju leech as if it were a flask of acid, causing 1d6 damage per use (acid resistance does not apply to this damage). If exposed to truly massive amounts of salt, such as a salt-mine or extremely concentrated saltwater, it begins taking 10d6 damage each round. While immersed in such a high-salt environment, its fast healing and self-resurrection abilities are suppressed. These abilities resume if the salt or the kaiju leech is removed from the environment.

The Great Feeder devours any and all creatures with blood when roused. The vast swamps it slumbers within are loosely populated, and still recovering from when they defeated it centuries ago. The shamans and heroes of a hundred tribes united to face down extinction. They sacrificed a generation luring the leech into the salt-pit marshlands, and keeping the kaiju there long enough to drive it into dormancy. The barbarians of the swamps still worship The Feeder as an apocalyptic god and protect the dried-out corpse with fanatical fervor. They believe that its awakening precedes the ending of all things, and that if even a piece of the body leaves that dead place, the all devouring leech might arise once more. They fear outsiders toying with what they do not understand, and refuse anyone entry.

The kaiju leech resembles a leech 150 feet in length, with small ever-shifting serrated mouths covering the entirety of its body. When active, it appears composed of nothing but razor-sharp mouths and teeth.

Linnorm, Fey

This two-armed wingless dragon has shimmering pearlescent skin and bright eyes of shifting color.

Fey Linnorm **CR 14**

XP 38,400
Skilled
CN Huge dragon
Init +8; **Senses** blindsense 60 ft., darkvision 120 ft., dragon senses, scent, *true seeing*; Perception +24

DEFENSE

AC 28, touch 16, flat-footed 24 (+4 deflection, +4 Dex, +12 natural, –2 size)

hp 217 (14d8+154); regeneration 10 (cold iron)
Fort +19, **Ref** +17, **Will** +15
Defensive Abilities freedom of movement; **DR** 10/cold iron; **Immune** acid, curse effects, energy drain, mind-affecting effects, negative energy, paralysis, poison, sleep; **SR** 30

OFFENSE

Speed 40 ft., climb 40 ft., fly 80 ft. (average), swim 40 ft.
Melee bite +20 (2d6+12 plus poison), tail slap +20 (2d6+12)
Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (90-ft. cone, 8d6 polymorph and *baleful polymorph*, DC 28 Fortitude for half, usable every 1d4 rounds), death curse



STATISTICS

Str 34, **Dex** 19, **Con** 32, **Int** 7, **Wis** 24, **Cha** 19
Base Atk +10; **CMB** +24; **CMD** 38 (can't be tripped)
Feats Combat Reflexes, Eldritch Claws[APG], Flyby Attack, Hover, Improved Initiative, Power Attack, Vital Strike
Skills Climb +30, Fly +17, Perception +24, Stealth +13, Swim +30
Languages Draconic
SQ unearthly grace

ECOLOGY

Environment any
Organization solitary
Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a fey linnorm can expel a 90-foot cone of wild magic dealing 8d6 damage and 1d4 Charisma drain. A successful DC 28 Reflex save halves the damage and negates the Charisma drain. This is a polymorph effect. The save DC is Constitution-based.

Death Curse (Su) *Curse of Change*: *save* Fortitude DC 28; *effect* The creature is affected by a *polymorph any object* spell. The specifics of the spell effects are chosen by the linnorm at the time of its death. The save DC is Constitution-based.

Prismatic Poison (Ex) Bite—injury; *save* Fort DC 28; *frequency* 1/round for 2 rounds; *effect* 2d6 acid, 2d6 cold, 2d6 electricity, and 2d6 fire damage and 1d4 Cha drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

The first linnorms from the far-off realms of the fey are closer to the fair folk than their more specialized creations. Touched by the changing power of wild magic, the fey linnorms spread the influence of their homeland with every breath. They revel in chaos, but not for any malicious purpose. They just find it fun to tear things apart or turn townsfolk into little fey frogs. Long ago, the ancient progenitors to true dragons warred with the incursion of fey linnorms. With every victory, the ancient dragons found themselves changed in unpredictable ways. Many of these changes led to the wide diversity of modern dragons.

Lizard, Troll

The immense lizard continually sheds layers of skin as it moves, leaving a trail of scales behind it.

Troll Lizard **CR 7**

XP 3,200
Combat (barbaric)
N Medium magical beast
Init +1; **Senses** darkvision, low-light vision, scent; Perception +4

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)
hp 84 (8d12+32); regeneration 1
Fort +10, **Ref** +7, **Will** +6
Defensive Abilities ferocity

OFFENSE

Speed 50 ft.
Melee bite +13 (1d6+5), 2 claws +13 (1d4+5)

STATISTICS

Str 21, **Dex** 13, **Con** 19, **Int** 4, **Wis** 18, **Cha** 16
Base Atk +8; **CMB** +13; **CMD** 24
Feats Endurance, Great Fortitude, Improved Great Fortitude, Lunge
Skills Survival +15
Languages none

ECOLOGY

Environment any forest or jungle
Organization solitary or pair
Treasure none

SPECIAL ABILITIES

Regeneration (Ex) No known method can cause lasting damage to a troll lizard, and the creature can only be permanently killed through starvation, thirst, or suffocation. As a standard action, the troll lizard can accelerate this healing for a round; healing itself of 3d8+8 hit points of damage.

The troll lizard has miraculous recuperative abilities, but no true relationship to the giant beyond the superficial ability to heal. The beast continually sheds skin, regenerating from even the most grievous wounds or injuries. With few known methods to kill the creatures, most neighbors leave them alone. Unfortunately, mating season makes both females and males insane with aggression. Pairs of troll lizards sometimes slaughter tribes and towns that happened to be in the wrong place at the wrong time.



Manticore, Castigator

A massive lion body bears the face of an angry god. A rapid flick of its tail sends adamantine spikes slicing through the air.

Castigator Manticore **CR 19**

XP 204,800
Spellcaster (divine)
N Colossal outsider
Init +5; **Senses** blindsight 90 ft., darkvision 120 ft., lifesense 60 ft.; Perception +26
Aura castigating (1 mile, DC 17)

DEFENSE

AC 34, touch 7, flat-footed 29 (+5 Dex, +27 natural, –8 size)
hp 333 (18d8+252)
Fort +20, **Ref** +11, **Will** +16
DR 15/adamantine and epic; **Immune** fire; **Resist** acid 20, cold 20, electricity 20, sonic 20; **SR** 35

OFFENSE

Speed 40 ft., fly 160 ft. (average)
Melee bite +24 (4d6+19 plus cursed wound), 2 claws +24 (2d8+19)
Ranged 4 spikes +10 (1d10+19)
Space 30 ft.; **Reach** 20 ft.

Special Attacks crush (Huge or smaller, 2d8+27, DC 33), disintegrating gaze (36d6, DC 21), trample (4d6+27, DC 38)

Spell-Like Abilities (CL 18)
1/day—*gate*, *miracle* (DC 21)



STATISTICS

Str 49, **Dex** 20, **Con** 38, **Int** 16, **Wis** 21, **Cha** 15
Base Atk +13; **CMB** +40; **CMD** 60 (64 vs. trip)
Feats Combat Reflexes, Cleave, Cleaving Finish[UC], Death From Above[UC], Defensive Combat Training, Hover, Power Attack, Furious Focus, Vital Strike
Skills Fly +18, Intimidate +20, Knowledge (religion) +24, Perception +26, Sense Motive +26
Languages Abyssal, Celestial, Common, Infernal; telepathy 300 ft.
SQ damage objects

ECOLOGY

Environment any
Organization solitary
Treasure none

SPECIAL ABILITIES

Adamantine Attacks (Ex) A castigator manticore's natural attacks overcome damage reductions and ignore hardness as if they were made from adamantine.

Castigating Aura (Su) A castigator manticore shouts words of its god's ire against those it was sent to destroy. Any creature within 1 mile of the castigator must succeed on a DC 17 Will save or be affected as if by a *mass castigate*[APG] spell with a caster level of 20. This is equal to a 5th-level spell. The save DC is Charisma-based.

Cursed Wounds (Su) Damage dealt by a castigator's natural attacks does not heal naturally and resists magical healing. A character attempting to heal damage caused by the castigator's natural attacks must succeed on a DC 28 caster level check, or the healing has no effect on the injured creature.

Disintegrating Gaze (Su) 36d6 damage as the *disintegrate* spell, 30 feet, Fortitude DC 21 reduces the damage to 5d6. The save DC is Charisma-based.

Spikes (Ex) The castigator can launch four spikes from its tail as a standard action (make an attack roll for each spike). The spikes have a maximum range of 180 feet with no range increment. A successful hit deals 2d10+19 hit points of damage. There is no limit to the number of spikes the castigator can launch each day.

When a god desires the destruction of his own failed faithful, he might send a castigator manticore. This final judgment usually follows many warnings, but when the followers ignore portents, the god forsakes subtlety. The castigator bears a majestic animal form, but wears the recognizable face of the angry god. Its lips shout invectives against the doomed congregation heard for miles.

Once the castigator sets out to destroy a group of errant worshipers, few can hope to survive. Only the most resolute can withstand the creature's gaze without collapsing into piles of powdered bone. Occasionally, the castigator delivers a final dire warning or decides to spare those willing to atone. In such cases, the avatar may offer a difficult quest as penance, but such missions often result in martyrdom.

Mantis, Scythe

The giant green mantis poses gracefully with front claws raised to attack or defend.

Scythe Mantis CR 8

XP 4,800
Skilled
LN Huge vermin
Init +6; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 10, flat-footed 20 (+2 Dex, +10 natural, –2 size)
hp 101 (7d8+70)
Fort +12, **Ref** +7, **Will** +5
Defensive Ability all-around vision

OFFENSE

Speed 40 ft., climb 40 ft., flight 60 ft. (poor)
Melee 2 claw +12 (1d8+9/19-20/x3 plus grab)
Space 15 ft.; **Reach** 10 ft.

Special Attacks lunge

STATISTICS

Str 28, **Dex** 15, **Con** 31, **Int** 16, **Wis** 17, **Cha** 16
Base Atk +5; **CMB** +16 (+20 grapple); **CMD** 28 (32 vs. trip)
Feats Combat Expertise, Improved Initiative, Improved Iron Will, Iron Will, Stunning Fist[B]
Skills Acrobatics +12, Climb +27, Diplomacy +13, Fly +4, Heal +13, Perception +13, Sense Motive +13, Stealth +8 (+24 in forests), Survival +13;
Racial Modifiers +4 Stealth (+20 in forests)

ECOLOGY

Environment temperate forest
Organization solitary, pair, or swarm (3–12)
Treasure none

SPECIAL ABILITIES

Lunge (Ex) The scythe mantis is capable of reaching much farther than a normal creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When the scythe mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. The scythe mantis cannot make attacks of opportunity with its lunge.

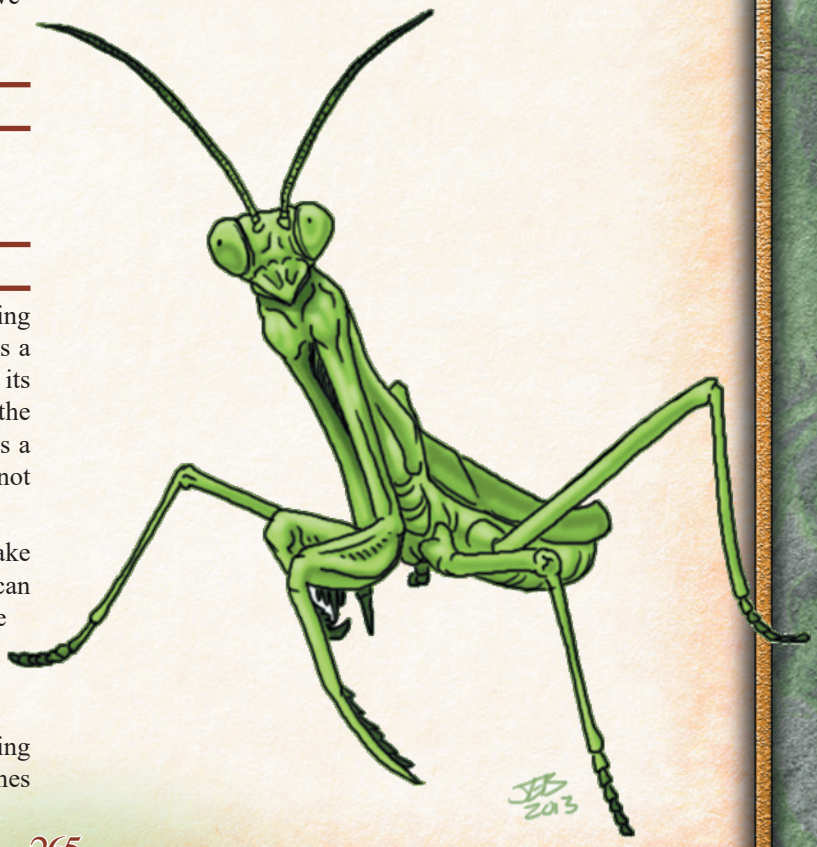
Mantis Style (Ex) A scythe mantis can make Stunning Fist attempts with claw attacks and can use the Stunning Fist feat five times per day. The scythe mantis' Stunning Fist is save DC 18. The scythe mantis may spend two daily attempts of Stunning first to force an opponent struck to save or become dazzled and staggered with crippling pain for 1 round, at which point the target becomes fatigued. The scythe mantis can use a standard action and a successful melee touch attack to remove any Stunning Fist effect applied to a target. The save DC is Wisdom-based and includes a +2 bonus.

Quickness (Ex) The scythe mantis is extremely quick. It can take an extra move action during its turn each round.

Sudden Strike (Ex) The scythe mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, the mantis may act as if it had a full round to act, rather than just a standard action.

The scythe mantises are a peaceful people possessing an ancient perspective considered alien by even the longest-lived races. The vermin have an inherited form of memory, and are born with the wisdom of their ancestors dating back thousands of years. While individuals might only live a few dozen seasons, they each have a true form of reincarnation and immortality through their young.

The scythe mantises have formidable natural weaponry, and mastery of fighting techniques developed over millennia. Their society holds sacrifice as the highest virtue. As a people, they believe that the individual is nothing compared to the community, and as long as one lives, the memories of generations past survive.



Medusa, Fledgling

This slender, adolescent woman has strangely glowing eyes and a full head of hissing snakes for hair.

Fledgling Medusa **CR 3**

XP 800
Skilled
LN Medium monstrous humanoid
Init +6; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 30 (4d8+12)
Fort +4, **Ref** +6, **Will** +2
Defensive Abilities all-around vision, evasion

OFFENSE



Speed 30 ft.
Melee dagger +5 (1d4+2/19-20), snake bite +0 (1d4+1 plus poison)
Ranged mwk mighty composite longbow (+2 Str bonus) +6 (1d8+2/x3)

Special Attacks lesser petrifying gaze

STATISTICS

Str 14, **Dex** 14, **Con** 17, **Int** 15, **Wis** 12, **Cha** 15
Base Atk +3; **CMB** +5; **CMD** 17
Feats Improved Initiative, Point Blank Shot
Skills Bluff +9, Disguise +9, Escape Artist +9, Intimidate +9, Perception +8, Sense Motive +8, Stealth +9, Survival +8
Languages Common

ECOLOGY

Environment temperate marshes and underground
Organization solitary or family (one fledgling medusa plus one medusa)
Treasure standard (dagger, masterwork composite longbow [+2 Str bonus], other treasure)

SPECIAL ABILITIES

Lesser Petrifying Gaze (Su) Creatures exposed to the fledgling medusa's 30 foot range gaze take 1d6 Dexterity damage each round as their body slowly petrifies (Fortitude DC 14 halves). If the creature's Dexterity reaches 0, the creature must succeed on a DC 14 Fortitude save or turn to stone permanently (as the *flesh to stone* spell). The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d3 Str; *cure* 1 save. The save DC is Constitution-based.

Medusa often take male humanoids as mates, keeping them bound until they tire of the company, and fledgling medusas are born from these rare pairings. Lucky fledglings become apprenticed to their mother, learning to hunt and kill for food or sport. The unlucky become abandoned by an apathetic parent soon after their kidnapped fathers turn to stone. The fledgling must learn to fend for herself in a world that fears and distrusts her. Sometimes these orphaned medusa attempt to live normal lives amongst their father's family or people. It is only a matter of time before neighbors discover their monstrous nature, and they must choose to fight, flee, or die.

Mephit, Magicvore

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



Magicvore Mephit **CR 3**

XP 800
Spellcaster (arcane)
N Small outsider
Init +2; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)
hp 22 (4d6+8)
Fort +3, **Ref** +3, **Will** +6
SR 14

OFFENSE

Speed 20 ft., fly 30 ft. (average)
Melee 2 claws +4 (1d3+1)

Spell-like Abilities (CL 4th, concentration +7)
1/day—*detect magic*, *dispel magic*, summon (level 2, 1 magicvore mephit 30%),

Special Attacks breath weapon (15-ft. cone, 2d6 acid damage and *erase*, Reflex DC 14 for half)

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 13 **Wis** 14, **Cha** 15
Base Atk +2; **CMB** +2; **CMD** 14
Feats Flyby Attack, Magical Aptitude
Skills Disable Device +6, Fly +11, Knowledge (arcana) +9, Perception +5, Spellcraft +11, Use Magic Device +11
Languages Aquan, Auran, Common, Ignan, Terran

ECOLOGY

Environment any (Elemental Plane)
Organization solitary, pair, gang (3–6), mob (7–12)
Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) The magicvore mephit can breathe a 15-foot cone of acidic slime that eats away magical and mundane writing. This deals 2d6 acid damage (Reflex DC 14 halves) and acts as the *erase* spell (CL 4). The save DC is Constitution-based.

Fast Healing (Ex) The magicvore mephit's fast healing functions so long as the mephit is under the effects of a non-instantaneous arcane spell. The spell may be beneficial or harmful.

The elemental planes that birth mephits are primordial dimensions filled with ancient wild magic. Sometimes a mephit is born displaying strange arcane traits, and a hunger for spells. The elemental princes see these odd cousins as both a novelty, and a useful tool. An arcanist that deals unfairly with the elemental planes might find himself plagued by the magicvore mephits. The creatures offer the conjurer one final chance to make amends. Should the conjurer break his probation, he finds his spellbooks and library reduced to acidic sludge.

Mimic, Mansion

The door to the old decrepit looking mansion swings open and slams against the frame as if from a stiff breeze.

Mansion Mimic **CR 13**

XP 25,600
Spellcaster (arcane)
N Colossal aberration
Init +3; **Senses** blindsight 90 ft., darkvision 60 ft.; Perception +3

DEFENSE

AC 27, touch 5, flat-footed 24 (+3 Dex, +22 natural, –8 size)

hp 189 (14d6+140); regeneration 10 (adamantine)
Fort +14, **Ref** +7, **Will** +12
Defensive Abilities guarded thoughts; **DR** 5/ adamantine; **Immune** acid, mind-affecting

OFFENSE

Speed 0 ft.
Melee 2 slams +16 (2d8+17 plus grab)
Space 30 ft.; **Reach** 20 ft.

Special Attacks swallow whole

Spell-Like Abilities (CL 14, concentration +18)
Constant—*mage's private sanctum* (self only)
At will—*animate object* (self only), *detect thoughts* (self only) (DC 18), *dimensional lock* (self only), *greater dispel magic* (self only), *guards and wards* (self only) (DC 20), *major creation* (self only), *persistent image* (self only) (DC 19), *prestidigitation* (self only), *summon monster VIII* (self only), *telekinesis* (self only) (DC 19), *scrying* (DC 19)
1/week—*greater teleport* (self only)



STATISTICS

Str 44, **Dex** 16, **Con** 30, **Int** 13, **Wis** 17, **Cha** 19
Base Atk +7; **CMB** +32 (+36 grapple); **CMD** 45 (can't be tripped)
Feats Ability Focus (*detect thoughts*), Catch Off-Guard, Combat Casting, Greater Sunder, Improved Sunder, Power Attack, Throw Anything
Skills Craft (books, carpentry, glass, stonemasonry, traps) +11, Disguise +11 (+31 when mimicking buildings, Knowledge (geography) +11, Linguistics +11, Spellcraft +11, Use Magic Device +14; **Racial Modifiers** +20 Disguise when mimicking buildings
Languages Common, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc
SQ mimic object, sound mimicry

ECOLOGY

Environment any urban
Organization solitary
Treasure triple

SPECIAL ABILITIES

Guarded Thoughts (Ex) The mansion mimic is immune to any form of mind reading, such as that granted by *detect thoughts*.

Mimic Object (Ex) A mansion mimic can assume the general shape of any Colossal building (approximately a 75 foot cube), such as a massive house, a multi-story mansion, or a small castle. The creature cannot substantially alter its size, though. A mansion mimic's body is hard and has a rough texture, no matter what appearance it might present, so it tends to represent this with rough stonework or old wood. A mansion mimic gains a +20 racial bonus on Disguise checks when imitating a building in this manner. Disguise is always a class skill for a mimic.

Spell-Like Abilities (Sp) Many of the mansion mimic's spell-like abilities only function within itself and cannot be used beyond the creature's space and reach regardless of the spell's normal range. These spells can still be used to target other creatures, but the creatures must be within the mimic's space, reach, or affected by swallow whole. These are noted as being "self only."

Swallow Whole (Ex) Creatures may enter the mansion mimic's "stomach" from any window or door that it chooses to present on its exterior or the mimic may force creatures within by swallowing them. Creatures do not automatically take damage from being within the mansion mimic and do not possess the grappled condition. It can allow creatures to exit freely at any time or creatures may cut their way out. The interior of the mansion mimic is AC 32, has 36 hit points, and DR 5/adamantine.

Mansion mimics occur when an exploding alchemical experiment saturates a building or when mimics become exposed to incredible magical power. The building becomes alive, or the mimic bloats up to enormous size. Mansion mimics have little motivation beyond toying with creatures they can lure within them. They often scope out the perfect location and potential targets with *scrying*, turning themselves into the ideal trap to draw the proposed victims within.



Minotaur, Abyssal

With the body of a giant and the head of a fiendish bull, this creature stomps its hooves as if preparing to charge.

Abyssal Minotaur **CR 18**

XP 153,600
Combat (soldier)
CE Huge outsider (chaotic, demon, evil, extraplanar)
Init +2; **Senses** scent 180 ft., see in darkness, trace teleport 60 ft.; Perception +24

DEFENSE

AC 33, touch 11, flat-footed 30 (+2 Dex, +1 dodge, +22 natural, –2 size)
hp 314 (17d10+221)
Fort +23, **Ref** +12, **Will** +14
Defensive Abilities natural cunning; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 29
Weaknesses maze dependency

OFFENSE

Speed 60 ft.
Melee *+1 unholy greataxe* +29/+24/+19 (4d6+20/x3) or gore +28 (2d6+19)
Space 15 ft.; **Reach** 15 ft.

Special Attacks pounce

Spell-like Abilities
At will—*greater teleport* (self plus 50 lbs. only), *maze* (DC 24)

STATISTICS

Str 37, **Dex** 15, **Con** 36, **Int** 17, **Wis** 18, **Cha** 22
Base Atk +17; **CMB** +32; **CMD** 44
Feats Cleave, Combat Patrol, Dodge, Great Cleave, Greater Bull Rush, Improved Bull Rush, Mobility, Power Attack, Quick Draw
Skills Acrobatics +22, Bluff +23, Intimidate +26, Perception +24, Sense Motive +21, Stealth +11, Survival +21
Languages Abyssal, Celestial, Giant; telepathy 100 ft.
SQ improved tracking

ECOLOGY

Environment any (abyss)
Organization solitary
Treasure standard (*+1 unholy greataxe*, other treasure)

SPECIAL ABILITIES

Maze Dependency (Su) The abyssal minotaur possesses a supernatural connection to the labyrinth it dwells within, and must never stray more than 300 yards from its center. If the minotaur moves 300 yards from the center, it becomes sickened. Every hour thereafter, it must make a DC 15 Fortitude to resist becoming nauseated for an hour. If the minotaur is away from its maze for 24 hours, then it takes 1d6 Constitution damage. When its Constitution reaches 0, it dies. The abyssal minotaur can establish dependency to a new labyrinth through a ritual taking no less than 24-hours, requiring it to walk every passage of his new maze.

Natural Cunning (Ex) The abyssal minotaur possesses innate cunning and logical ability. This gives it immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Most minotaurs live bloody lives of excess and evil. Many of the souls become property of the Abyss upon death, thrown into churning labyrinths where they battle until one remains. The final soul standing devours the rest, growing in power, but finding it is forever trapped within the charnel pit. After a few thousand years wandering the prison alone, the abyssal minotaur leaps at any opportunity for a change of venue. Agreeing to offers made by dark summoners or demon lords, the abyssal minotaur protects a new home with fanaticism born from fear. It dreads the thought of banishment back to the Abyssal prison forever.

The minotaur never escapes the Abyss, possessing an eternal connection to the maze no matter where in the planes it travels. With this connection, they can cast foes into the maze, or even retreat to it in desperate situations.



Mohrg, Genocidal

A tangle of discolored entrails and clawed tongues cling to this lurching skeletal giant's torso like thick corded muscle.

Genocidal Mohrg **CR 16**

XP 76,800
Combat (soldier)
CE Large undead
Init +1; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 32, touch 12, flat-footed 29 (+2 Dex, +1 dodge, +20 natural, –1 size)
hp 248 (16d10+160)
Fort +20, **Ref** +12, **Will** +13
Immune undead traits

OFFENSE

Speed 30 ft.
Melee 4 slams +25 (1d6+10), 2 clawed tongues +20 (1d6+5 plus grab)
Ranged 4 entrails +17 ranged touch (1d2 Strength damage)
Space 10 ft.; **Reach** 10 ft. (50 ft. entrails)

Special Attacks constrict (1d6+5 plus paralysis), entrails (DC 28), paralyze (1d4+1 minutes, DC 28), pull (entrails, 5 ft.)

STATISTICS

Str 31, **Dex** 15, **Con** —, **Int** 16, **Wis** 16, **Cha** 31
Base Atk +16; **CMB** +27 (+31 grapple); **CMD** 40
Feats Critical Focus, Dodge, Improved Initiative, Improved Vital Strike, Lunge, Mobility, Spring Attack, Vital Strike
Skills Acrobatics +21, Bluff +26, Climb +29, Intimidate +29, Perception +22, Stealth +14, Swim +26
Languages Abyssal, Aklo, Common, Undercommon

ECOLOGY

Environment any
Organization solitary, mob (1 plus 2–4 mohrgs and 4–12 zombies), or army (2–4 plus 8–16 mohrgs and 16–48 zombies)
Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) Humanoid creatures killed by a genocidal mohrg rise immediately as normal mohrgs under the genocidal mohrg's control. The sudden bloom of unlife when a genocidal mohrg's victim dies and becomes undead causes a surge of negative energy to flow through the genocidal mohrg. Whenever a genocidal mohrg creates undead in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if *hasted* for the round immediately following the spawn's creation.

Entrails (Ex) The genocidal mohrg can extend long reaching entrails from its body, attacking with them with 50 feet of reach. It gains one strand per 4 HD (4 total) and resolves attacks with entrails as ranged touch attacks. These entrails are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by an entrail is numbed and weakened and must make a DC 28 Fortitude save or take 1d2 points of Strength damage. The save DC is Charisma-based.

When a morhg kills hundreds of humanoids in a single bloody day, the rush of power swells the undead to giant proportions. The creature yearns to feel the surge again, and begins creating a growing horde from the fallen in pursuit of its new addiction. Every mohrg it spawns creates zombies in return, and each small village feeds the mad creature's lust. The murder spree comes to a pivotal moment when the undead meet a true mortal army. Either the mohrg's forces become an unstoppable engine of destruction, or their threat is finally eradicated.

Morlock, Savant

This pale wall-crawling morlock wears rough-sewn leathers covered in metal scraps and tools.

Savant Morlock **CR 5**

XP 1,600
Skilled
CN Medium monstrous humanoid
Init +3; **Senses** darkvision 120 ft., scent; Perception +2

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)
hp 57 (6d8+30)
Fort +7, **Ref** +8, **Will** +4
Defensive Abilities natural cunning; **Immune** disease, poison
Weakness light blindness

OFFENSE

Speed 40 ft., climb 30 ft.
Melee *+1 club* +9 (1d6+5), bite +3 (1d4+2)

Special Attacks leap attack, sneak attack +3d6, swarming

STATISTICS

Str 18, **Dex** 16, **Con** 20, **Int** 7, **Wis** 15, **Cha** 15
Base Atk +4; **CMB** +8; **CMD** 21
Feats Craft Magic Arms and Armor[B], Craft Wondrous Item[B], Improved Initiative, Lightning Reflexes, Master Alchemist[APG], Master Craftsman[B]
Skills Acrobatics +15, Craft (alchemy, armor, traps, weapons) +14, Climb +24, Stealth +7 (+15 in caverns), Use Magic Device +6; **Racial Modifiers** +8 Craft (alchemy, armor, traps, weapons), +8 Stealth in caverns, +8 Acrobatics, +16 Climb



Languages Undercommon
SQ expert climber, traps

ECOLOGY

Environment any underground
Organization solitary, band (1 plus 3–6 morlocks), or tribe (1 plus 7–18 morlocks)
Treasure double (plus *+1 club*, *+1 studded leather armor*)

SPECIAL ABILITIES

Expert Climber (Ex) A savant morlock can cling to cave walls and even ceilings so long as the surface has hand- and footholds. In effect, a savant morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.



Leap Attack (Ex) As a standard action, a savant morlock may make a single attack during a jump. The savant morlock may also make a full attack while jumping as a full round action. It can attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a savant morlock does not provoke attacks of opportunity for leaving a threatened square.

Natural Cunning (Ex) The savant morlocks possesses innate cunning and logical ability. The savant can never be caught flat-footed, and is immune to *maze* spells.

Swarming (Ex) Savant morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Traps (Ex) The savant morlock does not require gold to craft traps, only time.

A morlock is sometimes born with an instinctive understanding of magic and mechanisms. The savant becomes obsessed with building and creating, to the exclusion of much else. If they manage to survive to adulthood, they are capable of dominating other morlocks with ease. However, the savants often care little for leadership except in terms of the resources it provides, and more often support ally for the role. There are rumors of a tribe of morlocks where savants are the rule rather than the exception. The tales speak of great strange machines set to unknown purpose and attended by legions of pale crawling creatures.

Neothelid, Breeder

This tall cloaked figure drips slime from four long tentacles emerging from its hood.

Breeder Neothelid **CR 12**

XP 19,200
Skilled
LE Medium aberration
Init +6; **Senses** blindsight 100 ft., trace teleport 60 ft.; Perception +24

DEFENSE

AC 27, touch 16, flat-footed 21 (+6 Dex, +11 natural)
hp 161 (14d8+98)
Fort +11, **Ref** +15, **Will** +13
DR 10/cold iron; **Immune** mind-affecting; **SR** 23

OFFENSE

Speed 30 ft., fly 60 ft. (good)
Melee 4 tongues +18 (1d4+8/19-20)
Space 5 ft.; **Reach** 5 ft. (10 ft. with tongues)

Special Attacks mind thrust, psychic crush

Spell-Like Abilities (CL 14, concentration +18)
At will—*detect thoughts* (DC 16), *charm monster* (DC 18), *clairvoyance/clairaudience*, *suggestion* (DC 17), *telekinesis* (DC 19), *teleport*, *poison* (DC 18)
3/day—quickened *suggestion* (DC 17)

STATISTICS

Str 26, **Dex** 23, **Con** 24, **Int** 19, **Wis** 24, **Cha** 19
Base Atk +10; **CMB** +18; **CMD** 34
Feats Critical Focus, Improved Critical (tongue), Improved Iron Will, Improved Vital Strike, Iron Will, Quicken Spell-Like Ability (*suggestion*), Vital Strike
Skills Bluff +21, Diplomacy +21, Fly +27, Heal +24, Intimidate +21, Knowledge (arcana, dungeoneering) +21, Perception +24, Spellcraft +21, Use Magic Device +21
Languages Aklo, Common, Terran, Undercommon; telepathy 100 ft.

ECOLOGY

Environment any underground
Organization solitary, pair, or cult (4–12)
Treasure standard

SPECIAL ABILITIES

Mind Thrust (Su) As a standard action at will, a breeder neothelid can deliver a massive blast of mental energy in a 30-foot cone, inflicting 12d6 points of damage. A successful DC 21 Will save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect. The save DC is Charisma-based.

Psychic Crush (Su) As a standard action up to three times a day, a neothelid can attempt to crush the mind of a single creature within 60 feet. The target must make a DC 21 Will save or collapse, becoming unconscious and dying at –1 hit points. If the target succeeds on the save, it takes 4d6 points of damage and is sickened for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

Trace Teleport (Ex) A breeder neothelid telepathically and reflexively learns the mental coordinates of the destination, of all creatures that teleport within 60 feet of it, gaining an awareness of the location equivalent to "seen casually." This knowledge does not fade. This power grants information about the destination as if the breeder neothelid had scryed upon it (as the *scry* spell).

In a short-sighted bid to retake power, the neothelid have begun creating magical hybrids from captured slaves. These breeders have the adaptability and reproduction of the weaker races, plus mental powers that rival the neolithids. The great worms see their creations as the first among the slaves, and plan for their numbers to swell until they can retake their rightful place. They do not realize that the experiment proved too successful, and the breeders have no desire to remain submissive. They only play the part of willing servants while convincing the other slaves that they are the path to freedom. The breeders desire only control, and plan to supplant the neolithids rulers once they have amassed sufficient numbers.

Night Hag, Heartless

Grisly fetishes and the rags of once fine clothes hang off the sharp-fanged crone's rotting corpse. Jagged black stitching keeps a large wound on her torso closed.

Heartless Night Hag **CR 16**

XP 76,800
Spellcaster (arcane)
NE Medium undead (evil, extraplanar)
Init +13; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 31, touch 19, flat-footed 22 (+9 Dex, +12 natural)
hp 228 (24d6+144); fast healing 1
Fort +14, **Ref** +17, **Will** +19
DR 10/cold iron and magic; **Immune** cold, fire, undead traits; **SR** 32
Weakness heartbound

OFFENSE

Speed 30 ft.
Melee 2 claws +19 (1d4+7/19-20), bite +19 (1d6+7/19-20 plus disease)

Special Attacks devour soul

Spell-Like Abilities (CL 24th, concentration +25)
Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*



At will—*animate dead*[4th], *baleful polymorph*[5th] (DC 21), *blight*[5th] (DC 20), *bestow curse*[4th] (DC 20), *clairaudience/clairvoyance*[3rd], *charm monster*[4th] (DC 20), *commune*[5th], *control weather*[7th], *dream*[5th], *forcecage*[7th], *mind blank*[8th], *mirage arcana*[5th] (DC 18), *reincarnate*[4th], *speak with dead*[3rd], *veil*[6th] (DC 22), *vision*[7th]

3/day—quickened *baleful polymorph*[5th] (DC 21), quickened *bestow curse*[4th] (DC 20), quickened *charm monster*[4th] (DC 20), quickened *veil*[6th] (DC 22)

STATISTICS

Str 25, **Dex** 28, **Con** —, **Int** 20, **Wis** 20, **Cha** 23
Base Atk +12; **CMB** +19; **CMD** 38
Feats Ability Focus (devour soul), Critical Focus, Improved Critical (bite, claw), Improved Initiative, Mounted Combat, Quicken Spell-Like Ability (*baleful polymorph*), Quicken Spell-Like Ability (*bestow curse*), Quicken Spell-Like Ability (*charm monster*), Quicken Spell-Like Ability (*veil*), Ride-By Attack, Spirited Charge
Skills Appraise +32, Disguise +30, Intimidate +30, Knowledge (arcana, planes, religion) +32, Spellcraft +32, Stealth +33, Use Magic Device +33
Languages Abyssal, Common, Infernal

ECOLOGY

Environment any evil-aligned plane
Organization solitary, mounted (1 and 1 nightmare), or subjugated coven (1 and 2-3 advanced night hags)
Treasure standard

SPECIAL ABILITIES

Coven (Sp) A heartless nighthag possesses all hag coven spell-like abilities as spell-like abilities and does not require a coven. She cannot contribute to other hags as a coven-member. A heartless nighthag's spell-like abilities each require a full round action to cast (except in the case of quickened spells).

Devour Soul (Su) By making a touch attack as a standard action, the heartless nighthag can deliver a *slay living* spell (CL 19, Fortitude DC 23). The soul of a creature slain by this attack becomes trapped with the hag. The creature cannot be brought back to life until the heartless night hag's destruction. Each soul provides 5 essence points for each Hit Die. The heartless nighthag must expend essence points when it uses a spell-like ability equal to the spell's level. The trapped essence gains one permanent negative level for every 5 points of essence drained- these negative levels remain even if the creature is brought back to life (but do not stack with any negative levels imparted by being raised). A soul that is completely consumed can only be restored to life by a *miracle* or *wish*. The night hag may store any number of souls in this manner, and may absorb souls trapped within gems by *trap the soul* or *soul bind* spells as a full-round action. This is equal to a 5th-level spell. The save DC is Charisma-based.

Disease (Su) *Heart Rot*: Bite—injury; *save* Fort DC 25; *onset* immediate; *frequency* 1/day; *effect* 1d6 Con drain; *cure* 2 consecutive saves. The save DC is Charisma-based.

Heartbound (Su) A creature holding the heartless night hag's shriveled heart automatically bypasses her spell resistance and any saves the heartless night

hag makes against the creature's spells or abilities is at a –4 penalty. If the heartless night hag's heart is destroyed, the hag is destroyed. The heart has no hardness, 6 hit points, and a break DC of 5.

A night hag can enact a dark ritual where she cuts out her own heart to replace it with her heartstone. While the hag still dies, the gem captures her soul like a lich phylactery. Only the mad or desperate would go to such lengths, as she curses herself with eternal hunger for the souls she once brokered. While they no longer need cove sisters, most subjugate one or more hag covens to ensure a steady supply of food.

Nightmare, Death

The horse-like apparition has an ebony skeleton visible beneath translucent skin and muscle.

Death Nightmare **CR 15**

XP 51,200
Skilled
NE Large undead (incorporeal)
Init +10; **Senses** darkvision 60 ft., lifesense 300 ft.; Perception +27
Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 24, touch 24, flat-footed 18 (+6 Dex, +9 deflection, –1 size)
hp 229 (17d8+153); fast healing 10
Fort +14, **Ref** +16, **Will** +14
Defensive Abilities channel resistance +6, rejuvenation; **Immune** undead traits; **Resist** positive energy 20

OFFENSE

Speed fly 80 ft. (perfect)
Melee incorporeal touch +17 (2d6 Constitution and Strength damage) or incorporeal touch +17 (rust)
Space 10 ft.; **Reach** 5 ft.

Special Attacks create spawn

Spell-Like Abilities (CL 17th, concentration +26)
At will—*plane shift* (self plus rider only), *slay living* (DC 24)
3/day—quickened *slay living* (DC 24)

STATISTICS

Str —, **Dex** 23, **Con** —, **Int** 18, **Wis** 24, **Cha** 29
Base Atk +12; **CMB** +19; **CMD** 38 (42 vs. trip)
Feats Combat Expertise, Dodge, Flyby Attack, Hover, Improved Initiative, Improved Iron Will, Iron Will, Mobility, Quicken
Skills Bluff +29, Diplomacy +29, Fly +18, Intimidate +29, Knowledge (arcana, dungeoneering, history, planes, religion) +15, Perception +27, Sense Motive +27, Spellcraft +24, Stealth +22
Languages all (except Druidic or other secret languages)
SQ quickness

ECOLOGY

Environment any (Abaddon)
Organization solitary (unique)
Treasure none



SPECIAL ABILITIES

Create Spawn (Su) Creatures killed by the death nightmare immediately arise as spectres[B1]. The creature must be within one size category of the death nightmare, and are under her absolute command.

Ghost Rider (Sp) The nightmare of death can transform any corporeal creature attempting to ride her incorporeal as a standard action for so long as they remain mounted. This otherwise acts as the *dust form*[UC] spell.

Quickness (Su) The nightmare of death can take an extra move action during her turn each round.

Rust (Su) Any non-living object touched by the death nightmare begins to swiftly corrode. The object touched takes half its maximum hit points in damage and gains the broken condition—a second hit destroys the item. The nightmare never provokes attacks of opportunity by attempting to strike a weapon with this touch attack. Against creatures made of metal, the nightmare deals 15d6 damage. An attended object, any magic object, or a metal creature can attempt a DC 27 Reflex save to negate this effect.

Rejuvenation (Su) When the death nightmare is destroyed, its body or form immediately begins to rebuild within Abaddon. The process takes 1d10 days. If her reforming body is destroyed before it can fully rejuvenate, it immediately starts the process anew. After the full time passes, she wakens fully healed. The nightmare of death can only be permanently killed on a major positive-dominant plane (such as the Positive Energy Plane[GM]).

Unlike the other steeds of the Horsemen of the Apocalypse or even the daemon lords themselves, Ame seems eternal. She has remained constant through each daemon claiming the title of Death, and may even have some say in who is worthy for the role. She claims to be the ghost of the first creature with an awareness of death, but has been known to tell other tales.

Despite her immortality, Ame fears her true death above all things. She guards her secret weakness from even Death himself, and avoids any positive-dominant plane at all costs. Beyond this one overriding fear, Ame is arrogant and respects none but Death. Few in history beyond her Horseman have ridden her, and each time the cost she demanded was the rider's soul.

Nightmare, Famine

The tall skeletal steed has worms and insects in place of muscle and flesh. Horrible screams echo unnaturally from its bloated stomach.

Famine Nightmare **CR 15**

XP 51,200
Skilled
NE Large undead (evil, extraplanar)
Init +10; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +29
Aura worms (30 ft., DC 23)

DEFENSE

AC 30, touch 15, flat-footed 24 (+6 Dex, +15 natural, –1 size)
hp 229 (17d8+153)
Fort +14, **Ref** +16, **Will** +12
DR 10/bludgeoning and good; **Immune** cold, undead traits; **Resist** acid 10, electricity 10, fire 10, sonic 10

OFFENSE

Speed 60 ft., fly 120 ft. (good)
Melee bite +22 (2d8+10 plus grab), 4 hooves +16 (1d6+5)
Space 10 ft.; **Reach** 5 ft.

Special Attacks swallow whole (9d6 negative energy, AC 24, 44 hp)

Spell-Like Abilities (Cl 17th, concentration +21)
At will—*plane shift* (self plus rider only)

STATISTICS

Str 30, **Dex** 22, **Con** —, **Int** 19, **Wis** 24, **Cha** 29
Base Atk +12; **CMB** +23 (+27 grapple); **CMD** 39 (43 vs. trip)
Feats Alertness, Great Fortitude, Hover, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)
Skills Acrobatics +20, Bluff +29, Diplomacy +25, Fly +23, Heal +20, Intimidate +29, Knowledge (arcana, nature, planes, religion) +17, Perception +29, Sense Motive +25, Spellcraft +17, Stealth +15
Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.
SQ rejuvenation

ECOLOGY

Environment any (Abaddon)
Organization solitary (unique)
Treasure double standard

SPECIAL ABILITIES

Bite Attack (Ex) The famine nightmare's bite attack acts as an adamantine weapon.

Devour Soul (Su) By making a touch attack as a standard action, the famine nightmare can deliver a *slay living* spell (CL 17, Fortitude save DC 24). The soul of a creature slain by this attack becomes trapped with the famine nightmare. The creature cannot be brought back to life until the nightmare's current body is destroyed (the soul is released prior to rejuvenation). The famine nightmare can hold any number of souls in this manner. This is equal to a 5th-level spell. The save DC is Charisma-based.

Rejuvenation (Su) When the famine nightmare is destroyed, its body immediately begins to rebuild within its master's gullet. The process takes 2d4 days, during which time the Horseman must remain stationary. If the nightmare's body is destroyed or the Horseman moves more than 100 feet before it can fully rejuvenate, it immediately starts the process anew. After the full time has passed, the famine nightmare emerges from its master's stomach fully healed (albeit without any gear left behind on the destroyed form). The famine nightmare can only be permanently slain if the Horseman of Famine is dead.

Swallow Whole (Su) The famine nightmare can swallow whole creatures of any size.

Worms (Su) The flesh of creatures within 30 feet of the famine nightmare become infested with ravenous worms (as the *fleshworm infestation*[UM] spell) as long as they remain within the aura. Creatures must succeed on a DC 23 Fortitude save each round they remain within the nightmare's aura or take 1d6 hit points of damage, 2 points of Dexterity damage, and be staggered for 1 round. On a successful save the creature takes no hit point or Dexterity damage, and is only sickened for 1 round rather than staggered. This effect ends when the creature moves outside of the nightmare's aura, but resumes if they enter the aura again. *Protection from evil* prevents the worms for manifesting. *Dispel evil*, *heal*, and *remove disease* end the effect for 1 round, but the worms manifest again the following round. This is equal to a 4th-level spell. The save DC is Charisma-based.

When a daemon ascends to the throne of Famine, a unique nightmare crawls free of its stomach. Formed of the daemon's own flesh, the famine nightmare is a foul dead thing that spreads hunger and torment in the Harbinger's name. Abrinahl, the current steed of Famine, is fast and strong despite his emaciated appearance, but considers himself a cerebral tactician. Like the Horseman he represents, Abrinahl prefers to see strategies develop, and disdains the concept of clemency. Rather than accept an opposing commander's surrender, he prefers to hover over survivors until his worms rip them to shreds.



Nightmare, Pestilence

This pale emaciated horse-like creature smells of death and weeps putrid ooze from every pore.

Pestilence Nightmare **CR 15**

XP 51,200
Skilled
NE Large outsider (evil, extraplanar)
Init +6; **Senses** darkvision 60 ft., lifesense 60 ft., low-light vision; Perception +27
Aura stench (30 ft., DC 27)

DEFENSE

AC 30, touch 15, flat-footed 24 (+6 Dex, +15 natural, –1 size)
hp 229 (17d8+153); regeneration 15 (good weapons and spells)



Fort +16, **Ref** +16, **Will** +12
DR 15/good; **Immune** ability damage, death effects, disease, poison; **Resist** acid 10, cold 10, electricity 10, fire 10

OFFENSE

Speed 50 ft., fly 100 ft. (good)
Melee bite +21 (1d8+10/19-20 plus disease), 4 hooves +16 (1d6+5 plus disease)
Space 10 ft.; **Reach** 5 ft.

Special Attacks cursed wound (DC 27), wasting curse (30 ft., DC 22)

Spell-Like Abilities (CL 17, concentration +21)
At will—*plane shift* (self plus rider only)

STATISTICS

Str 30, **Dex** 23, **Con** 28, **Int** 18, **Wis** 25, **Cha** 19
Base Atk +12; **CMB** +23; **CMD** 39 (43 versus trip)
Feats Critical Focus, Diehard, Endurance, Flyby Attack, Great Fortitude, Improved Critical (bite), Improved Great Fortitude, Lunge, Sickening Critical
Skills Acrobatics +26, Bluff +24, Diplomacy +24, Fly +28, Knowledge (history, geography, planes) +24, Perception +27, Sense Motive +27, Stealth +22
Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)
Organization solitary (unique)
Treasure double standard

SPECIAL ABILITIES

Cursed Wound (Su) The damage the pestilence nightmare deals with natural attacks resists magical healing. A character attempting to use magical healing on a creature damaged by the nightmare must succeed on a DC 27 caster level check, or the healing has no effect on the creature.

Disease (Ex) *Pale Rot*: Touch—contact; *save* Fortitude DC 27; *onset* immediate; *frequency* 1/round; *effect* 1 Con damage; *cure* 1 save. The save DC is Constitution-based.

Stench (Ex) The pestilence nightmare secretes a foul odor that most creatures find repulsive. All living creatures within 30 feet must succeed on a DC 27 Fortitude save or be nauseated for 1 round. On a successful save, the creature is sickened for 1 round. Creatures that successfully save cannot be affected by the nightmare's stench again for 24 hours. A *delay poison*, *remove disease*, or *neutralize poison* spell

removes the effect. Creatures with immunity to disease or poison are unaffected, and creatures resistant to disease or poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Wasting Curse (Su) The nightmare of Pestilence can curse creatures within 30 feet as a standard action. As a standard action the nightmare bestows a permanent –4 penalty to all saving throws unless the target succeeds on a DC 22 Will save. The curse can be removed through the r*emove curse* spell and similar effects. The save DC is Charisma-based.

When a daemon ascends to the position of Pestilence, tradition holds that it molds the remains of the former holder of the office into a worthy steed. This nightmare creature carries a shadow of the daemon's power, serving the new Pestilence with slavish fanaticism. Orrast is the current steed of Pestilence, and she often surprises mortals with how reasonable she appears. Orrast is a savvy ambassador for her master, often commenting nonchalantly that the end of days is inevitable, so there is no need to rush or worry. The nightmare spends the majority of her time running important errands, or meeting other envoys of evil on her lord's behalf.



Nightmare, War

This black-armored steed is formed from blood-red flame. Seething heat and rage flow off it in waves.

