Aasimar (Aasimar cleric 1) CR/XP: 1/2-200	Perc: +5	lnit: +0	Aboleth			CR/XP: 7-3200	Perc: +14	Init: +5
NG Medium outsider (native)			LE Huge ab	erration (aqu	ıatic)			
Senses: darkvision 60 ft.			Senses: dar	kvision 60 ft.				
Speed: 30 ft. (20 ft. in armor)			Speed: 10 ft	t., swim 60 ft.				
BAB: +0 CMB: -1 CMD: 9	AC/T/FF: 15 / 1	10 / 15	BAB: +6	CMB: +13	CMD: 24 (can	t be tripped)	AC/T/FF: 20	0/9/19
Fort: +4 Ref: +0 Will: +5 HP: 11 (1d8+3)	Space/Reach:		Fort: +8	Ref: +5	Will: +11	HP: 84 (8d8+48)	Space/Read	ch: 15 / 15
Languages: Celestial, Common, Draconic	Reference: B-7	7	Languages:	Aboleth, Aklo	, Aquan, Underco	ommon	Reference:	B-8
STR: 8 DEX: 10 CON: 14 INT: 13 WIS: 17 CHR: 14	Knowledge: Pla	anes	STR: 20 D	EX: 12 CO	N: 22 INT: 15	WIS: 17 CHR: 17	Knowledge:	Dungeoneering
Melee; heavy mace –1 (1d8–1)			Melee: 4 tent	tacles +10 (1d	6+5 plus slime)			
Ranged: light crossbow +0 (1d8/19–20)			Ranged:					
Special: See Special Attacks in Notes			Special:					
Skills: Diplomacy +8, Heal +7, Knowledge (religion) +5			Skills: Bluff +	-11, Intimidate	+14, Knowledge	e (any 1) +13, Spellcraft +	13, Swim +24	
Notes:			Notes:					
This supernaturally beautiful woman looks human, yet emanates a strang benevolence.	e sense of calm and	d	Four long tent with thick, cle		om this three-eyed	d fish-like creature's flanks,	and its green boo	dy glistens
Special Attacks: channel positive energy (5/day, 1d6, DC 12); rebuke of good (6/day) Spell-Like Abilities (CL 1st): 1/day—daylight Spells Prepared (CL 1st) 1st—bless, command (DC 14), protection from evil 0 (at will)—detect magic, guidance, stabilize	death (1d4+1, 6/d	day); touch	At will—hypn 18), programr 3/day—domi	bilities (CL 16t notic pattern (D med image (DC inate monster (l	C 15), illusory wa C 19), project imag DC 22)	ull (DC 17), mirage arcana (I ge (DC 20), veil (DC 19) ng Reflexes, Weapon Focus	·	t image (DC
Annual Astrol Davis	Darst 100					CR/XP: 16-76,800	Doro: 127	Init: +8
Angel, Astral Deva CR/XP: 14-38,400	rerc: +26	Init: +8	Angel, Pl) Felc. +21	111111111111111111111111111111111111111
NG Medium outsider (angel, extraplanar, good)	rerc: +26	Init: +8	NG Large o	utsider (ange	el, extraplanar,	good)		
NG Medium outsider (angel, extraplanar, good) Senses: darkvision 60 ft., low-light vision	Perc: +26 Ir	Init: +8	NG Large of Senses: dar	utsider (ange kvision 60 ft.	, detect evil, de			
NG Medium outsider (angel, extraplanar, good) Senses: darkvision 60 ft., low-light vision Speed: 50 ft., fly 100 ft. (good)			NG Large of Senses: dar Speed: 30 f	utsider (ange kvision 60 ft. t., fly 90 ft. (g	, detect evil, de	good)	ow-light vision,	, true seeing
NG Medium outsider (angel, extraplanar, good) Senses: darkvision 60 ft., low-light vision Speed: 50 ft., fly 100 ft. (good) BAB: +15 CMB: +23 CMD: 37	AC/T/FF: 29 /		NG Large of Senses: dar Speed: 30 f BAB: +17	utsider (ange kvision 60 ft. ft., fly 90 ft. (g CMB: +26	, detect evil, de good) CMD: 40	good) etect snares and pits, lo	ow-light vision,	true seeing 2 / 13 / 28
NG Medium outsider (angel, extraplanar, good) Senses: darkvision 60 ft., low-light vision Speed: 50 ft., fly 100 ft. (good) BAB: +15 CMB: +23 CMD: 37 Fort: +16* Ref: +13* Will: +11* HP: 172 (15d10+90)	AC/T/FF: 29 / Space/Reach:	14 / 25	NG Large of Senses: dar Speed: 30 f BAB: +17 Fort: +19*	utsider (ange kvision 60 ft. t., fly 90 ft. (g CMB: +26 Ref: +11*	, detect evil, degood) CMD: 40 Will: +19*	good) etect snares and pits, lo	ow-light vision, AC/T/FF: 32	, true seeing 2 / 13 / 28 ch: 10 / 10
NG Medium outsider (angel, extraplanar, good) Senses: darkvision 60 ft., low-light vision Speed: 50 ft., fly 100 ft. (good) BAB: +15 CMB: +23 CMD: 37 Fort: +16* Ref: +13* Will: +11* HP: 172 (15d10+90) Languages: Celestial, Draconic, Infernal; truespeech	AC/T/FF: 29 / Space/Reach:	14 / 25	NG Large of Senses: dar Speed: 30 f BAB: +17 Fort: +19* Languages:	utsider (ange kvision 60 ft. t., fly 90 ft. (g CMB: +26 Ref: +11* Celestial, Dra	, detect evil, degood) CMD: 40 Will: +19* conic, Infernal; tr	good) etect snares and pits, lo HP: 229 (17d10+136) ruespeech	ow-light vision, AC/T/FF: 32) Space/Read Reference:	true seeing 2 / 13 / 28 ch: 10 / 10 B-11
NG Medium outsider (angel, extraplanar, good) Senses: darkvision 60 ft., low-light vision Speed: 50 ft., fly 100 ft. (good) BAB: +15 CMB: +23 CMD: 37 Fort: +16* Ref: +13* Will: +11* HP: 172 (15d10+90) Languages: Celestial, Draconic, Infernal; truespeech STR: 26 DEX: 19 CON: 21 INT: 18 WIS: 18 CHR: 23	AC/T/FF: 29 / Space/Reach: Reference: B-1 Knowledge: Pla	14 / 25 10 anes	NG Large of Senses: dar Speed: 30 f BAB: +17 Fort: +19* Languages: STR: 27 D	utsider (ange kvision 60 ft. tt., fly 90 ft. (g CMB: +26 Ref: +11* Celestial, Dra	, detect evil, degood) CMD: 40 Will: +19* conic, Infernal; tr	good) etect snares and pits, lo HP: 229 (17d10+136) ruespeech WIS: 25 CHR: 24	AC/T/FF: 32) Space/Read Reference: I	true seeing 2 / 13 / 28 ch: 10 / 10 B-11
NG Medium outsider (angel, extraplanar, good) Senses: darkvision 60 ft., low-light vision Speed: 50 ft., fly 100 ft. (good) BAB: +15	AC/T/FF: 29 / Space/Reach: Reference: B-1 Knowledge: Pla	14 / 25 10 anes	NG Large of Senses: dar Speed: 30 ft BAB: +17 Fort: +19* Languages: STR: 27 D Melee: +3 ho	utsider (ange kvision 60 ft. tt., fly 90 ft. (g CMB: +26 Ref: +11* Celestial, Dra	, detect evil, degood) CMD: 40 Will: +19* conic, Infernal; tr	good) etect snares and pits, lo HP: 229 (17d10+136) ruespeech	AC/T/FF: 32) Space/Read Reference: I	true seeing 2 / 13 / 28 ch: 10 / 10 B-11
NG Medium outsider (angel, extraplanar, good) Senses: darkvision 60 ft., low-light vision Speed: 50 ft., fly 100 ft. (good) BAB: +15 CMB: +23 CMD: 37 Fort: +16* Ref: +13* Will: +11* HP: 172 (15d10+90) Languages: Celestial, Draconic, Infernal; truespeech STR: 26 DEX: 19 CON: 21 INT: 18 WIS: 18 CHR: 23 Melee: +2 disrupting warhammer +26/+21/+16 (1d8+14/x3 plus stun) of Ranged:	AC/T/FF: 29 / Space/Reach: Reference: B-1 Knowledge: Pla	14 / 25 10 anes	NG Large of Senses: dar Speed: 30 fr BAB: +17 Fort: +19* Languages: STR: 27 D Melee: +3 hd Ranged:	utsider (ange kvision 60 ft. tt., fly 90 ft. (g CMB: +26 Ref: +11* Celestial, Dra	, detect evil, degood) CMD: 40 Will: +19* conic, Infernal; tr	good) etect snares and pits, lo HP: 229 (17d10+136) ruespeech WIS: 25 CHR: 24	AC/T/FF: 32) Space/Read Reference: I	true seeing 2 / 13 / 28 ch: 10 / 10 B-11
NG Medium outsider (angel, extraplanar, good) Senses: darkvision 60 ft., low-light vision Speed: 50 ft., fly 100 ft. (good) BAB: +15	AC/T/FF: 29 / Space/Reach: Reference: B-1 Knowledge: Pla or slam +23 (1d8+	14 / 25 10 anes	NG Large of Senses: dar Speed: 30 ff BAB: +17 Fort: +19* Languages: STR: 27 D Melee: +3 ho Ranged: Special:	utsider (ange kvision 60 ft. ft., fly 90 ft. (g CMB: +26 Ref: +11* Celestial, Dra DEX: 19 CO oly greatsword	, detect evil, degood) CMD: 40 Will: +19* conic, Infernal; tr	good) etect snares and pits, lo HP: 229 (17d10+136) ruespeech 2 WIS: 25 CHR: 24 d6+15/19–20) or slam +24	Dow-light vision, AC/T/FF: 32 Space/Read Reference: Knowledge: 4 (2d8+12)	true seeing 2 / 13 / 28 ch: 10 / 10 B-11 Planes
NG Medium outsider (angel, extraplanar, good) Senses: darkvision 60 ft., low-light vision Speed: 50 ft., fly 100 ft. (good) BAB: +15 CMB: +23 CMD: 37 Fort: +16* Ref: +13* Will: +11* HP: 172 (15d10+90) Languages: Celestial, Draconic, Infernal; truespeech STR: 26 DEX: 19 CON: 21 INT: 18 WIS: 18 CHR: 23 Melee: +2 disrupting warhammer +26/+21/+16 (1d8+14/x3 plus stun) of Ranged: Special: Skills: Acrobatics +22, Fly +26, Intimidate +24, Sense Motive +26, Sterense	AC/T/FF: 29 / Space/Reach: Reference: B-1 Knowledge: Pla or slam +23 (1d8+	14 / 25 10 anes	NG Large of Senses: dar Speed: 30 ff BAB: +17 Fort: +19* Languages: STR: 27 D Melee: +3 ho Ranged: Special: Skills: Acrob	utsider (ange kvision 60 ft. ft., fly 90 ft. (g CMB: +26 Ref: +11* Celestial, Dra DEX: 19 CO oly greatsword	, detect evil, degood) CMD: 40 Will: +19* conic, Infernal; tr	good) etect snares and pits, lo HP: 229 (17d10+136) ruespeech WIS: 25 CHR: 24	Dow-light vision, AC/T/FF: 32 Space/Read Reference: Knowledge: 4 (2d8+12)	true seeing 2 / 13 / 28 ch: 10 / 10 B-11 Planes
NG Medium outsider (angel, extraplanar, good) Senses: darkvision 60 ft., low-light vision Speed: 50 ft., fly 100 ft. (good) BAB: +15 CMB: +23 CMD: 37 Fort: +16* Ref: +13* Will: +11* HP: 172 (15d10+90) Languages: Celestial, Draconic, Infernal; truespeech STR: 26 DEX: 19 CON: 21 INT: 18 WIS: 18 CHR: 23 Melee: +2 disrupting warhammer +26/+21/+16 (1d8+14/×3 plus stun) of Ranged: Special:	AC/T/FF: 29 / Space/Reach: Reference: B-1 Knowledge: Pla or slam +23 (1d8+*	14 / 25 10 anes -12) e book)	NG Large of Senses: dar Speed: 30 ft BAB: +17 Fort: +19* Languages: STR: 27 D Melee: +3 hd Ranged: Special: Skills: Acrob Notes:	utsider (ange kvision 60 ft. it., fly 90 ft. (c CMB: +26 Ref: +11* Celestial, Dra DEX: 19 CO oly greatsword	, detect evil, de good) CMD: 40 Will: +19* conic, Infernal; tr N: 24 INT: 22 +27/+22/+17 (36	good) etect snares and pits, lo HP: 229 (17d10+136) ruespeech 2 WIS: 25 CHR: 24 d6+15/19–20) or slam +24	ow-light vision, AC/T/FF: 32) Space/Read Reference: I Knowledge: 4 (2d8+12)	, true seeing 2 / 13 / 28 ch: 10 / 10 B-11 Planes book)
NG Medium outsider (angel, extraplanar, good) Senses: darkvision 60 ft., low-light vision Speed: 50 ft., fly 100 ft. (good) BAB: +15 CMB: +23 CMD: 37 Fort: +16* Ref: +13* Will: +11* HP: 172 (15d10+90) Languages: Celestial, Draconic, Infernal; truespeech STR: 26 DEX: 19 CON: 21 INT: 18 WIS: 18 CHR: 23 Melee: +2 disrupting warhammer +26/+21/+16 (1d8+14/x3 plus stun) of Ranged: Special: Skills: Acrobatics +22, Fly +26, Intimidate +24, Sense Motive +26, Sternotes: This tall, human-like creature has long, feathery wings and a gentle inner form.	AC/T/FF: 29 / Space/Reach: Reference: B-1 Knowledge: Pla or slam +23 (1d8+*	14 / 25 10 anes -12) e book)	NG Large of Senses: dar Speed: 30 f BAB: +17 Fort: +19* Languages: STR: 27 D Melee: +3 ho Ranged: Special: Skills: Acrob Notes: Muscular, bala white-feather Aura protect Regeneratio *Saving Thro	utsider (ange kvision 60 ft. (c) kvision 60 ft. (c) CMB: +26 kef: +11* Celestial, Dravital Dex: 19 CO oly greatsword patics +24, Fly and tall, this red wings.	, detect evil, de good) CMD: 40 Will: +19* conic, Infernal; tr N: 24 INT: 22 +27/+22/+17 (3c +26, Heal +24, Se humanoid creature pons and effects son, +4 resistance	good) etect snares and pits, log tect snares	Dow-light vision, AC/T/FF: 32 Space/Read Reference: I Knowledge: 4 (2d8+12) 1+20 (More see	, true seeing 2 / 13 / 28 ch: 10 / 10 B-11 Planes book)