War Nightmare **CR 15**

XP 51,200
Skilled
NE Large outsider (elemental, evil, extraplanar, fire)
Init +6; **Senses** darkvision 60 ft., lifesense, low-light vision; Perception +27
Aura murderous aura (DC 17)

DEFENSE

AC 30, touch 16, flat-footed 24 (+10 armor, +6 Dex, +1 dodge, +5 natural, –1 size)
hp 229 (17d8+153); fast healing 30
Fort +14, **Ref** +16, **Will** +14
DR 15/adamantine and good; **Immune** elemental traits, fire; **SR** 26
Weakness cold

OFFENSE

Speed 60 ft., fly 120 ft. (good)
Melee bite +28 (1d8+16/19-20 plus burn and fear), 2 hooves +25 (1d6+8 plus burn)
Space 10 ft.; **Reach** 5 ft.

Special Attacks assault, blood rage, breath weapon (60-ft. cone, 6d6 fire damage, Reflex DC 27 for half, usable every 1d4 rounds), burn (2d6 fire), fear, (bite, 2d8+32 plus burn)

Spell-Like Abilities (CL 17)
Constant—*effortless armor*[UC], *freedom of movement*
At will—*plane shift* (self plus rider only)

STATISTICS

Str 31, **Dex** 23, **Con** 29, **Int** 18, **Wis** 24, **Cha** 18
Base Atk +12; **CMB** +27; **CMD** 39 (43 vs. trip)
Feats Ability Focus (murderous aura), Combat Reflexes, Dodge, Improved Critical (bite), Iron Will, Mobility, Multiattack, Power Attack, Weapon Focus (bite)

Skills Acrobatics +26, Diplomacy +24, Fly +28, Intimidate +24, Knowledge (arcana, planes, religion) +24, Perception +27, Sense Motive +27, Survival +27
Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)
Organization solitary (unique)
Treasure double (*+4 breastplate*, other treasure)

SPECIAL ABILITIES

Assault (Ex) When the war nightmare charges, his land and fly speed increases by 20 feet. The object of his charge must succeed at a DC 20 Will save or be shaken for 1d6 rounds. The save DC is Charisma-based.

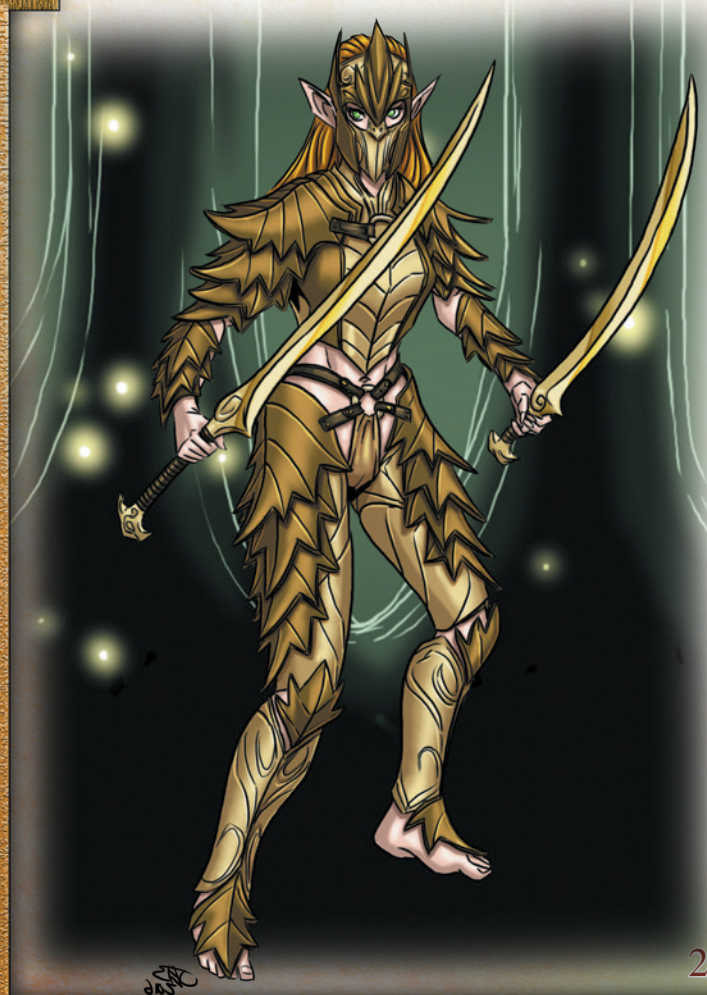
Blood Rage (Ex) When the war nightmare takes damage in combat, on his next turn he flies into a rage as a free action. He gains +4 Constitution and +4 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. He can end his rage voluntarily as a free action. While in blood rage, the war nightmare cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

Burn (Su) Any creature that strikes the nightmare in melee with a natural attack or a non-reach melee weapon is subject to his burn damage.

Fear (Su) Any creature struck by the war nightmare's bite attack must succeed on a DC 20 Will save or be frightened for 1-minute. On a successful save, the creature is shaken for 1-minute. This is a mind-affecting fear effect. The save DC is Charisma-based.

Murderous Aura (Sp) Any creature within 60 feet of the war nightmare must make a DC 17 Will save at the beginning of its turn or be affected as per the spell *murderous command*[UM]. This is equal to a 1st-level spell. The save DC is Charisma-based.

When a daemon ascends to the position of War, its first duty is traveling to the Plane of Fire to subjugate an elder elemental prince to his service. Torture and carving away of the elemental's body reforms it into a nightmare steed worthy of the Harbinger. The current nightmare of War, Senkrios, loves and hates War in equal measure. He remembers just enough of his past life to feel unending rage at his loss and enslavement, but would rather die a thousand deaths than risk his master's displeasure. The Nightmare of War is a formidable tactician, and capable of leading armies in his lord's absence. He yearns for the next battle after any fight's conclusion, only finding a measure of peace in the fire of conflict.



Nymph, Warrior

The painfully beautiful figure wears wood carved into body-concealing and head-protecting armor. She wields a pair of wooden swords that taper to razor-sharp points.

Warrior Nymph **CR 12**

XP 19,200
Combat (soldier)
CG or CE Medium fey
Init +3; **Senses** low-light vision; Perception +19

DEFENSE

AC 27, touch 18, flat-footed 24 (+9 armor, +5 deflection, +3 Dex)
hp 162 (13d10+91)
Fort +20, **Ref** +16, **Will** +16
DR 10/cold iron

OFFENSE

Speed 30 ft., swim 15 ft.
Melee *+2 darkwood shortsword* +19/+14/+9 (1d6+10/19-20), *+2 darkwood shortsword* +19/+14 (1d6+6/19-20)

Special Attacks blinding beauty, stunning glance

Spell-Like Abilities (CL 12, concentration +16)
At will—*dimension door* (self-only)

STATISTICS

Str 27, **Dex** 17, **Con** 24, **Int** 14, **Wis** 16, **Cha** 21
Base Atk +13; **CMB** +21; **CMD** 39
Feats Dimensional Agility[UC], Dimensional Assault[UC], Dimensional Dervish[UC], Double Slice, Improved Two-Weapon Fighting, Two-Weapon Fighting, Two-Weapon Rend
Skills Craft (armor, weapons) +18, Diplomacy +12, Handle Animal +12, Heal +11, Knowledge (nature) +9, Perception +19, Sense Motive +9, Stealth +10, Swim +16
Languages Common, Sylvan
SQ unearthly grace

ECOLOGY

Environment any
Organization solitary
Treasure double (*+2 darkwood shortsword* [2], *+3 darkwood breastplate*, other treasure)

SPECIAL ABILITIES

Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a warrior nymph as a gaze attack. Those who look directly at a nymph must succeed on a DC 21 Fortitude save or be blinded permanently (as the *blindness/deafness* spell). A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Stunning Glance (Su) As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 21 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Nymphs are guardians of nature's purest places and most beautiful realms, but sometimes their best efforts fail. Whether outsiders overpower or trick her, she fails in her home's defense, but might live to see nature defiled. These nymphs swear vengeance, and collect whatever wood remains from sacred groves to fashion tools suitable for revenge. Taking up armor and weapons, a warrior nymph hunts down those responsible, and takes her justice. Unfortunately, the nymphs often find revenge empty, and descend into evil while hoping one more murder might silence her grief.

Ochre Jelly, Memoriam

The yellow-orange ooze slides forward with a visible white-boned skeleton giving it structure and support.

Memoriam Ochre Jelly **CR 9**

XP 6,400
Combat (barbaric)
N Large ooze
Init +1; **Senses** blindsight 60 ft.; Perception +16

DEFENSE

AC 10, touch 10, flat-footed 9 (+1 Dex, –1 size)
hp 121 (9d12+63)
Fort +13, **Ref** +7, **Will** +7
Defensive Abilities split; **Immune** electricity, ooze traits, slashing and piercing damage



OFFENSE

Speed 30 ft., climb 15 ft.
Melee 2 slams +16 (1d6+8 plus 1d4 acid and grab)
Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+8 plus 1d4 acid)

STATISTICS

Str 26, **Dex** 12, **Con** 24, **Int** 8, **Wis** 18, **Cha** 18
Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 29
Feats Final Embrace[APG], Final Embrace Horror[APG], Final Embrace Master[APG], Power Attack, Skill Focus (Knowledge [history])
Skills Climb +16, Knowledge (history) +11
Languages Common (can't speak)

ECOLOGY

Environment temperate underground
Organization solitary
Treasure standard

SPECIAL ABILITIES

Acid (Ex) A memoriam ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the memoriam ochre jelly's acid damage.

Split (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to a memoriam ochre jelly. Instead, the creature loses half its remaining hit points and a normal ochre jelly[B1] splits off with half the memoriam ochre jelly's hit point total. If either ooze has 10 hit points or less it cannot be further split and dies if reduced to 0 hit points.

Some cultures entomb their dead within a sarcophagus containing an ochre jelly. The ooze's acid eats away at the corpse's flesh, leaving only bone and burial positions behind. Once shamans perform certain rituals, the ooze also absorbs a piece of the dead being's memories and mind, even as the soul freely departs. If released from the sarcophagus, the memoriam ochre jelly acts with a certain semblance of intelligence while defending the tomb. Otherwise, the ooze is content to forever roam subterranean confines while contemplating the dead creature's life.



Octopus, Dirigible

A storm of tentacles, each twenty feet in length, flails around the bloated body of this gigantic flying octopus.

Dirigible Octopus **CR 9**

XP 6,400
Combat (soldier)
N Large animal (amphibious, aquatic)
Init +5; **Senses** low-light vision; Perception +5

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, –1 size)
hp 121 (9d10+72)
Fort +14, **Ref** +7, **Will** +7

OFFENSE

Speed 30 ft., swim 30 ft., fly 60 ft. (clumsy), jet 200 ft.
Melee bite +12 (1d8+5 plus poison), 8 tentacles +10 (1d6+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

Special Attack constrict (tentacle, 1d6+2)

STATISTICS

Str 19, **Dex** 13, **Con** 26, **Int** 2, **Wis** 13, **Cha** 18
Base Atk +9; **CMB** +14 (+18 grapple); **CMD** 25
Feats Combat Reflexes, Improved Initiative, Multiattack, Skill Focus (Stealth), Stealthy
Skills Fly +7, Perception +5, Stealth +17, Swim +16; **Racial Modifier** +10 Fly, +10 Stealth
SQ amphibious

ECOLOGY

Environment any ocean
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 saves. The save DC is Constitution-based.

This rare species of octopus is capable of producing a lighter-than-air gas within its body. The creature inflates, buoyantly moving toward the water's surface before breaking free of the ocean. The animal can then float above the waves— hunting flying birds, leaping fish, and even sailors. Aquatic races at war with land dwellers sometimes breed and train the dirigibles to carry their forces. They rain down punishment from the sky, the last direction enemies might expect them to attack from.

Ogre, Father

The massive corpulent giant bears hideous deformities and open bedsores over his gray flesh.

Father Ogre **CR 8**

XP 4,800
Combat (barbaric)
CE Huge humanoid (giant)
Init –1; **Senses** darkvision 60 ft., low-light vision; Perception +9
Aura stench (DC 21, 10 minutes)

DEFENSE

AC 20, touch 7, flat-footed 20 (–1 Dex, +13 natural, –2 size)
hp 101 (7d12+56)
Fort +15, **Ref** +4, **Will** +5
Weakness undersized weapons

OFFENSE

Speed 10 ft.
Melee greatclub +14/+9 (2d8+13) or slam +14 (1d8+13)
Space 15 ft.; **Reach** 15 ft.

Special Attacks horrific appearance

STATISTICS

Str 29, **Dex** 8, **Con** 27, **Int** 9, **Wis** 16, **Cha** 16
Base Atk +7; **CMB** +18; **CMD** 27
Feats Ability Focus (horrific appearance), Awesome Blow[B], Greater Bull Rush, Improved Bull Rush, Power Attack
Skills Knowledge (local) +4, Perception +9, Sense Motive +5
Languages Giant



ECOLOGY

Environment temperate or cold hills
Organization family (1 plus 5–16 ogres)
Treasure standard

SPECIAL ABILITIES

Horrific Appearance (Ex) The sight of the ogre father is so revolting that anyone within 60 feet (other than ogres) who sets eyes upon one must succeed on a DC 18 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same ogre father's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.



Ogres tribes are the product of generations of incest. They often become led by brutal and deformed ogre fathers who grow slothful after rising to domination. The hideous patriarchs of the tribe, fathers force smaller cousins and siblings to compete for his favor. The father ogre's rule is usually respected by his family until he grows too old to defend himself. A brief flurry of violence then decides which family member is to rule in his place.

Ogre Mage, Earth Yai

The giant is garbed in simple brown robes with white tusks visible from within a shadowed hood.

Earth Yai Ogre Mage **CR 16**

XP 76,800
Spellcaster (arcane)
LE Large outsider (giant, native, oni, shapechanger)
Init +11; **Senses** blindsight 120 ft., darkvision 60 ft., tremorsense 300 ft., *true sight*; Perception +27

DEFENSE

AC 31, touch 16, flat-footed 24 (+7 Dex, +15 natural, –1 size)
hp 253 (22d6+176); regeneration 20 (electricity)
Fort +15, **Ref** +14, **Will** +18
DR 20/adamantine; **Immune** acid, poison **SR** 32

OFFENSE

Speed 40 ft., burrow 160 ft., stone glide
Melee *+5 katana* +24/+24/+19/+14 (1d8+13/15-20)
Space 10 ft.; **Reach** 10 ft.

Special Attacks thirst (DC 26), ground manipulation, ocarina

Spell-like Abilities (CL 22nd)
Constant—*freedom of movement, haste, true sight*
At will—*earthquake*, *invisibility*

Sorcerer Spells Known (CL 16th, concentration +21)
8th (8/day)—*horrid wilting* (DC 23), *polar ray*, *wall of lava*
7th (8/day)—*caustic eruption* (DC 22), *plane shift*, *reverse gravity*
6th (8/day)—*flesh to stone* (DC 21), *greater dispel magic*, *move earth*
5th (8/day)—*acidic spray* (DC 20), *teleport*, *transmute rock to mud* (DC 19), *wall of stone*
4th (9/day)—*acid pit* (DC 18), *dimensional anchor* (DC 18), *obsidian flow* (DC 18), *stone shape*
3rd (9/day)—*diamond spray* (DC 17), *hold person* (DC 17), *pellet blast* (DC 17), *spiked pit* (DC 17)

2nd (9/day)—*acid arrow*, *alter self*, *blur*, *create pit* (DC 16), *stone call*

1st (9/day)—*detect metal*, *enlarge person*, *mage armor*, *magic missile*, *mudball*

0th (at will)—*acid splash, arcane mark, bleed* (DC 14), *detect magic, mage hand, message, prestidigitation, read magic, resistance*

STATISTICS

Str 28, **Dex** 25, **Con** 26, **Int** 15, **Wis** 20, **Cha** 21
Base Atk +11; **CMB** +21; **CMD** 38
Feats Combat Reflexes, Eschew Materials, Great Fortitude, Improved Critical, Improved Initiative, Intimidating Prowess, Maximize Spell, Quick Draw, Quicken Spell, Silent Spell, Still Spell
Skills Intimidate +39, Knowledge (arcana, planes) +27, Perception +30, Spellcraft +27, Use Magic Device +30
Languages Common, Draconic, Giant, Terran
SQ change shape (any Medium humanoid, *alter self*), stone glide

ECOLOGY

Environment any desert
Organization solitary
Treasure triple

SPECIAL ABILITIES

Ground Manipulation (Su) At will as a standard action, the earth yai ogre mage can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the earth yai ogre mage moves away from the location. An earth yai ogre mage can move through these areas with ease, but other creatures treat them as difficult terrain.

Ocarina (Su) The earth yai ogre magi possesses a magical ocarina that can become a *+5 katana* as a free action.

Stone Glide (Su) This functions as the earth glide ability, except the earth yai ogre mage can move through stone, dirt, crystal, or metal.

Thirst (Su) The earth yai ogre mage can cast *create water* at will (CL 20). Alternately, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a DC 26 Will save or be destroyed. The save DC is Charisma-based.

Earth yai ogre magi were unjustly punished with the theft of a physical form. As kami, others forced them to abandon their charges, or as mortals they became swept up in dark rituals beyond their control. Despite tragic stories, they are no less twisted than other oni. When they finally possess an ogre body, they fool themselves into believing their actions honorable. Many play the part of a wandering ronin seeking redemption or a champion requesting sanctuary. While they might believe they have noble intent, their madness is to justify any evil they commit. In overthrowing a single tyrant, they might murder hundreds of innocents. In saving a child, they might doom a dozen others. In rescuing a village from one threat, they cause a worse to arise. The earth yai rewrite all personal history to paint themselves as the hero, and respond with violence to any contrary word.

Otyugh, Living Mountain

The ground sprouts great flailing tentacles and a rift with rows of stone teeth.

Living Mountain Otyugh **CR 19**

XP 204,800
Combat (barbaric)
N Colossal magical beast (earth)
Init +1; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +27
Aura unnatural aura (30 ft.)

DEFENSE

AC 34, touch 3, flat-footed 33 (+1 Dex, +31 natural, –8 size)
hp 312 (16d12+208)
Fort +23, **Ref** +11, **Will** +13
Defensive Abilities all-around vision; **DR** 15/ adamantine; **Immune** disease, fire; **Resist** cold 20

OFFENSE

Speed 20 ft., burrow 10 ft.
Melee bite +28 (4d6+20), 2 tentacles +23 (2d8+5/19-20 plus grab)
Space 30 ft.; **Reach** 20 ft. (30 ft. with tentacle)

Special Attacks constrict (tentacle, 4d8+20)

STATISTICS

Str 50, **Dex** 12, **Con** 37, **Int** 13, **Wis** 27, **Cha** 20
Base Atk +16; **CMB** +44 (+48 to grapple); **CMD** 55 (59 vs trip)
Feats Combat Reflexes, Final Embrace[UC], Final Embrace Horror[UC], Final Embrace Master[UC], Improved Critical (tentacle), Lunge, Power Attack, Weapon Focus (tentacle)

Skills Disguise +21 (+41 when mimicking natural objects), Perception +27, Survival +27; **Racial Modifier** +20 Disguise when mimicking natural objects
Languages Common
SQ mimic land

ECOLOGY

Environment any
Organization solitary
Treasure incidental

SPECIAL ABILITIES

Earthquake (Ex) As a full-round action the living mountain otyugh can cause localized tremors by slamming into or bursting from the ground as the *earthquake* spell.

Grab (Ex) The living mountain otyugh does not gain the grappled condition while grappling with its tentacles

Mimic Land (Ex) A living mountain otyugh can assume the general shape of any Colossal natural object, such as a hill, mountain-side, or rock structure. The creature cannot substantially alter its size. A living mountain otyugh's body is hard and has a rough texture, no matter what appearance it might present. A living mountain otyugh gains a +20 racial bonus on Disguise checks when imitating an object in this manner.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of the living mountain otyugh at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so long as it is within 30 feet of the creature.



The great living mountain otyugh hibernate for decades, allowing plantlife to encroach over their buried bodies. They awaken only when disturbed or when hunger drives them to begin slaughtering the local fauna. It would take unbearable stupidity for a community to unknowingly settle on a living mountain, but such is not unheard of. More clever creatures in already dangerous circumstances sacrifice enough food to the great mouth-like rift to keep the slumbering beast satiated. The otyugh's terrible presence in turn wards off deadly wildlife.

Owlbear Cub

This adorable dog-sized creature has bear-like features and wings that appear capable of flight.

Owlbear Cub **CR 1**

XP 400
Combat (barbaric)
N Small magical beast
Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 12, flat-footed 12 (+1 Dex, +2 natural, +1 size)
hp 13 (2d12)
Fort +3, **Ref** +4, **Will** +1

OFFENSE

Speed 20 ft., fly 40 ft. (good)
Melee 2 claws +2 (1d3–1)

STATISTICS

Str 9, **Dex** 13, **Con** 11, **Int** 2, **Wis** 12, **Cha** 12
Base Atk +2; **CMB** +0; **CMD** 11
Feats Flyby Attack
Skills Fly +10, Perception +5, Stealth +13; **Racial Modifiers** +4 Stealth

ECOLOGY

Environment temperate forests
Organization solitary, pair, or pack (3–8)
Treasure incidental

Young owlbears are still small enough to put their wings to use. Much like older owlbears, cubs are aggressive, even toward much larger or unfamiliar creatures. If they find themselves in any true danger, they can be quick to call for help or fly back to the protective safety of their parent. Owlbear cubs are in high demand on the open market, even if the cute little creatures are almost impossible to train.



Pegasus, Shadowsteed

A black smear takes the vague form of a tall winged horse. Darkness trails it like a flowing mane.

Shadowsteed Pegasus **CR 10**

XP 9,600
Spellcaster (divine)
CN Large outsider (extraplanar, shadow)
Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +15

DEFENSE

AC 25, touch 15, flat-footed 19 (+4 Dex, +1 dodge, +11 natural, –1 size)
hp 137 (11d8+88)
Fort +13, **Ref** +7, **Will** +11
DR 5/cold iron and magic; **Immune** cold; **Resist** electricity 10
Weakness light sensitivity

OFFENSE

Speed 60 ft., fly 90 ft. (good)
Melee bite +17 (1d8+9), 2 hooves +14 (1d6+4 plus 1d4 Strength damage)
Space 10 ft.; **Reach** 5 ft.

Special Attacks shadows, shadow blend

Spell-Like Abilities (CL 11th, concentration +15)
Constant—*blur*



At will—*protective penumbra*[UM], *shadow evocation* (DC 19)

3/day—*greater shadow evocation* (DC 22), *shadow walk*

STATISTICS

Str 28, **Dex** 19, **Con** 26, **Int** 13, **Wis** 13, **Cha** 18
Base Atk +8; **CMB** +18; **CMD** 33 (37 versus trip)
Feats Dodge, Great Fortitude, Hover, Improved Initiative, Multiattack, Weapon Focus (bite)
Skills Fly +7, Perception +14, Stealth +19, Survival +12; **Racial Modifiers** +8 Stealth
Languages Common (can't speak)

ECOLOGY

Environment any (Plane of Shadow)
Organization single, pair, or herd (3–10)
Treasure standard

SPECIAL ABILITIES

Shadow Aura (Su) A shadowsteed projects darkness to a radius of 60 feet (as the *deeper darkness* spell) except light is lowered by three levels within the aura. If this effect is dispelled, the shadowsteed can resume it as a swift.

Shadow Blend (Su) During any condition other than bright light, the shadowsteed can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Silent and majestic, shadowsteed pegasi graze the grayscale realms of shadow in small peaceful herds. They flee approaching creatures, as most can expect a lifetime of forced breeding and servitude if captured. Wealthy lords of shadow take great pride in ownership of enslaved shadowsteeds, and go to great lengths to break wild stallions to serve as fitting mounts. While a broken shadowsteed might serve a master for fear of pain, each looks for the first opportunity to flee to freedom. Dark lords make examples of the families of the steeds that run, to keep rebellion to a bare minimum. Shadowsteeds stand 7 feet tall at the shoulder and have wingspans of about 24 feet.

Phase Spider, Singularity

A giant black spider with motes of starlight for eyes crawls through the air at an unusual angle.

Singularity Phase Spider **CR 10**

XP 9,600
Combat (soldier)
N Large vermin
Init +1; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, –1 size)
hp 135 (10d10+80)
Fort +15, **Ref** +8, **Will** +8
Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft., fly 30 ft. (poor)
Melee bite +18 (2d8+13)
Ranged filament +10 touch (see below)
Space 10 ft.; **Reach** 5 ft.

Special Attacks gravity switch (filament, see below), web (+10 ranged, DC 23, 10 hp)



STATISTICS

Str 28, **Dex** 13, **Con** 26, **Int** —, **Wis** 12, **Cha** 1
Base Atk +10; **CMB** +20; **CMD** 31 (39 vs. trip)
Skills Climb +17, Fly –5

ECOLOGY

Environment any
Organization solitary, pair, or brood (2 singularity phase spiders plus 6 young)
Treasure normal

SPECIAL ABILITIES

Gravity Switch (Ex) A singularity phase spider accepts or rejects normal gravity as it chooses. Whenever a creature is struck by the spider's filament or web special attack, that creature experiences a reversal of forces similar to a *reverse gravity* spell (CL 10). Unless the target can fly or otherwise defy gravity, the singularity spider need not make CMB checks to pull it closer to itself if the spider is above it— the target simply falls upward until it reaches the spider, its' web, or a surface. This effect continues so long as the affected creature remains in contact with the filament, web, or the singularity spider. Once the creature separates itself, gravity changes to normal and the creature falls the opposite direction if not secured.

Indigenous to the depths of the void or bizarre dimensions, singularity phase spiders hide in secluded places. Singularity spiders reject local gravity and have an unusual sort of nonmagical flight. They can run in any direction and push the world away as instinct demands. The alien spider hunts by casting webs at passing prey, causing a disorienting reversal of normal gravity. Should its prey be fortunate enough to escape, it must then likely contend with a fall. The singularity spider then simply consumes the spilled contents of the broken body.

A singularity spider has a five-foot long body and a leg-span of about ten feet.

Phoenix, Blight

A shrill scream echoes out from a titanic bird formed from dark green and black flames.

Blight Phoenix **CR 17**

XP 102,400
Skilled
NE Gargantuan magical beast (evil, fire)
Init +9; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +27
Aura blight fire (20 ft., 5d6 fire, DC 30)

DEFENSE

AC 33, touch 12, flat-footed 27 (+5 dex, +1 dodge, +21 natural, –4 size)
hp 280 (17d8+204); regeneration 10 (cold or good)
Fort +17, **Ref** +17, **Will** +12
Defensive Abilities improved evasion, self-resurrection; **DR** 15/good; **Immune** fire; **SR** 28
Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft., fly 120 ft. (good)
Melee bite +24 (2d8+16 plus 1d6 fire and radiation), 2 talons +24 (2d6+16/19-20 plus 1d6 fire and radiation)
Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon (60-ft. cone, 12d8 fire damage and radiation, Reflex DC 30 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 17th, concentration +21)
Constant—*see invisibility*
At will—*blight* (DC 19), *continual flame, inflict critical wounds, greater dispel magic, wall of fire* (DC 18)
3/day—empowered *blight* (DC 19)

STATISTICS

Str 42, **Dex** 21, **Con** 35, **Int** 18, **Wis** 25, **Cha** 18



Base Atk +12 **CMB** +32; **CMD** 48
Feats Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Empower Spell-like Ability (*blight*), Flyby Attack, Improved Critical (talon), Improved Initiative, Lightning Reflexes
Skills Acrobatics +25, Bluff +24, Fly +23, Intimidate +24, Knowledge (geography, nature) +24, Perception +27, Sense Motive +27, Stealth +13, Survival +27
Languages Common
SQ damage objects, manipulate flames

ECOLOGY

Environment any
Organization solitary
Treasure standard

SPECIAL ABILITIES

Blight Fire (Su) A phoenix can cause its feathers to burst into fire as a free action. So long as its feathers are burning, it inflicts an additional 1d6 points of fire damage with each natural attack, and any creature within reach must make a DC 30 Reflex save each round to avoid taking 5d6 points of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes 2d6 points of fire damage (no save) with each successful hit. Creatures damaged by the fire are exposed to the radiation disease of the blight phoenix. The save DC is Constitution-based.

Damage Objects (Ex) The blight phoenix deals double damage against an object or structure when it makes a full attack.

Manipulate Flame (Su) The blight phoenix can control any fire spell within 10 feet as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the blight phoenix can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

Radiation (Su) Curse and disease—nuclear fire or breath weapon; *save* Fort DC 30; *onset* 1 day; *frequency* 1/day; *effect* 2d4 Con drain; *cure* —. The nuclear fires of the blight phoenix are both a curse and a disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of radiation is lifted, a creature suffering from it cannot recover naturally over time. The save DC is Constitution-based.

Self-Resurrection (Su) A slain blight phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via *resurrection*. The blight phoenix gains 1 permanent negative level when this occurs. A blight phoenix can return to life in this manner at will. A blight phoenix that dies within the area of a *consecrate* spell cannot self-resurrect until the *consecrate* effect ends, at which point the blight phoenix immediately resurrects. A blight phoenix brought back to life by other means never gains negative levels as a result.

The blight phoenix is a sad and cursed creature. While a phoenix is hard to kill, it can become warped beyond recognition by the right sort of death. When one becomes exposed to excessive amounts of radiation— either from alien technology or strange eldritch magic— the energy infects them. Leading a painful and cursed existence, the blight phoenix can only spread the poison that pains it, and find solace in destruction. Uninfected phoenixes go to any length to end or contain the threat of blighted brethren, but fear direct conflict might only curse them as well.

Pixie, Night Sprite

With skin the color of a starless night and eyes that shine with the light of the moon, the tiny creature flies on scarlet wings.

Night Sprite Pixie **CR 6**

XP 2,400
Spellcaster (arcane)
CN Tiny fey (chaotic)
Init +6; **Senses** darkvision 120 ft., low-light vision; Perception +12

DEFENSE

AC 23, touch 23, flat-footed 16 (+3 deflection, +6 Dex, +1 dodge, +1 natural, +2 size)
hp 55 (10d6+20)
Fort +8, **Ref** +12, **Will** +13
Defensive Abilities natural invisibility, unearthly grace; **DR** 10/cold iron; **SR** 21

OFFENSE

Speed 20 ft., fly 80 ft. (perfect)
Melee short sword +10 (1d3+3/19-20)
Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks charming gaze (DC 16)

Spell-Like Abilities (CL 10th, concentration +14)
Constant—*detect thoughts* (DC 16)
At will—*dispel magic*
3/day—*defensive shock, ventriloquism*

Sorcerer Spells Known (CL 6th, concentration +9)
3rd (4/day)—*major image* (DC 17), *suggestion* (DC 17)
2nd (6/day)—*acid arrow*, *mad hallucination* (DC 16), *touch of idiocy* (DC 16)
1st (7/day)—*charm person* (DC 15), *color spray* (DC 15), *hypnotism* (DC 15), *silent image* (DC 15), *sleep* (DC 15)
0 (at will)—*dancing lights, daze* (DC 14), *ghost sound* (DC 14), *mage hand, penumbra, prestidigitation, touch of fatigue* (DC 13)

STATISTICS

Str 17, **Dex** 23, **Con** 14, **Int** 12, **Wis** 16, **Cha** 17
Base Atk +5; **CMB** +6; **CMD** 26
Feats Dodge, Expanded Arcana[APG], Spell Focus (illusion), Spell Focus (enchantment), Weapon Finesse
Skills Acrobatics +16, Bluff +11, Fly +31, Perception +13, Sense Motive +13, Stealth +24, Use Magic Device +14
Languages Common, Elven, Halfling, Sylvan

ECOLOGY

Environment any
Organization solitary, gang (2–4), or jubilee (5–10)
Treasure standard

SPECIAL ABILITIES

Charming Gaze (Su) The gaze of a night sprite can affect humanoids as per a *charm person* spell, 30 feet, Will DC 18 negates. Note that the night sprite's gaze attack does not function while the sprite is invisible. The save DC is Charisma-based.

Unearthly Grace (Su) The night sprite adds her Charisma modifier as a racial bonus on all saving throws and as a deflection bonus to Armor Class.

Night sprite pixies wander the evening winds in search of fun. Unfortunately, their interpretation of entertainment most often consists of a series of practical jokes that at best embarrass victims. At worst, their torments drive the sanity from a stable mind. These tiny fey do not care for the machinations of mortals, nor the rule of the greater fey. They move about as they will, enjoying their fun regardless of who they might hurt.



The sadistic sprites gather in larger numbers for jubilees, usually marked by a lunar eclipse or blue moon. They compete with one another to see who can play the best trick on unsuspecting mortals. In addition to all-important bragging rights, the winner gains some grand and valuable object stolen from a dangerous fey noble. Often, the final prank is letting some foolish mortal hero gain the item by "defeating" the gathering. Of course, this swiftly brings with it the fair folk's ire.

Pseudodragon, Emissary

A sleek and small dragon soars through the air on leathery wings. Its scales shift in color from moment to moment.

Emissary Pseudodragon **CR 5**

XP 1,600
Skilled
N Small dragon
Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 Dex, +1 dodge, +5 natural, +1 size)
hp 51 (6d8+24); fast healing 2
Fort +6, **Ref** +9, **Will** +6
Defensive Abilities evasion; **Immune** energy immunity, sleep and paralysis; **DR** 15/magic; **SR** 16
Weakness bond

OFFENSE

Speed 30 ft., fly 120 ft. (good)
Melee bite +8 (1d6+3), 2 wings +3 (1d3+1), tail slap +3 (1d4+1)

Special Attacks breath weapon (15 ft. cone, 6d6 energy damage, Reflex DC 16 for half, usable every 1d4 rounds)

STATISTICS

Str 16, **Dex** 19, **Con** 19, **Int** 14, **Wis** 14, **Cha** 15
Base Atk +4; **CMB** +6; **CMD** 21
Feats Alertness, Dodge, Iron Will
Skills Bluff +11, Climb +9, Diplomacy +11, Fly +14, Intimidate +11, Perception +13, Sense Motive +13, Spellcraft +11, Stealth +8, Survival +11, Swim +8
Languages Common, Draconic; telepathy 100 ft.

ECOLOGY

Environment any
Organization solitary, pair, or wing (5–20)
Treasure standard

SPECIAL ABILITIES

Bond (Ex) An emissary must bond to a true dragon of any type to gain use of its breath weapon and energy immunity abilities (see below). An emissary can bond to any willing true dragon (chromatic, metallic, etc.) with a 1 hour ritual. The bond persists until dismissed by the true dragon, or the true dragon dies. The true dragon can dismiss the emissary as a free action. While bonded, the draconic emissary cannot bond to a different true dragon.

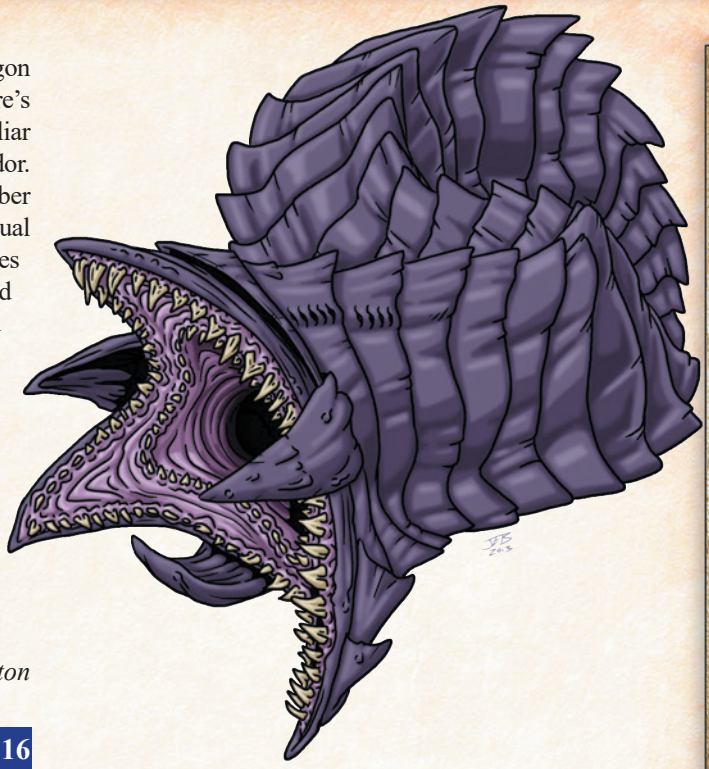
Breath Weapon (Ex) The energy type associated with the breath weapon of an emissary is the same as that of the bonded dragon they serve. One in service to a red or gold dragon would breath fire, while an emissary serving a silver or white dragon would breath ice. The shape, damage, and save DC remain the same regardless of whom they serve. The save DC is Constitution-based.

Energy Immunity (Ex) Emissaries gain immunity to the same energy type as the true dragon they bond to.



Some pseudodragons choose to serve true dragon cousins in return for a share of the powerful creature's magic. The draconic emissary functions as a familiar for the dragon, acting as its assistant and ambassador. The emissary chooses to serve a particular member of dragonkind through a bonding ritual. This ritual solidifies the shifting colors of the emissary's scales to mimic the selected master. In return for continued loyalty, the pseudodragon gains the immunity and breath weapon of the true dragon.

The emissary must choose a new master with care, as once they enter into such a pact, they become committed until released or their master perishes. Some displeased emissaries manipulate events that might lead to a cruel master's death, freeing them to forge a new bond.



Purple Worm, Slug

This enormous worm is covered in dark purple chiton that glistens with viscous slime.

Purple Worm Slug **CR 16**

XP 76,800
Combat (barbaric)
N Gargantuan magical beast
Init +1; **Senses** darkvision 60 ft., tremorsense 300 ft.; Perception +20

DEFENSE

AC 31, touch 7, flat-footed 30 (+1 Dex, +24 natural, –4 size)
hp 245 (14d12+154); fast healing 15 (regenerate limbs)
Fort +20, **Ref** +10, **Will** +7
Defensive Abilities split (slashing)

OFFENSE

Speed 20 ft., burrow 10 ft.
Melee bite +26 (4d6+16/19-20 plus grab and poison), tail slap +21 (2d8+8 plus poison)
Space 20 ft.; **Reach** 15 ft.

Special Attacks poison, swallow whole (free action, 4d6+24 plus poison, AC 22, 24 hp), trample (4d6+24 plus poison)

STATISTICS

Str 43, **Dex** 12, **Con** 32, **Int** 1, **Wis** 16, **Cha** 17
Base Atk +14; **CMB** +34 (+38 grapple); **CMD** 45 (can't be tripped)
Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite)
Skills Perception +20

ECOLOGY

Environment any underground
Organization solitary, pair, or swarm (4-12)
Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Body—contact; *onset* 1-minute, *save* Fort DC 28, *frequency* 1/round for 6 rounds, *effect* 2d6 acid and 1d4 Con, *cure* 3 consecutive saves. The save DC is Constitution-based.

Split (Ex) The slug purple worm splits into two identical copies of itself if subject to at least 40 slashing damage from a single attack. The slug purple worm is immune to slashing damage. Each copy has half the original's current hit points (rounded down).

Vulnerability (Ex) A slug purple worm is vulnerable to salt and quickly perishes if the moisture is removed from its body. A handful of salt burns the worm as if it were a flask of acid, causing 1d6 points of damage per use. If the worm is the target of a *horrid wilting* spell, it dies on a failed save.

This sluglike behemoth leaves a trail of ichor wherever it travels— a potent poison that can liquefy bodies in minutes. The beast travels within a circuitous slime trail, consuming any creatures unfortunate enough to cross its path. The slug purple worm seems drawn to civilization or population centers, and their acidic slime

destabilizes the foundations of buildings and sewers over time. Swarms of slug purple worms can threaten entire cities with collapse if left unchecked, even if they are not driven to the point of starvation.

The slug purple worm possesses a bizarre asexual means of reproduction. When two of the creatures meet, they take turns eating through the other to double their numbers. While the worms can endlessly repeat this process, instincts limit their numbers to the limits of the local food and space. However, it is possible to trick this instinct by overfeeding the worms for weeks at a time. This results in the occasional evil druid "breeding" the monsters in unsustainable numbers. When the beasts grow hungry, devastation follows.

Rakshasa, Gunslinger

The fiendish figure's backward-bending fingers wrap firmly around a revolver that it draws with inhuman speed.



Gunslinger Rakshasa **CR 14**

XP 38,400
Combat (soldier)
LE Medium outsider (native, shapechanger)
Init +8; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 30, touch 14, flat-footed 26 (+4 Dex, +16 natural)
hp 202 (15d10+120)
Fort +17, **Ref** +13, **Will** +12
DR 15/good and piercing; **SR** 29

OFFENSE

Speed 40 ft.
Melee bite +23 (1d6+8), 2 claws +23 (1d4+8)
Ranged *+5 pepperbox rife* +24/+19/+14 (1d10+5/19-20 ×4) or *+5 revolver* +24/+19/+14 (1d8+5/x4)

Special Attacks detect thoughts, grit (5/day), sneak attack +8d6, talisman (*+5 pepperbox rife*, *+5 revolver*)

STATISTICS

Str 27, **Dex** 19, **Con** 26, **Int** 14, **Wis** 17, **Cha** 20
Base Atk +15; **CMB** +23; **CMD** 37
Feats Amateur Gunslinger[UC], Deadly Aim, Extra Grit[UC], Improved Critical (pepperbox rifle, revolver), Improved Initiative, No Name[UC], Point Blank Shot, Precise Shot
Skills Acrobatics +22, Bluff +26, Disguise +28, Knowledge (local) +17, Perception +21, Spellcraft +17; **Racial Modifiers** +6 Bluff, +8 Disguise
Languages Common, Infernal, Undercommon
SQ change shape (any humanoid, *alter self*), gunslinger deeds (deadeye)

ECOLOGY

Environment any
Organization solitary
Treasure double

SPECIAL ABILITIES

Detect Thoughts (Su) A gunslinger rakshasa can detect thoughts as per the spell of the same name (Will DC 22). This effect functions at CL 18th. A rakshasa can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent 3 rounds concentrating and thus gains the maximum amount of information possible. The save DC is Charisma-based.

Talisman (Su) The gunslinger rakshasa possesses pieces of jewelry (typically rings or pendants) that it may transform into either a *+5 pepperbox rifle* or *+5*

revolver as a free action. Out of the rakshasa's hands, these weapons or jewelry become hunks of useless metal. These firearms never require ammunition. In less advanced settings, these weapons are replaced by a *+5 musket* and *+5 pistol*.

Some despots live by the gun— taking power by removing opposition one shot at a time. Some come to rule over vast rugged wastelands or set themselves up as robber-barons. When these tyrants perish, some refuse to surrender wealth accumulated on the mortal coil. Their souls reform as earthbound rakshasa, with a shade of their talent and all their ambition. The gunslingers start with revenge on those that wronged them, before retaking what they lost in death. They then begin accumulating ever-greater power through endless cycles of violence and intimidation.

Rat, Hive

The big red-furred rats move about in a highly organized and purposeful manner.

Drone Hive Rat **CR 2**

XP 600
Skilled
N Small magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 16, touch 14, flat-footed 12 (+3 Dex, +2 natural, +1 size)
hp 16 (3d8+3)
Fort +2, **Ref** +6, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.
Melee bite +3 (1d4), 2 claws +3 (1d3)

Special Attacks swarming

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** 11, **Wis** 10, **Cha** 14
Base Atk +2; **CMB** +3; **CMD** 16 (20 vs. trip)
Feats Combat Reflexes, Pack Attack
Skills Climb +14, Disable Device +9, Escape Artist +9, Perception +10, Stealth +17, Swim +14; **Racial Modifiers** Perception +4, Stealth +4
Languages Common (can't speak); telepathy 60 ft.

ECOLOGY

Environment any urban
Organization solitary, pack (2-20), hive (50-100)
Treasure standard

SPECIAL ABILITIES

Swarming (Ex) Twice the normal number of hive rats can occupy the same space (so two in one square). If multiple hive rats attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Guardian Hive Rat **CR 4**

XP 1,200
Skilled
N Small magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)
hp 37 (5d8+15)
Fort +4, **Ref** +8, **Will** +3

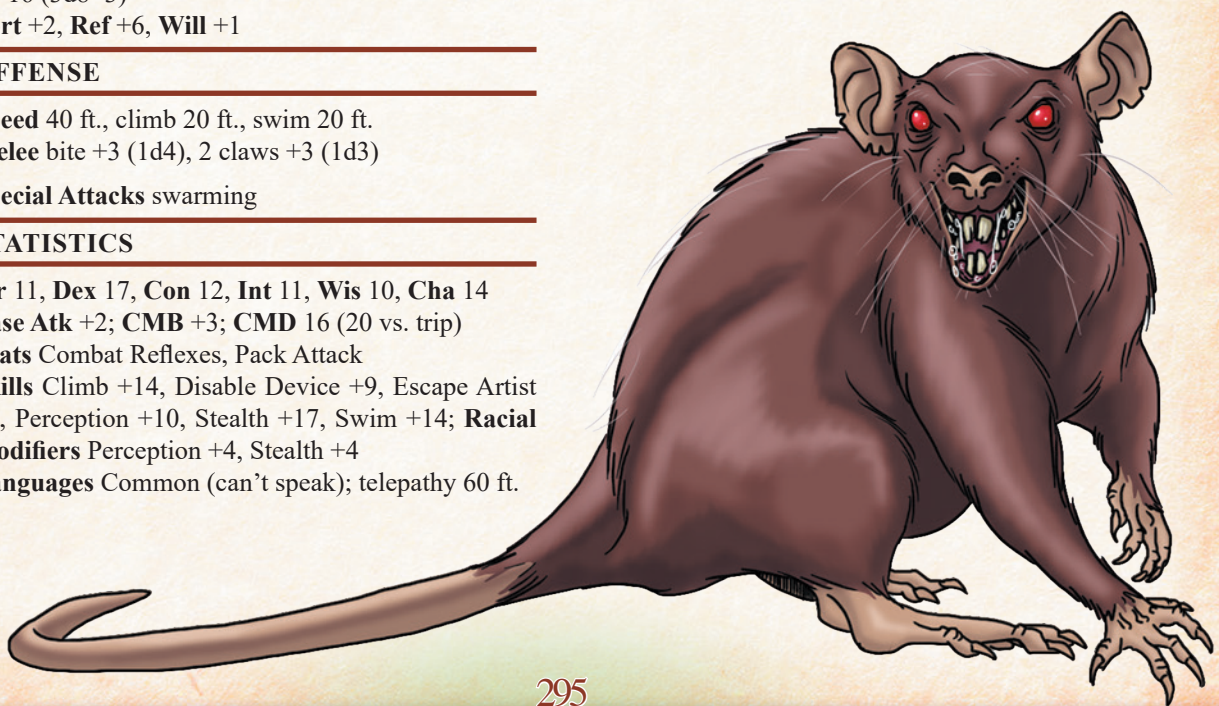
OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.
Melee bite +8 (1d8+3), 2 claws +7 (1d3+3)

Special Attacks improved swarming

STATISTICS

Str 16, **Dex** 19, **Con** 17, **Int** 11, **Wis** 14, **Cha** 14



Base Atk +3; **CMB** +5; **CMD** 19 (23 vs. trip)
Feats Bodyguard, Combat Reflexes, Outflank[APG, B], Pack Attack[UC]
Skills Climb +19, Disable Device +12, Escape Artist +12, Perception +14, Stealth +20, Swim +19; **Racial Modifiers** Perception +4, Stealth +4
Languages Common (can't speak); telepathy 100 ft.

ECOLOGY

Environment any urban
Organization solitary, pack (2–20), hive (50–100)
Treasure standard

SPECIAL ABILITIES

Improved Swarming (Ex) Twice the normal number of hive rats can occupy the same space (so two in one square). If multiple hive rats attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares. Guardian hive rats gain the Outflank[APG] feat as a bonus feat despite not meeting the prerequisites.

Queen Hive Rat CR 10

XP 9,600
Skilled
N Small magical beast
Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +24

DEFENSE

AC 26, touch 17, flat-footed 20 (+6 Dex, +9 natural, +1 size)
hp 114 (12d8+60)
Fort +9, **Ref** +14, **Will** +9
Defensive Abilities improved evasion, improved uncanny dodge

OFFENSE

Speed 40 ft., climb 40 ft., swim 40 ft.
Melee bite +3 (1d4+6), 2 claws +3 (1d3+6)

Special Attacks pounce, swarming

Spell-Like Abilities (CL 12th, concentration +15)
At will—battlemind link[UM], share memory[UM]

STATISTICS

Str 22, **Dex** 22, **Con** 20, **Int** 17, **Wis** 21, **Cha** 17
Base Atk +9; **CMB** +14; **CMD** 30 (34 vs. trip)
Feats Acrobatic Steps, Combat Reflexes, Lunge, Nimble Moves, Outflank[APG], Pack Attack[UC]
Skills Acrobatics +21, Climb +14, Diplomacy +18, Disable Device +21, Escape Artist +21, Perception +24, Sense Motive +20, Stealth +29, Swim +29;
Racial Modifiers Perception +4, Stealth +4
Languages Common (can't speak); telepathy 300 ft.
SQ anthropomorphic, wild empathy

ECOLOGY

Environment any urban
Organization solitary, pack (1 plus 2-20 guardians), hive (50-100 drones and guardians)
Treasure standard

SPECIAL ABILITIES

Anthropomorphic (Su) The queen hive rat can transform herself into a bipedal hybrid of a humanoid form and back again at will, similar to a lycanthrope's hybrid form (as the *anthropomorphic animal*[UM] spell). Her size, type, and ability scores do not change. She loses her natural attacks except for bite and all types of movement other than land speed. She becomes able to manipulate objects and weapons as well as humanoids, but is not considered proficient in any manufactured weapons. She can speak Common.