Mucus Cloud (Ex) While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth'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 an aboleth's tentacle must succeed on a DC 20 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 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. The save DC is Constitution-based.

Treasure double

Aboleth

Spell-Like Abilities (CL 16th)

Constant—detect evil, detect snares and pits, discern lies (DC 20), true seeing At will—continual flame, dispel magic, holy smite (DC 21), invisibility (self only), lesser restoration, remove curse, remove disease, remove fear (DC 18), speak with dead (DC 20) 3/day—blade barrier (DC 21), flame strike (DC 22), power word stun, raise dead, waves of fatique

1/day—earthquake (DC 25), greater restoration, mass charm monster (DC 25), waves of exhaustion

Spells Casts divine spells as 16th-Ivl clerics. They don't gain access to domains or other cleric abilities.

Spells Prepared (CL 16th)

8th—earthquake (DC 25), fire storm (DC 25)

7th—holy word (DC 24), regenerate (2)

6th—banishment (DC 23), greater dispel magic, heal, mass cure moderate wounds (DC 23)

5th—break enchantment, dispel evil (2, DC 22), plane shift (DC 22), righteous might

4th—death ward, dismissal (DC 21), neutralize poison (DC 21), summon monster IV

3rd—cure serious wounds (2), daylight, invisibility purge, summon monster III, wind wall

2nd—align weapon (2), bear's endurance (2), cure moderate wounds (2), eagle's splendor 1st—bless (2), cure light wounds (4), shield of faith

0 (at will)—detect magic, purify food and drink, stabilize, virtue

Feats Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Toughness

Treasure double (+3 holy greatsword)

Treasure NPC gear (scale mail, heavy mace, light crossbow with 10 bolts, other treasure)

Aasimar (Aasimar cleric 1)

Spell-Like Abilities (CL 13th)

At Will—aid, continual flame, detect evil, discern lies (DC 20), dispel evil (DC 21), dispel magic, holy aura (DC 24), holy smite (DC 20), holy word (DC 23), invisibility (self only), plane shift (DC 23), remove curse, remove disease, remove fear

7/day—cure light wounds, see invisibility

1/day—blade barrier (DC 22), heal

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (warhammer)

Stun (Su) If an astral deva strikes an opponent twice in one round with its warhammer, that creature must succeed on a DC 25 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex) This ability functions identically to the roque ability. If a deva gains uncanny dodge from a class level, he instead gains improved uncanny dodge.

Treasure double (+2 disrupting warhammer)