Wild Empathy (Ex) This works like the druid's wild empathy class feature, except the queen hive rat has a +4 racial bonus on the check, and can use wild empathy on both animals and vermin. The queen hive rat's druid level is equal to her HD for determining her total modifier to the check.

Swarming (Ex) Twice the normal number of hive rats can occupy the same space (so two in one square). If multiple hive rats attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Hive rats exist in the underbelly of thriving cities across the world. Though similar in appearance to red-furred dire rats, the creatures more resemble large hives of insects in behavior and nature. Hive rats function in a sort of caste system ruled by a single queen. The queen communicates desires to her brood telepathically, with actions performed by both the guardian and drone castes. Should the queen die, female breeders battle for the reign of the hive until only one survives.

Hive rats hold a strange quasi-religious reverence for wererats, seeing them as progenitors of their species… though this is likely a myth. Even queens abide by the wishes of the lycanthropes, going so far to sacrifice legions in fanatical fervor.

Remorhaz, Smouldering

Violent amounts of ash and liquid debris spew forth from the maw of an immense centipede-like beast.

Smoldering Remorhaz CR 13

XP 25,600
Skilled
N Huge magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 120 ft.; Perception +23

DEFENSE

AC 26, touch 8, flat-footed 26 (+18 natural, –2 size)
hp 198 (12d10+132)
Fort +19, **Ref** +8, **Will** +10
Immune cold, fire

OFFENSE

Speed 40 ft., burrow 40 ft.
Melee bite +21 (2d6+11 plus burn and grab), tail slap +13 (2d6+5 plus burn)
Space 15 ft.; **Reach** 10 ft.

Special Attacks burn, breath weapon (60-ft. cone, 8d8 fire damage, Reflex DC 27 for half, usable every 1d4 rounds, on a failed save creatures take half damage following round), constrict (bite, 2d6+11 plus burn), death throes (60-ft. burst, 13d8 fire)

STATISTICS

Str 33, **Dex** 10, **Con** 33, **Int** 7, **Wis** 14, **Cha** 10
Base Atk +12; **CMB** +25 (+29 grapple); **CMD** 35 (can't be tripped)
Feats Awesome Blow, Cleave, Cleaving Finish, Improved Bull Rush, Great Cleave, Power Attack, Skill Focus (Perception)
Skills Acrobatics +15, Climb +26, Intimidate +15, Perception +23, Survival +14, Swim +23
Languages Giant (cannot speak)

ECOLOGY

Environment cold deserts and glaciers
Organization solitary
Treasure none

SPECIAL ABILITIES

Burn (Ex) The smoldering remorhaz deals an additional 2d8 fire damage in melee and to any creature attacking with a non-reach weapon. Creatures affected must succeed on a DC 27 Reflex save or catch fire. The save DC is Constitution-based.

Death Throes (Su) When killed, a smoldering remorhaz explodes in a ball of fire dealing 13d8 fire damage in a 60 foot burst (Reflex DC 27 halves). The save DC is Constitution-based.

The oldest remorhaz burn with less brightness, but the fire lingers longer. Age causes them to internalize their heat; melting gathered or consumed stone into liquid magma. The beast can expel this gathered flame and rock, and if killed, explode in a terrible burst of lava. Despite their awe-inspiring power, the remorhaz tend to be lethargic, preferring to bask in fire or magma unless disturbed. While cold or lack of fire does not harm them, it does cause the creatures great discomfort and heightens their aggression. Smoldering remorhaz seek any source of heat to help sustain their aging bodies, and often form alliances with creatures like red dragons or fire elementals willing to generate flame in exchange for aid.



Rhinoceros, Iron Charger

This iron behemoth's steel hide protects the smaller creatures within as the horned construct fires bolts of fire.

Iron Charger Rhinoceros **CR 9**

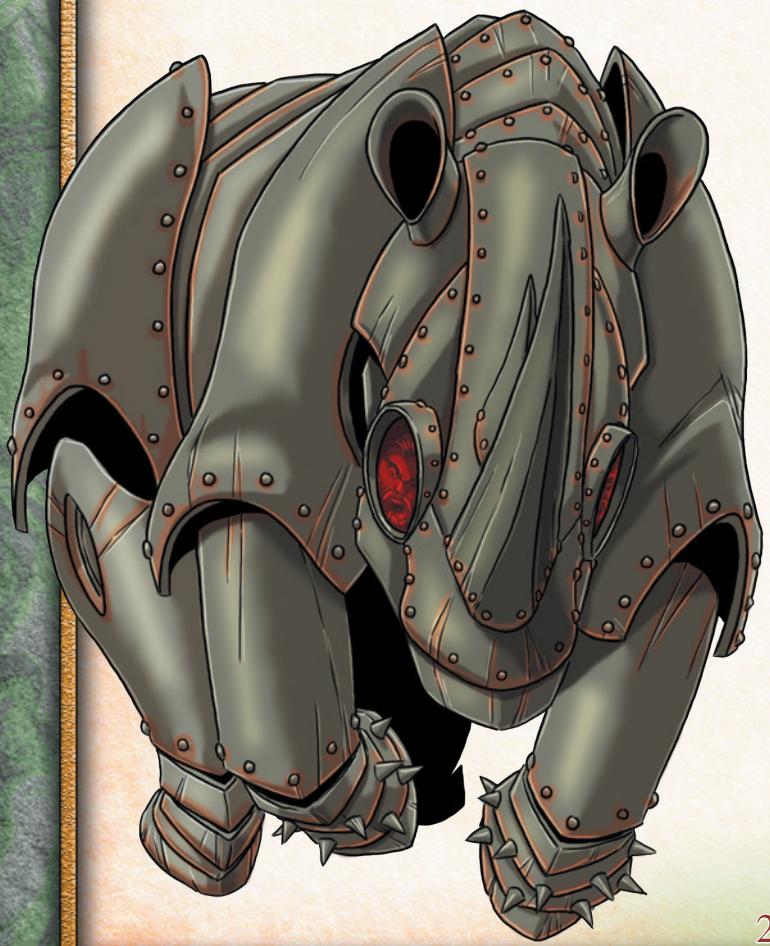
XP 6,400
Combat (barbaric)
N Large construct
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, + 12 natural, –1 size)
hp 128 (9d12+70)
Fort +6, **Ref** +7, **Will** +4
DR 10/adamantine; **Immune** construct traits; **SR** 20

OFFENSE

Speed 50 ft.
Melee bite +16 (1d8+8 plus grab), gore +16 (2d6+16)
Space 10 ft.; **Reach** 5 ft.



Special Attacks elemental ray (+9 ranged touch), powerful charge (gore 4d6+16), swallow whole (no damage, AC 16, hp 11)

STATISTICS

Str 27, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1
Base Atk +9; **CMB** +18 (+22 grapple); **CMD** 29 (+33 vs. trip)

ECOLOGY

Environment any
Organization solitary
Treasure none

SPECIAL ABILITIES

Elemental Ray (Su) The iron charger can produce a ray that deals 10d6 acid or fire damage with a range of 100 feet as a free action every 4 rounds. A particular ray (acid or fire) is usable only once every 4 rounds. The charger can fire an elemental ray in the same round that it makes physical attacks—firing an elemental ray does not provoke attacks of opportunity. A DC 14 Reflex save halves the damage. The save DC is Constitution-based.

Swallow Whole (Ex) The iron charger possesses an empty cavity accessible by its mouth. This acts as the swallow whole ability, except the iron charger only allows allies to enter the cavity and does not deal bite damage to creatures entering in this manner.

This marvel of magic, engineering, and alchemy is a war machine constructed to carry one or more drivers while laying waste to armies. The interior of the standard charger can hold two Small or one Medium sized creatures who direct its movements and attacks. Creatures within the stomach can view surroundings, albeit with a –4 penalty to Perception checks.

Construction

The body of an iron charger is sculpted from 4,000 pounds of iron, specially smelted with a combination of rare tinctures and allows costing at least 4,000 gold pieces.

IRON CHARGER RHINO

CL 13th; **Price** 44,500 gp

CONSTRUCTION

Requirements Craft Construct, *bull's strength, geas/quest, limited wish,* creator must be caster level 13th; **Skill** Craft (armor) or Craft (weapons) DC 18; **Cost** 24,250 gp.

Roc, Astral Vulture

The immense beast is the color of storm clouds, with wings that stretch wider than all but the greatest dragons.



Astral Vulture Roc **CR 12**

XP 19,200
Combat (barbaric)
N Gargantuan outsider
Init +4; **Senses** darkvision 60 ft.; Perception +17
Aura frightful presence (60 ft., DC 19)

DEFENSE

AC 26, touch 6, flat-footed 26 (+20 natural, –4 size)
hp 165 (10d12+100); fast healing 2
Fort +17, **Ref** +9, **Will** +8
DR 10/magic; **SR** 23

OFFENSE

Speed 30 ft., fly 120 ft. (good)
Melee 2 talons +21 (2d6+15 plus grab)
Space 20 ft.; **Reach** 15 ft.

Special Attacks hatred

STATISTICS

Str 41, **Dex** 11, **Con** 31, **Int** 8, **Wis** 20, **Cha** 18
Base Atk +10; **CMB** +29 (+33 grapple); **CMD** 39
Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Power Attack, Wingover
Skills Fly +6, Perception +17; **Racial Modifiers** Perception +4

ECOLOGY

Environment any (Astral)
Organization solitary or nest (2–5)
Treasure none

SPECIAL ABILITIES

Magic Talons (Ex) The astral vulture roc's talon attacks bypass damage reduction as if they were magical weapons.

Hatred (Ex) Astral vulture rocs receive a +2 bonus to attack and damage rolls against any creature possessing the outsider type.

Scavenger rocs roam the Astral plane to dine on the corpses of long-dead gods. The immense islands of sustenance are the only place where groups of the astral vultures have enough food to dwell together in numbers. When the deity wears away to bone, flocks of the astral vultures seek out the next to nest. Their propensity to dine upon dead god-flesh attracts the bests to other living outsiders, and groups might turn upon each other when food is scarce.

Roper, Monolith

A huge eye opens in this towering stone pillar's front. Long tentacles stretch out from it to a half-dozen conical creatures like umbilical cords.

Monolith Roper **CR 21**

XP 409,600
Spellcaster (arcane)
CE Gargantuan aberration
Init +12; **Senses** blindsight 120 ft., darkvision 60 ft.; Perception +39
Aura frightful presence (200 ft., DC 26)

DEFENSE

AC 36, touch 14, flat-footed 28 (+8 Dex, +22 natural, –4 size)
hp 434 (28d6+336); regeneration 20 (fire)

Fort +23, **Ref** +17, **Will** +23
DR 15/—; **Immune** electricity; **Resist** cold 20; **SR** 32
Weakness vulnerability to fire

OFFENSE

Speed 10 ft., burrow 20 ft., earth glide
Melee bite +26 (4d6+30/19-20)
Ranged 6 strands +18 touch (2d4 Strength)
Space 20 ft.; **Reach** 15 ft. (50 ft. with strands)

Special Attacks pull (strand, 10 feet), strands

Wizard Spells Memorized (CL 20th, concentration +26)
9th—*energy drain, foresight, imprisonment* (DC 24), *meteor swarm* (DC 24)
8th—*dimensional lock, horrid wilting* (DC 23), *iron body, maze* (DC 23), *prismatic wall* (DC 23)
7th—*banishment* (DC 23), *greater arcane sight, reverse gravity, spell turning*
6th—*greater dispel magic, chain lightning* (DC 22), *disintegrate* (DC 22), *move earth, repulsion*
5th—*cone of cold* (DC 21), *dismissal* (DC 21), *teleport, wall of stone, wall of force*
4th—*charm monster (DC 20), dimensional anchor, dimension door, enervation, stone shape*
3rd—*dispel magic, lightning bolt* (DC 19), *slow* (DC 19), *tongues, vampiric touch*
2nd—*detect thoughts* (DC 18), *false life, fox's cunning, mirror image, spectral hand, whispering wind*
1st—*expeditious retreat, obscuring mists, ray of enfeeblement* (DC 17), *shield, true strike, unseen servant*
0 (at will)—*dancing lights, detect magic, message, prestidigitation*



STATISTICS

Str 41, **Dex** 26, **Con** 34, **Int** 22, **Wis** 21, **Cha** 15
Base Atk +14; **CMB** +33; **CMD** 51 (can't be tripped)
Feats Eschew Materials, Great Fortitude, Greater Spell Penetration, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Skill Focus (Perception, Stealth), Spell Penetration, Vital Strike, Weapon Focus (bite)
Skills Bluff +30, Climb +43. Knowledge (dungeoneering, history, nature, religion) +37, Perception +39, Sense Motive +33, Spellcraft +37, Stealth +30 (+50 in icy and stony areas) **Racial Modifiers** +20 Stealth in stony and icy areas
Languages Aklo, Common, Dwarven, Elven, Ignan, Terran, Undercommon

ECOLOGY

Environment any underground
Organization solitary
Treasure standard

SPECIAL ABILITIES

Strands (Ex) A monolith roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 80 feet. A roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and takes 2d4 points of Strength damage (no save).

Summon Ropers (Ex) Monolith ropers asexually spawn ropers in a process taking years or decades of time. The monolith roper can force its immature children into action, budding them off at the ends of strands to fight on its behalf. The

immature ropers must remain within 80 feet of the roper monolith connected to the monolith's strands (as the strand ability). If the strands are severed, the roper dies. While the ropers are active, the monolith roper loses its strands attack. The immature ropers remain active for 1 hour before returning to gestation (if they remain alive).

Great monolithic ropers dwell deep within the earth. The progenitors of the smaller breeds that creep closer to the surface, the monoliths grow and bud the young-ones from the ends of their many tentacles. In combat, they can rouse these immature children to attack.

The monoliths concern themselves with the deepest questions on the nature and meaning of reality. The monoliths collect and contain the greatest minds among many underground races. The geniuses must continually impress their captors with new insights and inventions to survive, with the ropers devouring those failing to meet harsh quotas. Some fear that the work they perform might threaten the multiverse, and it is hard to say what small piece of information might be the final breakthrough before the monolith's omnipotence.

Rust Monster, Brinespawn

The crustacean creature thrusts its body nimbly through the water, with a pair of red pointed antennae moving to sense surroundings.

Brinespawn Rust Monster **CR 6**

XP 2.400
Combat (barbaric)
N Medium aberration (aquatic)
Init +1; **Senses** darkvision 60 ft., scent metals 120 ft.; Perception +13

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)
hp 73 (7d12+28)
Fort +9, **Ref** +6, **Will** +5

OFFENSE

Speed 40 ft., swim 80 ft.
Melee bite +12 (1d6+5), 4 pincers +7 (1d4+2)

Special Attacks rusting ink cloud

STATISTICS

Str 21, **Dex** 13, **Con** 18, **Int** 4, **Wis** 17, **Cha** 16
Base Atk +7; **CMB** +12; **CMD** 23 (27 vs. trip)
Feats Greater Sunder, Improved Sunder, Power Attack, Vital Strike
Skills Perception +13, Swim +13
SQ amphibious

ECOLOGY

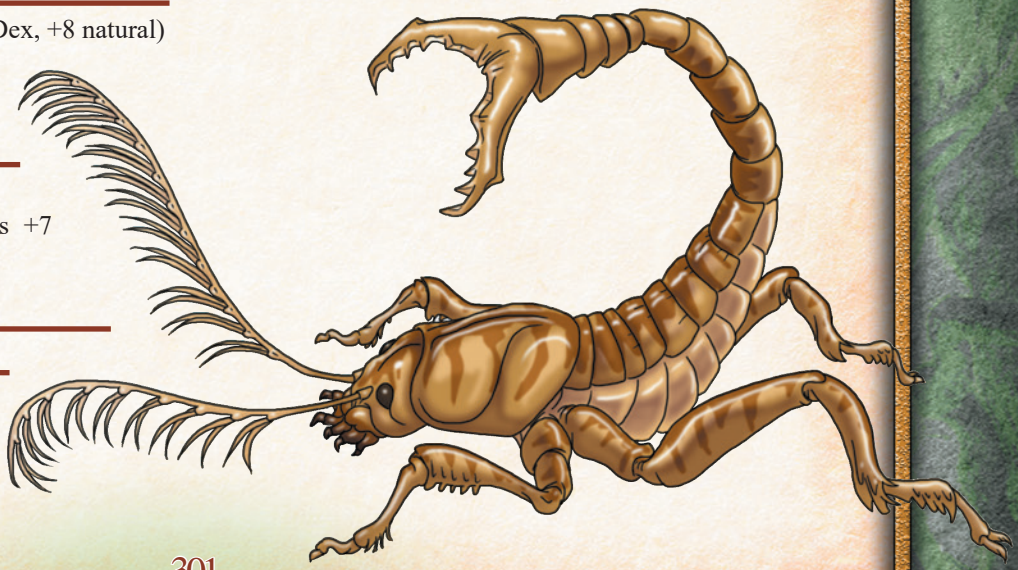
Environment any underwater
Organization solitary, pair, or school (3–7)
Treasure standard

SPECIAL ABILITIES

Death Throes (Su) When the brinespawn is slain, its body explodes in a cloud of rust accelerating chemicals. All non-magical metals or ferrous creatures within a 20-foot radius burst are exposed to a *rusting grasp* spell (CL 7). This ability can affect magical metallic items as if they were non-magical. A Reflex save DC 17 negates this effect for all items worn by an exposed creature. The save DC is Constitution-based.

Rusting Cloud (Su) While within water, the brinespawn can emit a 20-foot-cube of chemicals as a standard action every 1d4 rounds that cause any metal exposed to rapidly rust and corrode. This acts as a *rusting grasp* spell to all exposed non-magical metals or ferrous creatures (CL 7). A Reflex save DC 17 negates this effect for all items worn by an exposed creature. The save DC is Constitution-based.

The aquatic variant of the land-dwelling rust monster is capable of exuding a mix of salt and chemical accelerants that turn metal into rusted slag. The aberration tends to dig away at undersea rocky shelves or mountains seeking metallic ores, but zeroes in on anything purer like a shark to blood. Since the forging of metal is all but unheard of by undersea cultures, they sometimes breed the brinespawn to protect against surface invaders.



Salamander, Magma

The god-like snake-bodied creature's blackened, fiery scales shine with liquid hot magma as it crushes a screaming spirit in a great claw.

Magma Salamander **CR 20**

XP 307,200
Combat (barbaric)
CE Gargantuan outsider (extraplanar, fire)
Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 35, touch 8, flat-footed 35 (+2 Dex, +27 natural, –4 size)
hp 369 (18d12+252)
Fort +25, **Ref** +13, **Will** +17
DR 10/epic; **Immune** fire
Weakness dependent, vulnerability to cold



OFFENSE

Speed 40 ft., burrow 40 ft., earth glide
Melee bite +31 (2d8+17 plus burn), 2 claws +31 (2d6+17 plus burn), tail slap +26 (2d8+8 plus burn and grab)
Space 20 ft.; **Reach** 15 ft.

Special Attacks burn (2d10 fire), constrict (2d8+8 plus burn), devour soul

Spell-Like Abilities (CL 18, concentration +24)
1/day—*wish* (DC 25)

STATISTICS

Str 45, **Dex** 15, **Con** 38, **Int** 12, **Wis** 28, **Cha** 23
Base Atk +18; **CMB** +39 (+43 grapple); **CMD** 51 (can't be tripped)
Feats Cleave, Craft Magic Arms and Armor, Great Cleave, Improved Iron Will, Iron Will, Master Craftsman, Power Attack, Skill Focus (Craft [armorsmithing, weaponsmithing])
Skills Craft (armorsmithing, weaponsmithing) +29, Intimidate +24; **Racial Modifiers** +4 Craft (armorsmithing, weaponsmithing)
Languages Abyssal, Ignan

ECOLOGY

Environment any volcano (Plane of Fire)
Organization solitary
Treasure double (nonflammable treasure)

SPECIAL ABILITIES

Dependent (Su) The magma salamander requires constant intense heat to prevent it from cooling and hardening. This is ever-present on the Plane of Fire, but within the Material Plane, the salamander must remain close to the heart of an active volcano. If the magma salamander strays more than 300 yards from the volcano's fiery core it immediately becomes sickened. Every hour thereafter, the salamander must make a DC 15 Fortitude save to resist becoming nauseated for an hour. Remaining away from the volcano's center for 24 hours inflicts 1d6 points of Constitution damage every day that follows. When the salamander's Constitution score reaches 0, it becomes petrified (as the *flesh to stone* spell). The magma salamander can claim a volcano, but it typically takes 24 hours for it to burrow to the mountain's core.

Devour Soul (Su) By making a touch attack as a standard action, the magma salamander can deliver a *slay living* spell (CL 18, Fortitude save DC 21). The soul of a creature slain by this attack becomes trapped with the salamander. The creature cannot be brought back to life until the magma salamander's destruction. The salamander may only hold one soul in this manner. The soul provides 5 essence points for each Hit Die. The salamander requires a trapped soul to cast its *wish* spell-like ability and must expend 9 essence to use it. The trapped essence gains one permanent negative level for every 5 points of essence drained— these negative levels remain if the creature is brought back to life (but do not stack with any negative levels imparted by being raised). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The salamander may only possess one soul at a time. This is equal to a 5th-level spell. The save DC is Charisma-based.

The mightiest of the salamanders form alliances with balor lords to take portions of the Abyss as their dominion. These claims seldom go unchallenged for long, and eventually some powerful enemy defeats them. Survivors flee to the Material Plane, but the frigid realm is anathema to them. They must remain near to the hottest points to survive. These depressed demigods remain both proud and angry. Any creatures hoping to live near the volcano they inhabit must send a steady stream of sacrifices to appease the displaced ruler.

Despite their sorry state, most exiled magma salamanders plot to retake their throne. However, the crushing defeat that leads them to accept the Material Plane as a sanctuary makes most cowardly. An endless series of delays and excuses accumulate, with the magma salamander preferring to blame minions or enemies than accept fault.

Salamander Lords

The magma salamander is a shadow of its former glory. Those that rule over swathes of the Abyss possess power comparable to balor lords, and range in CR from 21-25. Each salamander lord is a unique being, with unique abilities.

Satyr, Huntsman

The tan-skinned giant has the furry legs of a goat and wickedly sharp ram horns extending from his temples.

Huntsman Satyr **CR 11**

XP 12,800
Skilled
CN Large fey



Init +4; **Senses** low-light vision, scent; Perception +20

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)
hp 150 (12d8+96)
Fort +12, **Ref** +12, **Will** +9
DR 5/cold iron

OFFENSE

Speed 60 ft.
Melee *+1 spear* +18/+15 (2d6+13/19-20/x3), gore +12 (1d8+4) or gore +17 (1d8+13)
Space 10 ft.; **Reach** 10 ft.

Special Attacks blood rage, hunting horn

Spell-Like Abilities (CL 12, concentration +15)
At will—*dominate person* (DC 18), *horn of pursuit*™, *rage* (DC 16), *scare* (DC 15)
1/day—*summon nature's ally VII* (CL 20th)

STATISTICS

Str 28, **Dex** 19, **Con** 26, **Int** 12, **Wis** 21, **Cha** 17
Base Atk +9; **CMB** +19; **CMD** 33
Feats Awesome Blow, Greater Bull Rush, Improved Bull Rush, Improved Critical (spear), Power Attack, Run
Skills Climb +24, Handle Animal +18, Knowledge (nature) +16, Perception +20, Stealth +15, Survival +24; **Racial Modifiers** +4 Survival
Languages Common, Sylvan
SQ terrain stride (forest), wild empathy (+4 bonus)

ECOLOGY

Environment temperate forests
Organization solitary, pair, or wild hunt (3-6)
Treasure standard

SPECIAL ABILITIES

Blood Rage (Ex) The huntsman satyr can fly into a rage as a free action. It gains +4 Constitution and +4 Strength, but takes a –2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. The huntsman satyr can end its rage as a free action. While in blood rage, the creature cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

Hunting Horn (Su) The huntsman satyr possesses an ivory hunting horn that can become a *+1 spear* as a free action. The hunting horn or *+1 spear* becomes useless when removed from the satyr's possession. The huntsman satyr can use its hunting horn to release a paralyzing blast. All non-fey creatures within 30 feet of the blast must succeed on a DC 19 Fortitude save or be paralyzed for 1 round. The save DC is Charisma-based.

Not all satyrs take joy in the simple pleasures of drink, song, and sex. Some find a higher purpose \— chosen by fey lords, nature gods, or simple fate. These satyrs desire only to chase, hunt, and kill. So infectious is their love of pursuit that they draw mortals to them, bending their minds toward the predatory instinct underneath all the civilization. Those that resist the bloodlust become the huntsman's prey, and few escape death when he grows tired of the game.



Scorpion, Spawning Giant

The sixteen-foot-long scorpion is weighed down with bulging egg-sacs, its ferocious claws and tail raised protectively.

Spawning Giant Scorpion **CR 5**

XP 1,600
Combat (barbaric)
N Large vermin
Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +6

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 natural, –1 size)
hp 52 (5d12+20)
Fort +8, **Ref** +4, **Will** +3
Defensive Abilities spawn swarm; **Immune** mind-affecting

OFFENSE

Speed 40 ft.
Melee 2 claws +9 (1d6+5 plus grab), sting +9 (1d6+5 plus poison)
Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d6+5)

STATISTICS

Str 21, **Dex** 10, **Con** 19, **Int** —, **Wis** 14, **Cha** 1
Base Atk +5; **CMB** +11; **CMD** 21 (27 vs. trip)
Skills Perception +6; **Racial Modifiers** +4 Perception

ECOLOGY

Environment warm or temperate deserts, forests, plains, or underground
Organization solitary
Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based.

Spawn Swarm (Ex) When harmed by piercing or slashing damage the spawning giant scorpion's egg sacs burst, releasing a swarm of immature scorpions. Use the statistics for a spider swarm[B1] (as the *summon swarm* spell). The swarm persists for 7 rounds before dispersing as the young scorpions die off. This ability is usable once per week.

During spawning season, some species of female giant scorpions carry egg sacs on their exoskeleton. Once the scorpions within are mature enough, the mother abandons them to fend for themselves. If these egg sacs become damaged during this fragile phase, they immature scorpions are released. They immediately begin to swarm and attack the nearest creature that is not the parent. Unfortunately, the spawn cannot survive for long beyond the safety of the egg sac, and die off in minutes. The mindless parent just goes on to breed more spawn until the season ends and she returns to her natural state.

Sea Hag, Lovelorn

Hair like rotting seaweed drapes the starved frame and sagging skin of this decrepit crone.

Lovelorn Sea Hag **CR 4**

XP 1,200
Skilled
CE Medium monstrous humanoid (aquatic)
Init +7; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 42 (5d8+20)
Fort +5, **Ref** +7, **Will** +3
SR 15
Weakness covenless, obsession

OFFENSE

Speed 30 ft., swim 30 ft.
Melee 2 claws +7 (1d4+4)

Special Attacks charming gaze, horrific appearance

Spell-Like Abilities (CL 5, concentration +9)
At will—*modify memory* (DC 18), *seek thoughts* (DC 17)
1/day—*discern location* (obsession only)

STATISTICS

Str 18, **Dex** 17, **Con** 19, **Int** 12, **Wis** 14, **Cha** 19
Base Atk +3; **CMB** +7; **CMD** 20
Feats Deceitful, Improved Initiative, Power Attack
Skills Bluff +14, Diplomacy +12, Disguise +14, Heal +10, Perception +10, Sense Motive +10, Stealth +11, Swim +12
Languages Common, Giant
SQ amphibious, change shape (humanoid [human], *alter self*), unnatural aura

ECOLOGY

Environment any aquatic
Organization solitary
Treasure standard

SPECIAL ABILITIES

Change Shape (Su) The lovelorn sea hag can change her appearance to any female humanoid (human). While appearing human, her charming gaze is active and her horrific appearance is suppressed. In her normal form her horrific appearance is active and her charming gaze is suppressed.

Charming Gaze (Su) Charmed as the *charm person* spell (CL 5), 30 feet, Will DC 16 negates. The save DC is Charisma-based. Any creature that has attempted to save against the lovelorn sea hag's horrific appearance is immune to her charming gaze.

Covenless (Ex) The lovelorn sea hag cannot contribute to a hag coven.



Horrific Appearance (Su) The sight of the lovelorn sea hag's true form is so revolting that anyone within 60 feet (other than sea hags) who sets eyes upon one must succeed on a DC 16 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same lovelorn sea hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Obsession (Ex) The lovelorn sea hag becomes enraptured with a single humanoid (usually a human of either gender). Against this individual (or anyone the hag believes to be the individual) she suffers a –4 penalty to attack rolls and saves.

Sea hags that settle near city harbors accept a great level of risk. Those that survive learn to move among the humanoid cattle unnoticed by shifting their form into a pleasing guise, and altering the memories of the few that find them out. Even more removed from hags than others of their kind, they lack the ability to join a coven of trusted sisters. This causes a crushing loneliness that can lead them to redemption or murder.

The hag seeks out a human mate and companion to share her life with. It is not enough to simply seduce the target of her affections, she wishes to love them, and be loved in return. Such affairs of the heart often go well for a time… until the hag reveals her true nature. Should she be accepted, her depression is banished, and she might find peace at last. Unfortunately, the more common reaction is disgust and horror. The hag's fury knows no bounds, and she is likely to tear her lover to pieces before seeking out a more worthy mate.

Sea Serpent, Leviathan

The ship-sized serpent's spine-frilled neck arches up from the water like a snake ready to strike.

Leviathan Sea Serpent **CR 18**

XP 153,600
Combat (barbaric)
N Colossal magical beast (aquatic)
Init +5; **Senses** darkvision 120 ft., low-light vision; Perception +15

DEFENSE

AC 33, touch 3, flat-footed 33 (+1 Dex, +30 natural, –8 size)
hp 292 (15d12+195)
Fort +22, **Ref** +12, **Will** +12
Defensive Abilities elusive; **Immune** cold, fire
Weakness lethargy (cold)

OFFENSE

Speed 20 ft.; swim 80 ft.
Melee bite +27 (4d6+40/19-20 plus grab), tail slap +22 (4d6+20 plus grab)
Space 30 ft.; **Reach** 20 ft.

Special Attacks capsize, constrict (4d6+30), swallow whole (4d8+30 bludgeoning damage, AC 25, hp 29), powerful charge (bite, 8d6+40)

STATISTICS

Str 50, **Dex** 12, **Con** 36, **Int** 2, **Wis** 24, **Cha** 20
Base Atk +15; **CMB** +43 (+47 grapple); **CMD** 54 (can't be tripped)
Feats Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Stealth), Stealthy
Skills Perception +15, Stealth +10, Swim +20; **Racial Modifiers** +4 Stealth
SQ amphibious

ECOLOGY

Environment any water
Organization solitary or pair
Treasure none

SPECIAL ABILITIES

Elusive (Su) As a full-round action while in water, a leviathan sea serpent can move up to its run speed without leaving any trace of its passing (identical in effect to a *pass without trace*). An elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a *nondetection* spell. Both of these spell effects are at caster level 20 and cannot be dispelled.

Lethargy (Ex) Although the leviathan sea serpent is immune to cold damage, when it is exposed to the elemental effect it becomes slowed (as the *slow* spell) for 1 round. During this time, it loses access to all other special abilities.

Water Stride (Sp) Leviathan sea serpents move from lake to lake or sea to sea without apparent explanation on how they reach the body of water. Once per day the leviathan sea serpent can *greater teleport* (CL 15th) between any two bodies of water. The sea serpent can only teleport itself.



The world's largest sea serpents prowl the deepest lakes and strangest seas, disappearing as quickly and mysteriously as they appear. The beasts can cause incredible confusion when spotted in land-locked water bodies far too small to sustain their bulk. While the leviathans can survive any temperature, extreme cold makes them lethargic. Maddened maritime explorers speak of great ice flows in the far north containing dozens or hundreds of hibernating leviathans. It may only require a slight warming of the sea, or shifting of the world to release these slumbering serpents.

Shadow, Blast

This oily black-green shadow sways and moves with erratic flickers.

Blast Shadow **CR 8**

XP 4,800
Skilled
CE Medium undead (incorporeal)
Init +5; **Senses** darkvision 60 ft.; Perception +19



DEFENSE

AC 22, touch 22, flat-footed 16 (+6 deflection, +5 Dex, +1 dodge)
hp 94 (9d8+54)
Fort +9, **Ref** +11, **Will** +7
Defensive Abilities incorporeal, channel resistance +2; **Immune** fire, undead traits

OFFENSE

Speed fly 40 ft. (good)
Melee +11 incorporeal touch (1d6 Strength plus burn and radiation poisoning)

Special Attacks burn (2d6 fire), radiation poisoning

STATISTICS

Str —, **Dex** 21, **Con** —, **Int** 8, **Wis** 18, **Cha** 23
Base Atk +6; **CMB** +11; **CMD** 28
Feats Dodge, Flyby Attack, Lunge[B], Mobility, Skill Focus (Perception, Stealth)
Skills Fly +21, Intimidate +18, Perception +19 (+27 to find energy sources), Spellcraft +11, Stealth +20; **Racial Modifiers** +8 Perception to find energy sources

ECOLOGY

Environment any
Organization solitary, pair, or mass (3-12)
Treasure standard

SPECIAL ABILITIES

Burn (Ex) Creatures attacking the blast shadow with natural or unarmed attacks are subject to burn damage. Any creature taking burn damage is exposed to radiation poisoning (see below).

Create Spawn (Su) A humanoid creature killed by a blast shadow's Strength damage or radiation poisoning becomes a normal shadow under the control of its killer in 1d4 rounds.

Radiation Poisoning (Su) Disease—burn; *save* Fort DC 20; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con drain; *cure* —. The save DC is Charisma-based. Radiation poisoning can only be removed through a *remove disease* spell or similar effect.

Strength Damage (Su) A blast shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Terrible alchemical or technological explosions can spawn blast shadows from the charred black remnants of innocent victims. The shadows carry the lingering infection of the technomagic that claimed

them, but seldom have self-motivation beyond adding to their numbers and spreading terror. However, they all feel drawn to technological batteries or generators, and possess an instinctual sense of their location. This trait can lead ruthless explorers of lost civilizations to purposefully create blast shadows for aid in locating power sources.

Shambling Mound, Sinister

A mass of tangled vines and dripping slime rises on two trunk-like legs, reeking of rot and freshly turned earth.

Sinister Shambling Mound CR 11

XP 12,800
Spellcaster (divine)
NE Large plant
Init +4; **Senses** low-light vision, tremorsense 300 ft.; Perception +23

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)
hp 150 (12d8+96)
Fort +12, **Ref** +8, **Will** +12
Defensive Abilities plant traits; **Immune** electricity, fire

OFFENSE

Speed 30 ft., burrow 30 ft., swim 30 ft.
Melee 2 slams +17 (1d6+9 plus grab), tentacles +12 (1d6+4)
Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (slam, 1d6+13)

Druid Spells Prepared (CL 11th, concentration +15)
6th—*summon nature's ally VI*
5th—*call lightning storm* (DC 19), *summon nature's ally V*
4th—*command plants* (DC 18), *flame strike* (DC 18), *giant vermin*, *summon nature's ally IV*
3rd—*call lightning* (DC 17), *contagion* (DC 17), *dominate animal* (DC 17), *plant growth*, *spike growth* (DC 17) 2nd—*flaming sphere* (DC 16), *resist energy*, *soften earth and stone*, *spider climb*, *tree shape*
1st—*charm animal* (2) (DC 15), *entangle* (2) (DC 15), *pass without trace*
0 (at will)—*create water*, *detect magic*, *know direction*, *read magic*

STATISTICS

Str 29, **Dex** 18, **Con** 26, **Int** 15, **Wis** 19, **Cha** 12
Base Atk +9; **CMB** +19 (+23 grapple); **CMD** 33
Feats Augment Summoning, Cleave, Eschew Materials, Power Attack, Spell Focus (conjuration), Superior Summoning[UM]
Skills Disable Device +16, Knowledge (nature) +17, Perception +23, Stealth +16 (+20 in swamps or forests); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in swamps or forests)
Languages Common, Sylvan (cannot speak)
SQ animate plant, fortitude



ECOLOGY

Environment temperate forest or marshes
Organization solitary
Treasure standard

SPECIAL ABILITIES

Animate Plant (Su) The sinister shambling mound can animate any plant or tree within 180 feet at will, controlling up to two plants at a time. It takes 1 full round for a plant to uproot itself, after which it moves at a speed of 10 feet. It fights with the same base statistics as the sinister shambling mound, but no other abilities (including immunities). The animated

plant only possesses one slam attack and gains a vulnerability to fire. If the sinister shambling mound terminates the animation, moves out of range, or is incapacitated, the animated plant immediately takes root wherever it is and returns to its normal state.

Fortitude (Su) Sinister shambling mounds take no damage from electricity or fire damage. Any electricity- or fire-based attack used against the sinister shambling mound increases its Constitution score by 1d8 Constitution. The plant loses these temporary points at the rate of 1 per hour. Temporary Constitution gained through fortitude does not stack.

Spells A sinister shambling mound casts spells as an 11th-level druid. They gain no other druid abilities.

Shambling mounds gather in the midst of a lightning storm hoping the sky might choose one to imbue with divine power. The chosen champion grows in strength and purpose, driven by a desire to retake lands claimed by civilization. The sinister shambler burrows into the center of a town or village, and studies mortal prey with great patience. Terrible events begin to follow— diseases spread, pets attack owners, and the earth opens to drag people down. Wildlife encroaches on the beleaguered populace, with old growth trees appearing out of nowhere when no one is watching. The shamblers meet resistance with terrible retribution, and people inevitably flee or die. Within a week, the surrounding forest erases all traces of the town, and the shambler seeks out new victims.



Shocker Lizard, Trained

This dog-sized lizard has two horns, one on either side of its head, and green scales that crackle with sparks of lightning.

Trained Shocker Lizard **CR 3**

XP 800
Spellcaster (arcane)
N Small magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)
hp 22 (4d6+8)
Fort +3, **Ref** +3, **Will** +6

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.
Melee bite +4 (1d4+1 plus burn)

Special Attacks burn (1d6 electricity)

Spell-Like Abilities (CL 5th, concentration +6)
At will—*call lightning* (DC 14), *lightning bolt* (DC 14), *shocking image*[UC], *shock shield*[UC] (DC 12)

STATISTICS

Str 13, **Dex** 15, **Con** 14, **Int** 2, **Wis** 14, **Cha** 13
Base Atk +2; **CMB** +2; **CMD** 14
Feats Duck and Cover[APG], Shielded Caster[APG]
Skills Climb +9, Perception +6, Stealth +12, Swim +9; **Racial Modifiers** +2 Perception, +4 Stealth

ECOLOGY

Environment warm marshes
Organization solitary, pair, clutch (3–6), or colony (7–12)
Treasure incidental

SPECIAL ABILITIES

Electricity Sense (Ex) Trained shocker lizards automatically detect any electrical discharges within 100 feet.

Shock (Su) Trained shocker lizards can deliver an electrical shock to a single opponent within 5 feet. This attack deals 1d8 points of nonlethal electricity damage to living opponents (Reflex DC 14 half). This save DC is Constitution-based. Additionally, if two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock once every 1d4 rounds. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures within that radius take 2d8 points of lethal electricity damage for each lizard contributing to the shock, to a maximum of 12d8. A Reflex save (DC 10 + the number of lizards contributing) halves the damage.

Spell-Like Abilities (Sp) Trained shocker lizards may can only cast the listed spell-like abilities when three or more are within 10 feet of each other and contribute an action to the spellcasting. The shocker lizards have a caster level of 5th or the highest contributing caster level.

Clutches of shocker lizards can breed in captivity with enough patience (and resistance to electricity) on the part of trainers. Taught from an early age to harness natural gifts on command, groups of the magical beasts

focus inherent abilities into far more powerful weapons. The clutches tend to stick together at all times, and must be carefully watched. The cunning creatures constantly attempt to escape and often eventually succeed, wreaking havoc in their curiosity.

Shoggoth, Budded

The cloaked figure is composed of eyes and mouths held together with black slime.

Budded Shoggoth **CR 11**

XP 12,800
Skilled
CE Medium ooze (aquatic)
Init +6; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, tremorsense 60 ft.; Perception +22

DEFENSE

AC 25, touch 16, flat-footed 19 (+6 Dex, +9 natural)
hp 149 (13d8+91)
Fort +11, **Ref** +14, **Will** +10
DR 5/—; **Immune** blindness, charm effects, cold, deafness, ooze traits, sonic; **Resist** acid 10, electricity 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., climb 15 ft., swim 15 ft.
Melee 4 slams +16 (1d4+7/19-20 plus grab)

Special Attacks constrict (1d4+7), cacophony

STATISTICS

Str 25, **Dex** 22, **Con** 24, **Int** 19, **Wis** 22, **Cha** 19
Base Atk +9; **CMB** +16; **CMD** 32 (can't be tripped)
Feats Blind-Fight, Cleave, Combat Reflexes, Improved Critical (slam), Improved Initiative, Improved Sunder, Power Attack
Skills Acrobatics +22, Climb +15, Diplomacy +20, Disguise +20, Escape Artist +22, Intimidate +20, Knowledge (dungeoneering, religion) +20, Perception +22, Sense Motive +22, Stealth +22, Swim +15
Languages Abyssal, Aklo, Aquan, Common
SQ amphibious, change shape (humanoid [human])

ECOLOGY

Environment cold aquatic or underground
Organization solitary, pair, or cult (3-12)
Treasure standard

SPECIAL ABILITIES

Cacophony (Su) As a free action, a budded shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a DC 20 Will save or be confused for 1d4 rounds. Each round a creature is affected it takes 1 point of Wisdom damage. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.



Change Shape (Ex) A budded shoggoth can twist its body within humanoid clothing and conceal its features enough to pass for a human. This grants the choker a +10 bonus to Disguise checks made to appear human.

Shoggoth reproduce asexually, budding off clones when mature. A strange fact of their biology is that these clones start life with great intelligence. As they age, their minds fade away— consumed by madness

and hunger. Thus, young shoggoth face an existential crisis from the moment they are born, granted only a few decades of self-awareness. As only a mature shoggoth can reproduce, the cloned spawn repeat endless repetitions of enlightenment and loss. This can drive the embittered creatures to a deeper level of madness, and many resort to dark rituals, forbidden artifacts, or slumbering gods to break the cycle.

Slime, Dreaming

The ephemeral floating slime glows with a comforting array of entrancing colors. Familiar but unidentifiable shapes can be seen floating within it.

Dreaming Slime **CR 2**

XP 600
Spellcaster (divine)
CG Medium ooze
Init –4; **Senses** blindsight 30 ft.; Perception +8

DEFENSE

AC 10, touch 6, flat-footed 10 (–4 Dex, +4 natural)
hp 19 (3d8+6)
Fort +3, **Ref** –3, **Will** +5
Immune ooze traits
Weaknesses dependent, vulnerability

OFFENSE

Speed 30 ft., fly 30 ft. (average)
Melee 2 slams +3 (1d4+1)

Spell-Like Abilities (CL 2nd, concentration +3)
At will—*lullaby*, *sleep* (DC 12)
1/day—*dream*

Cleric Spells Prepared (CL 2nd, concentration +4)
1st—*protection from evil*, *remove fear*, *sanctuary* (DC 13)
0 (at will)—*detect magic*, *guidance*, *resistance*, *stabilize*

STATISTICS

Str 12, **Dex** 3, **Con** 14, **Int** 10, **Wis** 15, **Cha** 13
Base Atk +2; **CMB** –1; **CMD** 9
Feats Flyby Attack, Hover
Skills Knowledge (planes) +6, Perception +8
Languages Common (can't speak)
SQ inspiration

ECOLOGY

Environment any urban
Organization solitary, pair, or cluster (3-8)
Treasure none

SPECIAL ABILITIES

Dreamer Dependent (Su) The dreaming slime is bound to a humanoid creature's dreams for sustenance, and can never stray more than 300 yards from its chosen humanoid. When the ooze is bonded to a creature it grants them bonuses per the inspiration ability. If the dreaming slime moves more than 300 yards away from the bonded humanoid, it immediately becomes sickened. Every hour thereafter, the dreaming slime must make a DC 15 Fortitude save to resist becoming nauseated for an hour. If the dreaming slime is out of range of the bonded humanoid for 24 hours, it takes 1d6 points of Constitution damage every day that follows. The dreaming slime can establish a new dreamer by using the inspiration ability on a humanoid for 24 hours.



Fey (Ex) The dreaming slime counts as a creature of the fey type for the purposes of spells and abilities.

Inspiration (Su) The dreaming slime can choose an intelligent humanoid to inspire and serve as a dreamer by attaching itself to the creature's dreams. As long as the ooze retains this humanoid as its dreamer, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has the dreaming slime for a muse in this way can use his bardic performance for an additional number of rounds per day equal to the ooze's Charisma modifier. The ooze retains a link to the dreamer as if it had cast a *status* spell on him. The dreaming slime can end this effect at any time as a free action. A single dreaming slime may only inspire one creature at a time in this manner.

Vulnerability (Su) Any humanoid a dreaming slime has ever used the inspiration ability on deals half again as much damage (+50%) to the dreaming slime with any attack, spells, spell-like abilities, or special abilities.

Dreaming slimes are strange fey creatures, more akin to an ooze than other fair folk. Composed of solidified imagination, the slimes are capable of drawing upon a wellspring of faith from the collective unconscious. The benevolent creatures form symbiotic relationships with humanoids after a period of scrutiny and interrogation within dreams. By attaching themselves to the creature's dreams, the ooze is capable of retaining its semblance of a solid form. Deprived of these dreams, the slime quickly fades away to nothing. Unfortunately, this connection once forged is eternal, and any previous dreamer remains a constant threat to the ooze. Thus, no dreaming slime enters into such a relationship lightly.

Slug, Weaver

The quick-moving mouse-sized slug exudes a black viscous liquid that quickly sticks and congeals on the ground.

Weaver Slug **CR 2**

XP 600
Skilled
N Fine vermin
Init +7; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 25, touch 25, flat-footed 18 (+7 Dex, +8 size)
hp 22 (5d8)
Fort +1, **Ref** +11, **Will** +3
Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.
Melee slam +11 (poison and weave)
Space 1/2 ft.; **Reach** 0 ft.

Special Attacks entrap

STATISTICS

Str 10, **Dex** 24, **Con** 10, **Int** —, **Wis** 14, **Cha** 1
Base Atk +3; **CMB** -5; **CMD** 12
SQ weave

ECOLOGY

Environment any jungle
Organization solitary, pair, or nest (3–12)
Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Weaver Resin—contact; *save* Fort DC 12, *frequency* 1/round for 4 rounds, *effect* 1d2 Str and Dex, *cure* 1 save. The save DC is Constitution-based. Weaver resin can be delivered by either the slug's slam or entrap attack. If delivered by slam, the onset is immediate. If delivered by resin, the poison has an onset time of 1-minute.



Quickness (Ex) The weaver slug is extremely quick. It can take an extra move action during its turn each round.

Vulnerability to Salt (Ex) A handful of salt burns a weaver slug and drying out its resin, causing 1d6 points of damage per use and 1d4 Dexterity damage per use. If the resin created by the slug's weave ability is exposed to a handful of salt, it dries out and becomes non-poisonous.

Weave (Ex) The weaver slug exudes a steady stream of quickly congealing and expanding poisonous resin. This acts as the entrap universal monster ability (Fortitude DC 12) with a permanent duration delivered by the slug's slam attack. This otherwise functions as a non-magical version of the *minor creation* spell usable at will. Weaver resin remains poisonous on contact for 1-minute, but loses this quality after it dries. The save DC is Constitution-based.

Weaver slugs are solitary hunters that generally seek only smaller game, and are little threat to larger wildlife. However, in mating season the slugs seek out larger creatures to render helpless with powerful poisonous resin. Once the creature is trapped or too weak to struggle, the weaver slug begins to erect an elaborate structure around the body to serve as a nest. After mating, the slug lays dozens of eggs on the helpless (but often still conscious) victim, providing food and defense for the young until they reach maturity.



Spectre, Dethroned

This lordly spectral figure fades into view wielding a greataxe formed of darkness.

Dethroned Spectre **CR 20**

XP 307,200
Skilled
LE Medium undead (incorporeal)
Init +12; **Senses** lifesense 300 ft., see in darkness; Perception +38
Aura frightful presence (60 ft., DC 32), unnatural aura (30 ft.)