Angel, Planetar Angel, Astral Deva

Angel, So				CR/XP: 23-81	19,200	Perc: +33	Init: +9	Army Ar				CR/XP: 5-1,600	Perc: +4	Init: +2
NG Large or	utsider (ange	l, extraplanar,	, good)					N Fine verr	min (swarm	1)				
Senses: dar	kvision 60 ft.	, low-light visio	on, dete	ct evil, dete	ct sna	res and pits	, true seeing	Senses: da	rkvision 60	ft., scent				
Speed: 50 ft	t., fly 150 ft. (good); 35 ft., fl	fly 100 ft	. (good) in a	armor			Speed: 30 f	ft., climb 30) ft.				
BAB: +22	CMB: +32	CMD: 47				AC/T/FF: 44	4 / 11 / 42	BAB: +8	CMB:	CMD:			AC/T/FF: 20	0 / 20 / 18
Fort: +25*	Ref: +14*	Will: +23*	HP: 36	63 (22d10+2	242)	Space/Read	ch: 10 / 10	Fort: +7	Ref: +5	Will: +3	Н	P: 49 (11d8)	Space/Read	ch: 10 / 0
Languages:	Celestial, Drad	conic, Infernal; tr	truespeed	ch		Reference:	B-12	Languages					Reference:	B-16
STR: 28 D	EX: 20 CO	N: 30 INT: 23	3 WIS	S: 27 CHR	: 25	Knowledge:	Planes	STR: 1	DEX: 15	CON: 10 INT	;	WIS: 10 CHR: 2	Knowledge:	Nature
Melee: +5 da	ancing greatsw	ord +35/+30/+25	25/+20 (30	d6+18) or slar	m +30	(2d8+13)		Melee: swa	rm (3d6) Se	e Back				
Ranged: +5	composite long	gbow (+9 Str boi	nus) +31	/+26/+21/+16	6 (2d6-	⊦14 plus slayiı	ng arrow)	Ranged:						
Special: cha	nge shape (alt	er self)						Special: clir	ng, consume	e, distraction (De	C 15)			
Skills: Diplon	nacy +32, Fly +	-32, Sense Motiv	ive +33, S	Spellcraft +31	1, Stea	lth +21 (More	see book)	Skills: Climb	+10					
	_	oid creature has	s shining t	opaz eyes, me	etallic s	kin, and three	pairs of white					e ground, consuming ev		
*Saving Thr DR 15/epic a Feats Cleave Lightning Re Spells Cast d	 Skills: Diplomacy +32, Fly +32, Sense Motive +33, Spellcraft +31, Stealth +21 (More see the Notes: This towering humanoid creature has shining topaz eyes, metallic skin, and three pairs wings. Aura protective aura Regeneration 15 (evil artifacts, effects, and spells) *Saving Throws +4 vs. poison, +4 resistance vs. evil DR 15/epic and evil; Immune acid, cold, petrification; Resist electricity 10, fire 10; SR 34 Feats Cleave, Deadly Aim, Dodge, Great Fortitude, Improved Initiative, Improved Sunder, Lightning Reflexes, Mobility, Power Attack, Toughness Spells Cast divine spells as 20th-level cleric. Don't gain access to domains/other cleric abil Slaying Arrow (Su) Bow needs no ammo. Auto-creates a slaying arrow of the solar's choice 						nder, Iron Will, c abilities.	helpless or n Cling (Ex) If creature take As a full-rou	nauseated ta a creature le es 3d6 point nd action, he	rgets, an army a eaves a swarm's s of damage at e can remove th	ant swai square, the end ne ants v	consume any creature ir mattack deals 6d6 poor, the swarm suffers 1d6 dof his turn each rounc with a DC 17 Reflex savenging ants. The save DC i	ints of damage. 5 points of dama 1 for ants till clin e. High wind or	age. The nging to him. any amount
1					,	of the solut s								
Ankheg				CR/XP: 3-800		Perc: +8	Init: +0	Ant, Gia		er)		CR/XP: 2-600	Perc: +5	Init: +0
N Large ma				CR/XP: 3-800	0			N Medium	vermin			CR/XP: 2-600	Perc: +5	Init: +0
N Large mag Senses: dar	rkvision 60 ft.	, low-light visio		CR/XP: 3-800	0			N Medium Senses: da	vermin Irkvision 60	ft., scent		CR/XP: 2-600	Perc: +5	Init: +0
N Large made Senses: dar Speed: 30 ft	rkvision 60 ft.	ft.	on, trem	CR/XP: 3-800 orsense 60	0 ft.	Perc: +8	Init: +0	N Medium Senses: da Speed: 50	vermin rkvision 60 ft., climb 2	ft., scent 0 ft.	/04			
N Large made Senses: dar Speed: 30 ft BAB: +3	rkvision 60 ft. t., burrow 20	ft. CMD: 17 (25	on, trem	orsense 60	0 ft.	Perc: +8 AC/T/FF: 10	Init: +0	N Medium Senses: da Speed: 50 BAB: +1	vermin rkvision 60 ft., climb 2 CMB: +3	ft., scent 0 ft. /+7 CMD: 13		. trip)	AC/T/FF: 18	5 / 10 / 15
N Large mad Senses: dar Speed: 30 ft BAB: +3 Fort: +6	rkvision 60 ft. t., burrow 20 CMB: +7/+11 Ref: +3	ft.	on, trem	CR/XP: 3-800 orsense 60	0 ft.	Perc: +8 AC/T/FF: 10 Space/Read	Init: +0 6 / 9 / 16 ch: 10 / 5	N Medium Senses: da Speed: 50 BAB: +1 Fort: +6	vermin irkvision 60 ft., climb 2 CMB: +3 Ref: +0	ft., scent 0 ft.			AC/T/FF: 18	5 / 10 / 15 ch:
N Large made Senses: dar Speed: 30 ft BAB: +3 Fort: +6 Languages:	rkvision 60 ft. t., burrow 20 CMB: +7/+11 Ref: +3	ft. CMD: 17 (25 Will: +2	on, trem vs. trip)	orsense 60 8 (3d10+12)	0 ft.	AC/T/FF: 10 Space/Reac Reference:	Init: +0 6 / 9 / 16 ch: 10 / 5 B-15	N Medium Senses: da Speed: 50 BAB: +1 Fort: +6 Languages	vermin Irkvision 60 ft., climb 2 CMB: +3 Ref: +0	oft., scent 0 ft. /+7 CMD: 13 Will: +1	H	. trip) P: 18 (2d8+9)	AC/T/FF: 15 Space/Read Reference:	5 / 10 / 15 ch:
N Large made Senses: dar Speed: 30 ft BAB: +3 Fort: +6 Languages: STR: 16 D	rkvision 60 ft. t., burrow 20 CMB: +7/+11 Ref: +3	ft. CMD: 17 (25 Will: +2 N: 17 INT: 1	on, trem vs. trip) HP: 28	orsense 60	0 ft.	Perc: +8 AC/T/FF: 10 Space/Read	Init: +0 6 / 9 / 16 ch: 10 / 5 B-15	N Medium Senses: da Speed: 50 BAB: +1 Fort: +6 Languages STR: 14	vermin urkvision 60 ft., climb 2 CMB: +3 Ref: +0 :	oft., scent oft. /+7 CMD: 13 Will: +1	H	. trip) P: 18 (2d8+9) WIS: 13 CHR: 11	AC/T/FF: 15 Space/Read Reference:	5 / 10 / 15 ch:
N Large made Senses: dar Speed: 30 ft BAB: +3 Fort: +6 Languages: STR: 16 D Melee: bite +	rkvision 60 ft. t., burrow 20 CMB: +7/+11 Ref: +3	ft. CMD: 17 (25 Will: +2	on, trem vs. trip) HP: 28	orsense 60 8 (3d10+12)	0 ft.	AC/T/FF: 10 Space/Reac Reference:	Init: +0 6 / 9 / 16 ch: 10 / 5 B-15	N Medium Senses: da Speed: 50 BAB: +1 Fort: +6 Languages STR: 14	vermin urkvision 60 ft., climb 2 CMB: +3 Ref: +0 :	oft., scent oft. /+7 CMD: 13 Will: +1	H	. trip) P: 18 (2d8+9)	AC/T/FF: 15 Space/Read Reference:	5 / 10 / 15 ch:
N Large made Senses: dar Speed: 30 ft BAB: +3 Fort: +6 Languages: STR: 16 D Melee: bite + Ranged:	rkvision 60 ft. t., burrow 20 CMB: +7/+11 Ref: +3 PEX: 10 CO -5 (2d6+4 plus	ft. CMD: 17 (25 Will: +2 N: 17 INT: 1	on, trem vs. trip) HP: 28	orsense 60 8 (3d10+12)	0 ft.	AC/T/FF: 10 Space/Reac Reference:	Init: +0 6 / 9 / 16 ch: 10 / 5 B-15	N Medium Senses: da Speed: 50 BAB: +1 Fort: +6 Languages STR: 14 Melee: bite Ranged:	vermin urkvision 60 ft., climb 2 CMB: +3 Ref: +0 :	oft., scent oft. /+7 CMD: 13 Will: +1	H	. trip) P: 18 (2d8+9) WIS: 13 CHR: 11	AC/T/FF: 15 Space/Read Reference:	5 / 10 / 15 ch:
N Large may Senses: dar Speed: 30 ft BAB: +3 Fort: +6 Languages: STR: 16 D Melee: bite + Ranged: Special: spit	rkvision 60 ft. t., burrow 20 CMB: +7/+11 Ref: +3 EX: 10 CO -5 (2d6+4 plus	ft. CMD: 17 (25 Will: +2 N: 17 INT: 1	on, trem vs. trip) HP: 28	orsense 60 8 (3d10+12)	0 ft.	AC/T/FF: 10 Space/Reac Reference:	Init: +0 6 / 9 / 16 ch: 10 / 5 B-15	N Medium Senses: da Speed: 50 BAB: +1 Fort: +6 Languages STR: 14 [I Melee: bite Ranged: Special:	vermin urkvision 60 ft., climb 2 CMB: +3 Ref: +0 : DEX: 10 +3 (1d6+2 p	oft., scent oft. ft., scent oft. ift., scent oft. ift., scent oft. oft	H	. trip) P: 18 (2d8+9) WIS: 13 CHR: 11	AC/T/FF: 15 Space/Read Reference:	5 / 10 / 15 ch:
N Large may Senses: dar Speed: 30 ft BAB: +3 Fort: +6 Languages: STR: 16 D Melee: bite + Ranged: Special: spit Skills: Climb	rkvision 60 ft. t., burrow 20 CMB: +7/+11 Ref: +3 PEX: 10 CO -5 (2d6+4 plus acid +8	ft. CMD: 17 (25 Will: +2 N: 17 INT: 1 1d4 acid and gr	on, trem vs. trip) HP: 28 WIS rab)	orsense 60 8 (3d10+12) S: 13 CHR	0 ft.	AC/T/FF: 10 Space/Read Reference: Knowledge:	Init: +0 6 / 9 / 16 ch: 10 / 5 B-15 Arcana	N Medium Senses: da Speed: 50 BAB: +1 Fort: +6 Languages STR: 14 Melee: bite Ranged: Special: Skills: Climi	vermin urkvision 60 ft., climb 2 CMB: +3 Ref: +0 : DEX: 10 +3 (1d6+2 p	oft., scent oft. oft. oft. oft. oft. oft. oft. oft	H +3 (1d	. trip) P: 18 (2d8+9) WIS: 13 CHR: 11 14+2 plus poison)	AC/T/FF: 18 Space/Reac Reference: Knowledge:	5 / 10 / 15 ch: B-16 : Nature
N Large mages: dar Speed: 30 ft BAB: +3 Fort: +6 Languages: STR: 16 D Melee: bite + Ranged: Special: spit Skills: Climb Notes: This b	rkvision 60 ft. t., burrow 20 CMB: +7/+11 Ref: +3 PEX: 10 CO -5 (2d6+4 plus acid +8	ft. CMD: 17 (25 Will: +2 N: 17 INT: 1 1d4 acid and gr.	on, trem vs. trip) HP: 28 WIS rab)	orsense 60 8 (3d10+12) S: 13 CHR	0 ft.	AC/T/FF: 10 Space/Read Reference: Knowledge:	Init: +0 6 / 9 / 16 ch: 10 / 5 B-15 Arcana	N Medium Senses: da Speed: 50 BAB: +1 Fort: +6 Languages STR: 14 Melee: bite Ranged: Special: Skills: Climi Notes: Ath	vermin Irkvision 60 ft., climb 2 CMB: +3 Ref: +0 : DEX: 10 +3 (1d6+2 purchase) b +10, Survivin, six-legged ger dripping	oft., scent oft. /+7 CMD: 13 Will: +1 CON: 17 INT olus grab), sting val +5 I ant the size of a with venom.	H +3 (1d	. trip) P: 18 (2d8+9) WIS: 13 CHR: 11	AC/T/FF: 18 Space/Reac Reference: Knowledge:	5 / 10 / 15 ch: B-16 : Nature

Distraction Casting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Skills that involve patience and concentration requires a DC 20 Will save.

Swarm Attack: Deals automatic damage to any creature whose space they occupy at the end of their move. Swarm attacks are not subject to a miss chance for concealment.

Swarm Traits (B-313):

- *Immune to all weapon damage.
- *Not subject to critical hits or flanking.
- *Reducing a swarm to 0 HP or less causes it to break up.
- *Never staggered or reduced to a dying state by damage. Can't be tripped, grappled, or bull rushed.
- *They can't grapple an opponent.
- *Immune to any spell or effect that targets a specific number of creatures.
- *Takes +50% damage from spells or effects that affect an area, such as splash weapons and many evocation spells.
- *Susceptible to high winds, such as those created by a *gust of wind* spell. (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.
- *Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack.

Treasure none

Army Ant Swarm

Treasure none

Spell-Like Abilities (CL 20th)

Constant—detect evil, detect snares and pits, discern lies (DC 21), true seeing

At Will—aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, holy smite (DC 21), imprisonment (DC 26), invisibility (self only), lesser restoration, remove curse, remove disease, remove fear, resist energy, summon monster VII, speak with dead (DC 20), waves of fatique

3/day—blade barrier (DC 23), earthquake (DC 25), heal, mass charm monster (DC 25), permanency, resurrection, waves of exhaustion

1/day—greater restoration, power words (blind, kill, and stun), prismatic spray (DC 24), wish **Spells Prepared** (CL 20th)

9th—etherealness, mass heal, miracle, storm of vengeance (DC 27)

8th—fire storm (DC 26), holy aura (2) (DC 26), mass cure critical wounds (2)

7th—destruction (DC 25), dictum (DC 25), ethereal jaunt, holy word (DC 25), regenerate

6th—banishment (DC 24), heroes' feast, mass cure mod wounds, undeath to death (DC 24), word of recall

5th—break enchantment, breath of life, dispel evil (DC 23), plane shift (DC 23), righteous might, symbol of sleep (DC 23)

4th—cure critical wounds (3), death ward, dismissal (DC 22), neutralize poison (2) (DC 22)

3rd—cure serious wounds, daylight, invisibility purge, magic circle against evil, prayer, protection from energy, wind wall

2nd—align weapon, bear's endurance, bull's strength, consecrate, cure mod wounds (2), eagle's splendor

1st—bless, cure light wounds (3), divine favor, entropic shield, shield of faith

0 (at will)—detect magic, purify food and drink, stabilize, virtue

Treasure double (+5 full plate, +5 dancing greatsword, +5 comp longbow [+9 Str bonus])

Angel, Solar

Treasure incidental

Ant, Giant (Soldier)