DEFENSE

AC 28, touch 28, flat-footed 19 (+8 Dex, +9 deflection, +1 dodge)
hp 364 (27d8+243)
Fort +18, **Ref** +23, **Will** +17
Defensive Abilities channel resistance +6, incorporeal; **SR** 31
Weakness sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)
Melee *+1 vorpal ghost touch greataxe* +29/+24/+19/+14 (1d12+1/19-20) or +28 incorporeal touch (energy drain)

Spell-Like Abilities (CL 27th, concentration +36)
At will—*power word kill*

Special Attacks energy drain (4 negative levels, DC 32), gaze, hatred, sneak attack +10d6

STATISTICS

Str —, **Dex** 26, **Con** —, **Int** 21, **Wis** 26, **Cha** 29
Base Atk +20; **CMB** +28; **CMD** 48
Feats Combat Expertise, Dastardly Finish[APG], Dazzling Display, Dodge, Flyby Attack, Improved Critical (greataxe), Improved Disarm, Improved Feint, Improved Initiative, Greater Disarm, Greater Feint, Mobility, Shatter Defenses, Weapon Focus (greataxe)
Skills Acrobatics +38, Bluff +39, Diplomacy +39, Fly +20, Intimidate +39, Knowledge (arcana, history, nobility, religion) +35, Perception +38, Sense Motive +37, Stealth +38
Languages Common, Dwarven, Elven, Giant, Orc
SQ vorpal strike

ECOLOGY

Environment any
Organization solitary
Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) Any humanoids slain by a dethroned spectre become a normal spectre themselves immediately. Spawn are under the command of the dethroned spectre that created them. They do not possess any of the abilities they had in life.

Gaze (Su) 1d4 negative levels (as *enervation*), 30 feet, Fortitude DC 32 negates. The save DC is Charisma-based. The dethroned spectre can cease or resume its gaze as a free action.

Hatred (Ex) The dethroned spectre gains +5 to attack and damage against any creature with the humanoid type.

Talisman (Su) The dethroned spectre can form a greataxe (or other two-handed weapon) from pure darkness. This acts as a *+1 ghost touch greataxe*. The greataxe becomes useless when removed from the outsider's possession. The dethroned spectre cannot form or maintain its greataxe in the vicinity of bright light or natural sunlight.

Vorpal Strike (Su) Any slashing weapon the dethroned spectre wields gains the vorpal weapon quality. Melee weapons retain this quality for one hour after the spectre releases the weapon, but after this the weapon reverts to its standard magical qualities, if any. Note that the weapon must have the *ghost touch* quality to be wielded by the dethroned spectre.

The bloodiest warlords achieve the heights of dominance over the corpses of thousands. They maintain power in the same manner, ruthlessly executing any sign of opposition. Some might survive dozens of assassination attempts, before old age claims them. Even in death, these brutal kings and queens refuse to loosen their iron grip, and arise as dethroned spectres.

While consumed with a hunger for vengeance if murdered, the dethroned wishes above all else to retake power. As cunning and brutal in death as in life, every death leads to that greater goal. However, the spectre remains consumed by ambition even if it manages to claim the lost throne. Most countries ruled over by the great spectres turn toward the foulest necromancy. Unstoppable armies of the dead begin conquering ever-greater swathes of territory the ruler could never hope to hold in life.

Sphinx, Instructor

This creature has the body of a lion, the wings of a falcon, and the head of a majestic human male.

Instructor Sphinx (Androsphinx) CR 11

XP 12,800
Skilled
LN Large magical beast
Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)
hp 150 (12d8+96)
Fort +12, **Ref** +12, **Will** +9

OFFENSE

Speed 40 ft., fly 60 ft. (poor)
Melee 2 claws +17 (1d6+9)
Space 10 ft.; **Reach** 5 ft.



Special Attacks gift, pounce, rake (2 claws +17, 1d6+9)

Spell-Like Ability (CL 12th, concentration +15)

Constant—*comprehend languages, detect magic, read magic, see invisibility*

3/day—*clairaudience/clairvoyance*

1/day—*dispel magic, locate object, remove curse, legend lore*

STATISTICS

Str 28, **Dex** 18, **Con** 26, **Int** 17, **Wis** 21, **Cha** 17

Base Atk +9; **CMB** +19; **CMD** 33 (37 vs. trip)

Feats Amateur Investigator[ACG], Hover, Improved Critical (claw), Improved Initiative, Improved Studied Combatant[ACG], Studied Combatant[ACG]

Skills Bluff +18, Craft (any one) +18, Diplomacy +18, Knowledge (arcana, dungeoneering, engineering, geography, history, local, nature, nobility, planes, religion) +10, Perform (any one) +18, Sense Motive +14, Spellcraft +18

Languages Common, Draconic, Elven, Sphinx

SQ change shape (humanoid [elf]), inspiration

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Gift (Su) Once per day as a full-round action, the instructor sphinx may grant a gift to a willing humanoid creature by touching it for 1 full round. The target gains a +4 insight bonus to an ability score of his choice. A single creature may have no more than one gift from a sphinx at a time. So long as the gift persists, the sphinx can communicate telepathically with the target across any distance (and may use any mind-affecting spells or spell-like abilities through the connection). A gift is removed by *dispel law*. The outsider can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

Inspiration (Su) The instructor sphinx can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection. So long as the sphinx retains her favor for this creature and the creature carries the sphinx's token, the creature gains a +5 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has the sphinx for a muse in this way can use his bardic performance for an additional 3 rounds per day. The instructor sphinx retains a link to her token and its carrier as if she had cast a *status* spell on the carrier. The sphinx can end this effect at any time as a free action. A single instructor sphinx may only inspire one creature at a time in this manner.

Some particularly organized and civilized androsphinx enjoy tutoring an interesting mortal. They teach their charge the ways of magic and the world, using powerful abilities and depthless understanding to help buoy the young apprentice. In return, the sphinx gains occasional companionship and a source of amusement. Seeing the mortal as something of a pet, an instructor sphinx can be quite protective, but also incredibly condescending.

The exchange might seem a dream come true, especially if the student could not otherwise hope for an education. The sphinx sets high expectations, and they expect the mortal to meet or exceed them. Those that fail more than once might be robbed of their gifts, or even devoured by their former muse.

Spider, Pet

The dog-sized, oddly adorable spider has soft brown fur, large-blinking eyes, and an energetic disposition.

Pet Spider **CR 1**

XP 400

Skilled

N Small vermin

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

DEFENSE

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

hp 11 (2d8+2)

Fort +1, **Ref** +5, **Will** +0

Weakness elven training



OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite +1 (1d4-1 plus poison)

Special Attacks web (+4 ranged, DC 12, 2 hp)

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** 4, **Wis** 10, **Cha** 13
Base Atk +1; **CMB** +2; **CMD** 11 (19 vs. trip)
Feats Agile Maneuvers
Skills Acrobatics +6, Climb +7, Perception +9, Stealth +15; **Racial Modifiers** +4 Perception, +4 Stealth
Languages Undercommon (cannot speak)

ECOLOGY

Environment any underground
Organization solitary, pair, or swarm (3-12)
Treasure none

SPECIAL ABILITIES

Elven Training (Ex) The pet spider can be affected by the wild empathy ability as if it was an animal. The pet spider takes a –4 penalty on all attack rolls against creatures with the elf subtype.

Filament (Ex) The pet spider can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by the spider's filament becomes attached to the sticky thread and can be pulled towards the spider (see the pull universal monster ability) 10 feet plus 10 feet for every 5 that the vermin exceeds the target's CMD. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of *universal solvent*) dissolves the adhesive and releases the creature caught by the filament. The vermin can have only one filament active at a time.

Poison (Ex) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 2 rounds; *effect* 1d4 Strength damage; *cure* 2 consecutive saves.

The pet spider is a surprisingly intelligent, loyal, and friendly vermin. While they are bred by drow to act as childhood pets, the spiders bond to any elf, and would only attack one if cornered. While the drow do not normally encourage anything cute, experience has taught the benefits of childhood exposure to vermin. While drow rarely keep the pets into adulthood, some consider their value as companions to outweigh social stigmas.

Pet spiders sometimes escape to breed with wild spiders, passing on their unique traits and intellect to spawn. This leads to considerable confusion when adventuring groups get swarmed by curious spiders.

Squid, Sagacious

This slender red squid darts through the water with alacrity. It wields a sword and shield with practiced ease.

Sagacious Squid **CR 1**

XP 400
Skilled
N Medium magical beast (aquatic)
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0



DEFENSE

AC 12, touch 11, flat-footed 10 (+1 Dex, +1 shield)
hp 13 (2d8+4)
Fort +2, **Ref** +4, **Will** +0
Defensive Abilities ink-cloud (5-ft. radius)

OFFENSE

Speed 10 ft., swim 40 ft., jet 240 ft.
Melee mwk shortsword +3 (1d6), tentacles +0 (1d4 plus grab)

STATISTICS

Str 10, **Dex** 13, **Con** 14, **Int** 13, **Wis** 11, **Cha** 12
Base Atk +1; **CMB** +1; **CMD** 12 (cannot be tripped)
Feats Multiattack[B], Weapon Finesse
Skills Appraise +6, Craft (any two) +10, Knowledge (engineering) +6, Profession (any one) +5, Swim +13; **Racial Modifier** +4 Craft (any two)
Languages Aquan
SQ amphibious, compression

ECOLOGY

Environment any ocean
Organization solitary, pair, or tribe (3-20)
Treasure standard (masterwork buckler, masterwork dagger, other treasure)

SPECIAL ABILITIES

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

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

The sagacious squid is a tool-using underwater race that remains hidden due to the creature's instinctual paranoia. The squids are masterful artisans, but given the limitations to any smithing performed underwater, they have trained themselves to briefly survive on land. Tribes of sagacious squid can erect beautiful underwater reefs designed to blend into the natural world. These ornate constructions help conceal their societies from predators, but also contain clever traps for intelligent invaders.

While fearful of outsiders, the sagacious squid can become fascinated with their tools and engineering. Sailors sometimes encounter the creatures sneaking aboard ships to steal or puzzle out some interesting device. Unfortunately, despite their intelligence, they are often confused with mundane squid and often killed or eaten.



Stirge, Bloated

This massive bulging insectoid creature has two pairs of bat wings, a tangle of thin legs, and a needle-sharp proboscis.

Bloated Stirge **CR 4**

XP 1,200
Combat (barbaric)
N Huge magical beast
Init –2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

DEFENSE

AC 15, touch 6, flat-footed 15 (–2 Dex, +9 natural, –2 size)
hp 34 (3d12+15)
Fort +8, **Ref** +1, **Will** +2

OFFENSE

Speed 10 ft.; fly 60 ft. (good)
Melee proboscis +6 (2d6+5), +6 touch (attach)
Space 15 ft.; **Reach** 10 ft.
Special Attacks blood drain (1d6 Con), distraction (DC 16)

STATISTICS

Str 21, **Dex** 7, **Con** 21, **Int** 2, **Wis** 12, **Cha** 14
Base Atk +3; **CMB** +10 (+14 grapple); **CMD** 18 (24 vs. trip)
Feats Hover, Snatch
Skills Fly +1

ECOLOGY

Environment temperate and warm swamps
Organization solitary, colony (2–4), flock (5–8), storm (9–14), or swarm (15–40)
Treasure none

Stirges hunting within territories filled with giants, dinosaurs, or other great creatures grow to surprising size. Fed a constant diet of blood measured in buckets, the bloated stirges swell until they nearly burst. With a proboscis the size of a spear, the stirge's bite causes weakness long enough for barbed legs to dig in.

The monsters go from dangerous pests to terrifying predators. Storms and swarms of bloated stirges are sufficient threats to give even giant communities pause. Proactive tribes take steps to keep the stirge population manageable. However, the wisest barbarians prevent the murder of *all* the stirges. They know that should outsiders kill or force them from their land, the unmitigated swarm might grow uncontrolled and murder the invaders.

Tarrasque, Armageddon

This immense reptilian beast towers over its surroundings like an infernal dinosaur with huge teeth, horns, claws, scaled wings, and a thrashing spiked tail.

Armageddon Tarrasque **CR 34**

XP 39,481,000
Skilled
N Colossal magical beast
Init +11; **Senses** darkvision 60 ft., low-light vision, scent (1-mile); Perception +56
Aura frightful presence (300 ft., DC 35)

DEFENSE

AC 52, touch 9, flat-footed 43 (+7 Dex, +43 natural. –8 size)
hp 980 (40d8+800); regeneration 40
Fort +33, **Ref** +31, **Will** +26
DR 15/—.; **Immune** ability damage, acid, bleed, cold, disease, electricity, energy drain, fire, magic, mind-affecting effects, paralysis, permanent wounds, petrification, poison, polymorph
Weakness command

OFFENSE

Speed 40 ft., flight 160 ft. (average)
Melee bite +46 (4d6+20/15-20/x3 plus grab), 2 claws +46 (2d8+20), 2 gores +46 (4d6+20), tail slap +41 (4d6+10)
Ranged 6 spines +29 (2d10+20/x3)
Space 30 ft.; **Reach** 20 ft. (40 ft. with tail slap)

Special Attacks pounce, spines, swallow whole (6d6+30 plus 6d6 acid, AC 31, hp 98)

Spell-Like Abilities (CL 40, concentration +45)
At will—*greater teleport* (self only)
1/day—*plane shift* (self only)

STATISTICS

Str 51, **Dex** 25, **Con** 51, **Int** 5, **Wis** 36, **Cha** 20
Base Atk +30; **CMB** +58 (+62 grapple); **CMD** 75
Feats Awesome Blow, Blind-Fight, Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Diehard, Endurance, Great Cleave, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Mythic Companion, Power Attack, Run, Staggering Critical, Weapon Focus (bite, claw, gore, tail slap)
Skills Acrobatics +50 (+87 jumping), Fly +42, Perception +56
Languages Infernal (cannot speak)
SQ timeless

ECOLOGY

Environment any (Hell)
Organization solitary (unique)
Treasure none

SPECIAL ABILITIES

Carapace (Su) The armageddon tarrasque is immune to any spell that allows spell resistance. In addition, the tarrasque's scales deflect cones, lines, rays, and *magic missile* spells, rendering the tarrasque immune to such effects. Any deflected effect reflects back in full force at the caster.

Command (Ex) The armageddon tarrasque is trained to respond to a string of unrelated words spoken in a specific complex cadence. A creature with knowledge of this secret must be capable of speaking the following languages: Abyssal, Aklo, Celestial, Draconic, and Infernal (the *tongues* spell and similar effects does not suffice for this purpose. The creature must succeed on a DC 50 Linguistics skill check, a


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DC 50 Perform (oratory) skill check, and a DC 50 Handle Animal skill check as a single full-round action. A success on the checks allows the creature to give the armageddon tarrasque one command of 25 words or less that it must obey for up to 1 month (no save).

Natural Attacks (Ex) The natural attacks of the armageddon tarrasque ignore 10 points of any type of damage reduction. This does not apply to damage reduction without a type (such as DR 15/—). This acts as the Penetrating Strike and Greater Penetrating Strike feats.

Regeneration (Ex) No form of attack can suppress the armageddon tarrasque's regeneration— it regenerates even if disintegrated or slain by a death effect. It becomes fully healed and alive 1d4 rounds after death, as if brought back to life via true resurrection. The armageddon tarrasque gains no negative levels.

Spines (Ex) The tarrasque can loose a volley of six spear-like spines from its body as a standard action with a toss of its head or a lash of its tail. Make an attack roll for each spine— all targets must be within 30 feet of each other. The spines have a range increment of 180 feet.

The King of Hell's closest allies constantly look for any sign of weakness, and the rest of the universe yearns for his death. Long ago, he took steps to ensure the destruction of Heaven and Hell should his enemies somehow manage to slay or bind him. To the Lord of the Ninth Layer, it is better to break the board than lose the game.

Eons ago, he collected samples of the true tarrasque's flesh, bone, and blood. Hidden away in the deepest pit of Hell, he created a clone of the creature. By weaning the monster on his divine essence and training it with torture, he created the perfect killing machine. Every month for millennia he has traveled to his terrible creation, and spoken words that keep the unkillable monster contained.

The armageddon tarrasque itself is a sorrowful abomination. It has only known pain at the hand of Hell's God, and attacks all divine beings with single-minded fury. If loosed, Hell falls first— the infernal lords torn apart or scattered. The unholy tarrasque the travels to each other plane at random, destroying the gods and their most powerful servants. Should every one of his master's grand schemes fail, then this dead man's switch rises up unfettered. Either the armageddon tarrasque sweeps through the planes murdering all life, or the King's foes must deal with the devil to bring it to heel.

Temporal Stranger

By Adam Matherly and Stephen Rowe

The statue of the stooped elder seems to move when no one is watching.

Temporal Stranger **CR 13**

XP 25,600
Skilled
N Medium humanoid
Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 28, touch 16, flat–footed 22 (+6 Dex, +12 natural)
hp 184 (16d8 + 112); fast healing 3
Fort +12, **Ref** +16, **Will** +12



Defensive Abilities second's stillness; **Immune** transmutation spells and effects

OFFENSE

Speed 30 ft.
Melee slam +20 (1d6+12 plus disease)

Special Attacks rapid aging, second's steps, sneak attack +7d6

Spell-Like Abilities (CL 16th, concentration +20)
At will—*divination*, *temporal stasis* (DC 22)

STATISTICS

Str 27, **Dex** 22, **Con** 25, **Int** 18, **Wis** 25, **Cha** 18
Base Atk +12; **CMB** +20; **CMD** 36
Feats Blind-Fight, Combat Reflexes, Greater Blind-Fight[APG], Improved Blind-Fight[APG], Improved Initiative, Improved Vital Strike, Step Up, Vital Strike
Skills Climb +27, Craft (any one) +23, Escape Artist +25, Intimidate +23, Knowledge (history, local, planes) +23, Perception +26, Stealth +25, Survival +26
Languages Common, Dwarven, Elven, Halfling, Gnome; telepathy 100 ft.
SQ flash of insight

ECOLOGY

Environment any
Organization solitary
Treasure standard

SPECIAL ABILITIES

Flash of Insight (Su) Twice per day as a standard action the temporal stranger can select the exact result of one die roll before the roll is made. This effect can alter an action taken by the stranger only, and cannot be applied to the rolls of others.

Replacement (Su) Curse and disease—slam (contact); *save* Fort DC 25, *onset* 1 hour, *frequency* 1 day, *effect* 1d6 Con and Cha damage, *cure* —. Replacement is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Humanoids dying from replacement are immediately replaced with a free-willed temporal stranger.

Second's Steps (Su) Whenever the temporal stranger cannot be seen by any non-mindless creature (including itself in a mirror or other temporal strangers), it can affect itself with a *time stop* spell effect as a free action. The effect immediately ceases if the stranger would at any point be seen by a non-mindless creature. A temporal stranger can cease this effect as a free action, but it cannot attack in any round it uses this ability.

Second's Stillness (Su) Whenever any non-mindless creature can see the temporal stranger (including itself in a mirror or other temporal strangers), it becomes locked in a state of suspended animation similar to the *temporal stasis* spell. This state cannot be dispelled or removed by a *freedom* spell, but ends as soon as all non-mindless creatures are unable to see the temporal stranger. While the stranger is temporally frozen in this manner, it takes a 20 on Stealth checks to hide in plain sight as an inanimate statue (per the freeze ability).

The temporal strangers are travelers from a mysterious future, but appear greatly limited in how they can affect the present. While they must have some important reason for migrating to the past, none have ever explained, if they can even recall it at all. The strangers each can bring others from their future, but only by the murderous process of slowly replacing individuals in the present. They appear to loathe allowing this to happen, and are more likely to permanently freeze creatures in time before their death.

The temporal strangers all work in concert toward some enigmatic goal, taking coordinated actions that often make little sense to outsider observers. Perhaps they seek to avert a dark future, or ensure it occurs on schedule.

Tiger, Autumn Reaper

A large sabertoothed tiger strides between the trees. The leaves darken and dry as winds pull them free to whip around the beast.

Autumn Reaper Tiger **CR 12**

XP 19,200
Skilled
N Large magical beast
Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +20

DEFENSE

AC 27, touch 15, flat-footed 21 (+5 Dex, +1 dodge, +12 natural, –1 size)
hp 175 (13d8+117)
Fort +15, **Ref** +13, **Will** +12
Defensive Qualities rejuvenation **DR** 10/cold iron; **Immune** cold, death effects, wind effects

OFFENSE

Speed 50 ft.
Melee bite +18 (1d8+9 plus grab and numb), 2 claws +18 (1d6+9 plus numb)
Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +18, 1d6+9 plus numb), whirlwind (6 rounds/day, 10-40 feet high, 1d6+9, DC 25)

Spell-Like Abilities (CL 13th, concentration +15)
At will—*diminish plants*, *horrid wilting* (DC 22)

STATISTICS

Str 28, **Dex** 20, **Con** 29, **Int** 18, **Wis** 23, **Cha** 19
Base Atk +9; **CMB** +19 (+23 grapple); **CMD** 34 (39 vs. trip)
Feats Dodge, Great Fortitude, Iron Will, Mobility, Run, Weapon Focus (bite, claws)
Skills Acrobatics +21, Climb +25, Diplomacy +20, Handle Animal +20, Intimidate +20, Knowledge (nature) +20, Perception +22, Sense Motive +22, Stealth +17, Survival +22
Languages Common, Auran, Sylvan, *speak with animals*
SQ change shape (humanoid)

ECOLOGY

Environment any forest
Organization solitary
Treasure none

SPECIAL ABILITIES

Leaves on the Wind (Su) A wall of dead fall leaves and coalesced wind impedes attacks against an autumn reaper. This acts as an *interposing hand* spell with a duration of constant. The autumn reaper may cease or resume this ability as a swift action. This is equal to a 5th-level spell.

Numb (Su) A hit from the autumn reaper causes the target to become numb due to cold. The opponent must succeed on a DC 25 Fortitude save or be affected as though by a *slow* spell for 1d4 round. The save DC is Constitution-based.

Rejuvenation (Su) When the autumn reaper is destroyed, its body begins to reform from the closest freshly fallen dead leaves within 1 mile. The process takes 2d4 days. If the reforming body is scattered before it can fully rejuvenate, it immediately starts the process anew. After the full time has passed, the autumn reaper wakens fully healed. If there are no dead leaves within 1 mile, the reaper cannot reform. This may lead to it remaining in a state of torpor until the next autumn, or even indefinitely.

The reaper is the avatar of fall and harbinger of winter—a manifestation of the dying months taking the form of either a great sabertoothed tiger or a tall stout woman wearing leaves and furs. It is a guardian of the natural order that spreads the power and lessons of its season. The tiger brings death to the unprepared, but always with the promise of rebirth. It is vehemently opposed to individuals who pursue immortality or fell undead creatures who defy the natural order.



Troll, Infected

This troll's body appears to be at war with a black oozing rot that eats away at flesh, even as it visibly regenerates.

Infected Troll **CR 8**

XP 4,800
Combat (barbaric)
CE Large humanoid (giant)
Init +4 **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, –1 size)
hp 100 (8d12+48); regeneration 1 (fire or acid)
Fort +12, **Ref** +6, **Will** +6
Immune disease

OFFENSE

Speed 30 ft.
Melee bite +14 (1d8+7 plus disease), 2 claws +14 (1d6+7 plus disease)
Space 10 ft.; **Reach** 10 ft.

Special Attacks disease, rend (2 claws, 1d6+9 plus disease)

STATISTICS

Str 25, **Dex** 10, **Con** 23, **Int** 8, **Wis** 19, **Cha** 8
Base Atk +8; **CMB** +16; **CMD** 26
Feats Improved Initiative, Intimidating Prowess, Power Attack, Skill Focus (Perception)
Skills Intimidate +13, Perception +14
Languages Giant

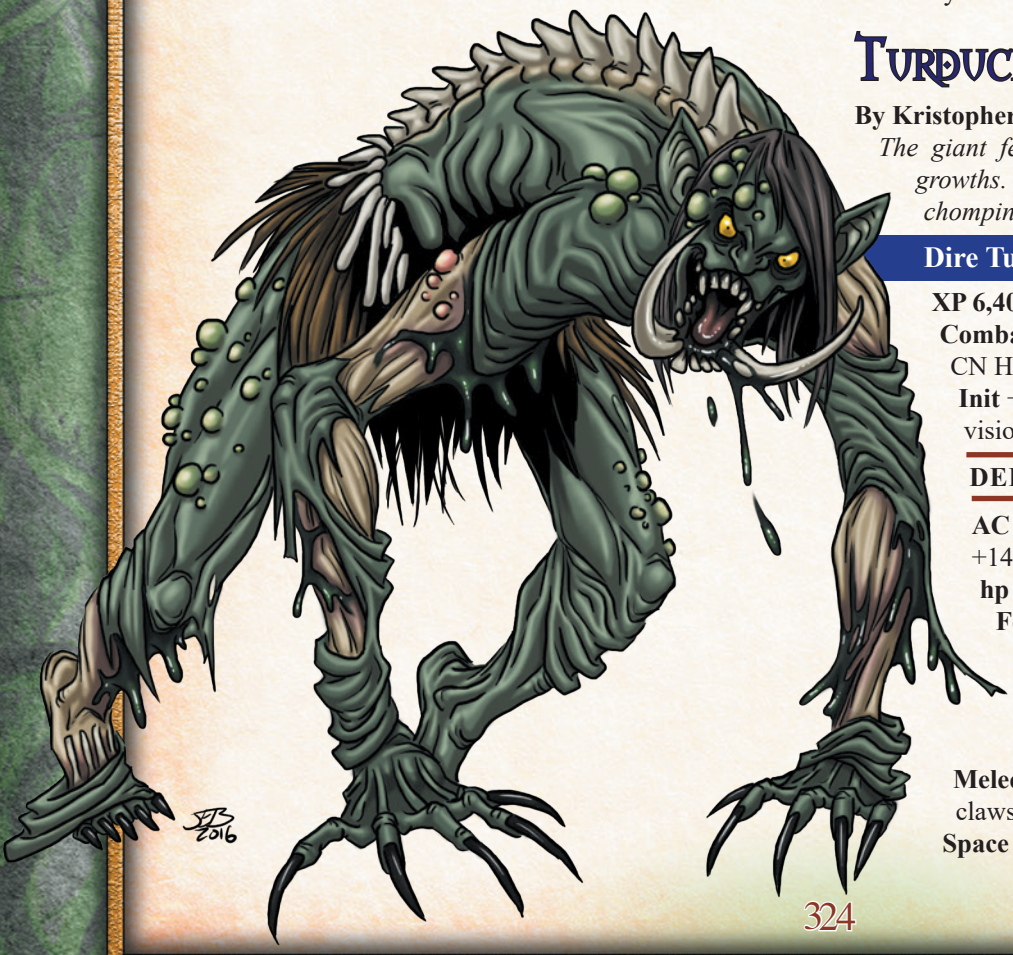
ECOLOGY

Environment any swamp
Organization solitary, pair, or gang (3–6)
Treasure standard

SPECIAL ABILITIES

Disease (Ex) Touch—contact; *save* Fort DC 20, *onset* 1-minute, *frequency* 1/hour, *effect* 1d3 Cha and Con damage, *cure* 1 save. The save DC is Constitution-based.

A terrible necrotic illness can take root in trolls exposed to the wrong magic, environment, or illness. The flesh-eating disease reaches equilibrium with the troll's regeneration, crippling the troll's healing but never quite killing it. The troll becomes a perfect living incubator for the plague. Few other creatures fare so well against the matured disease, once they become exposed.



Turducken, Dire

By Kristopher Cruz and Stephen Rowe

The giant feathered turkey is covered in boney growths. Steaming oil dribbles from its chomping beak.

Dire Turkducken **CR 9**

XP 6,400
Combat (barbaric)
CN Huge magical beast
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 21, touch 7, flat-footed 21 (–1 Dex, +14 natural, –2 size)
hp 116 (8d12+64)
Fort +14, **Ref** +5, **Will** +6
Resist fire 15

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)
Melee bite +15 (2d6+9 plus 1d6 fire), 2 claws +10 (1d8+4)
Space 15 ft.; **Reach** 10 ft.

Special Attacks berserk, breath weapon (15-foot cone, 10d6 fire damage, Reflex DC 22 for half, usable every 1d4 rounds), death throes

STATISTICS

Str 29, **Dex** 8, **Con** 27, **Int** 1, **Wis** 18, **Cha** 16
Base Atk +8; **CMB** +19; **CMD** 28 (32 vs. trip)
Feats Improved Initiative, Lunge, Power Attack, Vital Strike
Skills Fly –13, Perception +15
Languages none
SQ feast, summon

ECOLOGY

Environment any
Organization solitary
Treasure none

SPECIAL ABILITIES

Berserk (Ex) When the dire turducken enters combat, there is a cumulative 1% chance each round that it loses its mind and goes berserk. The chance resets to 0% after one minute of inactivity. A berserk dire turducken attacks the nearest living creature or object smaller than itself if no creature is within reach (usually until it dies from exhaustion). It takes 1 minute of inactivity to reset the berserk chance to 0%.

Breath Weapon (Su) As a standard action, the dire turducken can breathe a 15-foot cone of boiling oil dealing 10d6 fire damage once every 1d4 rounds. A DC 22 Reflex save halves the damage. Creatures that take damage from the breath weapon or move through the area affected by the breath weapon in the following round take 5d6 fire damage (Reflex save for half). The save DC is Constitution based.

Death Throes (Su) When the dire turducken is slain, its body explodes in a wave of cooked meat and hot oils. Anything within a 10-foot radius burst takes 9d6 fire damage. A DC 22 Reflex save halves the damage. The save DC is Constitution-based.

Feast (Su) After the dire turducken explodes, the cooked meat left behind grants the benefits of the *heroes' feast* spell (caster level 8th) if consumed over 1 hour and within 24 hours.

Summon (Su) When the dire turducken is slain, there is a 50% chance that a smaller version of the creature (resembling a duck and then a chicken) appears in its place. This creature has all of the dire turducken's statistics and abilities, except apply the young creature simple template (see *Pathfinder Roleplaying Game Bestiary* for details). This ability no longer functions if the dire turducken is Medium-sized or smaller.

While most would regard the dire turducken as a joke made in poor taste, the fell beasts are a grave danger to anyone underestimating their suicidal ferocity. The magical monsters were the unexpected result of a foolish attempt to create a living *heroes' feast* spell. Given life and the ability to breed, the pet was meant to be the perfect self-cooking livestock. Unfortunately, the malformed creature was hopeless deranged… driven only by relentless urges to kill, eat, and breed. The dire turducken doesn't care for self-preservation, gleefully fighting to the death with little provocation.

Uktannu

By Trevor Sone and Stephen Rowe

A gleam from the shadows reveals a mouthless, child-sized creature, with whip-like tentacles in place of arms. Pallid cream-colored skin is haphazardly covered by tattered and rotting clothing.

Uktannu **CR 8**

XP 4,800
Spellcaster (arcane)
NE Small aberration
Init +5; **Senses** darkvision 60 ft.; Perception +12
Aura disturbing dreams (30 ft., DC 19)

DEFENSE

AC 23, touch 16, flat-footed 18 (+5 Dex, +7 natural, +1 size)
hp 78 (12d6+36)
Fort +7, **Ref** +9, **Will** +11
Defensive Abilities split; **Immune** mind-affecting

OFFENSE

Speed 20 ft.
Melee slam +11 (1d6+6) and 2 tentacles +11 (1d3+4)

Spell-Like Abilities (CL 12th, concentration +16)
At will—*confusion* (DC 18)
3/day—*deep slumber* (DC 17)

Special Attacks mind thrust

STATISTICS

Str 19, **Dex** 20, **Con** 17, **Int** 12, **Wis** 17, **Cha** 18
Base Atk +6; **CMB** +9; **CMD** 24
Feats Combat Casting, Combat Reflexes, Improved Lightning Reflexes, Lightning Reflexes, Step Up, Vital Strike
Skills Disguise +10, Escape Artist +11, Intimidate +12, Knowledge (arcana) +12, Knowledge (planes) +10, Perception +12, Spellcraft +10, Stealth +18, Survival +10, Use Magic Device +13
Languages Aklo, Common; telepathy 300 ft.
SQ timeless

ECOLOGY

Environment urban
Organization solitary
Treasure standard

SPECIAL ABILITIES

Disturbing Dreams (Su) The uktannu warp dreams into maddening nightmares, driving humanoid psyches insane given enough exposure. Any sleeping humanoid within 60 feet of an uktannu must make a DC 19 Will save each round or suffer 1d4 Wisdom damage. On a successful save, the humanoid awakens and is immune to any uktannu's disturbing dreams for 24 hours. The save DC is Constitution-based.

Mind Thrust (Su) As a standard action at will, the uktannu can deliver a massive blast of mental energy at any one target within 30 feet, inflicting 8d6 points of damage. A successful DC 20 Will save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect. The save DC is Charisma-based.



Split (Ex) If struck by a slashing weapon, Uktannu do not take damage. Instead they split into two identical copies with half the original's current hit points (rounded down). Uktannu continue to split until they are reduced to below 10 hit points.

A convalescence of the maddening thoughts of entities trapped beyond space and time, the uktannu seep into communities through the dreams of their inhabitants. Once they reach through to a new reality, uktannu begin to warp the minds those in their surroundings, driving them mad until they either flee the region or hunt down the terror in their midst. While capable of dividing into two separate entities when cut, the uktannu despise each other enough to fight until there is a sole survivor once any other threat is defeated.

Unicorn, Hornless

This magnificent beast looks like a white horse, but with a goat's beard and scar on its brow.

Hornless Unicorn **CR 2**

XP 600
Skilled
CG Large magical beast
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 natural, –1 size)
hp 17 (2d8+8)
Fort +4, **Ref** +3, **Will** +0
Immune charm, compulsion

OFFENSE

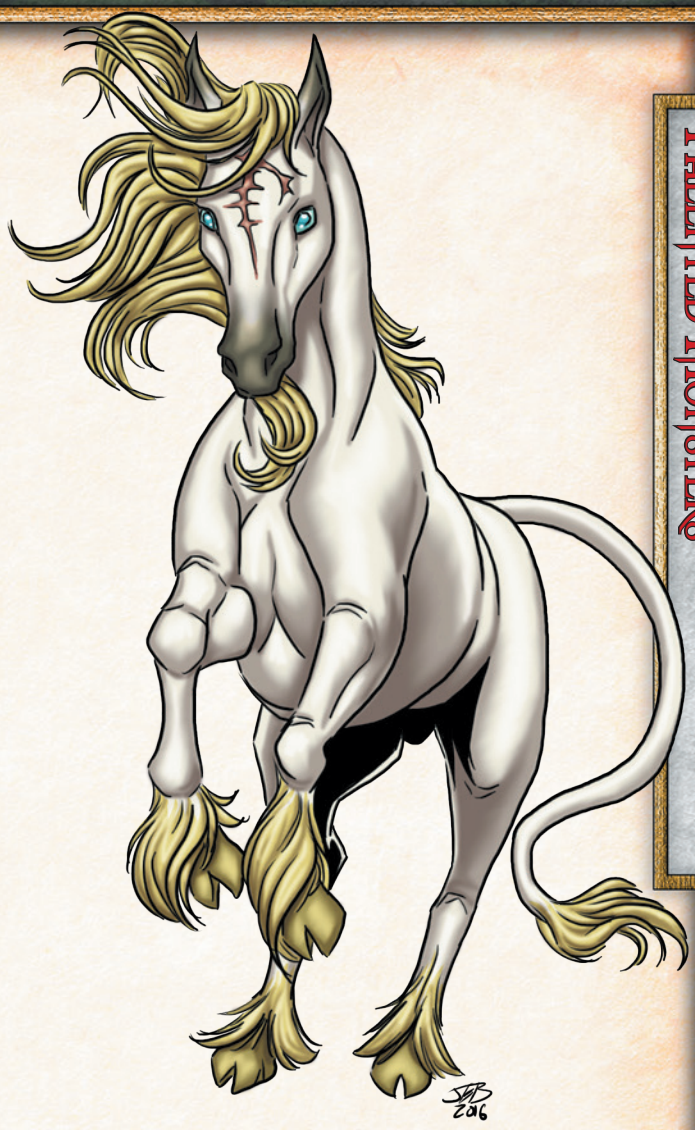
Speed 60 ft.
Melee 2 hooves +0 (1d6+1)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 15, **Dex** 11, **Con** 18, **Int** 13, **Wis** 10, **Cha** 12
Base Atk +1; **CMB** +4; **CMD** 14 (18 vs. trip)
Feats Multiattack
Skills Acrobatics +5, Bluff +6, Disguise +6, Perception +5, Sense Motive +5, Stealth +5, Survival +5 (+9 in forests); **Racial Modifiers** +4 Stealth, +4 Survival in forests
Languages Common, Sylvan
SQ wild empathy

ECOLOGY

Environment temperate forests
Organization solitary
Treasure none



Many collectors and crafters prize unicorn horns for inherent healing magics. Some greedy or desperate individuals rationalize the collection of such a valuable reagent by taking the horn without killing the unicorn. The mercy is narrow-sighted, and hornless unicorns often lead brief lives. Some pursue suicidal revenge, while others find a quiet place to await death. Only a rare few are able to heal the wounds upon their body and soul, or to at least find aid in gaining justice.

Hornless unicorns become far more open to the companionship of other creatures. They befriend women or men of questionable virtue, generally with the faint hope of regaining their horn. A unicorn's horn can be regrown with a *regenerate* spell or similar effect. If the unicorn's one true horn touches the creature's brow, it automatically reattaches returning the creature to its full power.

Vargouille, Mute

This creature is a blackened bat-winged fiend's head flying in complete silence. Tentacles dangle from chin and scalp, and its mouth has been sewn shut.

Mute Vargouille **CR 5**

XP 1,600
Combat (soldier)
NE Small outsider (evil, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +8
Aura silence (20 ft.)

DEFENSE

AC 20, touch 13, flat-footed 17 (+2 Dex, +7 natural, +1 size)
hp 51 (6d10+18)
Fort +8, **Ref** +7, **Will** +4

OFFENSE

Speed fly 40 ft. (good)
Melee 4 tentacles +10 (1d3+3 plus corruption)
Special Attacks

STATISTICS

Str 17, **Dex** 14, **Con** 17, **Int** 12, **Wis** 9, **Cha** 14
Base Atk +6; **CMB** +8; **CMD** 20
Feats Flyby Attack, Improved Initiative, Lunge
Skills Fly +17, Intimidate +11, Perception +8, Sense Motive +6, Stealth +12
Languages Infernal (cannot speak)

ECOLOGY

Environment any
Organization solitary or pair
Treasure none

SPECIAL ABILITIES

Corruption (Su) The mute vargouille's tentacle attacks deal 1d3 Intelligence and Charisma drain on a successful hit. A DC 16 Fortitude save halves this damage. The save DC is Constitution-based.

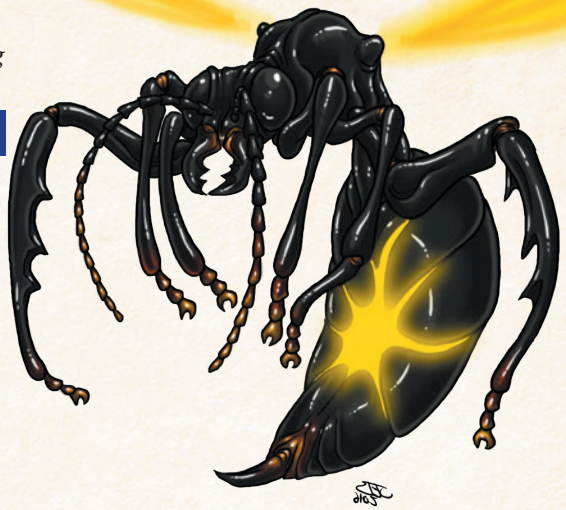
Silence (Su) Sounds are silenced within 20 feet of the mute vargouille (as the *silence* spell). The mute vargouille cannot suppress this effect. If it is dispelled, it automatically resumes on the vargouille's turn. This is equal to a 2nd-level spell.

Vargouille are useful, but dangerous. Some summoners make the outsiders easier to control by sewing their mouths shut. This neuters the outsider, concentrating its power internally. Over time the vargouille's mouth seals over with scar tissue and its tentacles grow in length. Of course, the deforming process of castration infuriates the outsider. Most wait for an opportunity to flee or betray, and all seek a method to make themselves whole again.



Wasp, Starlight

A soft yellow glow emanates from beneath the buzzing wings of this pony-sized wasp, highlighting its wicked black stinger.



Starlight Wasp **CR 4**

XP 1,200
Combat (barbaric)
N Large vermin
Init –1; **Senses** darkvision 90 ft.; Perception +9

DEFENSE

AC 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)
hp 38 (4d12+12)
Fort +7, **Ref** +3, **Will** +2
Immune mind-affecting effects
Weaknesses light blindness

OFFENSE

Speed 30 ft., fly 30 ft. (good)
Melee sting +6 (1d6+4 and poison)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 18, **Dex** 8, **Con** 16, **Int** —, **Wis** 13, **Cha** 1
Base Atk +4; **CMB** +8; **CMD** 18 (22 vs. trip)
Skills Fly +2, Perception +9, +1 Survival +1 (+9 when tracking); **Racial Modifiers** +8 Perception, +8 Survival when tracking
SQ improved tracking, luminescence

ECOLOGY

Environment temperate forests
Organization solitary, pair, group (3-6), or nest (7-19)
Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based. A creature with Dexterity damage from the starlight wasp's venom glows as if affected by a non-magical version of the *faerie fire* spell for as long as the Dexterity damage persists.

Although more fragile than common giant wasp, starlight wasps are no less deadly. They are efficient hunters with an effective lure and keen nocturnal senses. Starlight wasps can produce a soft yellow glow that, from a distance, looks like an inviting bobbing light. These insects are effective at noticing prey coming upon them before the victims realize what they've found is no lantern. The wasp's poison carries its bioluminescence, causing victims to also glow. This light attracts other starlight wasps or aids the wasp in tracking down prey that manages to escape.

Starlight wasps are seldom seen in groups, and act as solitary nocturnal hunters, bringing back prey paralyzed by their venom for their nests to consume the following night. Starlight wasps build nests in forest caves or into the hollows of several thick trees deep in the woods.

Wight, Brokenbone

The skittering crawling corpse has had nearly all its bones broken, with many sticking out at odd sharp angles.

Brokenbone Wight **CR 6**

XP 2,400
Skilled
LE Medium undead
Init +8; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)
hp 73 (7d8+42); fast healing 2
Fort +8, **Ref** +9, **Will** +5
Defensive Abilities reknit; **DR** 10/piercing or slashing; **Immune** undead traits
Weakness cure vulnerability



OFFENSE

Speed 50 ft., climb 50 ft.
Melee slam +10 (1d4+5 plus grab and energy drain)

Special Attacks bleed, energy drain (1 level, DC 19), rake (2 bone spikes +10, 1d4+5 plus bleed)

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 13, **Wis** 16, **Cha** 23
Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 24 (28 vs. trip)
Feats Blind-Fight, Dodge[B], Improved Initiative, Mobility[B], Skill Focus (Perception), Skill Focus (Stealth), Spring Attack[B]
Skills Acrobatics +14, Climb +23, Intimidate +16, Knowledge (religion) +11, Perception +16, Stealth +25, Survival +13; **Racial Modifiers** Stealth +8
Languages Common
SQ create spawn

ECOLOGY

Environment any
Organization solitary, pair, gang (3–6), or pack (7–12)
Treasure standard

SPECIAL ABILITIES

Bleed (Su) The brokenbone wight impales grappled creatures on its bone spurs, breaking them off in the process. The wiggling bone shards continue damaging the creature each turn for 1d4 damage as the bleed universal monster ability. These bone spurs actively avoid removal through use of the Heal skill, and the bleed damage can only be ended with the application of magical healing.

Create Spawn (Su) Any humanoid within one size category of the brokenbone wight slain by a wight arises as an ordinary wight after 1-minute. The brokenbone wight has absolute control over spawn created in this manner.

Cure Vulnerability (Su) The delicate negative energy keeping the brokenbone wight mobile is vulnerable to disruption. The wight takes half again as much damage (+50%) from any conjuration healing spell.

Reknit (Su) The brokenbone wight can target itself with an *inflict serious wounds* spell at will as a full-round action. This is equal to a 3rd-level spell.

In a gory process involving a significant investment of negative energy, a wight can survive the breaking of most of its bones. Necromantic infusions allow the undead to persist past the destruction of its skeleton, but only through continual repair. Rarely, an ordinary wight can evolve in this manner, but it requires a crushing accident in a negative energy dominant plane.

The brokenbone wight becomes quick and mobile, shrugging off attacks and healing most wounds. Brokenbone wights are almost never free creatures, and more often represent a large investment of effort on the part of a necromancer.

Will-o'-Wisp, Deadlight

The empty air erupts in shades of sickening light and mind-bending color.

Deadlight Will-o'-Wisp **CR 10**

XP 9,600
Spellcaster (arcane)
CE Medium aberration (air)
Init +6; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 24, touch 16, flat-footed 18 (+6 Dex, +8 natural)
hp 127 (15d6+75)



Fort +10, **Ref** +11, **Will** +13
Defensive Abilities amorphous, natural invisibility; **Immune** magic, mind-affecting effects

OFFENSE

Speed fly 60 ft. (perfect)
Melee touch +13 (1d4 Wisdom drain)
Ranged 2 light rays +13 ranged touch (2d12)

Spell-Like Abilities (CL 15, concentration +19)
At will—*dancing lights*, *light*, *rainbow pattern* (DC 18), *touch of idiocy*

STATISTICS

Str 6, **Dex** 23, **Con** 21, **Int** 12, **Wis** 18, **Cha** 19
Base Atk +7; **CMB** +5; **CMD** 29
Feats Deadly Aim, Defensive Combat Training, Flyby Attack, Improved Initiative, Improved Precise Shot, Point-Blank Shot, Precise Shot, Shot on the Run
Skills Fly +32, Knowledge (arcana, planes) +19, Spellcraft +19, Stealth +21
Languages Alko, Common
SQ feed on madness

ECOLOGY

Environment any
Organization solitary, pair, or string (3–4)
Treasure incidental

SPECIAL ABILITIES

Feed on Madness (Su) The deadlight will-o'-wisp gains fast healing 10 when within 30 feet of a living creature suffering from a *confusion* effect or with a Wisdom score of 5 or less.

Light Ray (Ex) The deadlight will-o'-wisp can fire two beams of light to deal 2d12 damage foes as a full-attack action or one ray as a standard-attack action. These light rays have a maximum range of 100 feet and overcome damage reduction of any type.

Magic Immunity (Ex) Deadlight will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance.

Unholy Nimbus (Su) Three times per day as a free action at will the deadlight will-o'-wisp can create a nimbus of sickening writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-aberration must succeed on a DC 21 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.

The deadlight will-o'-wisp is a powerful creature, but seldom acts alone. Instead, they are almost always scavengers and sycophants to much greater aberrations capable of driving mortals insane with their sight alone. The deadlights cluster around such creatures to feed off the madness they bring with their presence. Even less powerful aberrations can manipulate the deadlights with promises of mortal minds to feast upon. Independent deadlight will-o'-wisps attempt to subjugate communities of insane creatures like derro to do its bidding. Some might else stalk asylums as a "ghost" to ensure that its food never improves.

Wolverine, Rabid

Mad bloodshot eyes peer hungrily out from the wolverine's matted dirty fur. Foam leaks out from between the beast's sharp teeth.

Rabid Wolverine **CR 6**

XP 2,400
Combat (barbaric)
N Medium animal
Init +1; **Senses** low-light vision, scent; Perception +3

DEFENSE

AC 20, touch 12, flat-footed 18 (+1 Dex, +1 dodge, +8 natural)
hp 73 (7d12+28)
Fort +9, **Ref** +6, **Will** +5
Immune fatigue, sleep

OFFENSE

Speed 40 ft., climb 10 ft.
Melee bite +12 (1d6+5 plus disease), 2 claws +12 (1d4+5)

Special Attacks blood rage, disease, ferocity



STATISTICS

Str 20, **Dex** 13, **Con** 19, **Int** —, **Wis** 17, **Cha** 1
Base Atk +7; **CMB** +12; **CMD** 23 (27 vs. trip)

ECOLOGY

Environment cold forests
Organization solitary
Treasure standard

SPECIAL ABILITIES

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

Disease (Ex) *Rabies*: Bite—injury; *save* Fort DC 17, *onset* 1d3 weeks, *frequency* 1/day, *effect* 1d6 Int drain; creatures reduced to 0 Intelligence by rabies are not rendered comatose, but become mindless and violent, *cure* 3 consecutive saves. The save DC is Constitution-based.

Ferocity (Ex) A rabid wolverine remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. It still dies when its hit point total reaches a negative amount equal to its Constitution score.

Wolverines infected with rabies lead short brutal lives, often not surviving past the dead of winter. As fever eats away at their brains, the insane animals become incredibly dangerous. While most know to avoid the signs of rabies, the spread of the disease within a community can be insidious. Once the fever sets in, recovery is near-impossible, and victims can tear their own families apart.



Woojie Weg

By Benjamin, Elias, and Malachi Billings, and Stephen Rowe

This man-sized spider composed of whirling shadows has a scorpion's tail dripping with green slime.