N Large anir	illa		CR/XP: 2-600	Perc: +8	lr	nit: +2	Ape, Dire	9				CR/XP: 3-800	Perc: +8	lnit: +2
	mal						N Large ani	imal						
Senses: low	/-light vision,	scent					Senses: low	v-light visio	on, sc	cent				
Speed: 30 ft	t., climb 30 ft.						Speed: 30 f	t., climb 30	0 ft.					
BAB: +2	CMB: +5	CMD: 17		AC/T/FF:	14 / 1	11 / 12	BAB: +3	CMB: +8	С	CMD: 20			AC/T/FF: 15	5 / 11 / 13
Fort: +7	Ref: +5	Will: +2	HP: 19 (3d8+6)	Space/Re	each:	10 / 10	Fort: +7	Ref: +6	V	/\ill: +4	HP: 3	0 (4d8+12)	Space/Read	ch: 10 / 10
Languages:				Reference	e: B-1	17	Languages:						Reference:	B-17
STR: 15 D	EX: 15 CO	N: 14 INT: 2	WIS: 12 CHR: 7	Knowledg	ge: Na	ature	STR: 19	DEX: 15	CON:	: 16 INT: :	2 WI	S: 12 CHR: 7	Knowledge:	Nature
Melee: 2 slar	ms +3 (1d6+2)						Melee: bite	+6 (1d6+4),	, 2 clav	ws +6 (1d4+	+4)			
Ranged:							Ranged:							
Special:							Special: ren	d (2 claws,	1d4+6	6)				
	atics +6, Climb						Skills: Acrob							
	r, deep-set eyes ¡ and knuckles.	peer from beneatl	h this great ape's thick br	ow as it lumbers	s forwa	ard on its	Notes: Shar endi	rp teeth fill th ing in wicked	his larg dly cur	ge, feral ape' rved claws.	's mouth, a	and its long, muscula	ır arms stretch tı	o the ground,
Feats Great I	Fortitude, Skill	Focus (Perceptio	on)				Feats Iron W	ʻill, Skill Focu	us (Pei	erception)				
												latch onto the oppo but no more than o		
Archon, H							ı							
	Hound		CR/XP: 4-1,200	Perc: +10) [Ir	nit: +4	Archon,	Lantern				CR/XP: 2-600	Perc: +4	Init: +4
LG Medium		hon, extraplan	CR/XP: 4-1,200 ar, good, lawful)	Perc: +10) [Ir	nit: +4	Archon, LG Small o			, extraplan			Perc: +4	Init: +4
	outsider (arc			Perc: +10) [Ir	nit: +4		utsider (ar	chon,	•	ar, good,		Perc: +4	Init: +4
	outsider (ard rkvision 60 ft.		ar, good, lawful)	Perc: +10) Ir	nit: +4	LG Small o	utsider (ard rkvision 60	chon, Oft., Id	•	ar, good,		Perc: +4	Init: +4
Senses: dar Speed: 40 ft	outsider (ard rkvision 60 ft.		ar, good, lawful)	Perc: +10			LG Small of Senses: dar	utsider (ard rkvision 60	chon, Oft., Identification	•	ar, good,		Perc: +4	
Senses: dar Speed: 40 ft BAB: +6 Fort: +6*	outsider (arc rkvision 60 ft. t. CMB: +8 Ref: +5*	, detect evil, lo	ar, good, lawful) w-light vision, scent HP: 39 (6d10+6)		19 /		LG Small of Senses: dar Speed: fly 6	utsider (ard rkvision 60 60 ft. (perfe	chon, Oft., k	ow-light vis	ar, good, sion			5 / 11 / 15
Senses: dar Speed: 40 ft BAB: +6 Fort: +6*	outsider (arc rkvision 60 ft. t. CMB: +8 Ref: +5*	, detect evil, lo	ar, good, lawful) w-light vision, scent HP: 39 (6d10+6)	AC/T/FF:	19 / ·	10 / 19	LG Small or Senses: dar Speed: fly 6 BAB: +2	rkvision 60 60 ft. (perfe CMB: -4 Ref: +3*	echon, Oft., k	ow-light vis	ar, good, sion	, lawful)	AC/T/FF: 15	5 / 11 / 15 ch:
Senses: dar Speed: 40 ft BAB: +6 Fort: +6* Languages:	outsider (arc rkvision 60 ft. t. CMB: +8 Ref: +5*	, detect evil, lo	ar, good, lawful) w-light vision, scent HP: 39 (6d10+6)	AC/T/FF: Space/Re	19 / ² each:	10 / 19	LG Small of Senses: dat Speed: fly 6 BAB: +2 Fort: +4* Languages:	utsider (ard rkvision 60 60 ft. (perfe CMB: -4 Ref: +3*	chon, Oft., ke ect) V Draco	ow-light vis	ar, good, sion HP: 1	, lawful) 13 (2d10+2) ech	AC/T/FF: 15 Space/Read Reference: I	5 / 11 / 15 ch: B-20
Senses: dar Speed: 40 ft BAB: +6 Fort: +6* Languages: STR: 15	outsider (arc rkvision 60 ft. t. CMB: +8 Ref: +5* Celestial, Dra DEX: 10	, detect evil, lo	ar, good, lawful) w-light vision, scent HP: 39 (6d10+6) uespeech	AC/T/FF: Space/Re Reference 2 Knowledg	19 / / each: e: B-1	10 / 19 19 anes	LG Small of Senses: dat Speed: fly 6 BAB: +2 Fort: +4* Languages:	utsider (ard rkvision 60 60 ft. (perfe CMB: -4 Ref: +3*	chon, Oft., ke ect) V Draco	ow-light vis	ar, good, sion HP: 1	, lawful)	AC/T/FF: 15 Space/Read Reference: I	5 / 11 / 15 ch: B-20
Senses: dar Speed: 40 ft BAB: +6 Fort: +6* Languages: STR: 15	outsider (arc rkvision 60 ft. t. CMB: +8 Ref: +5* Celestial, Dra DEX: 10	, detect evil, lo	ar, good, lawful) w-light vision, scent HP: 39 (6d10+6) ruespeech WIS: 13 CHR: 1	AC/T/FF: Space/Re Reference 2 Knowledg	19 / / each: e: B-1	10 / 19 19 anes	LG Small of Senses: dat Speed: fly 6 BAB: +2 Fort: +4* Languages:	utsider (ard rkvision 60 60 ft. (perfe CMB: -4 Ref: +3* Celestial, I	rchon, O ft., lo ect) V Draco CON:	ow-light vis	HP: 1	, lawful)	AC/T/FF: 15 Space/Read Reference: I	5 / 11 / 15 ch: B-20
Senses: dar Speed: 40 ft BAB: +6 Fort: +6* Languages: STR: 15 D Melee: bite + Ranged:	outsider (arc rkvision 60 ft. t. CMB: +8 Ref: +5* Celestial, Dra EX: 10 CO -8 (1d8+3), sla	, detect evil, lo	ar, good, lawful) w-light vision, scent HP: 39 (6d10+6) ruespeech WIS: 13 CHR: 1 mwk greatsword +9/+4	AC/T/FF: Space/Re Reference 2 Knowledg	19 / / each: e: B-1	10 / 19 19 anes	LG Small of Senses: data Speed: fly 6 BAB: +2 Fort: +4* Languages: STR: 1 Description of the state of the sta	utsider (ard rkvision 60 60 ft. (perfe CMB: -4 Ref: +3* Celestial, I DEX: 11	rchon, Oft., Id ect) V Draco CON:	ow-light vis	HP: 1	, lawful)	AC/T/FF: 15 Space/Read Reference: I	5 / 11 / 15 ch: B-20
Senses: dar Speed: 40 ft BAB: +6 Fort: +6* Languages: STR: 15 D Melee: bite + Ranged: Special: char Skills: Acroba	outsider (arc rkvision 60 ft. t. CMB: +8 Ref: +5* Celestial, Dra EX: 10 CO -8 (1d8+3), sla nge shape (be atics +9, Intimi	, detect evil, lo	ar, good, lawful) w-light vision, scent HP: 39 (6d10+6) uespeech WIS: 13 CHR: 1 mwk greatsword +9/+4 e Back Motive +10, Stealth +1	AC/T/FF: Space/Re Reference 2 Knowledge (2d6+3), bite +	19 / each: e: B-1 ge: Pla	10 / 19 19 anes 3+2)	LG Small of Senses: data Speed: fly 6 BAB: +2 Fort: +4* Languages: STR: 1	utsider (ard rkvision 60 60 ft. (perfe CMB: -4 Ref: +3* Celestial, I DEX: 11	rchon, Oft., lofect) V Draco CON: 3 range	ow-light vis	HP: 1 I; truespee 6 WI	, lawful)	AC/T/FF: 15 Space/Read Reference: I Knowledge:	5 / 11 / 15 ch: B-20
Senses: dar Speed: 40 ft BAB: +6 Fort: +6* Languages: STR: 15 D Melee: bite + Ranged: Special: char Skills: Acroba Notes: This c	outsider (arc rkvision 60 ft. t. CMB: +8 Ref: +5* Celestial, Dra EX: 10 CO -8 (1d8+3), sla nge shape (be atics +9, Intimi	conic, Infernal; tr N: 13 INT: 10 m +8 (1d4+1) or ast shape II) See date +10, Sense humanoid's well-	ar, good, lawful) w-light vision, scent HP: 39 (6d10+6) uespeech WIS: 13 CHR: 1 mwk greatsword +9/+4	AC/T/FF: Space/Re Reference 2 Knowledge (2d6+3), bite +	19 / each: e: B-1 ge: Pla	10 / 19 19 anes 3+2)	LG Small of Senses: data Speed: fly 6 BAB: +2 Fort: +4* Languages: STR: 1	rkvision 60 60 ft. (perfective for the content of t	Chon, Oft., Ide Fect) Draco CON: 3 range ack) Fly +14 m and	ow-light vis	HP: 1 l; truespee 6 Wisdeling d6)	, lawful) 13 (2d10+2) ech S: 11 CHR: 10	AC/T/FF: 15 Space/Reac Reference: I Knowledge:	5 / 11 / 15 ch: B-20 Planes

Ape, Dire

Ape. Gorilla

Gestalt (Su) Nine lantern archons can fuse together as a full-round action, becoming a single Large entity that is more powerful than the individual archons that make up its parts. Looking like a whirlwind of dancing firefly lights, the gestalt has all the powers and abilities of a Large air elemental plus the following: archon, good, and lawful subtypes; archon traits (aura of menace DC 16); 2 light rays (2d6); DR 5/evil and magic. The archons can remain in this form for 2d4 rounds. When the gestalt separates back into individual lantern archons, its remaining hit points are divided evenly among them; if it had less than 9 hit points, some of the component archons die when the gestalt ends.