Woojie Weg **CR 7**

XP 3,200
Skilled
N Large fey
Init +7; **Senses** low-light vision, darkvision 120 ft.; Perception +13

DEFENSE

AC 20, touch 13, flat-footed 18 (+3 Dex, +8 natural, –1 size)
hp 87 (7d8+56)
Fort +10, **Ref** +8, **Will** +7
Weakness sunlight powerlessness

OFFENSE

Speed 40 ft., climb 40 ft.
Melee sting +11 (1d6+14 plus poison)
Space 10 ft.; **Reach** 5 ft.

Spell-Like Abilities (CL 7th, concentration +10)
3/day—*gaseous form*

STATISTICS

Str 25, **Dex** 16, **Con** 27, **Int** 16, **Wis** 17, **Cha** 16
Base Atk +5; **CMB** +13; **CMD** 26 (30 vs. trip)
Feats Improved Initiative, Iron Will, Lunge, Stealthy
Skills Acrobatics +10, Climb +25, Escape Artist +12, Intimidate +13, Knowledge (nature) +13, Perception +13, Perform +11, Sense Motive +13, Sleight of Hand +10, Stealth +11, Swim +14
Languages Sylvan
SQ terrain stride (all)

ECOLOGY

Environment any underground or forest
Organization solitary, hunt (2-12 plus 0-5 shadows per woojie weg), or grand convocation (51-150 plus 0-5 shadows per woojie weg).
Treasure standard

SPECIAL ABILITIES

Create Shadow (Su) A humanoid creature killed by a woojie weg become a shadow under the control of the woojie weg after 1d4 days.

Hunter (Ex) Woojie weg may faultlessly track any single creature. This functions as a constant *discern location* spell, with the woojie weg automatically knowing the target's location at all times. The woojie weg can only have a single creature targeted with this ability at any one time, and it does not function across planar boundaries. A woojie weg may not consciously select targets of this ability, but may gain a new target with a 24 hour ritual requiring at least one other woojie weg.

Poison (Ex) Sting—injury; *save* Fort DC 21, *frequency* 1/round for 6 rounds, *effect* 1d4 Con, *cure* 2 consecutive saves.

Shadowed Steps (Ex) As a standard action at will, a woojie weg can teleport itself, any gear it is carrying, and any shadows it controls to a random location within 1d4 miles of a target sensed with the hunter ability. The woojie weg and its shadows cannot be harmed by this ability, and if the teleportation would cause harm the ability does not function.

The woojie weg is relatively peaceful, but under certain conditions becomes a dangerous enemy. The dark fey usually flee from combat, wishing only to cultivate rare mushrooms within underground lairs. However, at certain intervals the usually solitary woojie wegs gather deep in the primeval forests for a convocation. They go into deep trances, swaying to unearthly self-made music, while experiencing strange dreams. If disturbed in such a state, all of the woojie weg become savagely violent.

Most woojie wegs leave the gathering as they came, but some see a vision of a specific creature. With this vision comes an unerring sense of where the creature is, and a drive for the woojie weg to kill the being and transform their soul into a shadow slave. The dark fey neither know nor question the source of these dreams, only understanding they must murder before they can return to their peaceful gardens.

Worg, Rune Wolf

The bear-sized wolf has black and burnt fur, like roughly cast iron, where it has been branded with glowing red runes.

Rune Wolf Worg **CR 13**

XP 25,600
Combat (soldier)
LE Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +19

DEFENSE

AC 28, touch 11, flat-footed 26 (+2 Dex, +17 natural, –1 size)
hp 188 (13d10+117)
Fort +17, **Ref** +10, **Will** +11
Immune electricity, fire

OFFENSE

Speed 40 ft.



Melee bite +22 (1d8+15/x3 plus trip), 2 claws +22 (1d6+10)
Space 10 ft.; **Reach** 5 ft.

Special Attacks spark shower

Spell-Like Abilities (CL 13, concentration +18)
At will—*air walk*, *dominate animal* (DC 18)

STATISTICS

Str 31, **Dex** 14, **Con** 28, **Int** 14, **Wis** 17, **Cha** 21
Base Atk +13; **CMB** +24; **CMD** 36 (40 vs. trip)
Feats Blinding Critical, Combat Expertise, Critical Focus, Disruptive, Greater Trip, Improved Trip, Vital Strike
Skills Acrobatics +18, Intimidate +21, Knowledge (nature) +15, Perception +19, Stealth +11, Survival +16
Languages Common, Giant, Terran

ECOLOGY

Environment cold mountains
Organization solitary, pair, or pack (3–12)
Treasure standard

SPECIAL ABILITIES

Spark Shower (Su) As a standard action, a rune wolf worg can cause a shower of sparks to erupt out of one of the runes on its body. These sparks function as a breath weapon (30-ft. cone; 6d6 fire and 6d6 electricity damage; Reflex DC 25 half; usable once every 1d4 rounds). The save DC is Constitution-based.

Rune wolf worgs are bred and commanded by rune giant masters, who brand them with enchanted runes as pups. The enslaved race defends rune giant holdings or prowl territory claimed, though they hate their masters above all others. A lifetime of torture teaches each the cost of disloyalty, and few would risk a master's ire. Many in turn become abusers of lesser slaves, giants, or entire tribes of worgs and goblins.

Wraith, Dread

This enormous ghostly creature is little more than a dark shape with two flickering pinpoints of red light where its eyes should be.



Dread Wraith **CR 16**

XP 76,800
Combat (soldier)
LE Large undead (incorporeal)
Init +6; **Senses** darkvision 60 ft., lifesense 60 ft.; Perception +22
Aura unnatural aura (30 ft.)

DEFENSE

AC 21, touch 21, flat-footed 19 (+10 deflection, +2 Dex, –1 size)
hp 248 (16d10+160)
Fort +20, **Ref** +12, **Will** +13
Defensive Abilities channel resistance +4, incorporeal; **Immune** undead traits
Weakness sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)
Melee corrupting touch +18 (16d6 plus 1d8 Con drain)
Space 10 ft.; **Reach** 10 ft.

Special Attacks create spawn, telekinesis

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 17, **Wis** 16, **Cha** 31

Base Atk +16; **CMB** +19; **CMD** 39
Feats Blind-Fight, Combat Reflexes, Dazzling Display, Disruptive, Gory Finish[UC], Improved Initiative, Spellbreaker, Weapon Focus (touch)
Skills Diplomacy +26, Fly +23, Intimidate +29, Knowledge (local) +19, Perception +22, Sense Motive +19, Stealth +14
Languages Abyssal, Aklo, Common, Infernal

ECOLOGY

Environment any
Organization solitary, gang (1 plus 3–6 wraiths), or pack (1 plus 7–12 wraiths)
Treasure none

SPECIAL ABILITIES

Corrupting Touch (Su) By passing part of its incorporeal body through a foe's body as a standard action, the dread wraith inflicts 16d6 damage and 1d8 Constitution drain. This damage is not negative energy— it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A DC 28 Fortitude save halves the damage inflicted and negates the drain. The save DC is Charisma-based.

Create Spawn (Su) A humanoid slain by a dread wraith becomes a wraith immediately. Spawn are under the command of the wraith that created them until its death, at which point they become free-willed wraiths. They do not possess any of the abilities they had in life.

Telekinesis (Su) The dread wraith can use *telekinesis* as a standard action once every 1d4 rounds (CL 16, CMB +26). This is equal to a 5th-level spell. The save DC is Charisma-based.

A wraith that persists for centuries feeding on the life force of hundreds undergoes a terrible transformation into a dread wraith. The massive and powerful force for death gains greater focus in its hatred for living creatures. However, the dread wraith does not simply wish to kill.

Dread wraiths wish to make the lives of living creatures so hellish that death and undeath seem the preferred alternatives. The sadistic creature wants to hear victims beg for murder, rather than thrust it upon the unwilling. A dread wraith acting within a city or community undermines the standard of living by removing key elements, increasing poverty, and driving the populace toward despair. Then it acts as a merciful angel of death, offering a lie of peace to the downtrodden and forgotten.

Xill Captain

The red scales of this powerful four-armed humanoid are scored by pits and marks, but the blades and shield it wields gleam with menacing promise.

Xill Captain **CR 9**

XP 6,400
Skilled
LE Medium outsider (evil, extraplanar)
Init +10; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 23, touch 16, flat-footed 15 (+6 Dex, +5 natural, +3 shield)
hp 115 (11d8+66)
Fort +9, **Ref** +13, **Will** +10
DR 10/magic; **Immune** poison; **SR** 20



OFFENSE

Speed 40 ft.
Melee *+1 short swords* +17/+17/+12 (1d6+7/19-20), claw +16 (1d4+6 plus grab), bite +10 (1d3+3 plus paralysis), or 4 claws +16 (1d4+6 plus grab), bite +10 (1d3+3 plus paralysis)
Ranged 2 longbows +13 (1d8/x3)

Special Attacks implant, hatred, paralysis (1d4+1 minutes, DC 21)

STATISTICS

Str 24, **Dex** 23, **Con** 23, **Int** 16, **Wis** 20, **Cha** 17
Base Atk +8; **CMB** +15 (+19 grapple); **CMD** 31
Feats Alertness, Broken Wing Gambit[UC,B], Combat Reflexes, Improved Initiative, Iron Will, Paired Opportunists[APG,B], Weapon Focus (claw, short sword), Wounded Paw Gambit[ACG,B]
Skills Acrobatics +19, Bluff +17, Climb +21, Intimidate +17, Knowledge (arcana, planes) +17, Perception +21, Sense Motive +21, Stealth +19
Languages Common, Infernal
SQ ethereal jaunt, multiweapon mastery

ECOLOGY

Environment any (Ethereal Plane)
Organization solitary, gang (3-6), or squad (3-8)
Treasure standard (*+1 heavy steel shield*, 2 *+1 short swords*, 2 longbows, 40 arrows, other treasure)

SPECIAL ABILITIES

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

Hatred (Ex) A xill captain receives a +5 bonus on attack and damage rolls against creatures with the magical beast type.

Implant (Ex) As a standard action, a xill captain can lay 2d6 eggs in a helpless creature. A xill captain's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and ethereal jaunt to the Ethereal Plane, if possible, to mature. A *remove disease* spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 21 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

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

Veterans of a war older than most mortal civilizations, xill captains increase in rank through countless engagements against their favored enemies and hosts— the phase spiders.

Xill captains are eager to prove themselves worthy of the higher echelons of the competitive xill military machine. To do so, they make their mark maintaining their race's foothold in the Ethereal Plane strong, even if means sacrificing a thousand pawns. Xill captains make the most use of their soldiers, thinking nothing of their deaths if it means the greater glory of the xill… or a promotion.

Tough and cunning, xill captains refine themselves in skirmish after skirmish with phase spiders, and are particularly suited to combating them. Xill captains are shrewd tacticians, known to dupe enemies into foolish mistakes punished with the ruthless, cold efficiency characterizing the xill.

Xorn, Arcanovore

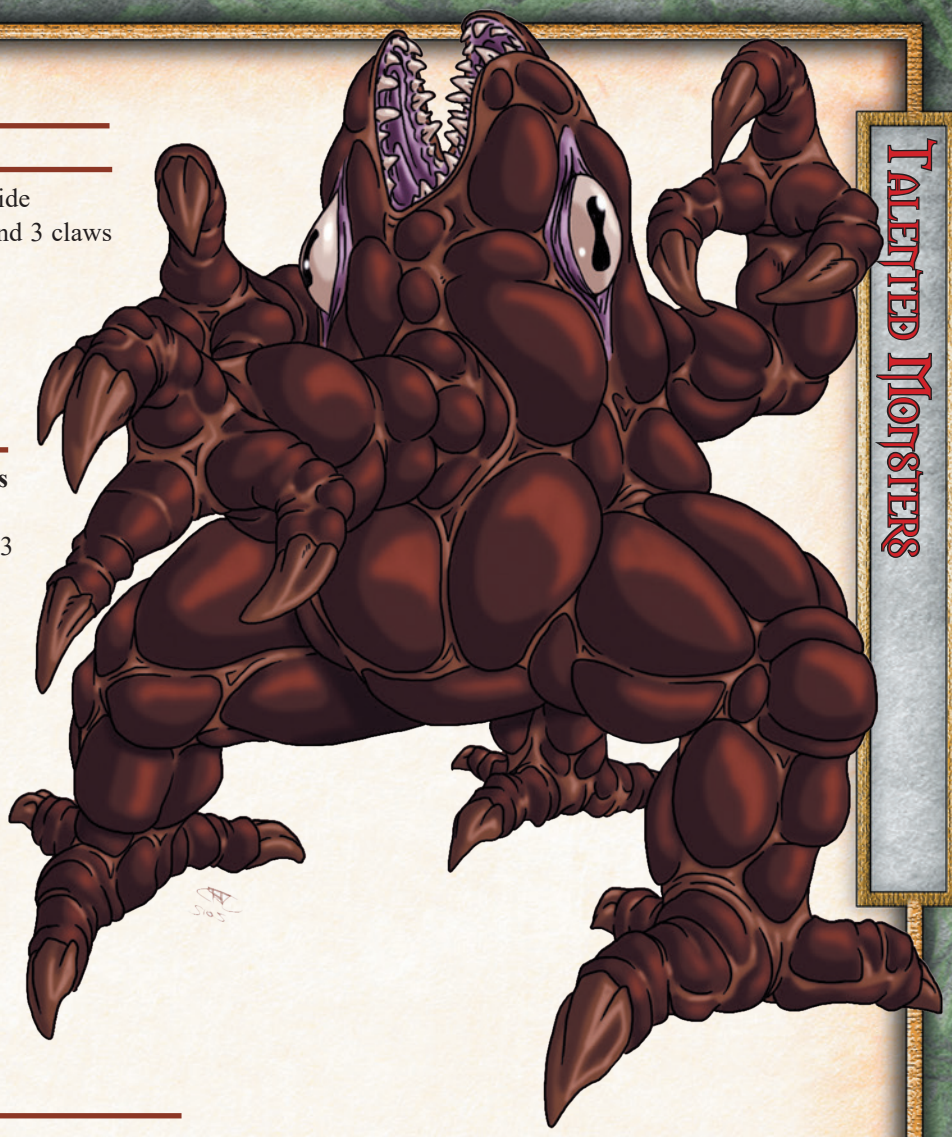
The strange beast has a diamond-shaped body with a valve-like maw on the top and bottom of its torso. The center of its body has three evenly-spaced eyes, offset by three thick legs and three clawed arms.

Arcanovore Xorn **CR 11**

XP 12,800
Skilled
N Large outsider (earth, extraplanar)
Init +4; **Senses** all-around vision, darkvision 120 ft., tremorsense 300 ft.; Perception +28

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, –1 size)
hp 150 (12d8+96)
Fort +12, **Ref** +12, **Will** +9
DR 10/adamantine and bludgeoning; **Immune** acid, flanking; **Resist** cold 15, electricity 15, fire 15



OFFENSE

Speed 30 ft., burrow 30 ft., stone glide
Melee 2 bites +17 (1d8+9/19-20) and 3 claws +17 (1d6+4)
Space 10 ft.; **Reach** 20 ft.

Spell-Like Ability (CL 20th)
Constant—*detect magic*

STATISTICS

Str 29, **Dex** 18, **Con** 27, **Int** 16, **Wis** 21, **Cha** 16
Base Atk +9; **CMB** +19; **CMD** 33 (39 vs. trip)
Feats Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Improved Critical (bite), Master Craftsman, Step Up
Skills Appraise +18, Craft (any two) +22, Knowledge (arcana) +18, Knowledge (dungeoneering) +26, Perception +28, Sense Motive +20, Spellcraft +18, Survival +20; **Racial Modifiers** +4 Craft (any two), +8 Perception
Languages Common, Terran
SQ triple

ECOLOGY

Environment underground (Plane of Earth)
Organization solitary, pair, or cluster (3-6)
Treasure standard (precious metals, magic metals, magic gems and jewelry)

SPECIAL ABILITIES

Stone Glide (Ex) A xorn arcanovore's earth glide ability allows it to move through crystal, dirt, stone, or metal. A move earth spell cast on an area containing a burrowing arcanovore flings it back 30 feet and stuns it for 1 round unless it succeeds on a DC 15 Fortitude save.

Tripod (Ex) While a xorn arcanovore only has three legs, its stability makes tripping it more difficult. It has a +6 bonus to CMD versus trip attacks. The xorn maintains its 10-ft. reach for its claw or bite attacks.

Older xorn sometimes make their homes near rich veins of adamantine or mithral while living on the Plane of Earth. If trapped on the mortal plane, they may seek out a similar home that suits their refined tastes. Those who struggle to find a sizable deposit of rare (in the mortal world) ore might turn to another source— adventurers. An experienced arcanovore knows that magical metals and jewels fuel the exploits of accomplished heroes, and they make it their business to acquire the finest meals from such travelers.

Xorn arcanovores are more social and consider themselves the elite of their kind. They focus a natural affinity with magical items and materials toward crafting, much as accomplished chefs prepare expensive meals. They either savor these powerful items, or trade them for more difficult to find materials.

A xorn arcanovore stands 9 feet tall (and wide) and weighs about 10,000 pounds.

Yellow Musk Creeper, Elder

A wide pile of dark green vines and huge yellow flowers grow amid a dozen skeletons. A fine haze of pollen dusts the sprawling plant.

Elder Yellow Musk Creeper **CR 9**

XP 6,400
Combat (barbaric)
N Large plant
Init +1; **Senses** tremorsense 60 ft.; Perception +4

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, –1 size)
hp 121 (9d12+63)
Fort +13, **Ref** +7, **Will** +7
Immune plant traits



OFFENSE

Speed 10 ft.
Melee 2 tendrils +16 (1d6+16 plus disease)
Space 10 ft.; **Reach** 5 ft. (10 ft. with tendrils)

Special Attacks create plant zombie, disease, pollen spray

STATISTICS

Str 26, **Dex** 12, **Con** 25, **Int** —, **Wis** 18, **Cha** 1
Base Atk +9; **CMB** +18; **CMD** 29 (can't be tripped)

ECOLOGY

Environment temperate or warm forests and underground
Organization patch (creeper plus 6-12 yellow musk zombies)
Treasure incidental

SPECIAL ABILITIES

Create Plant Zombie (Su) As a full-round action, an elder yellow musk creeper can bore tendrils or roots into the brain of a helpless creature within reach. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One minute later, the creature animates with the zombie template, except that the zombie possesses the plant creature type instead of the undead type and are treated as plants for the resolution of magical effects and spells.

Create Spawn (Su) Creatures killed by creeping cough (see below) become host to a yellow musk creeper[B1], provided the host body is within one size category of a yellow musk creeper (Medium). The creature arises from the corpse of the host in 1d4 days.

Disease (Ex) The spores that cause this infection are deposited whenever the elder yellow musk creeper successfully hits with its tendril. *Creeping Cough Disease*—inhaled; *save* Fort DC 21, *onset* 1 day, *frequency* 1/day, *effect* 1d4 Con damage, *cure* 2 consecutive saves. The save DC is Constitution-based.

Pollen Spray (Ex) As a standard action, an elder yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a ranged touch attack to strike the target, who must then succeed on a DC 21 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the plant's reach, at which point an entranced creature remains motionless and counts as helpless. The save DC is Constitution-based.

Large deadly versions of the yellow musk creeper flourish in long-forgotten burial grounds and ancient battlefields. An elder yellow musk creeper becomes capable of producing yellow musk zombie guardians at a horrifying pace. Its age and potency have rendered the reproductive abilities of its tendrils into every single spore that comes off the creature. When creatures inhale these spores, they lodge within the lungs and begin growing. This is a slow process, consumes the host's organs as the infected creature develops a chronic bloody cough. Unless healed, the progression of creeping cough results in suffocation and death. Once the host is dead, vines and roots sprout through the corpse and bloom yellow flowers as a nascent yellow musk creeper emerges.



Yeth Hound, Moonburned

This warped, four-foot tall, canine has dark burns spotting its hairless gray skin. The flesh of its face is partly burned away, revealing a glowing light behind a rictus grin.

Moonburned Yeth Hound **CR 5**

XP 1,600
Combat (barbaric)
NE Medium undead
Init +5; **Senses** darkvision 60 ft.; scent; Perception +8

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)
hp 57 (6d12+18)
Fort +8, **Ref** +6, **Will** +4
Defensive Abilities channel resistance +2
DR 5/magic; **Immune** undead traits
Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., fly 60 ft. (average)
Melee bite +10 (1d6+4 plus fear and trip), 2 claws +10 (1d4+4)

Special Attacks breath weapon (30-foot line, 2d6 cold damage, Reflex DC 18 for half, usable every 1d4 rounds), light blend

STATISTICS

Str 19, **Dex** 13, **Con** —, **Int** 8, **Wis** 15, **Cha** 16
Base Atk +6; **CMB** +10; **CMD** 21 (25 vs. trip)
Feats Ability Focus (breath weapon), Improved Initiative, Skill Focus (Fly)
Skills Fly +6, Perception +8, Stealth +5, Survival +6
Languages Abyssal or Infernal (cannot speak)

ECOLOGY

Environment any
Organization solitary, pair, or pack (6-11)
Treasure incidental

SPECIAL ABILITIES

Light Blend (Su) During any condition other than total darkness, a moonburned yeth hound can disappear into rays of light as a move action, effectively becoming invisible. Any spell with the darkness descriptor negates this ability.

Evil Bite (Su) A moonburned yeth hound's bite is treated as evil for the purposes of overcoming damage reduction.

Fear (Su) Creatures bitten by a moonburned yeth hound must succeed on a DC 16 Will save or become shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

A moonburned yeth hound emerges from the corpse of a yeth hound slain in the light while barred from returning to its home plane. The maliciousness of the hound's spirit melds with its damaged body, creating a creature made to haunt moonbeams in the twilight hours.

The sun provides as much camouflage for a moonburned yeth hound as the moon, but the creature retains an instinctive loathing of the daylight. Moonburned hounds lair in overgrown areas or in ruins— places where direct sunlight is rare, but with light beams to enter. They are only active at night or in the earliest and latest hours of the day. Nights with a full moon are its preferred hunting time, when one might see a moonburned yeth hound swooping from the sky to blast prey with a ray of chilling radiance.

Yeti, Tsaitko

The mouth of this looming, bark-skinned creature is a gaping hole with two twitching mandibles.

Tsiatko Yeti **CR 10**

XP 9,600
Combat (soldier)
LN Large outsider (native)
Init +1; **Senses** blindsense 300 ft., darkvision 60 ft., scent; Perception +13

DEFENSE

AC 24, touch 10, flat-footed 23 (+4 armor, +1 Dex, +10 natural, –1 size)
hp 135 (10d10+80)
Fort +15, **Ref** +8, **Will** +8

OFFENSE

Speed 20 ft.
Melee dagger +18/+13 (1d6+9), bite +13 (1d8+4), claw +13 (1d6+4), or bite +18 (1d8+9), 2 claws (1d6+9)
Ranged composite longbow (+5 Str bonus) +10/+10/+5 (2d6+4)
Space 10 ft.; **Reach** 10 ft.

Special Attacks shriek

Spell-Like Abilities (CL 10th, concentration +14)
Constant—*blur*



STATISTICS

Str 28, **Dex** 13, **Con** 26, **Int** 13, **Wis** 13, **Cha** 18
Base Atk +10; **CMB** +20; **CMD** 31
Feats Intimidating Prowess, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Stealth)
Skills Climb +17, Craft (woodworking) +10, Intimidate +18, Knowledge (planes) +9, Perception +13, Stealth +13, Survival +11
Languages Common, Sylvan (cannot speak)
SQ camouflage, forest stride

ECOLOGY

Environment any forest
Organization solitary, pair, or tribe (3-8)
Treasure standard (dagger, composite longbow [Str +5], hide armor, other treasure)

SPECIAL ABILITIES

Shriek (Su) The tsiatko can unleash a hypnotic series of shrill whistles as a standard action. Creatures without this ability within 30 feet must succeed on a DC 23 Fortitude save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same tsiatko's shriek for 24 hours. The save DC is Constitution-based.

The tsiatko are refugees from the Ethereal Plane, forced from their former duty as guardians of dreams by an alliance of night hag covens. Although cursed to never again experience existence on their home, the tsiatko have carved out an uneasy life on the Material Plane. They set themselves as border guards between the Ethereal and Material Planes, working to prevent breaches. The yeti both thwart invaders like night hags and xill, and halt mortal meddling.

Tsiatko has an uncanny sense of creatures lurking unseen, and they use this with their planar knowledge to seek out encroachments of alien beings to reality. They deal forcefully with invaders from the Ethereal, but usually attempt to scare off Material Plane interlopers foolishly meddling with eldritch forces. Tsiatko dwell in remote forests, keeping distance from civilized settlements. They hunt and gather food and supplies, but sometimes supplement with theft. In rare cases, a tsiatko tribe may kidnap mortals to use as slaves or spouses, but this only occurs if the tribe fears extinction. Their unique jaw and mandible structure prevents them from speaking a conventional language, and an eerie whistling forms the basis for most of their communication.

The average tsiatko is over 8 feet tall and has lanky, bark-like limbs and a gaping mouth flanked by mandibles. It weighs around 400 lbs. and often wears animal hides and carries a handcrafted wooden bow.

Chapter 4: Player Options

As a tool for crafting monsters, the ***Talented Bestiary*** is primarily meant for Game Masters. Player characters have races and classes that define them, but that doesn't mean they can't make use of the rules presented in this book. The following sections outline different methods for players to take advantage of monster customization, including animating objects, crafting constructs, creating undead, monstrous companions, summoning, and even playing monsters!

Note that any options detailed in this section should be used strictly at GM discretion, as it gives players access to powerful options which might not be appropriate for every campaign. GMs should be cautioned against allowing players to make monsters with spell-like abilities and spellcasting purposed with simply solving common adventuring problems (like healing and travel). For example, while a player with a 7th level character possessing the Leadership feat could technically create a spellcaster focus monster with the ability to cast *heal* at will as a spell-like ability for only 4 AP, a monster companion with that capability isn't balanced.

Animating Talented Objects

Objects are animated using the Craft Construct feat or the *animate objects* spell as defined in *Pathfinder Roleplaying Game: Bestiary* and *Ultimate Magic*. These rules are expanded on in *Monster Menagerie: Construct Companion* by Rogue Genius Games.

If you wish to create animated objects using the ***Talented Bestiary*** rules, you create a combat (barbaric) focused monster. All animated objects must spend 4 AP on the construct creature type and at least 1 AP on DR 2/adamantine (so 5 AP total). The following table outlines the starting and final CR and AP for the animated object. When creating any animated object using ability points in place of construction points (CP), 2 AP is equivalent to 1 CP for the purposes of ability purchases not covered by the monster creation rules in this book.

For ease of use, the following base statistics for animated objects and remaining AP by size is included below.

Animated Object (Tiny) CR 1/2

XP 200
N Tiny construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)
hp 13 (2d12)
Fort +3, **Ref** +5, **Will** +0
DR 2/adamantine; **Immune** construct traits

OFFENSE

Speed 20 ft.
Melee 2 slams +0 (1d2-2)

STATISTICS

Str 6, **Dex** 14, **Con** —, **Wis** 11, **Cha** 1
Base Atk +2, **CMB** +0, **CMD** 12
SQ ability points remaining (0 AP)

Animated Object (Small) CR 2

XP 600
N Small construct
Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)
hp 27 (3d12+8)
Fort +3, **Ref** +4, **Will** +2
DR 2/adamantine; **Immune** construct traits

Size	Sample Object	Starting CR	Final CR (After Size Adjustment)	AP
Tiny	Candelabra	1	½	5
Small	Chair	2	2	8
Medium	Cage	3	3	10
Large	Statue	4	5	15
Huge	Wagon	5	7	15
Gargantuan	Catapult	6	9	20
Colossal	Ship	7	11	20

OFFENSE

Speed 30 ft.
Melee 2 slams +4 (1d3)

STATISTICS

Str 10, **Dex** 12, **Con** —, **Wis** 11, **Cha** 1
Base Atk +3, **CMB** +2, **CMD** 13
SQ ability points remaining (3 AP)

Animated Object (Medium) CR 3

XP 800
N Medium construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 natural)
hp 36 (4d12+10)
Fort +4, **Ref** +4, **Will** +2
DR 2/adamantine; **Immune** construct traits

OFFENSE

Speed 30 ft.
Melee 2 slams +6 (1d4+2)

STATISTICS

Str 14, **Dex** 10, **Con** —, **Wis** 11, **Cha** 1
Base Atk +4, **CMB** +6, **CMD** 16
SQ ability points remaining (5 AP)

Animated Object (Large) CR 5

XP 1,600
N Large construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size)
hp 67 (5d12+35)
Fort +4, **Ref** +4, **Will** +2
DR 2/adamantine; **Immune** construct traits

OFFENSE

Speed 30 ft.
Melee 2 slams +9 (1d6+5)

STATISTICS

Str 20, **Dex** 10, **Con** —, **Wis** 11, **Cha** 1
Base Atk +5, **CMB** +11, **CMD** 21
SQ ability points remaining (10 AP)

Animated Object (Huge) CR 7

XP 3,200
N Huge construct
Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)
hp 99 (6d12+60)
Fort +4, **Ref** +4, **Will** +2
DR 2/adamantine; **Immune** construct traits

OFFENSE

Speed 30 ft.
Melee 2 slams +9 (1d8+8)

STATISTICS

Str 26, **Dex** 8, **Con** —, **Wis** 11, **Cha** 1
Base Atk +6, **CMB** +16, **CMD** 25
SQ ability points remaining (10 AP)

Animated Object (Gargantuan) CR 9

XP 6,400
N Gargantuan construct
Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 22, touch 5, flat-footed 22 (-1 Dex, +17 natural, -4 size)
hp 145 (7d12+100)
Fort +5, **Ref** +4, **Will** +3
DR 2/adamantine; **Immune** construct traits

OFFENSE

Speed 30 ft.
Melee 2 slams +16 (2d6+13)

STATISTICS

Str 36, **Dex** 8, **Con** —, **Wis** 11, **Cha** 1
Base Atk +7, **CMB** +24, **CMD** 33
SQ ability points remaining (15 AP)

Animated Object (Colossal) CR 11

XP 12,800
N Colossal construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 22, touch 5, flat-footed 22 (-1 Dex, +17 natural, -4 size)

hp 145 (7d12+100)
Fort +5, **Ref** +4, **Will** +3
DR 2/adamantine; **Immune** construct traits

OFFENSE

Speed 30 ft.
Melee 2 slams +16 (2d6+13)

STATISTICS

Str 36, **Dex** 8, **Con** —, **Wis** 11, **Cha** 1
Base Atk +7, **CMB** +24, **CMD** 33
SQ ability points remaining (15 AP)

Crafting Talented Constructs

Constructs are created using the Craft Construct feat as defined in *Pathfinder Roleplaying Game: Bestiary* and *Ultimate Magic*. These rules are expanded on in *Monster Menagerie: Construct Companion* by Rogue Genius Games.

A construct's price is equal to its challenge rating squared, then multiplied by 500 gp. The cost of magical supplies for the Craft Construct feat is half this price, with the construct taking 1 day to create per 1,000 gp of the construct's base price. Some constructs then have raw material costs for construction between 5% and 10% of the base price. All constructs detailed in Chapter 3 of this book were priced using this simplified guideline.

A construct created in this manner gains appropriate ability points for its CR and focus. A construct must purchase the base construct creature type (4 AP), which makes it a mindless creature. Unintelligent constructs are only permitted to be created with a combat focus (barbaric or soldier). A construct must possess an Intelligence score (+4 AP) to be created with a skilled or spellcaster (arcane or divine) focus. Intelligent constructs are not totally subservient to their creator and possess free will. However, they are inherently disposed to aiding and helping their creator unless mistreated.

You may add additional ability points to a construct by increasing its calculated price by +1 CR per 5 ability points gained. The construct can take weaknesses such as berserk to gain additional ability points as normal.

When designing a new construct, keep in mind that the above pricing serves as only a guideline. As with magic items, construct pricing remains more art than science, and like magic items, compare new constructs to existing ones for guidance. If you're not sure, err on the side of a higher price.

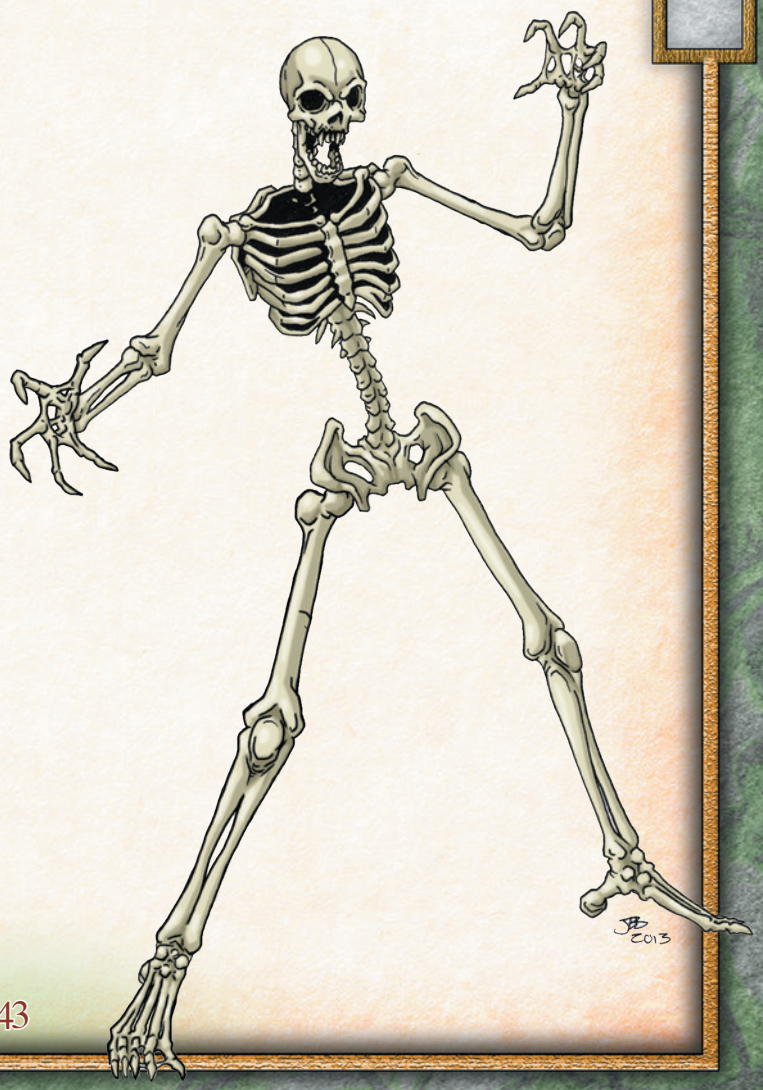
Creating Talented Undead

The *animate dead*, *create undead*, and *greater create undead* spells can be used to make undead with the ***Talented Bestiary*** rules. With GM permission, a caster can use the following alternate versions of those spells.

Animate Dead

School necromancy [evil]; **Level** cleric 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (an onyx gem worth at least 25 gp per HD of the undead)
Range touch
Targets one or more corpses touched
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell turns corpses into undead skeletons or zombies that obey your spoken commands.



Skeletons are created as skilled focus creatures and zombies are created as combat (barbaric) focus creatures with a CR equal to ½ the HD of the corpse used (minimum ½, maximum ½ your caster level). Undead created with this spell gain the following abilities and weaknesses only, and do not gain any additional ability points or abilities. The size of the corpse affects the size of the undead for the purposes of CR and base statistics.

Skeletons: undead creature type, mindless, DR 5/ bludgeoning, Immune (cold), natural attack (claw), and bonus feat (Improved Initiative).
Zombies: undead creature type, mindless, staggered, DR 5/slashing, natural attack (slam as creature of +1 size), bonus feat (Toughness).

The undead can be ordered to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of *animate dead*. The *desecrate* spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.

Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.

Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.

Create Undead

School necromancy [evil]; **Level** cleric 6, sorcerer/ wizard 6
Casting Time 1 hour
Components V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50 gp per HD of the undead to be created)
Range close (25 ft. + 5 ft./2 levels)
Target one corpse
Duration instantaneous
Saving Throw none; **Spell Resistance** no

A much more potent spell than *animate dead,* this evil spell allows you to infuse a dead body with negative energy to create more customized and intelligent sorts of undead. Undead created must be of the combat focus (either barbaric or soldier) and receive ability points for you to distribute as appropriate. The creature must possess the undead creature type and cannot possess the incorporeal subtype. You may create undead of varying sizes, and it impacts the undead's final CR, base statistics, and available ability points as normal for monster creation. You may create an undead with a final CR no greater than ½ your caster level.

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

Create Greater Undead

School necromancy [evil]; **Level** cleric 8, sorcerer/ wizard 8

This spell functions like *create undead,* except that you can create more powerful and versatile sorts of undead. Undead created may have either the skilled or spellcaster (arcane or divine) focus so long as they possess an Intelligence score. Additionally, the undead may have the incorporeal subtype. The undead's maximum CR is still equal to ½ your caster level.

Talented Companions

Character classes that gain an animal companion or familiar may wish to use the ***Talented Bestiary*** rules to craft a unique creature.

Animal Companions

An animal companion is created as either a Small-, Medium-, or Large-sized creature with the skilled focus and the animal type. The animal gains 8 ability points and may spend a maximum of 3 AP toward any single ability. If the creature is Small- or Medium-sized, it begins with starting CR 1 before size modifiers. If the creature is Large-sized, it begins with CR 1/2 before size modifiers and 2 Hit Dice (as an exception to the normal Hit Dice for a CR 1/2 skilled focus creature). A Small-sized creature then increases in size by one category (to Medium) and gains an additional 2 ability points to spend when the character becomes 4th-level within the class granting

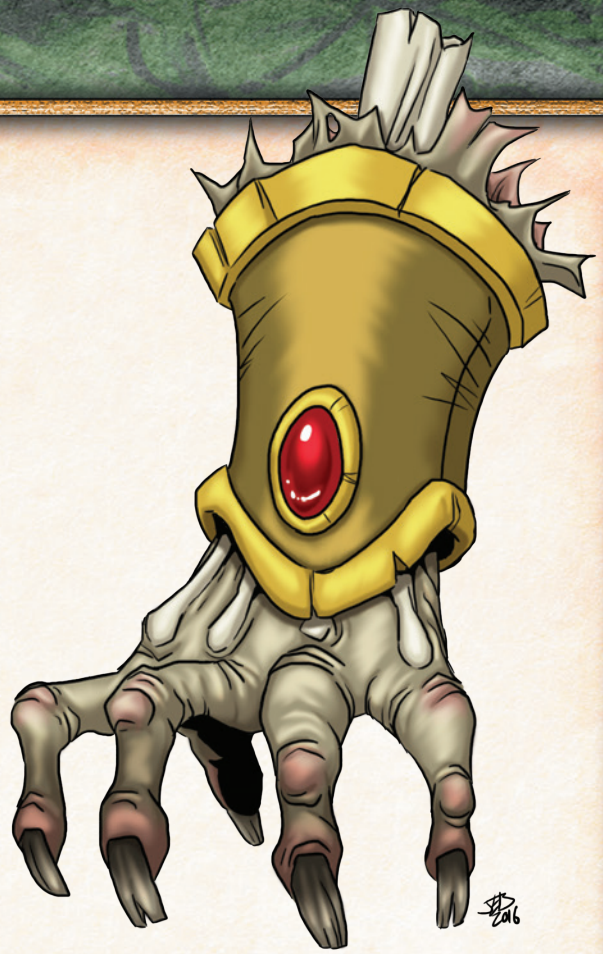
the animal companion. A Medium-sized creature increases in size by one category (to Large) and gains an additional 2 ability points to spend at 7th-level. A Large-sized creature only gains a +2 bonus to Strength and Constitution at 4th-level. When advancing an animal companion, use the progression outlined in the *Pathfinder Roleplaying Game: Core Rulebook* and do not advance the creature within its focus. The creature gains no additional ability points except as defined above.

At GM discretion, some characters may have companions with creature types other than animal, such as an elemental or vermin companion. However, the companion should never have an Intelligence ability score higher than 2.

Familiars

A familiar is created as a Tiny creature with the skilled focus, the animal type, and CR 1/2 before size modifiers. The familiar grants a +3 bonus to any one skill, a +2 bonus to any single type of save (Fortitude, Reflex, or Will), or +3 to the master's hit points (chosen when the familiar is created). The familiar's power increases based on the master's class level as outlined in the *Pathfinder Roleplaying Game: Core Rulebook*. The familiar does not advance as a monster within its focus.

A character with the Improved Familiar feat may create more powerful creatures using the ***Talented Bestiary*** rules. The relative power of the familiar is based on the master's caster level. An arcane spellcaster of 3rd level or higher can add any template to a base familiar that increases the creature's CR by +0 (such as the celestial creature or fiendish creature templates). An arcane spellcaster of 5th level or higher can create a familiar of any creature type that has a maximum size of Small and a final CR of 1. An arcane spellcaster of 7th level or higher can create a familiar of any creature type that has a maximum size of Small and a final CR of 2. Any familiar gained in this manner must possess a combat (barbaric or soldier) or skilled focus. The familiar does not advance within its focus, and instead advances as normal for a familiar based on the master's class level. The master and familiar must possess the same alignment.



Talented Cohorts

The Leadership feat allows a character to gain a loyal cohort. With the GM's approval, this cohort can be a similarly aligned monster created using the ***Talented Bestiary*** rather than a humanoid with the appropriate number of class levels. The player creates the monster companion from scratch, giving it an appropriate focus, CR, size, and spending ability

Focus	Recommended Classes
Combat (barbaric)	Barbarian, bloodrager, hunter, ranger, skald
Combat (soldier)	Brawler, cavalier, fighter, gunslinger, magus, monk, paladin, ranger, samurai, slayer, warpriest
Skilled	Alchemist, bard, inquisitor, investigator, monk, ninja, ranger, rogue, skald, slayer, swashbuckler
Spellcaster (arcane)	Arcanist, alchemist, bloodrager, magus, shaman, sorcerer, summoner, witch, wizard
Spellcaster (divine)	Cleric, druid, hunter, inquisitor, oracle, paladin, ranger, shaman, warpriest
Weak	Any NPC class

points. This allows the player to customize their monstrous companion to be a more unique example of their species or create a new creature wholesale. It also allows easy advancement of the companion as the character increases in power.

The monster's effective cohort character level corresponds to the level available to the PC afforded by his Leadership score. A monster companion's effective character level for the purposes of the Leadership feat is equal to its total CR +3 (factoring in any size increases or decreases to CR). The creature's CR can never exceed the character's level –5.

A monster cohort gains experience points as if it were a character of its effective cohort level, and when it gains enough XP to advance a level, it can either gain a class level, or it can advance by +1 CR within its focus (gaining ability points as normal). Ability points do not need to be spent at each increase in CR, and can be held in reserve to purchase a higher cost power when sufficient ability points are accumulated. The following table defines the recommended potential classes for each focus, although exceptions may exist at GM discretion. Note some classes may be appropriate for more than one focus.



Summoning Talented Monsters

Conjuration (summoning) spells (such as *summon monster* or *summon nature's ally*) can potentially be used to summon unique or advanced monsters created using the ***Talented Bestiary*** rules. A player's proposed summoned creature should be created in advance and approved by the GM for use. GMs should take care that players do not create summoned monsters that are inappropriately powerful for their game. This includes creatures with powerful at will spell-like abilities, over-specialized defenses/offenses, or a list of potential monsters effective in any given situation.

A creature created to be summoned in this manner is built in the normal fashion: select the creature's focus, challenge rating, size, and spend available ability points. Creatures summoned with *summon monster* spells should typically have the outsider or magical beast creature type. Creatures summoned with *summon nature's ally* spells should typically have the animal, fey, magical beast type, or elemental or giant subtype. Higher level spells are required to summon creatures with a higher final challenge rating (after size adjustments).

Summoning Spell Level	Challenge Rating
1st-level	1/2
2nd-level	1
3rd-level	2
4th-level	3
5th-level	6
6th-level	8
7th-level	10
8th-level	11
9th-level	13

Conjuration (calling) spells (such as *planar ally* or *planar binding*) can be used to gain the assistance more powerful allies created with the ***Talented Bestiary*** rules. These spells function as normal, except as follows. *Lesser planar ally* or *lesser planar binding* allows the calling of a creature with a final CR of 5 or less. *Planar ally* or *planar binding* allows the calling of a creature with a final CR of 9 or less, two creatures of the same kind with a CR of 5 or less, or three creatures of the same kind with a CR of 3 or less. *Greater planar ally* allows the calling of a creature with a final CR of 13 or less, or three creatures of the same kind with a CR of 5 or less.



Talented Characters

Creating monsters as characters using the rules in this book can be rewarding, but weighing such a character against others is challenging. The rules for monsters are not designed with players in mind, and must be handled carefully.

Creating New Races

It is recommended that for the construction of new player character races that the rules in the *Pathfinder Roleplaying Game: Advanced Race Guide* be used. As an alternative or supplement to that system, a new race could be created by making a monster with the ***Talented Bestiary***. A monster created in this manner should be limited to Small- or Medium-size. The creature's ability scores and base statistics should not be taken from any monster focus. The creature should ideally gain a +2 racial bonus to any two ability scores, and a –2 penalty to any other ability score (it is recommended making the bonuses one physical ability score and one mental ability score). Ability Points roughly correlate to Racial Points on a 1 to 3 ratio (1 AP = 3 RP). So, a standard race would be constructed with 3–4 AP, a strong race with 5–7 AP, and a monstrous race with 8+ AP. No race should be constructed with more than 3 AP spent on any single ability. Weaknesses can be taken to gain additional AP as normal, but player characters should be limited to a single weakness.

Many monstrous abilities should be carefully considered before allowing them to be taken by PCs. For example, fast healing and regeneration both make conservation of healing resources largely unnecessary; while a PC with a gaze attack might be more trouble for traveling companions than foes.

Monsters as PCs

For groups wishing to play monsters of relatively low CRs (1–4) the best way to allow monster PCs is to pick a CR and allow all the players to make characters using monsters of that CR. Treat the monster's CR as its total class levels and allow the characters to multiclass into the core classes. Do not advance such monsters within their focus by CR. Monster PCs made in this manner should only advance through classes.

If you are including a single monster character in a group of standard characters, make sure the group is of a level that is at least as high as the monster's CR. Treat the monster's CR as class levels when determining the monster PC's overall levels. For example, in a group of 6th-level characters, a CR 4 combat focus monster would possess 2 levels of a core class, such as barbarian.

Note that in a mixed group, the value of racial Hit Dice and abilities diminish as a character gains levels. It is recommended that for every 3 levels gained by the group; the monster character should gain an extra level, received halfway between the

2nd and 3rd levels. Repeat this process a number of times equal to half the monster's CR, rounded down. Using the previous example, when the group is at a point between 6th and 7th level, the monster gains a level, and then again at 7th, making him a barbarian 4. This process repeats at 10th level, making him a barbarian 8 when the group reaches 10th level. From that point onward, he gains levels normally.

Monster Classes

A second alternative for PCs wishing to play monsters with higher challenge ratings is to break up the monster's progression as if it were a class. This requires a little more work on the part of the GM and player to create a balanced progression.

The monster's total CR can be broken down with each increase in CR equating to a level gained. (CR ½ = 1st level) This sort of progression should be worked out ahead of time with the GM so that the monster's abilities are evenly distributed over the levels gained. The monster then effectively becomes a class that the creature can advance in, or choose to "multiclass" between advancing as a monster or any other character class. A monster may not multiclass between multiple monster foci. It is recommended that monster classes be limited to CR 10 or less. Monsters of CR 11+ (especially skilled or spellcaster focus monsters) can become exponentially more powerful than appropriate for PC classes. Additionally, sizes smaller than Small or larger than Large should be carefully considered before allowing them as PC options.



First select the focus, CR, and size of the monster as if constructing it normally. Build the final version of the monster, keeping careful note of how each power is constructed with ability points. Then break the monster's progression down into levels. Note that the monster is limited on AP expenditure maximums at each CR, which helps to influence how the powers increase or become available as the monster increases in level. Ability points do not need to be spent at the level they are gained, and can be saved for later levels to minimize "dead levels."

If a creature possesses a single natural attack type (not multiple natural attacks such as a bite and claw), it gains an additional attack with the natural attack when its base attack bonus reaches +6. It only receives this additional attack when making a full attack with natural attacks, not when making an attack with a weapon and using the natural attack as a secondary attack.

Any size increases to the creature should be equally distributed throughout the level progression or gained at the end of the level progression. For example, a Large-sized creature with 10-levels of progression should become Large-sized at 10th level. A Huge-sized creature with 10-levels of progression should become Large-sized at 5th level and Huge-sized at 10th level.

For ease of use, the following tables break down the level progression for a creature of each focus. For monster PCs of this type, high ability scores can be considered a class feature. While such might not be as exciting as many available class features, it can be thrilling to have a character with a base Strength score of 26 or higher.

Monsters are restricted to the same magic item slots as humanoid races, even if they possess more or less limbs. The monster simply wears the item in a different location. For example, a

ARMOR STACKING

One notable issue is the combination of natural armor and worn armor or shields. Worn armor or shields are common for player characters, but monsters gain a reduction in natural armor equal to the armor bonus of the armor worn or shield used (see Weaknesses). Allowing a monster PC to gain the full benefits of natural armor while also wearing armor (let alone magical armor) might result in an inappropriately high armor class for the PC's level. It is recommended that armor and shield bonuses and racial natural armor bonuses do not stack for monster PCs.

The PC can gain armor or shield proficiencies in order to wear armor or use shields, but any armor or shield bonus to AC gained is subtracted from the monster PC's natural armor. The GM may optionally allow a monster wearing armor to retain 1/3 of its full natural armor bonus for the purposes of armor stacking. For example, a monster PC with a +7 natural armor bonus would still gain a +2 natural armor bonus when wearing armor.

one-armed monster could just wear two rings on its one hand while a four-armed monster would still only have two ring slots.

All monsters possess proficiency in simple weapons, but no armor or shields. Some monsters may optionally gain racial proficiency in certain weapons or weapon classifications from abilities or at GM discretion.

PRESTIGE CLASSES

Sometimes... things get weird. Maybe an alchemist wants to start replacing his limbs with flesh golem parts. Perhaps a player character gets killed by an undead, and arises as an intelligent free-willed spawn. Polymorph spells, strange artifacts, chaos magic… all of these things and more can potentially lead to previously humanoid PCs with class levels becoming monsters. As an option with GM approval, a PC could take monster class levels as a "prestige class" or even trade in class levels for monster levels. In other cases, templates might be simpler and more appropriate (see Chapter 5: Talented Templates for more details).

COMBAT (BARBARIC)

Level	Ability Increases	Total Natural Armor Bonus
1	+2 Con, –4 Int, +2 Cha	+1
2	+2 Wis	+2
3	+2 Str, +2 Cha	+4
4	+2 Str	+5
5	+2 Str, +2 Dex, +2 Con, +2 Wis	+6
6	+2 Str, +2 Con, +2 Int	+7
7	+2 Str, +2 Con, +2 Wis, +2 Cha	+8
8	+2 Wis	+9
9	+2 Str, +2 Dex, +2 Con, +2 Cha	+9
10	+2 Str, +2 Wis	+11

COMBAT (BARBARIC)

Level	HD	BAB	Fort Save	Ref Save	Will Save	Ability Points / Maximum AP
1	1	+1	+2	+2	+0	5/3
2	2	+2	+3	+3	+0	5/3
3	3	+3	+3	+3	+1	8/4
4	4	+4	+4	+4	+1	10/5
5	5	+5	+4	+4	+1	12/5
6	6	+6/+1	+5	+5	+2	15/6
7	7	+7/+2	+5	+5	+2	15/6
8	8	+8/+3	+6	+6	+2	15/7
9	9	+9/+4	+6	+6	+3	15/7
10	10	+10/+5	+7	+7	+3	20/8

COMBAT (SOLDIER)

Level	HD	BAB	Fort Save	Ref Save	Will Save	Ability Points / Maximum AP
1	1	+1	+2	+2	+2	5/3
2	2	+2	+3	+3	+3	5/3
3	3	+3	+3	+3	+3	8/4
4	4	+4	+4	+4	+4	10/5
5	5	+5	+4	+4	+4	12/5
6	6	+6/+1	+5	+5	+5	15/6
7	7	+7/+2	+5	+5	+5	15/6
8	8	+8/+3	+6	+6	+6	15/7
9	9	+9/+4	+6	+6	+6	15/7
10	10	+10/+5	+7	+7	+7	20/8

COMBAT (SOLDIER)

Level	Ability Increases	Total Natural Armor Bonus
1	+4 Con, –4 Wis +2 Cha	+1
2	—	+2
3	+2 Str, +2 Cha	+4
4	+2 Str +5	
5	+2 Str, +2 Dex, +2 Con, +2 Wis	+6
6	+2 Str, +2 Con, +2 Int	+7
7	+2 Str, +2 Con, +2 Wis, +2 Cha	+8
8	—	+9
9	+2 Str, +2 Dex, +2 Con, +2 Wis, +2 Cha	+9
10	+2 Str	+11

SKILLED

Level	Ability Increases	Total Natural Armor Bonus
1	+2 Dex, +4 Con, +2 Int, +2 Cha	+0
2	—	+1
3	+2 Str, +2 Dex, +2 Int, +2 Cha	+2
4	+2 Str, +2 Con, +2 Wis	+3
5	+4 Str, +2 Dex, +2 Con, +2 Wis	+4
6	+2 Con	+5
7	+2 Str, +2 Dex, +2 Con, +2 Int, +2 Wis, +2 Cha	+5
8	+2 Wis	+6
9	+2 Str, +2 Dex	+6
10	+2 Str, +2 Wis	+8

SKILLED

Level	HD	BAB	Fort Save	Ref Save	Will Save	Ability Points / Maximum AP
1	1	+0	+0	+2	+0	8/3
2	2	+1	+0	+3	+0	8/3
3	3	+2	+1	+3	+1	10/4
4	4	+3	+1	+4	+1	15/5
5	5	+3	+1	+4	+1	20/5
6	6	+4	+2	+5	+2	30/6
7	7	+5	+2	+5	+2	35/6
8	8	+6/+1	+2	+6	+2	40/7
9	9	+6/+1	+3	+6	+3	40/7
10	11	+8/+3	+3	+7	+3	50/8

SPELLCASTER (ARCANE)

Level	HD	BAB	Fort Save	Ref Save	Will Save	Ability Points / Maximum AP
1	1	+0	+0	+0	+2	8/3
2	2	+1	+0	+0	+3	8/3
3	3	+1	+1	+1	+3	10/4
4	4	+2	+1	+1	+4	15/5
5	5	+2	+1	+1	+4	20/5
6	7	+3	+2	+2	+5	30/6
7	9	+4	+3	+3	+6	35/6
8	10	+5	+3	+3	+7	40/7
9	12	+6/+1	+4	+4	+8	40/7
10	14	+7/+2	+4	+4	+9	50/8

SPELLCASTER (ARCANE)

Level	Ability Increases*	Total Natural Armor Bonus
1	+4 Con, +2 Int, +2 Wis, +2 Cha	+1
2	—	+2
3	+4 Str, +2 Con, +2 Wis, +2 Int or Cha	+4
4	+2 Dex	+4
5	+4 Str, +2 Dex, +2 Con, +2 Wis, +2 Int or Cha	+5
6	—	+6
7	+2 Dex	+6
8	+2 Str, +2 Dex	+6
9	+2 Int or Cha	+7
10	+2 Dex	+8

*Arcane spellcasters are either Intelligence- or Charisma-based. This decision is made at 1st-level, and then the chosen ability score is increased at the levels when +2 Int or Cha is indicated.

SPELLCASTER (DIVINE)

Level	Ability Increases*	Total Natural Armor Bonus
1	+4 Con, +2 Wis, +2 Cha	+1
2	—	+2
3	+2 Str, +2 Wis or Cha	+4
4	+2 Str, +2 Dex, +2 Con	+4
5	+4 Str, +2 Dex, +2 Wis or Cha	+5
6	+4 Con, +2 Int	+6
7	+2 Str, +2 Dex, +2 Con	+6
8	+2 Dex	+6
9	+2 Str, +2 Wis or Cha	+7
10	+2 Str, +2 Dex	+8

*Divine spellcasters are either Wisdom- or Charisma-based. This decision is made at 1st-level, and then the chosen ability score is increased at the levels when +2 Wis or Cha is indicated.

SPELLCASTER (DIVINE)

Level	HD	BAB	Fort Save	Ref Save	Will Save	Ability Points / Maximum AP
1	1	+0	+0	+0	+2	8/3
2	2	+1	+0	+0	+3	8/3
3	3	+2	+1	+1	+3	10/4
4	4	+3	+1	+1	+4	15/5
5	5	+3	+1	+1	+4	20/5
6	6	+4	+2	+2	+5	30/6
7	7	+5	+2	+2	+5	35/6
8	8	+6/+1	+2	+2	+6	40/7
9	9	+6/+1	+3	+3	+6	40/7
10	11	+8/+3	+3	+3	+7	50/8

Example Monster Classes

Bralani

Spellcaster (arcane)

Bralani are azata that commonly travel to the Material Plane and associate with mortals. Many are drawn to the life of an adventurer, particularly the young and inexperienced looking to prove themselves in battle.

Spellcaster (arcane) monsters must choose to be Intelligence- or Charisma-based casters, which determines spellcasting save DCs and bonus spells from high ability scores.

Hit Die: d6

CLASS SKILLS

The bralani's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the arcane bralani.

Bralani Traits: Bralani are creatures with the outsider type and the azata, chaotic, extraplanar, good, and shapechanger subtypes. The arcane bralani gain the following abilities.

Immunities and Resistances (Ex): Bralani gain immunity to electricity and petrification, and resistance 10 to cold and fire.

Natural Attacks (Ex): Bralani gain a slam attack as a Medium-sized creature (1d4 damage). A bralani's natural and wielded weapons count as chaotic and good for the purposes of penetrating damage reduction.

Senses (Ex): Bralani gain darkvision 60 feet and low-light vision.

True Speech (Su): Bralani can speak with any creature that has a language, as though using a *tongues* spell (CL 14th). This ability is always active.

Spell-Like Abilities (Sp): Starting at 1st level, the bralani gains spell-like abilities. These spell-like abilities improve at every level but 4th. These spell-like abilities have a caster level equal to the bralani's character level.

Wind Form (Su): At 4th level a bralani can shift between its humanoid body and a body made of wind and mist as a standard action. In wind form, it functions as if under the effects of a *wind walk* spell, but it can make slam attacks and use spell-like abilities. A bralani remains in one form until it chooses to assume its other form. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed (both shapes are its true form). A *true seeing* spell reveals both forms simultaneously.

Flight (Ex): At 4th level, a bralani gains a fly speed of 30 feet with good maneuverability, but only when in wind form. The bralani's fly speed improves to 60 feet and maneuverability improves to perfect at 6th level.

Damage Reduction (Ex): At 4th level the bralani gains damage reduction 2/cold iron or evil. This damage reduction improves to DR 5/cold iron or evil at 6th level, and DR 10/cold iron or evil at 7th level.

Spell Resistance (Ex): At 5th level the bralani gains spell resistance equal to 12 + his character level (including any class levels).

Whirlwind Blast (Su): At 7th level when in wind form, the bralani can attack with a scouring blast of wind. The wind deals 3d6 points of damage in a 20-foot line with a Reflex save (DC 10 + ½ the bralani's HD + the bralani's Constitution modifier) for half.

Stone Giant

Combat (barbaric) Focus

Not every young stone giant is satisfied with living a life of quiet seclusion within high-altitude caves. Some feel the wanderlust of the elders in their youth, and travel down the mountain to explore other humanoid civilizations. These stone giants often become adventurers, growing in size

TABLE: ARCANE BRALANI

Level	HD	Special	Spell-Like Abilities
1	1	Bralani traits	*Gust of wind* 3/day
2	2	—	*Charm person* 3/day, *mirror image* 3/day
3	3	—	*Blur* 3/day
4	4	DR 2/cold iron or evil, fly (30 ft., good), wind form	—
5	5	Spell resistance	*Wind wall* 3/day
6	7	DR 5/cold iron or evil, fly (60 ft., perfect)	*Cure serious wounds* 3/day, *lightning bolt* 3/day
7	9	DR 10/cold iron or evil, wind blast	*Blur* at will, *charm person* at will, *gust of wind* at will, *mirror image* at will, *wind wall* at will

and power alongside their smaller cousins. An immature stone giant is usually less than 50-100 years old, about 8 feet tall, and weighs around 400 pounds. When mature, they are a full 12 feet tall and weigh about 1,500 pounds.

Hit Die: d12

CLASS SKILLS

The stone giant class skills are Acrobatics (Dex), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per level: 2 + Int modifier.

TABLE: BARBARIC STONE GIANT

Level	HD	Special
1	1	Stone giant traits, slam (1d6 damage)
2	2	Slam (10 ft. reach)
3	3	Rock throwing
4	4	Racial skill +4, rock throwing (+40 ft.)
5	5	Rock throwing (+40 ft.)
6	6	Slam attack (2nd slam)
7	7	Racial skill +8
8	8	Slam (1d8 damage)
9	—	Large-size, rock catching, slam (2d6 dmg)

CLASS FEATURES

All of the following are class features of the barbaric stone giant.

Stone Giant Traits: Stone giants gain the humanoid creature type and the giant subtype (in spite of being a Medium-sized creature until 9th level). The barbaric focus stone giant gains the following abilities. Some abilities improve as the stone giant increases in level.

Natural Attacks (Ex): A stone giant is a Medium-sized creature until 9th level, but gains a slam attack as a Large-sized creature (1d6 damage) at 1st level. At 2nd level, the stone giant's slam attack has a reach of 10 feet. The stone giant does not gain this reach with weapons wielded, although can use weapons with reach as normal. At 6th level, the stone giant gains a second slam attack when he makes a full attack action. At 8th level, he makes slam attack as a Huge-sized creature (1d8 damage). When the stone giant becomes a Large-sized creature at 9th level, his slam attacks act as a Gargantuan-sized creature (2d6 damage). When the stone giant's size increases, his reach with his slam attack's remains 10 feet.

Senses (Ex): A stone giant gains darkvision 60 feet and low-light vision.

Speed (Ex): A stone giant's base speed is 40 feet.

Rock Throwing (Ex): At 3rd level, the stone giant gains the rock throwing universal monster ability (base range 30 feet for a Medium-sized creature). The range of rock throwing increases by 40 feet at 4th level, and a further 40 feet at 5th level. At 9th level, when the giant's size increases to Large, the base range of rock throwing increases, resulting in a total range of 180 feet.

Racial Skill (Ex): At 4th level, a stone giant gains a +4 racial bonus to Stealth checks made in rocky terrain. This improves to +8 at 7th level.

Large-Size (Ex): At 9th level, the stone giant does not gain any racial Hit Dice, but his size increases to Large with a 10 ft. reach. He gains all appropriate bonuses and penalties for his size increase.

Rock Catching (Ex): At 9th level, the stone giant gains the rock catching universal monster ability.

Succubus

Skilled Focus

Succubi are demons, and thus evil in nature. However, a rare few choose to struggle against lust, often fleeing to the Material Plane and hiding amongst mortals. These rebels against the Abyss hide from both fellow demons and the holy organizations that care little for a demon's supposed change of heart. Knowing that they walk a razor's edge, the succubus works at surrounding themselves with powerful individuals while refining her own powers. Many become adventurers, hoping a close-knit group of friends might learn to see past her origins and impulses.

Hit Die: d8.

CLASS SKILLS

The succubus counts all skills as class skills.
Skill Ranks per level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the skilled succubus.

Succubus Traits: A succubus gains the outsider creature type and the chaotic, demon, evil, and extraplanar subtypes. The skilled succubus gains the following abilities. Some abilities improve as the succubus increases in level.

Natural Attacks (Ex): A succubus gains two natural primary claw attacks that deal 1d4 damage. A succubus's natural and wielded weapons count as chaotic and evil for the purposes of penetrating damage reduction.

Resistances and Immunities (Ex): A succubus gains immunity to electricity and poison, and resistance 10 to acid, cold, and fire. The succubus's resistance to fire improves to immunity to fire at 6th level.

Senses (Ex): A succubus gains darkvision 60 feet.

Telepathy (Su): A succubus gains telepathy with a range of 100 feet.

Change Shape (Su): At 2nd level, a succubus can change shape into any Small- or Medium-sized humanoid as the *alter self* spell at will.

TABLE: SKILLED SUCCUBUS

Level	HD	Special	Spell-Like Abilities
1	1	Succubus traits, claws (1d4)	—
2	2	Change shape (any humanoid), claws (1d6), fly (30 ft.)	—
3	3	DR 5/cold iron or good	—
4	4	Energy drain, fly (60 ft.), spell resistance	—
5	5	—	Constant *detect good*, *detect thoughts* 1/day, *tongues* 3/day
6	6	—	*Charm person* at will, *detect thoughts* at will, *suggestion* at will, *vampiric touch* 1/day
7	7	DR 10/cold iron or good, immune (fire)	—
8	8	—	*Dominate person* 3/day, *vampiric touch* at will

Flight (Ex): At 2nd level, a succubus gains a fly speed of 30 feet with average maneuverability. This fly speed increases to 60 feet at 4th level.

Damage Reduction: At 3rd level, a succubus gains DR 5/cold iron or good. This damage reduction improves to DR 10/cold iron or good at 7th level.

Energy Drain (Su): At 4th level, the succubus may drain energy through an act of passion. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. This otherwise functions as the energy drain universal monster ability.

Spell Resistance: At 4th level, a succubus gains spell resistance equal to 12 + her character level (including any class levels).

Spell-Like Abilities (Sp): Starting at 5th level, a succubus gains spell-like abilities. The caster level is equal to the succubus' character level (including any class levels). These abilities improve at 6th level and 8th level.

Wight

Combat (soldier) Focus
While it is rare, it is not unheard of for a free-willed wight to regain memories and abilities lost during death and animation. This is most likely to occur when mortal armies face massive undead hordes. Not only are the wights created likely to become free-willed, but the significant numbers make it possible that at least one might be an outlier. Wights that were evil in life embrace the new lifestyle, but those born from good people tend to fight their undead nature… with varying success.

Hit Die: d10

CLASS SKILLS

The wight's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Perception (Wis), Profession (Wis), and Ride (Dex).

Skill Ranks per level: 4 + Int modifier.

TABLE: SOLDIER WIGHT

Level	HD	Special
1	1	Energy drain, resurrection vulnerability, slam (1d4), undead traits
2	2	+4 Stealth
3	3	Create spawn, +8 Stealth

CLASS FEATURES

All of the following are class features of the soldier wight.

Undead Traits: A wight gains the undead creature type with all appropriate abilities and flaws.

Resurrection Vulnerability (Su): A raise dead or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Natural Attacks (Ex): At 1st level, a wight gains a slam attack for 1d4 damage.

Energy Drain (Su): At 1st level, a wight deals 1 negative level with her slam attack as the universal monster ability.

Racial Skills (Ex): At 2nd level, the wight gains a +4 racial bonus to Stealth skill checks. This improves to a +8 bonus at 3rd level.

Create Spawn (Su): At 3rd level, any humanoid creature slain by the wight's energy drain ability becomes a wight itself after 1 minute. Spawn so created are less powerful than the wight creating them, and are built as undead creatures with the combat (barbaric or soldier) focus and a CR equal to ½ the soldier wight's total character level. Spawn are under the command of the wight that created them and remain enslaved until her destruction, at which point they become free-willed wights. A wight can control no more Hit Dice in enslaved spawn than twice her own HD; any spawn she creates that exceeds this limit become free-willed. The wight may free an enslaved spawn in order to enlsave a new spawn, but once freed the spawn cannot be enslaved again.

Chapter 5: Talented Templates

The system for ability points outlined in the ***Talented Bestiary*** can be used to create templates as easily as creatures. To create a template, select whether the template is combat, skilled, or spellcaster focused (or some combination). Depending on the focus or foci selected, the template receives the following ability score modifications and bonus ability points.

Creating a Talented Template

Step 1 Concept: First decide the sort of thematic elements that you wish the template to possess and what sort of creature(s) that you'd like it to apply to.

Step 2 Select CR Increase and Template Focus: Select the proposed CR increase for the template and the template focus per +1 CR. A template focus type can be selected multiple times, or you may select any combination.

TEMPLATE FOCUS PER +1 CR

Template Focus Bonus	Ability Scores	Natural Armor Bonus	Bonus Ability Points
Combat	+4 Str, +4 Con	+1	+5 AP
Skilled	+2 Con, +2 Dex, +4 Int	+0	+10 AP
Spellcaster	+2 Con, and +4 to Int, Wis, or Cha	+1	+10 AP

Step 3 Determine Total Bonuses: Add together all bonuses from each selected foci. For example, a +3 CR template that combines the combat, skilled, and spellcaster focus would grant +4 Str, +2 Dex, +8 Con, +4 Int, +4 Cha, +2 natural armor, and +25 ability points. A +2 CR template where the spellcaster focus is selected twice would grant +4 Con, +8 Int, +2 natural armor, and +20 AP.

If the template increases or decreases the creature's size, add or subtract the appropriate CR and bonuses per the Size Changes to Base Stats table in Chapter 1. In general, templates are limited to a total maximum of +4 CR.

Step 4 Spend Ability Points: Spend all bonus ability points gained from the CR increase on abilities appropriate for the template's theme. Bonus ability points gained from the skilled or spellcaster template focus can be spent to purchase any ability at reduced cost for the focus. So, a skilled template bonus points purchases racial skill modifiers at half cost and spell-like abilities at 2/3s cost, while spellcaster template bonus points can purchase the spellcasting ability or spell-like abilities at 1/2 cost.

A template can alter a creature's type and subtypes. These are purchased as normal using the bonus ability points granted by the template focus. The creature does not lose any benefits of its former type or subtypes, but gains the benefits of any type or subtype selected.

A template can add weaknesses, which increases the total ability points available to spend. Restrictions on what creatures may take the template do not provide bonus AP.

Step 5 Apply Template to Creature: Choose a creature to apply the template to. Increase the creature's CR, add all bonuses to base statistics, and apply the abilities purchased with bonus APs.

Example Templates

Elder Stone Giant Template

Step 1 Concept: Elders represent stone giants that develop special abilities related to their environment. There are two versions of the template: a lesser and a greater elder.

Step 2 Select CR Increase and Template Focus: A lesser elder is +1 CR with the spellcaster focus. A greater elder is +2 CR and takes the spellcaster focus twice.

Step 3 Determine Total Bonuses: A lesser elder gains +2 Con, +4 Cha, +1 natural armor, and +10 AP for +1 CR. A greater elder gains +4 Con, +8 Cha, +2 natural armor, and +20 AP for +2 CR.

Step 4 Spend Ability Points:
A lesser elder gains the following abilities.

Spell-Like Abilities (Sp): *stone shape* at will, *stone tell* 3/day, *transmute rock to mud* 1/day, *transmute mud to rock* 1/day. The caster level of the spell-like abilities is equal to the creature's HD. (10 AP)

A greater elder gains the following abilities.

Senses: A greater elder gains tremorsense 120 feet (3 AP).

Spellcasting (Sp): A greater elder casts arcane spells as a 6th-level sorcerer (3 AP).

Spell-Like Abilities (Sp): *stone shape* at will, *stone tell* at will, *transmute rock to mud* at will, *transmute mud to rock* at will. The caster level of the spell-like abilities is equal to the creature's HD (14 AP).

Step 5 Apply Template to Creature:

GIANT, ELDER STONE

This giant has deep crags in his stony features, and a bend to its spine as if weighed down by a mountain.

Lesser Elder Stone Giant CR 9

XP 6,400
N Large humanoid (giant)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, –1 size)
hp 124 (12d8+60)
Fort +13, **Ref** +6, **Will** +7
Defensive Abilities improved rock catching*

OFFENSE

Speed 40 ft.
Melee greatclub +16/+11 (2d8+12) or 2 slams +16 (1d8+8)
Ranged rock +11/+6 (1d8+12)
Space 10 ft.; **Reach** 10 ft.

Special Attacks rock throwing (180 ft.)

Spell-Like Abilities (CL 12th, concentration +14)
At Will—*stone shape*
3/day—*stone tell*
1/day—*transmute mud to rock* (DC 17), *transmute rock to mud* (DC 17)

STATISTICS

Str 27, **Dex** 15, **Con** 20, **Int** 10, **Wis** 12, **Cha** 15
Base Atk +9; **CMB** +18; **CMD** 30
Feats Iron Will, Martial Weapon Proficiency (greatclub), Point-Blank Shot, Power Attack, Precise Shot, Quick Draw
Skills Climb +12, Intimidate +14, Perception +12, Stealth +4 (+12 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain
Languages Common, Giant
*=stone giant ability

Greater Elder Stone Giant CR 10

XP 9,600
N Large humanoid (giant)
Init +2; **Senses** darkvision 60 ft., low-light vision, tremorsense 120 ft.; Perception +12

DEFENSE

AC 24, touch 11, flat-footed 22 (+2 Dex, +13 natural, –1 size)
hp 126 (12d8+72)
Fort +14, **Ref** +6, **Will** +7
Defensive Abilities improved rock catching*

OFFENSE

Speed 40 ft.
Melee greatclub +16/+11 (2d8+12) or 2 slams +16 (1d8+8)
Ranged rock +11/+6 (1d8+12)
Space 10 ft.; **Reach** 10 ft.

Special Attacks rock throwing (180 ft.)

Spell-Like Abilities (CL 12th, concentration +14)
At Will—*stone shape*, *stone tell*, *transmute mud to rock* (DC 19), *transmute rock to mud* (DC 19)

Sorcerer Spells Known (CL 6th, concentration +10)
3rd-level (4/day)—*fly*
2nd-level (6/day)—*locate object*, *mirror image*
1st-level (7/day)—*endure elements*, *enlarge person*, *true strike*, *feather fall*
0-level (at will)—*acid splash*, *detect magic*, *detect poison*, *light*, *mage hand*, *message*, *touch of fatigue* (DC 14)

STATISTICS

Str 27, **Dex** 15, **Con** 22, **Int** 10, **Wis** 12, **Cha** 19
Base Atk +9; **CMB** +18; **CMD** 30
Feats Iron Will, Martial Weapon Proficiency (greatclub), Point-Blank Shot, Power Attack, Precise Shot, Quick Draw
Skills Climb +12, Intimidate +16, Perception +12, Stealth +4 (+12 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain
Languages Common, Giant
*=stone giant ability

Harbinger Template

Step 1 Concept: Harbingers are selfish creatures that sacrifice the world itself in the name of power and immortality. Harbingers value their personal ambitions over the survival of all other life and sometimes expect (incorrectly) that their service grants them safety from the inevitable apocalypse.

Step 2 Select CR Increase and Template Focus: The harbinger template is created as a +2 CR template. The combat and skilled template focuses are selected.

Step 3 Determine Total Bonuses: A harbinger gains +4 Str, +2 Dex, +6 Con, and +4 Int. Natural armor is increased by +1. The harbinger gains +15 bonus ability points to spend.

Step 4 Spend Ability Points: A harbinger gains the following abilities.

Type: Creature's type is changed to outsider with the evil subtype (0 AP). The creature does not lose any benefits of its former type or subtypes, but gains the benefits of the outsider type and evil subtype.

Alignment: Creature's alignment must be neutral evil, or it is changed to neutral evil (0 AP).

Damage Reduction: Creature gains DR 5/good (3 AP)

Resistance: Creature gains acid, cold, electricity, and fire resistance 5 (4 AP)

Immunity: Creature gains immunity to disease and poison (4 AP).

Spell Resistance: Creature gains spell resistance equal to its CR + 11 (3 AP).

Movement: Creature gains a flight speed equal to its base speed with average maneuverability (1 AP).

Special Ability: The creature selects from one of the following supernatural special abilities, representing the Horsemen it chooses to serve (4 AP).

Death: A harbinger of Death gains a gaze attack with the effects of an *enervation* spell. Living creatures viewing the harbinger must succeed at a Fortitude save with a DC equal to 10 + ½ the harbinger's HD + the harbinger's Charisma modifier or gain 1d4 negative levels. These negative levels stack, but the creature regains lost levels after 1 hour per HD (maximum 15 hours).

Famine: A harbinger of Famine gains the grab and swallow whole abilities. They can swallow whole creatures of any size.

Pestilence: A harbinger of Pestilence gains the following disease which they may deliver with any one of their natural attacks. *Disease (Su)* Injury; *save* Fort DC 10 + ½ the harbinger's HD + harbinger's Con modifier, *onset* 1-minute, *frequency* 1 day, *effect* 1d3 Con plus any other ability score (chosen when template is taken) damage, *cure* 1 save.

War: A harbinger of War gains the blood rage ability. The harbinger gains +4 Constitution and +4 Strength from blood rage, and does not need to be damaged to enter blood rage as a free action. The harbinger is fatigued for 1 minute after blood rage ends, and cannot enter blood rage when fatigued or exhausted.

Vulnerability: Harbingers gain the following weakness (+4 AP).

Subservient (Su): A harbinger takes a –4 penalty on saves against spells or abilities of any daemon with a higher CR.

Total AP Spent: **15 AP**

Step 5 Apply Template to Creature: A death ettin is selected to be the base creature for Death harbinger template.

HARBINGER DEATH ETTIN

One of this large two-headed giant's necks hangs pale and rotting, while great wings of bone and dead skin protrude from its back.

Harbinger Death Ettin **CR 11**

XP 12,800
Spellcaster (arcane)
NE Large outsider (evil)
Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 24, touch 14, flat-footed 20 (+5 Dex, +11 natural, -1 size)
hp 148 (12d6+108)
Fort +13, **Ref** +8, **Will** +13
Defensive Abilities channel resistance +6, negative energy affinity; **DR** 5/good; **Immune** disease and poison; **Resist** acid, cold, electricity, fire 5; **SR** 22
Weakness subservient

OFFENSE

Speed 40 ft.; fly 40 ft. (average)
Melee bite +14 (1d8+9 plus disease*), slam +14 (1d6+9 plus energy drain)
Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 12th)
At will—*bestow curse* (DC 17), *blight* (DC 18), *command undead* (DC 15), *enervation*, *ghoul touch*, *vampiric touch*
3/day—quickened *ghoul touch*
1/day—*animate dead*, *create undead*

Special Attacks breath weapon (6/day— 50-ft. cone, disease*, usable every 1d4 rounds as a move action), energy drain (2 levels, DC 19), gaze (*enervation*, DC 19)

STATISTICS

Str 28, **Dex** 19, **Con** 28, **Int** 19, **Wis** 16, **Cha** 17
Base Atk +6; **CMB** +16; **CMD** 30
Feats Combat Casting, Improved Initiative, Intimidating Prowess, Iron Will, Power Attack, Quicken Spell-Like Ability (*ghoul touch*)
Skills Appraise +19, Knowledge (arcana) +19, Knowledge (local) +19, Knowledge (religion) +19, Intimidate +23, Perception +18, Spellcraft +19, Use Magic Device +16
Languages Common, Giant, Goblin, Orc
*=death ettin ability

Daemons sometimes offer death ettins a deal to forestall their impending doom. If they swear to follow the Horsemen, the rot slowly killing them can be halted indefinitely. Death ettins agreeing to become harbingers grow in power, but more importantly, become immune to their own necromantic disease. By saving one life, the daemons ensure that many more are eventually taken.

Chapter 6: Mythic Monsters

This chapter allows expansion of the *Talented Bestiary* system to encompass the mythic creature rules first presented in *Pathfinder Roleplaying Game: Mythic Adventures*.

Building a Talented Mythic Creature

The process of creating a mythic creature follows the standard *Talented Bestiary* process. There are two general methods to create a mythic monster. The first is to build an entirely new monster. The second is to take an existing monster, determine the new mythic rank (and corresponding CR increase), and modify the monster accordingly.

Building a Mythic Monster

Creating a mythic monster from scratch functions like making any new monster with the *Talented Bestiary* system (as detailed in Chapter One) with the following modifications.

Step 1—Choose Creature Concept

Step 2—Select Monster Focus. A mythic creature should never possess the weak focus.

Step 3—Select Creature Size

Step 4—Determine its mythic rank (MR). A mythic monster has a mythic rank between 1 and 10. Do not recalculate the monster's CR at this time. In general, a mythic monster should not have an MR greater than half of its CR, but exceptions can exist.

Step 5—Add mythic modifications to base statistics. A mythic creature gains a bonus to natural armor, bonus hit points, mythic feats, and bonuses to ability scores based on its mythic tier.

Natural Armor Bonus: Add the creature's mythic rank to its natural armor bonus. A creature without natural armor has an effective natural armor bonus of +0.

Bonus Hit Points: A creature with the combat (barbaric) focus gains 12 hit points per mythic rank. A creature with the combat (soldier) focus gains 10 hit points per mythic rank. A creature with the skilled focus or spellcaster (divine) focus gains 8 hit points per mythic rank. A creature with the spellcaster (arcane) focus gains 6 hit points per mythic rank.

Ability Bonus: At 2nd rank and every 2 ranks thereafter, the monster gains a +2 bonus to one of its ability scores. If it has multiple bonuses, it can apply them to the same ability score or different ability scores. It is recommended that combat foci gain the bonus to physical ability scores (Strength, Dexterity, or Constitution) and spellcaster foci gain the bonus to mental ability scores (Intelligence, Wisdom, or Charisma).

Mythic Feats: At 1st rank and every 2 ranks thereafter, the monster gains a mythic feat. It must meet all the prerequisites for this feat.

TABLE: MYTHIC STATISTICS MODIFICATIONS

Mythic Rank	Natural Armor	Ability Score Bonus	Mythic Feats
1	+1	—	1st
2	+2	+2	—
3	+3	—	2nd
4	+4	+2	—
5	+5	—	3rd
6	+6	+2	—
7	+7	—	4th
8	+8	+2	—
9	+9	—	5th
10	+10	+2	—

Step 6—Select Creature Type and Subtypes

Step 7—Add the mythic subtype. See the mythic subtype sidebar for details. The mythic subtype costs 5 AP, which may limit access to some creature types or subtypes at low CRs.

Step 8—Choose monster abilities. Determine the creature's base ability points and maximum AP spent per ability as a function of the creature's focus and CR (as normal). The creature gains a number of bonus ability points based on its mythic rank and focus. A mythic creature gains an additional 2 AP per MR, and increases its maximum AP spent per ability by half of its MR (minimum +1, see the Mythic Ability Points table). All the monster's ability points can be spent on either the abilities detailed in Chapter Two or the mythic monster abilities (and enhancements) detailed in this chapter. Unlike an ordinary monster, a mythic monster has no restriction on ability point spends due to its creature type (and any subtypes), and may purchase any unique monster ability at no additional charge.

TABLE: MYTHIC BONUS HIT POINTS

Mythic Rank	Combat (barbaric)	Combat (soldier)	Skilled	Spellcaster (arcane)	Spellcaster (divine)
1	+12	+10	+8	+6	+8
2	+24	+20	+16	+12	+16
3	+36	+30	+24	+18	+24
4	+48	+40	+32	+24	+32
5	+60	+50	+40	+30	+40
6	+72	+60	+48	+36	+48
7	+84	+70	+56	+42	+56
8	+96	+80	+64	+48	+64
9	+108	+90	+72	+54	+72
10	+120	+100	+80	+60	+80

MYTHIC SUBTYPE (5 AP); Prerequisite none; A creature with this subtype is infused with mythic power and is capable of terrible and awe-inspiring feats. Creatures with the mythic subtype gain the following abilities.

Damage Reduction (Ex): A mythic creature with 5 to 10 Hit Dice gains DR 5/epic. A creature with 11 or more Hit Dice gains DR 10/epic. If the creature purchases the damage reduction ability, it adds epic to the qualities needed to bypass that reduction at no additional charge.

Spell Resistance (Ex): If the creature purchases the spell resistance ability, it adds its mythic rank to its spell resistance.

Mythic Power (Su): The mythic monster can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. Each day, it can expend a number of uses of mythic power equal to its mythic rank. This amount is its maximum amount of mythic power. If an ability allows it to regain mythic power, it can never gain more than this amount. Mythic power can be spent toward the surge ability or other mythic powers.

Surge (Su): The monster can call upon its mythic power to overcome difficult challenges. It can expend one use of mythic power to increase any d20 roll it just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the original roll is made and the results are revealed. The bonus die gained by using this ability increases to 1d8 at 4th rank, 1d10 at 7th rank, and 1d12 at 10th rank. The monster can use this ability even if it's mindless or of animal-level intelligence.

Step 9—Calculate Final CR. Divide the monster's MR by 2 to determine the increase to the creature's base CR (round up). Do not recalculate any of the monster's statistics by CR. See the Mythic Ability Points table for the final CRs corresponding to a base CR and recommended mythic rank.

Step 10—Calculate Monster Attack and Damage. The monster's threshold damage should be based on its final CR.

Step 11—Experience and Treasure. The monster's experience and treasure should be based on its final CR.

Step 12—Details

PLANNING AHEAD

In most cases, it is advantageous to know what challenge rating a monster is going to be at the end before the process is well underway. However, a monster's base statistics are largely determined by its challenge rating and focus, with modifiers due to size. Before beginning the process of creating a mythic monster, it is recommended that these various factors—base CR, size, and mythic rank—all be sketched out for a final CR to be targeted. This way, even if you change a few factors here and there during the process, the final result isn't wildly divergent from what's initially desired.

Modifying an Existing Monster

Making a mythic monster out of an ordinary monster is fairly straightforward, but functions more like applying a template than incorporating the mythic nature of the creature into its creation.

TABLE: MYTHIC ABILITY POINTS

Base CR	Mythic Rank	Final CR	Combat	Skilled or Spellcasting	Maximum AP per Ability
1	1	1	7	10	4
2	1	2	10	12	5
3	1	3	12	17	6
4	2	5	16	24	6
5	2	6	19	34	7
6	3	7	21	41	7
7	3	8	21	46	8
8	4	10	23	48	9
9	4	11	28	58	10
10	5	12	30	60	10
11	5	13	30	60	11
12	6	15	37	77	12
13	6	16	47	92	13
14	7	17	49	104	13
15	7	18	49	104	14
16	8	20	51	116	15
17	8	21	56	121	16
18	9	22	63	128	17
19	9	23	63	133	17
20	10	25	70	140	19
21	10	26	75	145	19
22	10	27	80	150	20
23	10	28	85	155	20
24	10	29	90	160	21
25	10	30	95	165	21
26	10	31	100	170	22
27	10	32	105	175	22
28	10	33	110	180	23
29	10	34	115	185	23
30	10	35	120	190	24

Step 1—Determine its mythic rank (MR). A mythic monster has a mythic rank between 1 and 10. Divide the monster's MR by 2 to determine the increase to the creature's base CR (round up).

Step 2—Add mythic modifications to creature's statistics. A mythic creature gains bonuses to natural armor, hit points, mythic feats, and bonuses to certain abilities based on its mythic tier. See the Mythic Statistics Modifications and Mythic Bonus Hit Points tables for details.

Step 3—Add the mythic subtype. See the mythic subtype sidebar for details.

Step 4—Modify abilities or choose new mythic abilities. The mythic creature gains a number of bonus ability points based on its mythic rank that can be used to improve existing abilities or purchase new abilities. A mythic creature gains an additional 2 AP per MR, and increases its maximum AP spent per ability by half of its MR (minimum +1). All of the monster's ability points can be spent on either the abilities detailed

in Chapter Two or the mythic monster abilities (and enhancements) detailed in this chapter. When spending these ability points, the mythic monster has no restriction on ability point spends due to its creature type (and any subtypes), and may purchase any unique monster ability at no additional charge.

Step 5— Calculate Final CR. Divide the monster's MR by 2 to determine the increase to the creature's base CR (round up). Do not recalculate any of the monster's statistics by CR.

Mythic Monster Abilities

The following section represents all abilities drawn from *Pathfinder Roleplaying Game: Mythic Adventures* that do not have an existing ability analogue featured earlier in this book. As noted earlier, mythic monsters ignore the normal restrictions on abilities by creature type, and do not pay any extra ability points for the purchasing of abilities with a creature type or subtype prerequisite. Thus, all compiled unique monster abilities are also featured in this section.

Absolute Readiness (Ex, 2 AP): *Prerequisites*: Mythic Improved Initiative feat, mythic power; *Benefit*: The creature is never surprised or flat-footed. It can act in the surprise round as if it were a normal round.

Format: absolute readiness; *Location*: Defensive Abilities.

Accurate Strikes (Ex, 2 AP): *Prerequisites*: mythic power; *Benefit*: The creature's attacks ignore the AC bonus granted to targets by any cover less than total cover, and the miss chance granted to targets by any concealment less than total concealment.

Format: accurate strikes; *Location*: Special Attacks.

Aligned Aura (Su, 4 AP): *Prerequisites*: alignment, mythic power; *Benefit*: Any outsider with alignment subtypes equivalent to all aspects of the creature's alignment (and alignment subtypes, if any) with 15 or more Hit Dice within 60 feet of the mythic creature gains a +10 enhancement bonus to Strength and Charisma, and its spell resistance (if any) increases by 5. If an affected creature does not already possess spell resistance, it gains spell resistance 11 + its CR.

Enhancements

- Applicable creatures with 10 or more Hit Dice are affected for +2 AP, or 5 or more Hit Dice for +4 AP.
- The range of the effect is increased to 90 feet for +1 AP or 120 feet for +2 AP.

Format: aligned aura (60 ft.); *Location*: Aura.

REMOVING MYTHIC

Most of the mythic monster abilities and enhancements featured in this chapter could potentially be modified to be acceptable purchases for non-mythic creatures. However, mythic monster abilities are typically either more powerful or cost significantly less that an ability available to a non-mythic creature. This is especially true if the mythic monster ability or enhancement requires the expenditure of one or more uses of mythic power. A mythic ability can be optionally treated as a creature type specific ability for the purposes of purchase with an increased AP cost. Thus, a non-mythic creature can purchase a mythic ability without meeting a mythic power prerequisite, but the AP cost is doubled. The creature uses the base AP cost when comparing to its maximum AP cost per ability by CR (not the doubled cost). However, if the ability requires the expenditure of mythic power, the base cost of the ability (before doubling) should be increased to represent the corresponding boost to the ability's utility with the removal of a resource cost. If the mythic ability requires expending one use of mythic power, an equivalent with no expenditure of mythic power should cost an additional +2 AP. If the ability requires expending more than one use of mythic power, the AP cost should be increased by an additional +1 AP for each additional use of mythic power beyond the first no longer required. If an ability normally requires the expenditure of mythic power, it is likely appropriate to limit its uses per day if it no longer requires mythic power.

Alternate Form (Ex, 2 AP): *Prerequisites*: Gargantuan-sized or larger, mythic power; *Benefit*: As a full-round action the creature can assume the shape of an inanimate structure such as a monument, mansion, or fortress. While in this form, the creature cannot move or take attacks, but it can use any spell-like or supernatural abilities, and retains its Dexterity bonus to AC. It can resume its base form as a full-round action. The type of structure the creature can become is selected when this ability is gained and cannot be changed thereafter.

Enhancements

- The creature can maintain the ability to move while in its alternate form for an additional +2 AP.
- The creature retains the ability to make a single natural attack per round while in its alternate form for an additional +2 AP.
- The creature's damage reduction doubles while in its alternate form for an additional +4 AP (to a maximum of DR 20). So, a creature with DR 10/epic would possess DR 20/epic in its alternate form.

TABLE: MYTHIC ABILITIES

Ability	Base Cost (AP)	Prerequisites	Benefits
Absolute Readiness	2	Mythic Improved Initiative, mythic power	Never be surprised.
Accurate Strikes	2	mythic power	Ignore cover and concealment.
Aligned Aura	4	alignment, mythic power	Empower aligned outsiders.
Alternate Form	2	Gargantuan-size or larger, mythic power	Become an inanimate structure.
Amazing Initiative	2	mythic power	Add MR to initiative.
Apocalyptic Wound	2	mythic power	Overwhelm opponents with dire prophecy.
Archive	2	mythic power	Possess an extradimensional library.
Bestow Knowledge	2	mythic power	Bestow temporary knowledge and understanding.
Birth Spawn	4	mythic power	Give birth to diverse monstrous creatures.
Block Attacks	2	mythic power	Parry melee or ranged attacks.
Bone Eruption	4	mythic power	Cause creature's bones to turn against them.
Brutal Surge	2	mythic power	Add surge die to both attack and damage.
Cantrips/Orisons	1	mythic power, spellcaster	Know all cantrips/orisons.
Contemptuous Toss	2	Awesome Blow feat, mythic powerchapter	Throw creatures further.
Destruction	3	mythic power	Completely destroy killed opponents.
Devastator	4	mythic power	Bypass DR and hardness.
Devolution	6	mythic power	Permanently reduce a creature's mental faculties.
Dual Initiative	6	mythic power	Act twice each round.
Earthquake	5	mythic power	Cause the ground to quake.
Eclipse	4	mythic power	Blot out the sun.
Elemental Blood	2	breath weapon, mythic power	Blood becomes infused with elemental energy.
Elemental Fury	2	breath weapon, elemental blood, mythic power, natural weapon	Deal energy damage with attacks.
Elemental Inferno	4	mythic power	Ignore resistance/immunity to elemental energy damage.
Flash of Brutality	2	mythic power	Temporarily double all threat ranges.
Feral Savagery	2	mythic power	Gain an additional attack in certain circumstances.
Fire Vortex	4	mythic power	Create a massive swirling inferno.
Fortification	1	mythic power	Ignore critical hits or sneak attacks 50% of the time.
Gestation Aura	2	mythic power	Possess an aura that quickens diseases, poisons, birth, and increases mutation.

- The creature gains fast healing 10 while in its alternate form for an additional +2 AP.
- The creature can make superficial alterations to its alternate form each time the ability is used (such as a mansion changing its architecture, layout, or furnishings) for an additional +1 AP.

Format: alternate form; *Location*: SQ.

Amazing Initiative (Ex, 1 AP): *Prerequisites*: mythic power; *Benefit*: The creature has a bonus on initiative checks equal to its mythic rank.

Enhancements

- As a free action on its turn, it can expend one use of mythic power to take an additional standard action during that turn for an additional +1 AP. This additional standard action can't be used to cast a spell. It can't gain an extra action in this way more than once per round.

Format: amazing initiative; *Location*: Special Attacks.

Apocalyptic Wound (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: When the mythic creature takes damage, it can expend one use of its mythic power as an immediate action to inundate its attacker's mind with dire prophetic visions for 1d6 rounds. A Will save (DC 10 + ½ the mythic creature's HD + creature's Constitution modifier) negates this effect. These visions cause the attacker to become dazzled and to take a 20% miss chance on all its attacks. This is a mind-affecting divination effect.

Enhancements

- An affected creature must successfully save again each round or become confused, dazed, or frightened (equal chance of each) for 1 round for an additional +2 AP.
- The duration of the effect is 2d6 rounds for +2 AP.

Flaws

- The creature must expend two uses of mythic power to use this ability (1 AP).

Format: apocalyptic wound; *Location*: Defensive Abilities.

Archive (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: By concentrating for 1 minute without interruption, the mythic creature can conjure the door to a personal extradimensional library. This functions in a similar manner to an archmage's sanctum but is 2,000 cubic feet in size. By spending one use of its mythic power as a full-round action, the mythic creature can instantly record a number of nonmagical writings (books, scrolls, carvings, and so on) equal to its mythic rank within tomes in the archive, provided it is touching or carrying the items it wishes to record.

Enhancements

- If the mythic creature is killed or rendered unconscious, its body and any items it is carrying are immediately transported to its archive for an additional +2 AP. A mythic creature with this ability can conjure the door to the archive of a slain mythic creature with this ability at the location of the slain creature's death.

Format: archive; *Location*: SQ.



Greensight	1	mythic power	See through plant matter.
Ground Pound	4	mythic power	Deal damage in an area with a natural attack or bludgeoning weapon.
Heroic Challenge	2	mythic power	Temporarily give non-mythic creatures simple mythic templates.
Immediate Counterspell	2	mythic power	Counterspell without a readied action.
Impregnate Surrogate	4	birth spawn, mythic power	Force another creature to birth spawn.
Infuse Arms and Armor	2	mythic power	Improve the quality and magic of any weapon or armor used.
Invulnerable Soul	4	mythic power	Instead of dying, transform into a soul receptacle.
Iron Resilience	4	mythic power	Ignore a deadly attack.
Lair Mastery	4	mythic power	Teleport within a designated lair.
Limitless Vision	2	mythic power	Take no distance penalties to Perception.
Mark of Restraint	4	mythic power, natural attack	Curse attacking opponents with a mystical mark.
Mistsight	1	mythic power	See through fog, mist, and water.
Modify Memory	3	mythic power	Alter or remove a creature's memories.
Mythic Brawler	4	mythic power	Make any combat maneuver as a swift action.
Mythic Immortality	10	mythic power	Return to life unless killed through specific circumstances.
Mythic Magic	2	mythic power, spellcasting chapter	Cast spells with mythic power.
Mythic Path	2	mythic power	Gain the base ability of a mythic path.
Mythic Path Ability	2	mythic path, mythic powerchapter	Gain a mythic path ability.
Mythic Path Mastery	8	mythic path, mythic rank 10, mythic power	Gain the ultimate ability of a mythic path.
Oubliette	4	mythic power, powerful charge	Send opponents to a *maze* with a powerful charge.
Opportunistic Movement	2	mythic power	Move and attack creatures that provoke attacks of opportunity.
Pain Blast	4	mythic power	Cause an opponent extreme pain.
Petrify	4	mythic power	Turn a foe to stone.
Plantbringer	1	mythic power	Encourage healthy growth for plant life.
Possess Statue	4	mythic power	Animate a statue through possession.
Pressure Wave	2	mythic power	Create a burst of pressurized water.
Recuperation	1	mythic power	Recover quickly.
Reveler's Rapturechapter	2	mythic power	Gain an aura that forces revelry.
Riddle	2	mythic power	Speak a challenging riddle, and gain advantages if it isn't solved.
Rising Fury	2	mythic power	Deal greater damage when injured.
Second Save	2	mythic power	Shake off ongoing effects.

Secret Knowledge	2	mythic power	Sense a creature's weaknesses and defenses.
Smother	2	mythic power	Suffocate grappled foes.
Spell Blessing	4	mythic power	Grant humanoid spellcasters additional spell levels.
Spell Perception	2	mythic power, spellcastingchapter	Automatically sense and understand spellcasting.
Steal Soul	6	mythic power	Capture a creature's soul, and use it to command them.
Stone Armor	2	mythic power	Damage striking weapons.
Terrain Control	2	mythic power	Reshape the environment.
Touch of Chaos/Evil/Good/Law	2	alignment, mythic power	Infuse attacks with alignment domain ability.
Trap Weapon	4	mythic power	Disarm and capture striking weapons.
Uncanny Flight	1	mythic power	Sprout wings or float in an unnatural manner.
Universal Path Ability	2	mythic power	Gain a universal path ability.
Unstoppable	4	mythic power	End harmful conditions.
Uplift	4	mythic power	Impart intelligence and understanding.
Vengeful Seeker	2	mythic power	Always find creatures deserving of revenge.
X-Ray Vision	2	mythic power	See through solid matter.

Bestow Knowledge (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: The creature can touch a target with an Intelligence of 3 or higher and bestow temporary knowledge and understanding. Choose one of the mythic creature's skills; for the next 24 hours, the target of this ability uses the mythic creature's skill ranks in place of its own, even if this is more than its maximum number of ranks. A creature can't benefit from this ability more than once at the same time. If the mythic creature uses this ability on a target that is currently the target of bestow knowledge (from itself or another creature with this ability), the new bestow knowledge effect replaces the older one.

Enhancements

- The creature can bestow a number of skills equal to half its mythic rank (minimum 1) for an additional +4 AP, or its mythic rank for an additional +6 AP.

Flaws

- The creature must expend two uses of mythic power to use this ability (1 AP).

Format: bestow knowledge; *Location*: SQ.

Birth Spawn (Ex, 4 AP): *Prerequisites*: mythic power; *Benefit*: As a full-round action, the mythic creature can give birth to a number spawn less than or equal to its mythic rank, which are any creatures that are at least one size category smaller than the mythic creature. Each day the mythic creature can produce any number of creatures whose combined total base CR does not exceed 3 + its Constitution modifier. The mythic creature does have any control or influence over spawn created in this manner.

Enhancements

- Each spawn gains a random mutation (see Mutation sidebar) for an additional +2 AP.
- Spawn created are affected by the equivalent of a permanent *charm monster* effect for an additional +2 AP or *dominate monster* for an additional +4 AP. This effect cannot be suppressed or dispelled.
- As a swift action, the mythic creature can transfer a single harmful spell effect or condition from itself to one of its spawn within 30 feet for an additional +2 AP.

Flaws

- Giving birth to a spawn requires 1 minute (1 AP) or 1 hour (2 AP).
- The creature can only birth a single spawn at a time (1 AP).

- The creature cannot have more total CR in spawn than its final CR at any one time. If it creates new spawn, older spawn of its choosing must be destroyed (2 AP).
- The creature must expend a use of mythic power to birth spawn (2 AP).
- The creature must expend two uses of mythic power to birth spawn (3 AP).

Format: birth spawn; *Location*: SQ.

MUTATION

The following table can be used to represent random mutations from the birth spawn ability. Alternately, the mutant template (see the *Pathfinder Roleplaying Game: Bestiary 5* for details) could represent mutated spawn or serve as inspiration for new mutations. A rough equivalent AP cost is shown for each mutation, and can be used to create or modify each mutation at your discretion.

Block Attacks (Ex, 2 AP): *Prerequisites*: mythic power; *Benefit*: Once per round, when the creature is hit by a melee or ranged attack, it can attempt a melee attack using its highest attack bonus. If this result exceeds the result from the attack against it, the creature is unaffected by the attack (as if the attack had missed).

Enhancements

- The creature can use the block attacks ability more than once per round for an additional +2 AP. Each use of the block attacks ability beyond the first requires the creature expend one use of mythic power.

Format: block attacks; *Location*: Defensive Abilities.

Bone Eruption (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: As a standard action, the creature can expend two uses of mythic power to call to the bones of all enemies within a 20-foot-radius burst. The

d%	Mutation
01–10	**Fatal Mutation** The creature is birthed stillborn and horribly disfigured.
11–20	**Covered in Eyes (Ex, 1 AP)** Eyes cover the front and back of the creature's head. It gains all-around vision.
21–30	**Vestigial Companion (Ex, 1 AP)** The creature has the head of an animal (usually a goat, chicken, or dog) growing out of its back or torso, providing the scent ability. If the base creature already has scent, this mutation allows it to determine the direction of a particular scent as a free action.
31–40	**Sticky (Ex, 3 AP)** The creature's limbs are covered in tiny, hooked hairs that give its skin a downy appearance. It gains the grab ability on its primary natural attacks (if it has any) or its unarmed strike, and a +8 racial bonus on Climb checks.
41–50	**Multiple Heads (Ex, 5 AP)** The creature has 2d4 heads, granting it a +4 racial bonus on saving throws against illusions and enchantments and a +8 racial bonus on Perception checks. The creature speaks an additional number of languages equal to its total number of heads. Each head speaks with a different voice.
51–60	**Serpent-Headed Tail (Ex, 5 AP)** The creature has a tail that ends in a snake head. This provides a +4 circumstance bonus on Perception checks and a primary bite attack (1d3 + the creature's Strength modifier for a Medium creature). In addition, the creature gains Improved Trip as a bonus feat.
61–70	**Chameleon Scales (Ex, 6 AP)** This creature is covered in scales that shift their hue to blend in with their surroundings. The creature gains a +8 racial bonus on Stealth checks and gains hide in plain sight.
71–80	**Tentacles (Ex, 6 AP)** The creature's legs are replaced with multiple tentacles. It can't be tripped and gains a +8 racial bonus to CMD and a +8 racial bonus on combat maneuver checks to grapple.
81–90	**Impenetrable Skin (Ex, 7 AP)** The creature's skin is tough and scaly. It gains DR/— equal to half its HD (maximum 10).
91–99	**Poison Glands (Ex, 8 AP)** The creature has a pair of poison sacs near its mouth. It gains immunity to poison, and three times per day it can spit a dose of poison up to 20 feet as a ranged touch attack. Poison: Contact—injury; *save* Fort DC 10 + 1/2 the creature's HD + its Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d3 Con damage; *cure* 1 save.
100	**Favored Spawn (Su, 12 AP)** Favored spawn gain a +4 luck bonus on all saving throws, a +4 increase to natural armor, a +4 inherent bonus to two ability scores, and 1 mythic rank.

bones shudder and twist within each creature, dealing a number of d6s of damage equal to the creature's Hit Dice and giving each creature the sickened condition for 1d6 rounds. A successful Fortitude save (DC 10 + 1/2 the mythic creature's HD + creature's Constitution modifier) halves the damage and negates the sickened condition.

Enhancements

- If this damage kills a creature, some of its bones tear free from its body and fuse with the mythic creature, healing it for 1d6 points of damage per Hit Die of the slain creature for an additional +2 AP. Creatures immune to critical hits are immune to this ability.
- The ability requires the expenditure of only one use of mythic power for an additional +2 AP.

Format: bone eruption; *Location*: Special Attacks.

Brutal Surge (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: When the creature expends mythic power to add a surge die to an attack roll, it also adds a surge die to that attack's damage roll. This is not an action and does not require the expenditure of any additional uses of mythic power to use this ability.

Format: brutal surge; *Location*: Special Attacks.

Cantrips/Orisons (Su, 1 AP): *Prerequisites*: mythic power, spellcaster; *Benefit*: The creature automatically knows all cantrips (for arcane spells) or orisons (for divine spells) for its equivalent spellcasting class and can cast them at will.

Enhancements

- Any cantrip/orison cast functions as a potent version of the spell (increase save DC by 2 and gain a +2 bonus on caster level checks to overcome spell resistance) with no additional expenditure of mythic power for an additional +1 AP.

Format: cantrips/orisons; *Location*: SQ.

Contemptuous Toss (Ex, 2 AP): *Prerequisites*: Awesome Blow feat, mythic power; *Benefit*: When the creature uses Awesome Blow and expends a use of mythic power, its target flies up to 60 additional feet and takes 1d6 points of damage for every additional 20 feet traveled.

Enhancements

- The creature selects one type of attack. When using the selected attack, it can hurl the target up to 60 feet upward instead of sideways for an additional +1 AP.

Format: contemptuous toss; *Location*: Special Attacks.

Destruction (Su, 3 AP): *Prerequisites*: mythic power; *Benefit*: Any opponent killed by the mythic creature is entirely destroyed, leaving behind only a trace of fine ash. The creature's magical equipment is unaffected.

Flaws

- The opponent is only entirely destroyed if killed by a specific attack or special ability possessed by the mythic creature (1 AP).
- The opponent's non-mythic magical equipment is destroyed if its caster level is less than or equal to the creature's mythic tier (1 AP)

Format: destruction; *Location*: Special Attacks.

Devastator (Su, 4 AP): *Prerequisites*: Vital Strike feat, mythic power; *Benefit*: As a full-round action, the creature can make a single attack at its highest base attack bonus with a natural attack or manufactured weapon. This attack counts as a Vital Strike despite not using an attack action. On a successful hit, this attack bypasses all damage reduction and hardness.

Enhancements

- If used to perform a sunder combat maneuver or to damage an object, the attack is capable of critical hits (despite objects' usual immunity to critical hits) and is automatically treated as a critical threat for an additional +2 AP.

Flaws

- The creature must expend a use of mythic power to use this ability (2 AP).
- The creature must expend two uses of mythic power to use this ability (3 AP).

Format: devastator; *Location*: Special Attacks.

Devolution (Su, 6 AP) As a standard action, the mythic creature can touch a creature and cause it to permanently lose cognitive function. The target touched must succeed on a Will save (DC 10 + ½ mythic creature's HD + creature's Charisma modifier) or be affected by an effect similar to *feeblemind* that can be removed only by a *wish*, *miracle*, or the mythic equivalent of a spell or effect capable of removing *feeblemind* (such as a mythic *heal* spell).

Enhancements

- If a creature affected by devolution procreates, its children can't have an Intelligence or Charisma score higher than 2 naturally for an additional +2 AP. The effect on progeny cannot be lifted by magic. Progeny created with this affliction also possess physical traits that were more common among earlier evolutionary forms of their parent species.

Flaws

- The creature must expend a use of mythic power to use this ability (2 AP).
- The creature must expend two uses of mythic power to use this ability (3 AP).

Format: devolution; *Location*: Special Attacks.

Dual Initiative (Ex, 6 AP): *Prerequisites*: mythic power; *Benefit*: The monster gets two turns each round, one on its initiative count and another on its initiative count – 20. For example, if the monster's initiative is 23, for its first turn it could make a full attack (and take a 5 foot step) at initiative 23, and for its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a *summon monster* spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn such as saving throws against ongoing effects or taking bleed damage), only the monster's first turn each round counts toward such durations.

Flaws

- The creature must expend a use of mythic power as a free action during its first turn to gain a second turn (2 AP).
- The creature must expend two uses of mythic power as a free action during its first turn to gain a second turn (3 AP).

Format: +21/+1; *Location*: Initiative.

Earthquake (Su, 5 AP): *Prerequisites*: mythic power; *Benefit*: The creature can hit the ground and expend two uses of mythic power to cause an *earthquake* (as the spell). Creatures with this ability are not affected by the *earthquake*.

Enhancements

- The creature adds its mythic rank to the earthquake effect save DCs for an additional +1 AP.
- Activating this ability only requires expending one use of mythic power for an additional +2 AP.

Format: earthquake; *Location*: Special Attacks.

Eclipse (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: The creature can expend one use of mythic power to blot out the sun in a 1-mile radius. This entire area is affected by the *darkness* spell for 1 hour.

Enhancements

- The effect is equivalent to the *deeper darkness* spell for an additional +1 AP.
- The creature is unaffected by the darkness effect it creates for an additional +1 AP.
- The area affected is a 10-mile radius for +1 AP or a 100-mile radius for +2 AP.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: eclipse; *Location*: Special Attacks.

Elemental Blood (Su, 2 AP): *Prerequisites*: breath weapon, mythic power; *Benefit*: The mythic creature's blood and other fluids are infused with acid, cold, electricity, or fire, matching its breath weapon energy type. Every time the creature is damaged by a piercing or slashing weapon, the attacking creature takes energy damage according to the table below (or double damage if the attack is a critical hit). Using a reach weapon does not endanger the attacker in this way. If the creature has the swallow whole ability, it adds this damage to its swallow whole damage.

Creature Size	Points of Energy Damage
Medium or smaller	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Enhancements

- The creature's elemental blood ability functions as if it was a creature of one size category larger for an additional +1 AP, or two size categories larger for +2 AP.

Format: elemental blood (2d6 fire); *Location*: Defensive Abilities.

Elemental Fury (Su, 2 AP): *Prerequisites*: breath weapon, elemental blood, mythic power, natural weapon; *Benefit*: If the mythic creature confirms a critical hit with a natural weapon, it adds its elemental blood damage to the damage dealt by the natural attack.

Format: elemental fury (1d6 fire); *Location*: Special Attacks.

Elemental Inferno (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: The creature can expend one use of mythic power as an immediate action to cause any acid, cold, electricity, or fire (select one) damage it deals ignore resistance and immunity for 1 round.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: elemental inferno; *Location*: Special Attacks.

Flash of Brutality (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: Once per day as a swift action, the creature can gain a burst of savage inspiration. When it does, it doubles the threat range of any attack it takes until the start of its next turn. This does not stack with feats or abilities that increase an attack or weapon's threat range.

Enhancements

- The creature's flash of brutality lasts for an additional round per additional +1 AP spend, up to a maximum number of rounds equal to its mythic rank.
- Once per day, when the creature reaches 0 or fewer hit points, this ability recharges, allowing it to use the ability a second time that same day for an additional +1 AP.

Flaws

- The creature must expend a use of mythic power to activate this ability (2 AP).
- The creature must expend two uses of mythic power to activate this ability (3 AP).

Format: flash of brutality; *Location*: Special Attacks.

Feral Savagery (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: Select a set of circumstances that must involve the creature making a melee attack. For example, the creature making a full attack, rend attack, or using the pounce ability. When performing the selected action, the creature can immediately attempt an additional attack against an opponent. This attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. This additional attack doesn't stack with similar means of gaining additional attacks, such as the *haste* spell or a *speed* weapon. This ability doesn't grant an extra action, so the creature can't use it to cast a second spell or otherwise take an extra action in the round.

Format: feral savagery (full attack); *Location*: Special Attacks.

Fire Vortex (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: The creature can expend one use of mythic power to create a vortex of fire within 30 feet. The vortex is 5 feet wide at its base, 15 feet wide at the top, and 30 feet tall. Any creature starting its turn adjacent to the vortex takes a number of d6s of fire damage equal to the creature's mythic rank. Any creature passing through the vortex takes a number of d6s of fire damage equal to the mythic creature's Hit Dice. A successful Reflex save (DC 10 + mythic creature's HD + creature's Constitution modifier) halves this damage. The mythic creature can move the vortex up to 20 feet as a move action. If the vortex moves through a creature, that creature must succeed on the saving throw against the vortex to avoid taking damage. The vortex lasts for a number of rounds equal to the creature's mythic rank.



Enhancements

- The creature can expend one use of mythic power to move the vortex as a swift action for an additional +2 AP.
- The range of the vortex is increased to 60 feet for +1 AP, 90 feet for +2 AP, or 120 feet for +3 AP.
- The vortex is 10 feet wide at its base, 30 feet wide at the top, and 60 feet tall for an additional +2 AP.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: fire vortex; *Location*: Special Attacks.

Fortification (Ex, 1 AP): *Prerequisites*: mythic power; *Benefit*: The monster has a 50% chance to treat any critical hit or sneak attack as a normal hit, as if wearing *moderate* fortification armor.

Enhancements

- The creature treats any critical hit or sneak attack as a normal hit for an additional +1 AP.

Format: fortification (50%); *Location*: Defensive Abilities.

Gestation Aura (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: The creature's aura pulses with developing life. All poisons or diseases active within 30 feet have an onset of 1 round and a frequency of 1/minute. Impregnated creatures within 30 feet gestate in 2d4 rounds. Any creature born within this aura gains a mutation (see Mutation sidebar).

Format: gestation aura (30 ft.); *Location*: Aura.

Greensight (Su, 1 AP): *Prerequisites*: mythic power; *Benefit*: The monster can see through thick plant matter as though it were transparent, with a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the monster's sight, though solid wood still blocks its line of sight.

Enhancements

- The creature can see through plant matter up to the limits of its normal vision for an additional +1 AP.

Format: greensight 60 ft.; *Location*: Senses.

Ground Pound (Ex, 4 AP): *Prerequisites*: mythic power; *Benefit*: As a standard action, the creature can expend one use of mythic power and hit the ground with a bludgeoning weapon or natural attack that deals bludgeoning damage. Choose one intersection within reach; creatures touching the ground within a 20-foot burst centered on that intersection take the damage normally dealt by that bludgeoning weapon or natural attack. A successful Reflex save (DC 10 + 1/2 mythic creature's HD + creature's Strength modifier) halves the damage. Creatures that fail their saves are knocked prone and moved 5 feet directly away from chosen intersection. This ability has no effect on creatures with the ground pound ability.

Enhancements

- Creatures take double the normal damage dealt by the bludgeoning weapon or natural attack for an additional +2 AP.
- The area of effect is increased to a 40-foot burst for an additional +2 AP. a 60-foot burst for an additional +4 AP, or an 80-foot burst for an additional +6 AP.

Flaws

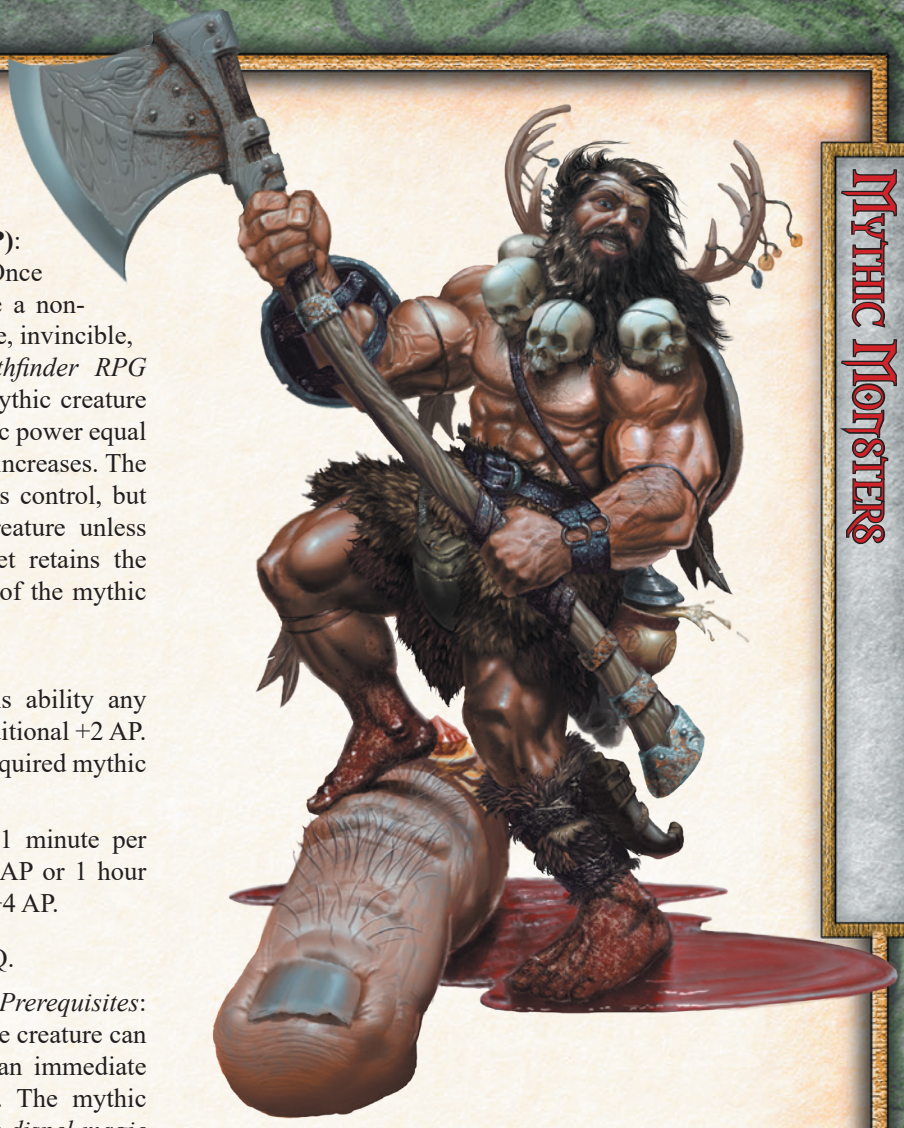
- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: ground pound; *Location*: Special Attacks.

Gruesome Dismemberment (Ex, 6 AP): *Prerequisites*: grab, mythic power, natural attack; *Benefit*: When the mythic creature successfully holds a grappled creature, it may expend one use of mythic power to attempt to dismember that creature. The mythic creature attempts a grapple check; if successful, the target takes double the normal damage from one of the mythic creature's natural attacks and the attack pulls off one of the target's legs or arms. The target is sickened until it receives magical healing (or until it recovers to full hit points by natural means), and takes 2d6 points of bleed damage each round. A creature with only one an arm cannot perform actions requiring two arms or two hands. A bipedal creature with one leg missing cannot walk or run; it can crawl or hop, but is denied its Dexterity bonus against all opponents. A quadrupedal creature with one leg missing is reduced to half normal speed. At the GM's discretion, creatures with more than four legs affected by this attack may be able to move at normal speed.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).
- The target can negate the dismemberment and halve the bleed damage (but not the natural attack damage) with a successful Fortitude save (DC 10 + 1/2 the mythic creature's HD + creature's Strength modifier) (1 AP).



Format: gruesome dismemberment; *Location*: Special Attacks.

Heroic Challenge (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: Once per day, the mythic creature can give a non-mythic creature the agile, arcane, divine, invincible, or savage mythic template (see *Pathfinder RPG Mythic Adventures* for details). The mythic creature must expend a number of uses of mythic power equal to the amount the target creature's CR increases. The target isn't under the mythic creature's control, but won't willingly attack the mythic creature unless magically forced to do so. The target retains the template for 1 round per mythic rank of the mythic creature.

Enhancements

- The mythic creature can use this ability any number of times per day for an additional +2 AP. Each use requires expending the required mythic power.
- The duration of the template is 1 minute per mythic rank for an additional +2 AP or 1 hour per mythic rank for an additional +4 AP.

Format: heroic challenge; *Location*: SQ.

Immediate Counterspell (Ex, 2 AP): *Prerequisites*: mythic power, spellcasting; *Benefit*: The creature can expend one use of mythic power as an immediate action to attempt to counter a spell. The mythic creature must use a spell, spell slot, or *dispel magic* to counterspell as normal. This ability allows the mythic creature to counterspell without first readying an action.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: immediate counterspell; *Location*: SQ.

Impregnate Surrogate (Su, 4 AP): *Prerequisites*: birth spawn, mythic power; *Benefit*: The mythic creature can disgorge a monstrous embryo into the mouth of a living, corporeal creature that is pinned or helpless. The creature makes a grapple combat maneuver check, and if successful it impregnates that creature regardless of its gender. A mythic character must succeed at a Fortitude saving throw (DC 10 + 1/2 the impregnating creature's HD + creature's Constitution modifier) to avoid being impregnated; a non-mythic character is impregnated automatically. An impregnated creature's pregnancy lasts for 2d4 rounds. During this pregnancy, the victim is nauseated until the monster bursts forth from the victim's abdomen, which deals 1d6 points of damage per mythic rank to the pregnant creature and applies the broken condition to any armor it is wearing.

A *remove disease* spell (DC equals monster's final CR) eliminates the unnatural embryo. Alternatively, as a full-round action another creature can attempt to cut out the growing monster with a Heal check (DC 10 + monster's final CR). On a successful check, the offspring is removed, and the formerly pregnant creature takes 1d4 points of bleed damage. On failed check, the pregnant creature takes 2d6 points of bleed damage and is stunned for 1 round, but the offspring is not removed. The creature spawned by means of this impregnation is any creature of the mythic creature's choice that is at least one size category smaller than the creature impregnated. These spawn count against the mythic creature's daily CR allowance for the birth spawn ability. This otherwise functions as the birth spawn ability.

Format: impregnate surrogate (DC 24); *Location*: Special Attacks.

Infuse Arms and Armor (Ex, 2 AP): *Prerequisites*: mythic power; *Benefit*: Any improvised weapon the creature wields is treated as a comparable normal weapon. Any normal weapon the creature wields is treated as a masterwork weapon. Any masterwork weapon it wields is treated as a weapon with a magical +1 enhancement bonus. Any weapon with a magical enhancement bonus it wields is treated as though its enhancement bonus were 1 higher than its actual value (to a maximum of +6). This ability also applies to armor and shields (normal is treated as masterwork, masterwork is treated as +1, and +1 or higher is treated as 1 higher than actual).

Format: infuse arms and armor; *Location*: SQ.

Invulnerable Soul (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: By expending one use of mythic power as a standard action, or automatically at no cost anytime it is reduced to fewer than 0 hit points, the mythic creature assumes the shape of a miniscule valuable object, such as a ring, pearl, or gem. The mythic creature retains awareness of its environment, but otherwise is treated as if it had the petrified condition. The creature's form cannot be damaged in any way or affected by most spells or abilities, but the mythic creature can be forced to return to normal form by a *miracle* or *wish* spell. While in its object form, the mythic creature heals naturally, and it automatically returns to its normal form when it is fully healed.

Flaws

- The creature's object form is not immune to damage, but has hardness equal to its mythic rank or damage reduction (whichever is higher), and hit points equal to its maximum hit point total (2 AP).

Format: invulnerable soul; *Location*: Defensive Abilities.

Iron Resilience (Ex, 2 AP): *Prerequisites*: mythic power; *Benefit*: Once per round, the creature can ignore an attack (whether it required an attack roll, was a targeted spell, or was an area attack, and regardless of whether it would specifically cause hit point damage or not) that would reduce it to negative hit points or kill it. The creature takes no damage from the attack. The creature can choose to use this ability after the result of any attack roll, caster level check to overcome spell resistance, saving throw, or other pertinent check is revealed.

Enhancements

- As an immediate action, the creature can expend one use of mythic power to use this ability to ignore all attacks that would reduce it to negative hit points or kill it from one creature for 1 round for an additional +2 AP.
- The creature can ignore any attack once per round (not only one reducing it to negative hit points or killing it) for an additional +4 AP.
- The creature can expend one use of mythic power to ignore an additional attack beyond the first in the same round for an additional +2 AP. This requires no action and can be activated so long as the creature has mythic power remaining.

Flaws

- The creature must expend one use of mythic power to use this ability (2 AP).
- The creature must expend two uses of mythic power to use this ability (3 AP).

Format: iron resilience; *Location*: Defensive Abilities.

Lair Mastery (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: The mythic creature can designate an area no greater than 100 feet on a side (typically a maze, underground dungeon, or other confusing structure) as its personal lair. As a move action, the creature can teleport (as the *greater teleport* spell) from one point in its lair to any other point in its lair. The creature can change its lair once per week and can share its lair with other creatures (including other creatures with this ability) without interfering with this ability.

Enhancements

- Whenever the creature must make a saving throw while inside its lair, it can roll twice and take the higher result for an additional +2 AP, or +1 AP if the creature must expend a use of mythic power to use this ability.

Flaws

- The creature must expend a use of mythic power to teleport (2 AP).
- The creature must expend two uses of mythic power to teleport (3 AP).

Format: lair mastery; *Location*: SQ.

Limitless Vision (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: The mythic creature takes no distance penalties on Perception checks.

Format: limitless vision; *Location*: Senses.

Mark of Restraint (Su, 4 AP): *Prerequisites*: mythic power, natural attack; *Benefit*: If the mythic creature successfully hits an opponent with a designated natural attack it can spend one use of its mythic power as a free action to mark that opponent with a restraining effect. This effect functions like a *mark*

of justice (caster level equal creature's Hit Dice) that triggers if the opponent attacks the mythic creature; the opponent is instantly aware of this condition. If the opponent attacks the mythic creature, the mark's curse is activated and imposes a permanent –4 penalty on the opponent's attack rolls, saving throws, ability checks, and skill checks.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).
- The creature is permitted a Will save (DC 10 + ½ the mythic creature's HD + creature's Charisma modifier) to negate this effect (2 AP).

Format: mark of restraint; *Location*: Special Attacks.

Mistsight (Ex, 1 AP): *Prerequisites*: mythic power; *Benefit*: The monster can see through fog, mist, and murky water as if they were perfectly clear, ignoring the miss chance for these obstructions, with a range of 60 feet.

Enhancements

- The creature can see through plant matter up to the limits of its normal vision for an additional +1 AP.

Format: mistsight; *Location*: Senses.

Modify Memory (Su, 3 AP): *Prerequisites*: mythic power; *Benefit*: The creature can expend one use of mythic power as a swift action to modify the memory of a creature within 60 feet (as the *modify memory* spell). The target can negate this effect with a successful Will save (DC 10 + 1/2 the mythic creature's HD + creature's Charisma modifier).

Flaws

- The creature must be reading the creature's mind with the *detect thoughts* spell or a similar ability to use modify memory (1 AP).

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: modify memory; *Location*: Special Attacks.

Mythic Brawler (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: The creature can expend one use of mythic power to attempt any single combat maneuver as a swift action with no attack of opportunity for the attempt.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: mythic brawler; *Location*: Special Attacks.

Mythic Immortality (Su, 10 AP): *Prerequisites*: mythic power; *Benefit*: If the creature is killed, it returns to life 24 hours later, regardless of the condition of its body or the means by which it was killed. When it returns to life, it isn't treated as if it had rested, and doesn't regain the use of abilities that recharge with rest until it next rests. This ability doesn't apply if it is killed by a coup de grace or critical hit performed by either a mythic creature (or creature of even greater power) or a non-mythic creature wielding a weapon capable of bypassing epic damage reduction. If the creature is mythic rank 10, it can be killed only by a coup de grace or critical hit made with an artifact.

Enhancements

- The creature returns to life after 1 hour for +2 AP, 1 minute for +4 AP, or 1 round for +6 AP.
- The creature functions as if it had rested for a full 8 hours when it returns to life, regaining the use of abilities that recharge with rest for an additional +8 AP.

Flaws

- The creature can also be permanently killed by a specific, unique condition, non-mythic creature, or item that isn't capable of bypassing epic damage reduction (1 AP).
- The creature can be also permanently killed by a rare but not unique condition, creature, or item type (2 AP).
- The creature can be also permanently killed by a common condition, creature, or item type (3 AP).

Format: mythic immortality; *Location*: SQ.

Mythic Magic (Su, 2 AP): *Prerequisites*: mythic power, spellcasting; *Benefit*: Once per day, when the creature casts a spell, it can cast the mythic version instead (as with all mythic spells, the creature must expend mythic power to cast a mythic spell in this way). This ability cannot be used to cast the mythic version of spell-like abilities (see the mythic spell-like ability enhancement for details).

Enhancements

- The creature can use the mythic magic ability (with an expenditure of mythic power) an additional time per day per +1 AP spent. The creature cannot spend more APs on this ability than its mythic rank.

Format: mythic magic 3/day; *Location*: Special Attacks.

Mythic Path (Ex, 2 AP): *Prerequisites*: mythic power; *Benefit*: The creature selects a mythic path (archmage, champion, guardian, hierophant, marshal, or trickster; see *Pathfinder Roleplaying Game: Mythic Adventures* for details). The creature gains one of the base abilities associated with the mythic path (archmage arcana, champion's strike, guardian's call, divine surge, marshal's order, or trickster's attack), using its mythic rank as its mythic tier. The creature can select this ability up to three times, gaining all of the associated mythic path base abilities. The creature cannot gain mythic path abilities from more than one mythic path.

Format: marshal's order (advance); *Location*: SQ.

Mythic Path Ability (Ex, 2 AP): *Prerequisites*: mythic path, mythic power; *Benefit*: The creature gains any 1st-tier mythic path ability associated with the path selected with the mythic path ability (see *Pathfinder Roleplaying Game: Mythic Adventures* for details). This ability (and the universal path ability) can be selected up to once per mythic tier, each time gaining a new mythic path ability. The cost does not stack to determine the maximum AP points a creature may spend per CR.



Enhancements

- This ability can be purchased without the mythic path prerequisite for an additional +1 AP.
- If the creature has a mythic rank of 3 or higher, it can select a 3rd-tier mythic path ability for an additional +2 AP.
- If the creature has a mythic rank of 6 or higher, it can select a 6th-tier mythic path ability for an additional +4 AP.

Format: eldritch breach; *Location*: SQ.

Mythic Path Mastery (Ex, 8 AP): *Prerequisites*: mythic path, mythic rank 10, mythic power; *Benefit*: The creature gains the 10th tier ability associated with the path selected with the mythic path ability (true archmage, legendary champion, true defender, divine vessel, visionary commander, or supreme trickster; see *Pathfinder Roleplaying Game: Mythic Adventures* for details).

Format: true archmage; *Location*: SQ.

Oubliette (Su, 4 AP): *Prerequisites*: mythic power, powerful charge; *Benefit*: Whenever the creature hits an opponent with a natural attack as part of a powerful charge, the target must succeed on a Will save (DC 10 + 1/2 the mythic creature's HD + creature's Wisdom modifier) or be sent into an extradimensional prison, as the *maze* spell, except the effect only lasts for 1d4+1 rounds.

Enhancements

- The effect lasts for 1 minute for +1 AP or 10 minutes for +2 AP.

Flaws

- The creature must expend a use of mythic power to send the opponent into the *maze* (2 AP).
- The creature must expend two uses of mythic power to send the opponent into the *maze* (3 AP).

Format: oubliette; *Location*: Special Attacks.

Opportunistic Movement (Ex, 2 AP): *Prerequisites*: mythic power; *Benefit*: The creature can rapidly move to take advantage of an opponent's weakened defenses. When an opponent within a distance equal to or less than the distance the mythic creature can cover with a single move action takes an action that provokes an attack of opportunity, as an immediate action the creature can expend one use of mythic power to move up to its speed. The mythic creature must end its movement next to the creature that provoked the attack of opportunity and can then make an attack of opportunity against that creature.

Enhancements

- The mythic creature's movement from this ability doesn't provoke attacks of opportunity for +2 AP.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: opportunistic movement; *Location*: Special Attacks.

Pain Blast (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: Once per round as a standard action, the creature can stimulate extreme pain in one opponent within its reach. The creature takes a –4 penalty on attack rolls, skill checks, and ability checks until the start of the mythic creature's next turn or until it moves at least 60 feet away from the mythic creature.

Enhancements

- Using this ability is a move action for +1 AP, a swift action for +2 AP, or a free action for +3 AP.
- The effects last for 1 round per mythic rank for an additional +2 AP, but the creature can only affect one creature at a time and targeting a different creature immediately ends the effect on any other creature.
- The range of the effect is increased to 30 feet for +1 AP, or 60 feet for +2 AP.

Flaws

- The opponent can negate the effects with a successful Fortitude save (DC 10 + 1/2 the mythic creature's HD + mythic creature's Charisma modifier). On a successful save, the creature is immune for 24 hours (2 AP).
- Mythic creatures are immune to the effects (1 AP).
- The creature must expend a use of mythic power to activate this ability (2 AP).
- The creature must expend two uses of mythic power to activate this ability (3 AP).

Format: pain blast; *Location*: Special Attacks

Petrify (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: If the mythic creature hits a target with a selected natural attack type, it can expend two uses of mythic power to permanently turn that target to stone (as the *flesh to stone* spell). The creature negates this effect with a successful Fortitude save (DC 10 + 1/2 the mythic creature's HD + mythic creature's Constitution modifier).

Enhancements

- If the target succeeds on the saving throw, it is slowed (as the *slow* spell) for 1d6 rounds for an additional +2 AP.
- The ability only requires expending one use of mythic power for +2 AP.

Format: petrify; *Location*: Special Attacks.

Plantbringer (Su, 1 AP): *Prerequisites*: mythic power; *Benefit*: All plants within a 1-mile radius of the creature grow at double their normal rate and don't suffer from any diseases or maladies.

Enhancements

- Allied plant creatures within 30 feet of the creature gain fast healing equal to the creature's mythic rank for an additional +3 AP. If the creature uses the *plant shape* spells or wild shape to take the form of a plant, it gains this fast healing in plant form. However, a plant creature does not gain this fast healing and should instead take the fast healing ability separately. The range of the creature's ability to grant fast healing increases by +10 feet per +1 AP spent.

Format: plantbringer; *Location*: SQ.

Possess Statue (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: The creature can expend one use of mythic power to possess and animate a Medium-sized or smaller stone statue within 100 feet. The possessed statue functions as a non-mythic animated object of its size and lasts so long as the statue is in range and the mythic creature concentrates. When using this ability, the mythic creature's actual body is immobile and helpless. It can stop using this ability as a move action. If the statue is destroyed, the mythic creature's life force returns to its own body.

Enhancements

- The creature can animate up to a Large-sized statue as an animated object of its size for an additional +3 AP, up to a Huge-sized statue for +6 AP, up to a Gargantuan-sized statue for +9 AP, or up to a Colossal-sized statue for +12 AP.
- The creature can animate a number of statues at once equal to its mythic rank for an additional +2 AP. Each statue animated requires expending mythic power separately.
- The range of the possession is 1,000 feet for an additional +1 AP.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: possess statue; *Location*: SQ

Pressure Wave (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: The creature can expend one use of mythic power to create a 60-foot-radius burst of pressurized water. Creatures in the area must attempt a Fortitude save (DC 10 + 1/2 the mythic creature's HD + creature's Constitution modifier). Success means the creature is sickened for 1 round; failure means the creature is nauseated for 1 round and sickened for 1 round after that. Creatures with the aquatic or water subtypes are immune to this ability.

Enhancements

- The duration of the nauseated and sickened conditions (whether or not the save is successful) is 1d4 rounds for an additional +2 AP, or 1d6 rounds for +4 AP.
- If the creature expends two uses of mythic power, creatures nauseated by this ability also take damage as if the creature had hit the opponents with a natural attack for an additional +2 AP.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: pressure wave; *Location*: Special Attacks.

Recuperation (Ex, 1 AP): *Prerequisites*: mythic power; *Benefit*: The creature is restored to full hit points after 8 hours of rest so long as it isn't dead.

Enhancements

- By expending one use of mythic power and resting for 1 hour, the creature regains a number of hit points equal to half its full hit points (up to a maximum of its full hit points) and regain the use of any class features that are limited to a certain number of uses per day (such as barbarian rage, bardic performance, spells per day, and so on) for an additional +3 AP. This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.

Format: recuperation; *Location*: SQ.

Reveler's Rapture (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: The creature emits a bacchanalian aura of euphoria to a range of 30 feet. Creatures that enter the aura's area engage their wild side, with an effect equivalent to *irresistible dance*. A successful Will save (DC 10 + ½ the mythic creature's HD + creature's Charisma modifier) renders the subject immune to effect and that mythic creature's aura for 24 hours. The creature can exclude any targets it wishes from her aura's effects.

Enhancements

- On a successful save, a creature within the aura still dances (as the *irresistible dance* spell) for 1 round for +2 AP.

Flaws

- A creature under the effect of reveler's rapture can attempt a new save at the end of each turn after the first to end the effect and become immune to the aura (2 AP).

Format: reveler's rapture (DC 20, 30 ft.); *Location*: Aura.

Riddle (Ex, 2 AP): *Prerequisites*: mythic power; *Benefit*: The creature can expend one use of mythic power to ask a riddle of a creature within 100 feet. If the creature fails a Will save (DC 10 + 1/2 the mythic creature's HD + creature's Charisma modifier) it is compelled to give an answer within 1 minute (a creature in combat when the mythic creature uses this ability gain a +4 bonus on the saving throw). The mythic creature gets a +4 bonus on attack rolls, damage rolls, and saving throws against any creature that refuses to answer (via a successful saving throw), can't answer (including if it's in an area affected by a *silence* spell), answers incorrectly, or flees the mythic creature instead of answering. The bonuses from failing to solve the riddle last for 24 hours. The need to answer is a compulsion, mind-affecting, language-dependent enchantment effect.

Enhancements

- Up to four creatures can be affected at once for +1 AP, eight creatures for +2 AP, or twelve creatures for +3 AP.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: riddle; *Location*: Special Attack.

Rising Fury (Ex, 2 AP): *Prerequisites*: mythic power; *Benefit*: Each time the creature takes damage, it gains a +1 morale bonus on damage rolls until the end of its next turn. This bonus increases by +1 each time the creature takes damage, up to a maximum of +5. At the end of the mythic creature's turn, this damage bonus resets to +0.

Enhancements

- The morale bonus to damage becomes +2, and the maximum bonus is +10 for an additional +2 AP.

- The damage bonus doesn't reset until after a number of rounds equal to the creature's mythic tier for an additional +4 AP.

Flaws

- The creature takes a –1 cumulative penalty to Armor Class each time it gains a bonus to damage. This penalty persists for as long as the damage bonus remains (2 AP).

Format: rising fury; *Location*: Special Attacks.

Second Save (Ex, 2 AP): *Prerequisites*: mythic power; *Benefit*: Whenever the creature fails a saving throw against an effect with a duration greater than 1 round, it can keep trying to shake off the effect. At the start of its turn, if it's still affected, it can attempt the save one more time as a free action. If this save succeeds, the effect affects the creature as if it had succeeded at its initial saving throw. If the effect already allows another saving throw on a later turn to break the effect (such as for hold monster), this ability is in addition to the extra saving throw from the effect.

Enhancements

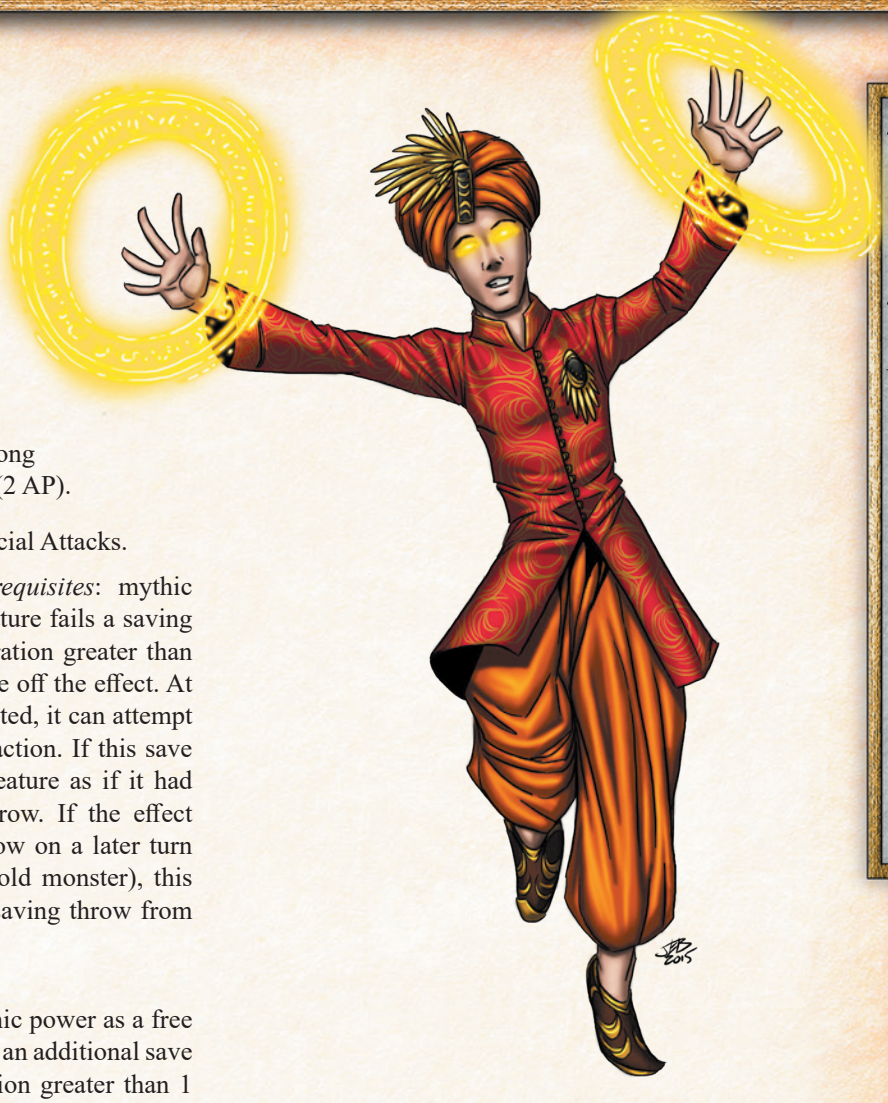
- By expending one use of mythic power as a free action the creature can attempt an additional save against an effect with a duration greater than 1 round to shake off the effect for an additional +2 AP. This is only necessary after the creature has failed the previous saves granted by the second save ability, but the creature can make additional saves once per round thereafter by expending mythic power.

Format: second save; *Location*: after saving throws.

Secret Knowledge (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: By expending one use of mythic power as a free action, the creature learns one weakness, vulnerability, or special defense of an opponent within reach.

Enhancements

- The creature can learn about an opponent it can see within 30 feet for an additional +1 AP.
- The creature learns a number of pieces of information (weaknesses, vulnerabilities, and special defenses) equal to its mythic rank each time this ability is used for an additional +2 AP.



Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: secret knowledge; *Location*: Senses.

Secret Lair (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: The mythic creature can spend 1 hour concentrating to create a labyrinthine extradimensional lair. This functions like *greater create demiplane* (see *Pathfinder RPG Ultimate Magic* for details) and creates a demiplane with the morphic, portal, shape, and structure properties. The demiplane is approximately a 500-foot-diameter sphere. The demiplane's portal is connected to the location where the mythic creature created it. The mythic creature can have only one demiplane active at a time, and the demiplane dissolves 10d10 minutes after the mythic creature leaves.

Enhancements

- The extradimensional lair remains permanently until the mythic creature creates a new lair in a different location for an additional +2 AP.
- The mythic creature can alter the planar traits of the lair (as the *create greater demiplane* spell) by expending one use of mythic power per planar trait altered for an additional +2 AP.

Flaws

- The creature must expend one use of mythic power to activate this ability (1 AP).
- The creature must expend two uses of mythic power to activate this ability (2 AP).

Format: secret lair; *Location*: SQ.

Smother (Ex, 2 AP): *Prerequisites*: grapple, mythic power; *Benefit*: If the creature's grappled opponent is holding its breath, the monster can force that opponent to expel or consume some of its breath, or can otherwise reduce the time remaining until the target must attempt checks to avoid suffocation.

If the monster succeeds at a grapple check against the opponent, the remaining duration for which the opponent can hold its breath decreases by 1d6 rounds. If this reduces the remaining time that the creature can hold its breath to 0 rounds or fewer, the DCs of its suffocation checks increase by 5. For example, if the monster is grappling a creature that has 10 rounds remaining before it must attempt suffocation checks, a successful grapple check reduces that duration by 1d6 rounds.

If the monster has another ability (such as constrict) that harms the opponent when it succeeds at a grapple check, it can automatically use the smother ability when it succeeds at the grapple check to use the other ability.

Format: smother; *Location*: Special Attacks.

Spell Blessing (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: The mythic creature can enhance the magic of a willing humanoid spellcaster by touching him for 1 full round. The blessing allows the target to recall a number of spell levels each day equal to twice the mythic creature's mythic rank. This recalling works like a *pearl of power*, except it works for spellcasters of any class (spontaneous casters recover spent spell slots). The mythic creature can only grant this blessing to a single creature at any one time, but can end this blessing as a standard action at any range.

Enhancements

- The creature can bless a number of different creatures at the same time equal to its mythic rank for an additional +4 AP.
- The mythic creature can drain the life of a creature it is blessing for an additional +2 AP. As a standard action, at any range, it can expend one use of mythic power to drain 1 point of Constitution from that creature. The mythic creature heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each time this ability is used.

Flaws

- The creature must expend one use of mythic power to activate this ability (1 AP). This use of mythic power cannot be recovered until the spell blessing is ended.

Format: spell blessing; *Location*: SQ.

Spell Perception (Su, 2 AP): *Prerequisites*: mythic power, spellcasting; *Benefit*: The creature automatically notices spellcasting within 60 feet. The mythic creature automatically pinpoints the location of the caster, identifies the spell being cast, and knows the intended target or area of the spell.

Format: spell perception; *Location*: Senses.

Steal Soul (Su, 6 AP): *Prerequisites*: mythic power; *Benefit*: As a ranged attack, the mythic creature can pelt an opponent with a ritually prepared, soul-stealing object, such as a gem, skull, or carved wooden likeness. If the object strikes its target, she must succeed at a Will saving throw (DC 10 + 1/2 the mythic creature's HD + creature's Wisdom modifier) to prevent it from ripping her soul from her body. If the victim fails the saving throw, the object temporarily devours her soul, leaving her vulnerable to the commands of whoever holds the object. Thereafter, the object's possessor can use it to command the victim, as the *dominate person* spell. The soul remains stolen until the possessor chooses to release the victim or the object is destroyed. While the mythic creature can carry multiple objects, it can only manipulate single soul at one time. The soul remains trapped within the object for one day per mythic rank.

Enhancements

- The soul remains permanently trapped within the object until it is destroyed for an additional +2 AP. If the target dies while the soul is trapped in this manner, it cannot be resurrected by magic except for a *miracle* or *wish* spell until the object is destroyed.
- The mythic creature can manipulate a number of souls at one time equal to its mythic rank for an additional +4 AP.

Flaws

- The creature must expend one use of mythic power to both trap a soul and command the victim (2 AP).
- The creature must expend two uses of mythic power to both trap a soul and command the victim (3 AP).

Format: steal soul; *Location*: Special Attacks.

Stone Armor (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: Any weapon that strikes the creature takes 1d6 points of damage that bypasses the weapon's hardness.

Enhancements

- The damage is increase to 1d8 for an additional +1 AP, 2d4 for +2 AP, 2d6 for +3 AP, 2d8 for +4 AP, or 2d10 for +5 AP.
- Any creature attacking with natural weapons or unarmed strikes takes damage as a weapon for an additional +2 AP.

Format: stone armor (1d6); *Location*: Defensive Abilities.

Terrain Control (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: The mythic creature can expend one use of mythic power to create difficult terrain in a 100-foot-radius burst; the type of difficult terrain is appropriate to the area (mud in plains, rubble in mountains, and so on). The effects of this ability persist so long as the mythic creature remains within 10 miles of the affected area.

Enhancements

- The area of effect increases to 1,000-foot-radius burst for an additional +2 AP.
- The effect continues functioning at any range for an additional +1 AP, and also functions across planar boundaries for an additional +2 AP.
- The mythic creature can expend one additional use of mythic power when activating this ability to alter the area as the *hallucinatory terrain* spell for an additional +2 AP. However, these alterations to the terrain are physical and not an illusion.

Flaws

- The creature must expend two uses of mythic power to activate the ability (1 AP).

Format: terrain control (100 ft.); *Location*: SQ.

Touch of Chaos/Evil/Good/Law (Su, 2 AP): *Prerequisites*: alignment, mythic power; *Benefit*: This functions as the 1st-level Chaos, Evil, Good, or Law cleric domain abilities, except the creature can expend one use of mythic power as a free action to use this ability when it hits with an attack. The ability lasts for a number of rounds equal to the creature's mythic tier. The creature must possess an alignment equal to the domain ability selected.

Format: touch of chaos; *Location*: Special Attacks.

Trap Weapon (Ex, 4 AP): *Prerequisites*: mythic power; *Benefit*: The mythic creature's body traps manufactured weapons that damage it. A manufactured weapon that deals hit point damage to the creature (after subtracting any DR) is stuck fast unless the wielder succeeds at a Reflex save (DC 10 + 1/2 the mythic creature's HD + creature's Strength modifier). A creature can spend a standard action to attempt a Strength check at the same DC to remove a stuck weapon. Weapons that deal only bludgeoning damage are immune to this ability. The mythic creature can release any number of stuck weapons as a free action.

Flaws

- The creature must expend a use of mythic power as an immediate action to trap a weapon (2 AP).
- The creature must expend two uses of mythic power as an immediate action to trap a weapon (3 AP).

Format: trap weapon; *Location*: Defensive Abilities.

Uncanny Flight (Su, 1 AP): *Prerequisites*: mythic power; *Benefit*: The creature can expend one use of mythic power as an immediate action to gain a fly speed equal to its base speed (perfect maneuverability). When it activates this ability, the creature chooses whether to manifest wings or to float unnaturally.

Enhancements

- If the creature manifests wings, it gains a bonus on Intimidation equal to its mythic rank for an additional +1 AP.
- If the creature floats unnaturally, it gains a bonus on Stealth equal to its mythic rank for an additional +1 AP.

Format: fly 60 ft. (perfect); *Location*: Speed.

Universal Path Ability (Ex, 2 AP): *Prerequisites*: mythic power; *Benefit*: The creature gains any 1st-tier universal path ability (see *Pathfinder Roleplaying Game: Mythic Adventures* for details). This ability (and the mythic path ability) can be selected up to

once per mythic tier, each time gaining a new mythic path ability. The cost does not stack to determine the maximum AP points a creature may spend per CR.

Enhancements

- If the creature has a mythic rank of 3 or higher, it can select a 3rd-tier universal path ability for an additional +2 AP.
- If the creature has a mythic rank of 6 or higher, it can select a 6th-tier universal path ability for an additional +4 AP.

Format: display of strength; *Location*: SQ.

Unstoppable (Ex, 3 AP): *Prerequisites*: mythic power; *Benefit*: The creature can expend one use of mythic power as a free action to immediately end any one of the following conditions currently affecting it: bleed, blind, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. All other conditions and effects remain, even those resulting from the same spell or effect that caused the selected condition. It can use this ability at the start of its turn even if a condition would prevent it from acting.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: unstoppable; *Location* Defensive Abilities.

Uplift (Su, 4 AP): *Prerequisites*: mythic power; *Benefit*: As a full-round action, the mythic creature can impart incredible capacity for thought and understanding to a creature it touches. The creature must have an Intelligence score of 3 or less to be affected by this ability. This affect is identical to *awaken*, except that it works on creatures of the animal, plant, humanoid, magical beast, and monstrous humanoid types. Creatures affected by uplift don't change creature type (with the exception of animals, which become magical beasts), nor does the affected creature have any inherent affinity toward the mythic creature. The effect of uplift is permanent and is passed on to any progeny the uplifted creature produces.

Flaws

- The creature must expend two uses of mythic power to activate this ability (1 AP).

Format: uplift; *Location* SQ.

Vengeful Seeker (Ex, 2 AP): *Prerequisites*: mythic power; *Benefit*: The mythic creature can relentless pursue creatures that wrong it. It gains the swift tracker and quarry abilities of a ranger when tracking or hunting any creature that has confirmed a critical hit against it, penetrated its spell resistance (if any), or taken anything belonging to it. Any divination spell or spell-like ability the mythic creature uses to locate the target counts as the mythic version of the spell, if appropriate.

Format: vengeful seeker; *Location* SQ.

X-Ray Vision (Su, 2 AP): *Prerequisites*: mythic power; *Benefit*: The monster can see through solid matter as if wearing a *ring of x-ray vision*. This is as exhausting as if the monster were actually using the ring.

Enhancements

- Using x-ray vision does not cause Constitution damage for an additional +2 AP.

Format: x-ray vision; *Location*: Senses.



Mythic Enhancements

Many mythic abilities represent incrementally more powerful versions of existing monster abilities. In this sense, nearly any ability that requires an action can be modified to become a mythic ability by adding the following general enhancements.

General Mythic Enhancements

When modifying an already completed monster to be a mythic creature, the following optional enhancements can be used to improve its established abilities with minimal effort. These enhancements should only be applied to abilities that require an action to use, and should not be applied to passive abilities or abilities with long durations.

Mythic Spell: If a creature's ability functions in a similar manner to a spell with a mythic spell equivalent, one simple method is to allow the mythic version of the creature to use the mythic equivalent of the spell effects as an enhancement. This also helps establish the number of uses of mythic power appropriate for using the ability (one use at minimum). This enhancement should generally cost +3 AP, or comparable to a notable improvement in a spell-like ability's effects.

For example, the ability to create an effect similar to an *earthquake* spell 1/day might cost 8 AP. The mythic version of the same ability might require expending a use of mythic power and cost 11 AP, but increase the ability's effects.

Range: The mythic creature might be able to expend a use of mythic power to use an ability at range (typically 30 feet or 60 feet) that normally requires touch. This enhancement should generally cost only +1 AP.

Save DC: The mythic creature might be able to expend a use of mythic power when activating an ability to add its mythic tier to the save DC. If it is a secondary ability or the base save DC is 4 less than the recommended save DC for a creature of the given CR, the enhancement should generally only cost an additional +1 AP and require expending one use of mythic power. It is generally not recommended that this sort of modification be applied to primary abilities with save DCs already appropriate for or higher than recommended for a creature of the given CR.

Time: Expending one or more uses of mythic power could reduce the time required to activate an ability. Generally, an ability that normally requires a full-round or standard action can be used as a free, immediate, or swift action by expending one use of mythic power. This enhancement should generally cost +2 AP

Use: A mythic version of an existing ability might simply be an ability with limited uses per day that can be used an additional time with an expenditure of one use of mythic power. This enhancement should generally cost only +1 AP.

For example, a mythic creature that can use flash of insight once per day could be able to expend one use of mythic power as an immediate action to use the ability any number of times per day (limited by available mythic power). This mythic version of flash of insight would cost 7 AP.

Versatility: A mythic ability might have increased versatility over an ordinary ability. This can be represented by selecting an enhancement normally available for the ability and making any of the options available for that enhancement optional instead of set. When using the ability, the creature would expend one use of mythic power, but get to dictate the specifics of how the enhancement operates. The given enhancement should have double the normal cost in APs.

For example, a mythic dragon could have a breath weapon that can deal any type of damage. This would be reflected by the enhancement allowing for extraordinary forms of damage for +2 AP. The cost would then become +4 AP, and the dragon would have to expend one use of mythic power each time it uses its breath weapon, but could change the damage type each time it breathes.

Example Mythic Enhancements

The following section represents all mythic monster abilities drawn from *Pathfinder Roleplaying Game: Mythic Adventures* that have an existing ability analogue featured earlier in this book. Each of these mythic modifications to existing abilities can be represented as an enhancement to the base ability (with an additional corresponding cost in APs).

MYTHIC POWER FLAW

Mythic creatures are limited by the mythic power resource. This can serve as a balancing factor for more powerful abilities the creature could possess, forcing it to be frugal in their usage. The mythic power flaw can be applied to any ability featured in this book that requires an action to use. If this flaw is applied to instantaneous effects without a duration or effects with a duration measured in rounds it reduces the cost of the associated ability by 2 AP. If the ability has a longer duration, the cost is only reduced by 1 AP. If the ability requires the expenditure of more than one use of mythic power, the cost is reduced by an additional 1 AP per use of mythic power required beyond the first.

TABLE: MYTHIC ENHANCEMENTS

Enhancement	Base Ability	Increased Cost (AP)	Benefits
Absorb Magic	Spell Resistance	+2	Gain hp when certain spells fail to penetrate SR.
Accursed Brand	Breath Weapon	+4	Temporarily corrupt good people.
Agonizing Venom	Poison	+4	Poison causes disorienting pain.
Animate Trees	Animate Plant	+2	Animate multiple plants at greater distances.
Antimagic Aura	Immunity to Magic	+6	Have an aura of dead magic.
Bane	Regeneration	+4	Regeneration can only be suppressed by specific circumstances.
Blood Omen	Blood Drain	+4	Drain blood in an area.
Bonus Mythic Feat	Bonus Feat	+1	Gain a bonus mythic feat.
Breath Weapon	Breath Weapon (spell effect)	+0	Create spell effect and deal damage with mythic power.
Channel Energy	Class Ability (channel energy)	+2	Maximize damage healed or dealt.
Children of the Eclipse	Children of the Night	+4	Summon more powerful minions of darkness.
Confounding Coils	Constrict	+2	Cut off grappled foes from mythic power.
Create Rocks	Rock Throwing	+2	Scoop and throw chunks of earth.
Create Vacuum	Whirlwind	+4	Suck the air out of creatures caught in the whirlwind.
Creeping Paralysis	Paralysis	+4	Paralyze attacking creatures.
Disorienting Pounce	Pounce	+4	Stagger targets of pounce.
Drag Along	Grab	+2	Easily drag grappled creatures.
Elemental Bleed	Bleed	+0	As bleed, but deals elemental energy damage.
Elemental Bond	Elemental Mastery	+4	Rejuvenate when in contact with element.
Elevated Ejection	Whirlwind	+2	Throw creatures out of top of whirlwind.
Enhanced Spellcasting	Spellcasting	+4	Treat 1st-level spells as cantrips/orisons.
Entrapping Vines	Spores	+2	Vines caused by spores entrap creatures.
Eye Gouge	Grab or Rend	+2	Permanently blind grappled creatures.
Formidable Spells	Spellcasting	+4	Spells are harder to dispel, and other creature's spells are easier to dispel.
Infuse Weapon	Talisman	+2	Temporarily empower talisman.
Infuse Weapon, Greater	Infuse Weapon, Talisman	+2	Temporary empower all weapons wielded.
Innate Magic	Spellcasting	varies	Cast any spell on spell list with mythic power.
Invulnerable	Vulnerability	+2	Temporarily ignore vulnerability.
Life Drain	Inspiration	+2	Steal life force from inspired creatures.

Lingering Breath	Breath Weapon	+2	Cause breath weapon to linger in affected area.
Manic Dance of Ruin	Dance of Ruin	+2	Dance of ruin quickly with mythic power.
Monarch	Class Ability (bardic performance)	+1	Increase effect of bardic performance on certain creatures
Morphic Body	Change Shape	+2	Take the shape of any creature within one size category.
Mucus Mist	Mucus Cloud	+2	Create mucus cloud in air.
Mythic Spawn	Create Spawn	+4	Infuse spawn with mythic power.
Mythic Spell-Like Ability	Spell-Like Ability	+3	Cast mythic spells as spell-like abilities.
Penetrating Poison	Poison	+2	Ignore poison immunity.
Petrification Aura	Petrification	+4	Petrify creatures as an aura.
Poisoned Weapons	Poison Use	+1	Apply poison to weapons as a swift action.
Poisonous Blood	Poison	+2	Spray attacking creatures with poison.
Powerful Flight	Flight	+2	Grab creatures, fly upward, and drop them.
Primal Vigor	Regeneration	+4	Regeneration increases as damage is taken.
Shriek, Greater	Shriek	+4	Cause victims to become staggered.
Simple Spellcasting	Spellcasting	varies	Simple spellcasting but available to any focus.
Skewer	Spikes	+4	Pin creatures to the ground with spikes.
Skill Blessing	Inspiration	+2	Grant inspiration to many creatures at once.
Slime Armor	Slime	+2	Form protective carapace from slime.
Spell Turning	Spell Resistance	+2	Reverse certain spell types back on the caster.
Thundering Trample	Trample	+2	Bull rush trampled victims.
Torment	Poison	+2	Poison causes painful penalties.
Unpetrify	Ability to petrify	+4	Temporarily return petrified creatures to flesh and dominate them.
Variable Resistance	Resistance (acid, cold, electricity, or fire)	+2	Alter resistance to another type.
Versatile Hatred	Hatred	+4	Alter creature type or subtype of hatred.
Vorpal Attack	Natural Attack	+12	Cut off heads with natural attack type.

Absorb Magic (Su, +2 AP): *Prerequisites*: mythic power, spell resistance; *Benefit*: See spell resistance for details on the base ability. Select a spell subschool. Whenever the creature is affected by a spell or effect of that subschool that fails to penetrate its spell resistance, the entire spell or effect is negated. For an additional +2 AP, the mythic creature also gains 5 temporary hit points per spell level of the spell absorbed that lasts for 1 hour. For an additional +2 AP, the mythic creature can choose an entire school of magic, or for an additional +6 AP any spell that fails to penetrate its spell resistance is affected.

Accursed Brand (Su, +4 AP): *Prerequisites*: evil alignment, breath weapon, mythic power; *Benefit*: See breath weapon for details on the base ability. Whenever a victim fails its save against the mythic creature's breath weapon, unholy energy burns an accursed brand into his flesh. For the next 24 hours, the branded victim is subjected to auditory hallucinations of foul desires and sinful deeds. The hallucinations cause lawful and good victims to become tainted; good-aligned clerics, druids, paladins, and even lawful monks are treated as though they've temporarily broken their codes of conduct.

Any character marked by the accursed brand who has a class that's restricted to a good alignment or lawful alignment is treated as an ex-member of that class for 24 hours; an *atonement* spell can end this effect.

Agonizing Venom (Ex, +4 AP): *Prerequisites*: mythic power, poison; *Benefit*: See poison for details on the base ability. Any creature failing its saving throw against mythic creature's poison is sickened for 1 minute due to pain. Failing further saving throws against the poison causes the pain to worsen. A second, third, and fourth failed saving throw mean the creature is also staggered for 1 minute, nauseated for 1 minute, and helpless for 1 minute, respectively. This effect immediately ends if the poison is cured. This is a pain effect.

Animate Trees (Ex, +2 AP): *Prerequisites*: animate plant, mythic power; *Benefit*: See animate plant for details on the base ability. If the mythic creature expends one use of mythic power when it animates a plant or tree, it remains animated and under the mythic creature's control up to a range of 1 mile, and it doesn't count toward the mythic creature's limit of controlling up to two trees at a time.



Antimagic Aura (Su, +6 AP): *Prerequisites*: immunity to magic, mythic power; *Benefit*: See immunity to magic for details on the base ability. The area within 20 feet of the mythic creature is affected by the equivalent of an *antimagic field* spell. The creature can select a single spell school or subschool that functions normally within the area. For an additional +2 AP, the area of effect increases to 30 feet.

Bane (Ex, +4 AP): *Prerequisites*: mythic power, regeneration; *Benefit*: The mythic creature's regeneration is only suppressed in specific circumstances, and otherwise always function. For example, a mythic creature with a connection to the earth might only have its regeneration suppressed when it is no longer in contact with the ground.

Blood Omen (Su, +4 AP): *Prerequisites*: blood drain, mythic power; *Benefit*: See blood drain for details on the base ability. The creature can expend two uses of mythic power as a standard action to drain blood from all creatures within 30 feet. Each creature must succeed at a Fortitude saving throw (DC 10 +1/2 the mythic creature's HD + creature's Charisma modifier) or be affected by the blood drain ability. The mythic creature gains any benefits associated with draining blood from all blood drained in this manner.

Bonus Mythic Feat (Ex, +1 AP): *Prerequisites*: mythic power; *Benefit*: See bonus feat for details on the base ability. The creature gains a mythic feat as a bonus feat. It must meet all prerequisites for the feat. As with the base ability, this ability may be taken multiple times, and the cost does not stack to determine the maximum AP points a creature may spend per CR. However, the creature cannot spend additional APs to take a mythic bonus feat without meeting all prerequisites.

Breath Weapon (Su, +0 AP): *Prerequisites*: breath weapon (spell effect), mythic power; *Benefit*: See breath weapon for details on the base ability. The mythic creature's breath weapon can inflict damage in addition to the spell-effect enhancement at no additional cost (normally having a cost of +2 AP) if the breath weapon requires the creature to expend one use of mythic power.

Channel Energy (Su, +2 AP): *Prerequisites*: class ability (channel energy), mythic power; *Benefit*: See class ability for details on the base ability. When channeling positive or negative energy, the mythic creature can expend one use of mythic power to maximize the damage healed or dealt.

Children of the Eclipse (Su, +4 AP): *Prerequisites*: children of the night, mythic power; *Benefit*: See children of the night for details on the base ability. The creature can use children of the night to call forth 2d6 ghouls or 1d6+1 shadows. For an additional +6 AP, the creature can use children of the night to call forth 1d6 wraiths or mohrgs.

Confounding Coils (Su, +2 AP): *Prerequisites*: constrict, mythic power; *Benefit*: See constrict for details on the base ability. Mythic creatures grappled by the mythic creature must succeed on a Will save (DC 10 + ½ the mythic creature's HD + creature's Wisdom modifier) each round or be affected as if by the *mythic severance* spell.

Create Rocks (Ex, +2 AP): *Prerequisites*: mythic power, rock throwing; *Benefit*: See rock throwing for details on the base ability. As a move action, the mythic creature can scoop up earth or rubble from an unoccupied square within its reach and compact it into a solid mass appropriate for use with its rock throwing ability. When it does so, the square from which the material is gathered becomes difficult terrain. No square may be used in this fashion more than once.

Create Vacuum (Ex, +4 AP): *Prerequisites*: mythic power, whirlwind; *Benefit*: See whirlwind for details on the base ability. As a standard action, the creature can suck the air out of lungs of creatures that are trapped in its whirlwind. Creatures trapped in the whirlwind must succeed on Constitution checks each round as if they had run out of breath for as long as they remain within the whirlwind. An affected creature can't speak, use breath weapons, cast spells with verbal components, or do anything else that requires breathing. A trapped creature must succeed at a concentration check to cast spells. The mythic creature can maintain this vacuum as a move action. If it stops, the trapped creatures can breathe again.

Creeping Paralysis (Su, +4 AP): *Prerequisites*: mythic power, paralysis; *Benefit*: See paralysis for details on the base ability. An opponent that strikes the creature with a natural weapon, unarmed strike, or non-reach manufactured weapon, or otherwise touches the mythic creature must save or be affected by the creature's paralysis ability. This triggers only once per round per creature.

Disorienting Pounce (Ex, +4 AP): *Prerequisites*: mythic power, pounce; *Benefit*: See pounce for details on the base ability. An opponent that the creature hits when using its pounce ability is automatically staggered for 1 round. The cost of this enhancement is reduced to +2 AP if it requires the creature to expend one use of mythic power when using pounce.

Drag Along (Ex, +2 AP): *Prerequisites*: grab, mythic power; *Benefit*: See grab for details on the base ability. If the mythic creature grapples a target and does not possess the grappled condition itself, it can move itself and its target at full speed without making additional grapple checks.

Elemental Bleed (Ex, +0 AP): *Prerequisites*: bleed, mythic power; *Benefit*: See bleed for details on the base ability. The creature's bleed ability deals elemental energy damage (acid, cold, electricity, or fire). If a bleeding creature is dealt 5 or more hit points of damage by the opposite elemental energy damage (cold/fire or acid/electricity), it automatically ends the bleeding.

Elemental Bond (Ex, +4 AP): *Prerequisites*: elemental mastery, mythic power; *Benefit*: See elemental mastery for details on the base ability. As a standard action, if the creature is in contact with its chosen element it can expend one use of mythic power to rejuvenate itself, gaining the benefits of *cure critical wounds* and *restoration*.

Elevated Ejection (Ex, +2 AP): *Prerequisites*: mythic power, whirlwind; *Benefit*: See whirlwind for details on the base ability. When the creature in whirlwind form ejects a trapped opponent, it can do so from any point up to the whirlwind's current height, dropping the opponent into the whirlwind's space or within the mythic creature's normal reach. The opponent takes falling damage as normal. For an additional +3 AP, if the mythic creature expends one use of mythic power, it can instead throw a trapped creature as if using the uncanny grapple path ability with no grapple check needed.

Enhanced Spellcasting (Su, +4 AP): *Prerequisites*: mythic power, spellcasting; *Benefit*: See spellcasting for details on the base ability. The creature gains the ability to treat its 1st-level spells like cantrips or orisons. If the mythic creature is a spontaneous caster, its 1st-level spells known don't consume spell slots and can be used again. If the mythic creature prepares spells, its 1st-level spell slots aren't expended when cast and can be used again. Using metamagic feats or other abilities that alter the spell slot of a spell aren't affected by this ability (for example, a quickened *magic missile* uses a 5th-level spell slot and is expended when cast).

Entrapping Vines (Ex, +2 AP): *Prerequisites*: mythic power, spores; *Benefit*: See spores for details on the base ability. When using the spores ability, the creature can expend one use of mythic power as a swift action to cause affected creatures to become entrapped by

the growing vines. The creature can attempt to break free with a Strength or Escape Artist check as a move action. The DC is equal to 10 + 1/2 the mythic creature's HD + creature's Constitution modifier). The vines are hardness 5 and have 10 hit points.

Eye Gouge (Ex, +2 AP): *Prerequisites*: grab or rend, mythic power; *Benefit*: See the grab or rend abilities for details on the base abilities (this enhancement can apply to either). If the mythic creature rends or pins an opponent, as a swift action it can attempt a dirty trick maneuver to blind the target. If its combat maneuver check exceeds the DC by 10 or more, the opponent is permanently blinded.

Formidable Spells (Su, +4 AP): *Prerequisites*: mythic power, spellcasting; *Benefit*: See spellcasting for details on the base ability. Any opponent attempting a dispel check against a spell cast by the mythic creature rolls twice and uses the lower result. Anytime the mythic creature attempts a dispel check, it rolls twice and uses the higher result.

Infuse Weapon (Ex, +2 AP): *Prerequisites*: mythic power, talisman; *Benefit*: See talisman for details on the base ability. The creature can expend a use of mythic power as a standard action to add a weapon enhancement (or combination of enhancements) to its talisman with a total equivalent bonus equal to or less than half its mythic rank (minimum +1). The effect lasts for a number of rounds equal to half the creature's mythic rank (minimum 1 round). For an additional +2 AP, the effect lasts for a number of rounds equal to the creature's mythic rank.

Infuse Weapon, Greater (Ex, +2 AP): *Prerequisites*: infuse weapon, mythic power, talisman; *Benefit*: See talisman for details on the base ability. The creature can expend two uses of mythic power as an immediate action to add a weapon enhancement (or combination of enhancements) with a total equivalent bonus equal to or less than half its mythic rank (minimum +1) to all manufactured weapon it wields. For an additional +2 AP, the effect lasts for a number of rounds equal to the creature's mythic rank.

Innate Magic (varies): *Prerequisites*: mythic power, spellcasting; *Benefit*: See spellcasting for details on the base ability. A creature with this ability can expend mythic power to cast any single spell from the spell list selected for the spellcaster ability using the creature's caster level. The spell does not need to be known or prepared to be cast in this manner, but the creature cannot cast the mythic version of the spell in combination with this ability. If the creature is casting a spell with a spell level equal to the highest level spell it can cast, or one spell level lower than the highest level spell it can cast, it must expend two uses of mythic power. Any lower level spell only requires the creature to expend one use of mythic power. This enhancement doubles the cost of the spellcaster ability.

Invulnerable (Ex or Su, +2 AP): *Prerequisites*: mythic power, vulnerability; *Benefit*: See vulnerability for details on the base weakness. The creature can expend one use of mythic power to ignore its vulnerability weakness for 1 round. This version of the vulnerability weakness only provides +2 bonus AP.

Format: ice burrowing; *Location*: Speed.

Life Drain (Su, +2 AP): *Prerequisites*: inspiration, mythic power; *Benefit*: See inspiration for details on the base ability. The mythic creature immediately knows when a creature benefits from its inspiration ability. As a standard action, at any range, it can expend one use of mythic power to drain 1 point of Constitution from that creature. The mythic creature heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each time this ability is used.

Lingering Breath (Su, +2 AP): *Prerequisites*: breath weapon, mythic power; *Benefit*: See breath weapon for details on the base ability. The creature can expend one use of mythic power as a free action when it uses its breath weapon to make the area radiate energy damage (of the same type as the breath weapon) for 1 round. Any creature in, entering, or passing through the breath weapon's area during this duration takes the breath weapon damage. This ability has no effect on breath weapons that do not deal energy damage. For an additional +2 AP, the area radiates energy damage equivalent to the breath weapon for 1 round per mythic rank.

Format: lingering breath (2d6 fire, 5 rounds); *Location*: Special Attacks.

Manic Dance of Ruin (Su, +2 AP): *Prerequisites*: dance of ruin, mythic power; *Benefit*: See dance of ruin ability for details on the base ability. The creature can expend one use of mythic power to use the dance of ruin ability as a full-round action.

Monarch (Su, +1 AP): *Prerequisites*: class ability (bardic performance), mythic power; *Benefit*: See class ability for details on the base ability. The creature selects a specific creature type, such as worgs or owlbears. When using the inspire courage or inspire competence bardic performance abilities, this creature type gains double the normal bonuses. For an additional +1 AP, the creature can instead select any creature subtype. For an additional +3 AP, the creature can instead select any creature type. This

ability may be selected multiple times, each time applying to a new category of creature.

Morphic Body (Ex, +2 AP): *Prerequisites*: change shape, mythic power; *Benefit*: See change shape for details on the base ability. The mythic creature can assume the appearance of any creature within one size category of itself (other than creatures with the elemental, incorporeal, or swarm subtypes—the body assumed must be solid). The mythic creature's type doesn't change in this new form, and it gains none of the mimicked creature's special abilities; the transformation is cosmetic only. In these other forms, the creature retains all of its normal statistics and abilities as noted above, though it does take the appropriate bonuses and penalties based on its new size. Though this ability affects only the creature's outward appearance, it is a transmutation effect. For an additional +2 AP, the mythic creature can become any size.

Mucus Mist (Ex, +2 AP): *Prerequisites*: mucus cloud, mythic power; *Benefit*: See mucus cloud for details on the base ability. When exposed to the air, the creature can release its mucus as a fine mist. This obscures vision like the *obscuring mist* spell and has the same properties as its mucus cloud. Creatures that breathe water are able to breathe normally while within the cloud. The mist moves with the creature.

Mythic Spawn (Su, +4 AP): *Prerequisites*: create spawn, mythic power; *Benefit*: See create spawn for details on the base ability. When creating spawn, the mythic creature can expend two uses of mythic power to create a mythic version of the spawn.

Mythic Spell-Like Ability (Sp, +3 AP): *Prerequisites*: mythic power, spell-like ability; *Benefit*: See spell-like ability for details on the base ability. When the creature uses the spell-like ability, it can expend a use of mythic power to cast the equivalent mythic version of the spell (see *Pathfinder Roleplaying Game: Mythic Adventures* for details). This enhancement must be purchased separately for each spell-like ability that can be cast as a mythic spell. The creature can cast the augmented version of the mythic spell, but have a mythic rank equal to the minimum mythic tier and expend additional uses of mythic power as indicated in the individual mythic spell entry.

Penetrating Poison (Ex, +2 AP): *Prerequisites*: mythic power, poison; *Benefit*: See poison for details on the base ability. The mythic creature can expend one use of mythic power when poisoning a creature to overcome any poison immunity the target has.

Petrification Aura (Su, +4 AP): *Prerequisites*: mythic power, petrification; *Benefit*: See petrification for details on the base ability. A creature within 30 feet of the petrifying creature at the start of the petrifying creature's turn must successfully save or be subjected to petrification as if it had been damaged by the natural attack causing petrification.

Poisoned Weapons (Ex, +1 AP): *Prerequisites*: mythic power, poison use; *Benefit*: See poison use for details



on the base ability. The creature can apply poison to a manufactured weapon it is wielding as a swift action.

Poisonous Blood (Ex, +2 AP): *Prerequisites*: mythic power, poison; *Benefit*: See poison for details on the base ability. Any creature that confirms a critical hit against the monster with a piercing or slashing melee weapon is sprayed with the creature's poison. (Melee weapons with reach don't endanger their users in this way.) The poison uses the poison's normal DC.

Powerful Flight (Ex, +2 AP): *Prerequisites*: flight, mythic power; *Benefit*: See flight for details on the base ability. The creature can expend one use of mythic power to withdraw as a move action (instead of a full-round action), moving up to its speed instead of double. It can even move straight up. If it's grappling an opponent, the mythic creature can bring the grappled creature with it. For example, the creature can grab a target, withdraw, and drop the opponent all in the same round.

Primal Vigor (Ex, +4 AP): *Prerequisites*: mythic power, regeneration; *Benefit*: See regeneration for details on the base ability. If the creature takes damage during a round, its regeneration increases by an amount equal to its base regeneration at the start of its next turn, to a maximum of five times its base regeneration. If the creature is at full hit points at the start of its turn, its regeneration decreases by an amount equal to its base regeneration, to a minimum of its base regeneration. For an additional +2 AP, damaging the creature with a method that suppresses its regeneration on partially reduces its healing. On its turn following this damage, the mythic creature regenerates only half the normal number of hit points and can die normally on that round.

Shriek, Greater (Su, +4 AP): *Prerequisites*: mythic power, shriek; *Benefit*: See shriek for details on the base ability. Once per hour when using the shriek ability, the creature can expend one use of mythic power to cause any creature failing its save to become staggered for 1d6 rounds after the stun effect ends. For an additional +2 AP, this ability is usable whenever the creature performs a shriek.

Simple Spellcasting (varies): *Prerequisites*: mythic power; *Benefit*: See spellcasting for details on the base ability. The mythic creature can take the spellcasting ability without having the spellcasting focus. However, the ability is far more limited that a true spellcaster creature focus.

The creature selects either the cleric, druid, or sorcerer/wizard spell list, and may spend a number of APs on this version of the spellcasting ability up to its final CR. It gains a number of spell levels in spells from the selected list equal to twice the APs spent. No spell for this ability should have a level higher than 1 + 1/2 the creature's CR. A 0-level spell counts as 1/2 spell level toward this total. The creature can cast each of these spells (as a spellcaster) once per day. Its caster level is equal to its Hit Dice. If the spells



are selected from the cleric or druid spell lists, the creature uses its Wisdom or Charisma (whichever is higher) to determine its spell DCs. If the spells are selected from the sorcerer/wizard spell lists, the creature uses its Intelligence or Charisma (whichever is higher) to determine its spell DCs.

Skewer (Ex, +4 AP): *Prerequisites*: mythic power, spikes; *Benefit*: See spikes for details on the base ability. If the creature confirms a critical hit with a spike, the spike pins the target to the ground or a nearby surface. If the target is using winged flight, the spike snares its wings. The target is considered grappled by the mythic creature (though the mythic creature is not considered to be grappling) and must escape the grapple to move from its square. A flying creature must escape on its turn or plummet to the ground. For an additional +2 AP, as a swift action, the mythic creature can expend one use of mythic power to skewer all targets hit by its spikes that turn, even if the attacks weren't critical hits.

Skill Blessing (Su, +2 AP): *Prerequisites*: inspiration, mythic power; *Benefit*: See inspiration for details on the base ability. The mythic creature may grant tokens and inspiration to a number of creatures equal to its mythic rank.

Slime Armor (Ex, +2 AP): *Prerequisites*: mythic power, slime; *Benefit*: See slime for details on the base ability. The creature can spend 1 minute to create an armorlike carapace from hardened slime. This gives it a +4 armor bonus. The creature can dissolve the armor as a full-round action. If the creature has a swim speed, it loses its swim speed while this ability is active. If it does not possess a land speed greater than its swim speed, it gains a land speed equal to its swim speed. For an additional +2 AP, the creature can also expend one use of mythic power to activate this ability as a full-round action or dissolve the armor as a swift action.

Spell Turning (Su, +2 AP): *Prerequisites*: mythic power, spell resistance; *Benefit*: See spell resistance for details on the base ability. Select one subschool of magic (charm, death, polymorph, etc.). When a spell with the selected subschool targeting the creature fails to penetrate the creature's spell resistance, it can expend one use of mythic power as an immediate action to turn that effect upon its source, as if using the *spell turning* spell. For an additional +2 AP, the creature can select a school of magic (enchantment, necromancy, transmutation, etc.).

Thundering Trample (Ex, +2 AP): *Prerequisites*: mythic power, trample; *Benefit*: See trample for details on the base ability. The mythic creature can expend one use of its mythic power when using its trample attack to make a single combat maneuver check and apply the result as a bull rush maneuver against the CMD of each creature that fails to save against its trample. These combat maneuvers do not provoke attacks of opportunity.

Torment (Su, +2 AP): *Prerequisites*: mythic power, poison; *Benefit*: See poison for details on the base ability. The mythic creature's poison torments its victims with wracking pain. A victim of the creature's poison also takes a –2 penalty on attack rolls, skill checks, and ability checks. The effects of torment last until the poison is cured. This is a pain effect. For an additional +2 AP, the penalty is increased to –4.

Unpetrify (Su, +4 AP): *Prerequisites*: any ability to petrify (as the *flesh to stone* spell), mythic power; *Benefit*: The creature can expend one use of mythic power to return a petrified creature to life (as if using the *stone to flesh* spell) for 1 minute. The creature is under the mythic creature's control (as if using *dominate monster*) and reverts to a statue at the end of this time. Alternately, the mythic creature can expend one use of mythic power to return the creature to flesh permanently, though the mythic creature retains no control over the individual. For an additional +2 AP, the mythic creature can expend three uses of mythic power for the creature to remain unpetrified and dominated for 24 hours instead of 1 minute.

Variable Resistance (Ex, +2 AP): *Prerequisites*: mythic power, resistance (acid, cold, electricity, or fire); *Benefit*: See resistance for details on the base ability. The creature can perform a ritual for 1 minute once per day that alters its resistance to a different energy type (either acid, cold, electricity, or fire). For an additional +4 AP, the mythic creature can expend one use of mythic power to alter their resistance as an immediate action.

Versatile Hatred (Ex, +4 AP): *Prerequisites*: hatred, mythic power; *Benefit*: See hatred for details on the base ability. The creature can expend one use of mythic power to change the creature type or subtype it gains bonuses against with the hatred ability for 1 hour.

Vorpal Attack (Su, +12 AP): *Prerequisites*: mythic power, natural attack; *Benefit*: See natural attacks for details on the base ability. When the creature confirms a critical hit against a non-mythic opponent with the specific natural attack, it can expend one use of mythic power as a free action to remove the opponent's head, instantly killing creatures that require a head to survive. The opponent may negate this effect with a successful Fortitude save (DC 10 + 1/2 the mythic creature's HD + creature's Constitution modifier).

Appendix I: Monsters by CR

The following section lists all monsters included in this book alphabetically by CR.

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Droning Cacodaemon 138
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Hornless Unicorn 327
Spinal Centipede 125
Stygian Homunculus 249
Weaver Slug 313
Wisp Invisible Stalker 253

CR 3

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Dire Goblin Dog 229
Fledgling Medusa 266
Magicvore Mephit 267
Maraka Dolphin 183
Oblique Dretch 165
Small Air Elemental Prince 194
Small Earth Elemental Prince 197
Small Fire Elemental Prince 200
Small Water Elemental Prince 203
Swamp Hog 248
Trained Shocker Lizard 310

CR 4

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Arcturin Bear 118
Bloated Stirge 318
Dementor Quasit 156
Guardian Hive Rat 295
Heikegani Crab 133
Hound Crocodile 135
Lovelorn Sea Hag 305
Militant Lantern Archon 107
Starlight Wasp 329
Virulent Gray Ooze Swarm 242

CR 5

Dreadmaw Ghoul 220
Emissary Pseudodragon 292
Innkeeper Green Hag 243
Medium Air Elemental Prince 195
Medium Earth Elemental Prince 198
Medium Fire Elemental Prince 200
Medium Water Elemental Prince 204
Moonburned Yeth Hound 339
Mute Vargouille 328
Myriad Doppelganger Swarm 184
Sacridaemon 146
Savant Morlock 271
Serial Choker 128
Spawning Giant Scorpion 304
Urban Centaur 124
Vortex Ice Golem 240
White Bison 247
Wingbeat Pteranodon 182

CR 6

Brinespawn Rust Monster 301
Brokenbone Wight 329
Crossbred Cockatrice 129
Gatecrasher Wood Golem 233
Hangman Assassin Vine 109
Newborn Astral Deva 100
Night Sprite Pixie 291
Rabid Wolverine 331
Swiftfoot Deinonychus 179
Vampire Bat Swarm 117

CR 7

Bebilith Swarm 119
Blackflower Giant Flytrap 209
Carnivorous Cat Swarm 123
Dark Feaster 208
Emperor Aurochs 246
Flying Electric Eel Swarm 193
Intruder Gargoyle 212
Large Air Elemental Prince 195
Large Earth Elemental Prince 198
Large Fire Elemental Prince 201
Large Water Elemental Prince 204
Naïve Ghaele Azata 111
Troll Lizard 263
Woojie Weg 332

CR 8

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Greater Ceustodaemon 139
Hag Harpy 244
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Mazemaker Derro 167
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CR 9

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Dragoon Drider 190
Elder Yellow Musk Creeper 338
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Fleshreaver Golem 232
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Huge Air Elemental Prince 196
Huge Earth Elemental Prince 198
Huge Fire Elemental Prince 201
Huge Water Elemental Prince 205
Iron Charger Rhinoceros 298
Kingmaker Succubus 160
Liberated Illusion 252
Malakh Angel 101
Memoriam Ochre Jelly 281
Mutagenic Nabasu 164
Oozing Babau Demon 166
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CR 10

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Hivemind Army Ant Swarm 104
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Lightbane Shadow Demon 161
Pale Chuul 128
Pandamonium Basilisk 116
Phagodaemon 142
Plainswarden Triceratops 178
Queen Hive Rat 296
Shadowsteed Pegasus 287
Shaman Lamia 258
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Spirit Naga Golem 239
Stonecaller Stone Giant 225
Trickster Djinni 219
Tsiatko Yeti 340
Tsotsidaemon 149

CR 11

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Arcanovore Xorn 336
Budded Shoggoth 311
Corsair Marid 214
Greater Air Elemental Prince 196
Greater Earth Elemental Prince 199
Greater Fire Elemental Prince 202
Greater Iron Cobra 254
Greater Water Elemental Prince 205
Huntsman Satyr 303
Instructor Sphinx 315
Marrow Caller Bone Devil 171
Plague Leukodaemon 144
Sinister Shambling Mound 309
Smothering Clay Golem 238
Voracious Gibbering Mouther 226
Wasting Frost Giant 226

CR 12

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Forgemaster Fire Giant 222
Ictudaemon 141
Infiltrator Hound Archon 106
Living Stone Golem 237
Savage Aboleth 99
Venerable Stegosaurus 180
War Elephant 206
Warrior Nymph 280
Worldeater Ankheg 103

CR 13

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Elder Earth Elemental Prince 199
Elder Fire Elemental Prince 202
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Leviathan Sea Serpent . . . 306
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Magma Salamander . . . 302
Memoriam Ochre Jelly . . . 281
Moonburned Yeth Hound . . . 339
Nightmantle . . . 151
Owlbear Cub . . . 287
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Savage Aboleth . . . 99
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Adjudicator Nalfeshnee Demon 152
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Blast Shadow 308
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Castigator Manticore 263
Charlatan Hyena 251
Corps Purrodaemon 137
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Dark Stalker Mercenary 150
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Death Nightmare 275
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Demon Hunter Ice Devil (Gelugon) 169
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Earth Elemental Prince, Greater 199
Earth Elemental Prince, Huge 198
Earth Elemental Prince, Large 198
Earth Elemental Prince, Medium 198
Earth Elemental Prince, Small 197
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Fallen Solar Angel 102
Famine Nightmare 276
Festucossis Kyton 257
Fey Linnorm 261
Fire Elemental Prince, Elder 202
Fire Elemental Prince, Greater 202
Fire Elemental Prince, Huge 201
Fire Elemental Prince, Large 201
Fire Elemental Prince, Medium 200
Fire Elemental Prince, Small 200
Fleshreaver Golem 232
Gatecrasher Wood Golem 233
Genocidal Mohrg 270
Godslayer Glabrezu Demon 158
Greater Ceustodaemon 139
Greater Iron Cobra 254
Guardian Chimera 126
Gunslinger Rakshasa 294
Harvester Meladaemon 140
Ictudaemon 141
Infiltrator Hound Archon 106
Instructor Sphinx 315
Intruder Gargoyle 212
Iron Charger Rhinoceros 298
Iron Maiden Golem 236
Kingmaker Succubus Demon 160
Liberated Illusion 252
Living Mountain Otyugh 285
Living Stone Golem 237
Magicvore Mephit 267
Malebranche Horned Devil 170
Marrow Caller Bone Devil 171
Matron Marilith Demon 162
Militant Lantern Archon 107
Moltenblade Efreeti 215
Moonburned Yeth Hound 339
Mute Vargouille 328
Myriad Doppelganger Swarm 184
Naïve Ghaele Azata 111
Newborn Astral Deva 100
Night Sprite Pixie 291
Oblique Dretch Demon 165
Oozing Babau Demon 166
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Pestilence Nightmare 278

Phagodaemon 142
Plagued Leukodaemon 144
Planerunner Janni 216
Prehistoric Dragon Turtle 189
Reaper Thanadaemon 145
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Singularity Phase Spider 288
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Water Elemental Prince, Elder 205
Water Elemental Prince, Greater 205
Water Elemental Prince, Huge 205
Water Elemental Prince, Large 204
Water Elemental Prince, Medium 204
Water Elemental Prince, Small 203
Wisp Invisible Stalker 253
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Any (Good Plane)

Malakh Angel 101

Any (Temperate)

Eternal Cyclops 135

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Eternal Cyclops 135
Hivemind Ant Swarm 104

Aquatic

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Leviathan Sea Serpent 306



Lovelorn Sea Hag 305
Savage Aboleth 99

Aquatic (Cold)

Budded Shoggoth 311

Aquatic (Ocean)

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Maraka Dolphin 183
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Aquatic (Warm)

Flying Electric Eel Swarm 193

Aquatic (Temperate)

Brass Frog 210

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Earth Yai Ogre Mage 284

Desert (Cold)
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Desert (Temperate)
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Desert (Warm)
Dragonborn Behir 120
Spawning Giant Scorpion 304

Forest
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Forest (Cold)
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Forest (Temperate)
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Huntsman Satyr 303
Owlbear Cub 287
Scythe Mantis 265
Sinister Shambling Mound 309
Spawning Giant Scorpion 304
Starlight Wasp 329

Forest (Warm)
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Venerable Stegosaurus 180
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Hills (Temperate)
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Weaver Slug 313

Marsh
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Underground
Arcanovore Xorn 336
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Underground (Cold)
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Savage Aboleth 99

Aberration (Evil)
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Animal
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Animal (Aquatic)
Dirigible Octopus 282
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Fey Linnorm 261

Dragon (Aquatic)
Prehistoric Dragon Turtle 189

Dragon (Earth)
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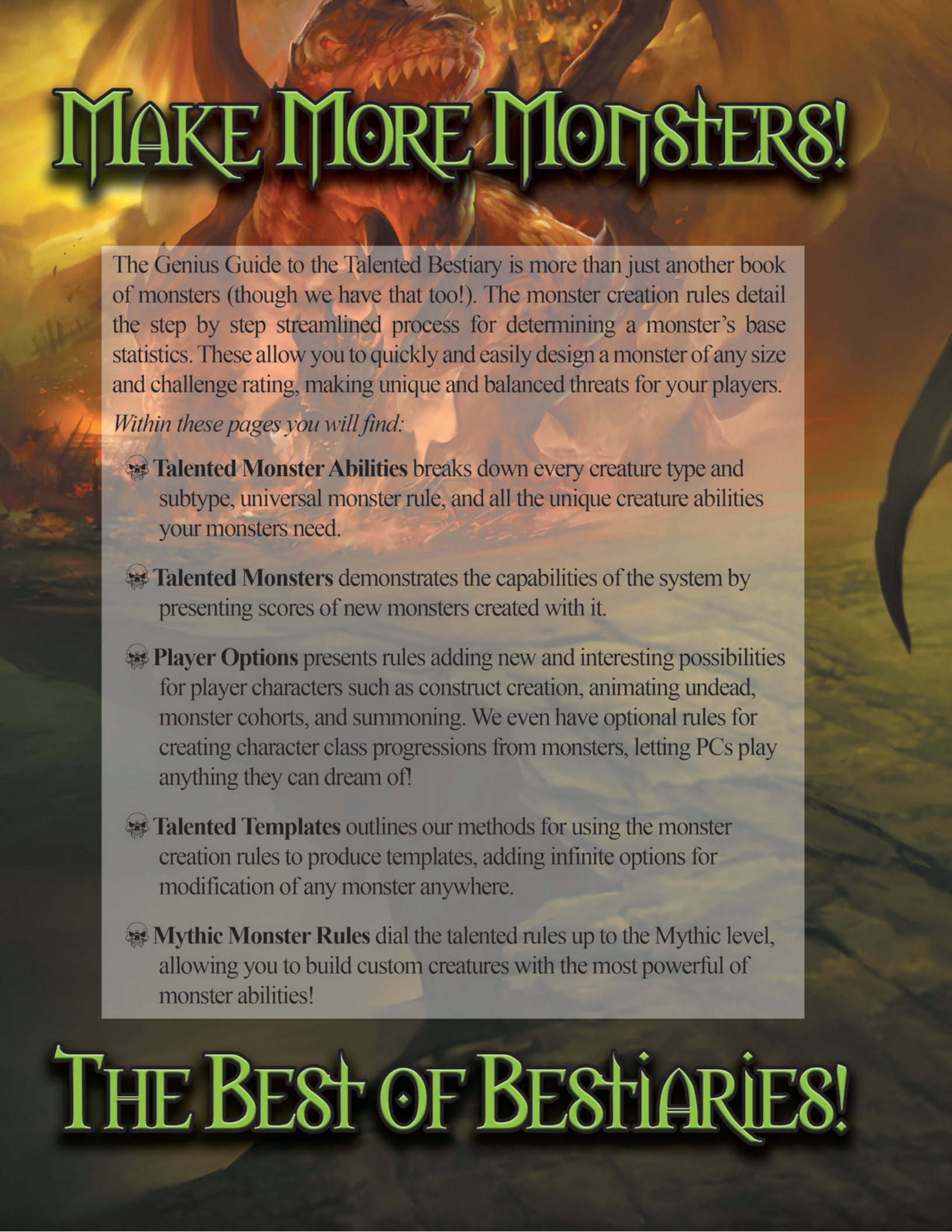
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