Treasure none

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

Treasure standard (masterwork greatsword, other treasure)

Archon, Lantern Archon, Hound

Archon, Trumpet CR/XP: 14-38,400	Perc: +2 Init: +	7	Assassin	Vine		CR/XP: 3-800	Perc: +1	Init: +0
LG Medium outsider (archon, extraplanar, good, lawful)			N Large plar	nt				
Senses: darkvision 60 ft., low-light vision			Senses: blin	dsight 30 ft.,	low-light vision	on		
Speed: 40 ft., fly 90 ft. (good)			Speed: 5 ft.					
BAB: +14 CMB: +19 CMD: 32	AC/T/FF: 27 / 13 / 2	24	BAB: +3	CMB:+9/+13	CMD: 19 (ca	ın't be tripped)	AC/T/FF: 15	/9 /15
Fort: +16* Ref: +9* Will: +14* HP: 175 (14d10+98)	Space/Reach:		Fort: +7	Ref: +1	Will: +2	HP: 30 (4d8+12)	Space/Reac	h: 10 / 10
Languages:	Reference: B-21		Languages:				Reference: E	3-22
STR: 20 DEX: 17 CON: 25 INT: 16 WIS: 20 CHR: 17	Knowledge: Planes		STR: 20 D	EX: 10 CO	N: 16 INT:	- WIS: 13 CHR: 9	Knowledge:	Nature
Melee: +4 greatsword +23/+18/+13 (2d6+11/19-20)			Melee: slam	+7 (1d8+7 plu	ıs grab)			
Ranged:			Ranged:					
Special: trumpet			Special: cons	strict (1d8+7),	entangle, camo	ouflage		
Skills: Diplomacy +24, Escape Artist +17, Fly +24, Sense Motive +24,	Stealth +20 (More See I	oook)	Skills:					
Notes: Lithe and beautiful, with skin the color of marble, this being hovers and radiates a sense of serenity.	upon powerful, white wi	ngs			s thick as a man' natural slither.	's arm and bearing handshap	ed leaves, convu	lses across
Aura aura of menace (DC 22), magic circle against evil *Saving Throws +4 vs. poison, +2 resistance vs. evil DR 10/evil; Immune electricity, petrification; SR 25 Trumpet (Su) All creatures except archons within 100 ft of the trumpe Fort save or be paralyzed for 1d4 rounds. The save DC is Charisma base command its trumpet tobecome a +4 greatsword as a free action. Out of the chunk of useless metal.	ed. The archon can also		Camouflage Anyone with t	(Ex) DC 20 Per ranks in Surviv) An assassin v This ability is o	val or Knowledg vine can, as a fre	is required to notice it befor ge (nature) can use those skil ge action, cause plants within ar to <i>entangle</i> (CL 4th, DC 13	ls to notice the n 30 feet of it to	plant. animate and
Azata, Bralani CR/XP: 6-2,400	Perc: +15 Init: +	8	Azata, Gł	haele		CR/XP: 13-25,600	Perc: +20	Init: +5
CG Medium outsider (azata, chaotic, extraplanar, good, shaped		==			rota abaatia a	extraplanar, good, shape	ob op gor\	
1 00 modiani odiologi (dzala, ondolio, oktrapiana, good, snapel	changer)		CG Medium	outsider (az	ala, Chaolic, E	zkirapiariar, godu, sirape	changer)	
Senses: darkvision 60 ft., low-light vision	changer)					ow-light vision, see invisi		
	changer)			kvision 60 ft.	, detect evil, l			
Senses: darkvision 60 ft., low-light vision	AC/T/FF: 20 / 14 /	==	Senses: dark Speed: 50 ft	kvision 60 ft. t., fly 150 ft.	, detect evil, l			/ 16 / 26
Senses: darkvision 60 ft., low-light vision Speed: 40 ft., fly 100 ft. (perfect)		==	Senses: darl Speed: 50 ft BAB: +13	kvision 60 ft. t., fly 150 ft.	, detect evil, le (perfect)		bility	
Senses: darkvision 60 ft., low-light vision Speed: 40 ft., fly 100 ft. (perfect) BAB: +7 CMB: +12 CMD: 26	AC/T/FF: 20 / 14 /	==	Senses: dark Speed: 50 ft BAB: +13 Fort: +17	kvision 60 ft. t., fly 150 ft. CMB: +20 Ref: +11	, detect evil, le (perfect)	ow-light vision, see invisi	bility AC/T/FF: 28	h:
Senses: darkvision 60 ft., low-light vision Speed: 40 ft., fly 100 ft. (perfect) BAB: +7	AC/T/FF: 20 / 14 / Space/Reach:	==	Senses: darl Speed: 50 ft BAB: +13 Fort: +17 Languages:	kvision 60 ft. t., fly 150 ft. CMB: +20 Ref: +11 Celestial, Dra	, detect evil, le (perfect) CMD: 31 Will: +16	ow-light vision, see invisi HP: 136 (13d10+65) truespeech	AC/T/FF: 28 Space/Reac	h: 3-25
Senses: darkvision 60 ft., low-light vision Speed: 40 ft., fly 100 ft. (perfect) BAB: +7	AC/T/FF: 20 / 14 / Space/Reach:	16	Senses: darl Speed: 50 ft BAB: +13 Fort: +17 Languages: STR: 25	kvision 60 ft. t., fly 150 ft. CMB: +20 Ref: +11 Celestial, Dra EX: 12	conic, Infernal;	ow-light vision, see invision. HP: 136 (13d10+65) truespeech WIS: 19 CHR: 17	AC/T/FF: 28 Space/Reace Reference: E	h: 3-25
Senses: darkvision 60 ft., low-light vision Speed: 40 ft., fly 100 ft. (perfect) BAB: +7	AC/T/FF: 20 / 14 / Space/Reach:	16	Senses: darl Speed: 50 ft BAB: +13 Fort: +17 Languages: STR: 25 D Melee: +2 hc	kvision 60 ft. t., fly 150 ft. CMB: +20 Ref: +11 Celestial, Dra EX: 12 CO	conic, Infernal; 1 +22/+17/+12 (:	ow-light vision, see invision. HP: 136 (13d10+65) truespeech WIS: 19 CHR: 17	AC/T/FF: 28 Space/Reac Reference: E Knowledge:	h: 3-25 Planes
Senses: darkvision 60 ft., low-light vision Speed: 40 ft., fly 100 ft. (perfect) BAB: +7	AC/T/FF: 20 / 14 / Space/Reach:	16	Senses: darl Speed: 50 ft BAB: +13 Fort: +17 Languages: STR: 25 D Melee: +2 hc	kvision 60 ft. t., fly 150 ft. CMB: +20 Ref: +11 Celestial, Dra EX: 12 CO oly greatsword ght rays +14 ra	conic, Infernal; 1 +22/+17/+12 (:	ow-light vision, see invision.	AC/T/FF: 28 Space/Reac Reference: E Knowledge:	h: 3-25 Planes
Senses: darkvision 60 ft., low-light vision Speed: 40 ft., fly 100 ft. (perfect) BAB: +7	AC/T/FF: 20 / 14 / Space/Reach: Reference: B-24 Knowledge: Planes	16	Senses: darl Speed: 50 ft BAB: +13 Fort: +17 Languages: STR: 25 D Melee: +2 hc Ranged: 2 lig Special: gaze	kvision 60 ft. t., fly 150 ft. CMB: +20 Ref: +11 Celestial, Dra EX: 12 CO bly greatsword ght rays +14 ra e, light form	conic, Infernal; N: 20 INT: 1 1 +22/+17/+12 (2)	ow-light vision, see invision.	AC/T/FF: 28 Space/Reac Reference: E Knowledge: all damage red	h: 3-25 Planes luction)
Senses: darkvision 60 ft., low-light vision Speed: 40 ft., fly 100 ft. (perfect) BAB: +7	AC/T/FF: 20 / 14 / Space/Reach: Reference: B-24 Knowledge: Planes	16	Senses: darl Speed: 50 ft BAB: +13 Fort: +17 Languages: STR: 25 D Melee: +2 ho Ranged: 2 lig Special: gaze Skills: Diplom Notes: This e	kvision 60 ft. t., fly 150 ft. CMB: +20 Ref: +11 Celestial, Dra EX: 12 CO Oly greatsword ght rays +14 ra e, light form macy +19, Esc elegantly armolling with powe	(perfect) (perfect)	ow-light vision, see invision. HP: 136 (13d10+65) truespeech WIS: 19 CHR: 17 2d6+12) 2d12) (Range 300', bypasses	AC/T/FF: 28 Space/Reac Reference: E Knowledge: all damage red	h: 3-25 Planes duction) ore See book

Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Constrict (Ex) A creature with this special attack can crush an opponent, dealing bludgeoning damage, when it makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Treasure incidental

Assassin Vine

Spells Ghaeles cast divine spells as 13thlevel clerics. They do not gain access to domains or other cleric abilities.

Spell-Like Abilities (CL 13th)

Constant—detect evil, holy aura (DC 21), see invisibility

At will—aid, charm monster (DC 17), continual flame, cure light wounds, dancing lights, detect thoughts (DC 15), disguise self, dispel magic, hold monster (DC 18), greater invisibility (self only), major image (DC 16), greater teleport (self plus 50 lbs. of objects only) 3/day—globe of invulnerability

1/day—chain lightning (DC 19), prismatic spray (DC 20), wall of force

Spells Prepared (CL 13th)

7th—holy word (DC 21)

6th—banishment (DC 20), heal (DC 20)

5th—flame strike (DC 19), raise dead, true seeing

4th—death ward, dismissal (2) (DC 18), divine power, restoration

3rd—cure serious wounds (3), searing light (2)

2nd—aid, align weapon, bear's endurance, lesser restoration (2)

1st—bless, command (DC 15), divine favor, obscuring mist, shield of faith

0 (at will)—detect magic, purify food and drink, stabilize, virtue

Feats Combat Casting, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes

Treasure triple (+2 holy greatsword)

Feats Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Persuasive, Power Attack

Spell-Like Abilities (CL 14th)

Constant—magic circle against evil

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

Spells Prepared (CL 14th)

7th—mass cure serious wounds (2)

6th—banishment (DC 21), heal (2)

5th—dispel evil (DC 20), mass cure light wounds, plane shift (DC 20), raise dead

4th—dismissal (DC 19), divine power, neutralize poison (DC 19), spell immunity

3rd—cure serious wounds, daylight, invisibility purge, magic vestment, protection from energy

2nd—bull's strength, consecrate, cure moderate wounds (2), lesser restoration (2), owl's wisdom

1st—bless, cure light wounds (3), divine favor, sanctuary (DC 16), shield of faith 0 (at will)—detect magic, purify food and drink, stabilize, virtue

Spells Trumpet archons can cast divine spells as 14th-level clerics. They do not gain access to domains or other cleric abilities.

Treasure standard

Archon, Trumpet

Spell-Like Abilities (CL 6th)

At Will—blur, charm person (DC 13), gust of wind (DC 14), mirror image, wind wall 2/day—lightning bolt (DC 15), cure serious wounds

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

Treasure double (+1 scimitar, +1 composite longbow [+5 Str])

Azata, Ghaele Azata, Bralani

	llend		CR/XP: 7-3,200	Perc: +13	Init: +3	Barghes	t		CR/XP: 4-1,200	Perc: +11	Init: +6
CG Large οι	utsider (azata	a, chaotic, extrapla	anar, good)			LE Medium	outsider (evi	l, extraplanar,	lawful, shapechanger)		
Senses: low-	-light vision,	darkvision 60 ft.				Senses: dar	rkvision 60 ft.	, scent			
Speed: 30 ft	t., fly 70 ft. (a	verage)				Speed: 30 ft	t.				
BAB: +7	CMB: +13	CMD: 26 (can't be	e tripped)	AC/T/FF: 20	/ 12 / 17	BAB: +6	CMB: +10	CMD: 22 (24	vs. trip)	AC/T/FF: 17	′ / 12 / 15
Fort: +7	Ref: +10	Will: +10	P: 73 (7d10+35)	Space/Reacl	h: 10 / 10	Fort: +6	Ref: +7	Will: +7	HP: 45 (6d10+12)	Space/Reac	h:
Languages:	Celestial, Drac	conic, Infernal; trues	speech	Reference: E	3-26	Languages:	Infernal, Gobl	in, Worg		Reference:	
STR: 20	EX: 17 CO	N: 21 INT: 14	WIS: 16 CHR: 19	Knowledge:	Planes	STR: 19	DEX: 15 CO	N: 15 INT: 14	WIS: 14 CHR: 14	Knowledge:	Planes
Melee: +1 lor	ngsword +12/+	7 (2d6+8/19-20), ta	ail slap +6 (2d6+2 plus g	rab)		Melee: bite -	+10 (1d6+4), 2	claws +14 (1d4	+4)		
Ranged:						Ranged:					
Special: bard	dic performanc	e (20 rounds/day), c	constrict (2d6+5)			Special: fee	d (see back), c	hange shape (g	oblin or wolf, polymorph)		
Skills: Bluff +	·14, Diplomacy	+14, Fly +11, Sens	se Motive +13, Survival -	⊦14 (More see l	book)	Skills: Acrob	atics +11, Bluf	f +11, Diplomac	y +11, Sense Motive +11, S	Stealth +11 (Mo.	re see book)
	reature has the from the waist		winged elven woman froi	m the waist up o	and that of a		snarling, caning ds than a wolf 's		rard on all fours, its slender fr	ont limbs lookir	ng more like
Feats Comba Bardic Perfo	at Casting, Hov ormance A lille					At will <i>—blinl</i> 1/day <i>—charı</i>		irection 16), crushing des	pair (DC 16), dimension doo Great Fortitude	ır	
Barghest	, Greater		CR/XP: 7-3,200	Perc: +16	Init: +6	Basidiror	nd		CR/XP: 5-1,600	Perc: +0	lnit: +1
LE Large ou	itsider (evil e										l l
1====	atoluci (Evil, E	extraplanar, lawful	I, shapechanger)			N Medium p	olant				
	rkvision 60 ft.		I, shapechanger)			_	v-light vision,	tremorsense			
	rkvision 60 ft.		I, shapechanger)			_	v-light vision,	tremorsense			
Senses: dar Speed: 40 ft	rkvision 60 ft.			AC/T/FF: 20	/ 11 / 18	Senses: low	v-light vision,	tremorsense	vs. trip)	AC/T/FF: 18	/ 11 / 17
Senses: dar Speed: 40 ft BAB: +9 Fort: +9	rkvision 60 ft. t. CMB: +16 Ref: +10	, scent CMD: 28 (32 vs. Will: +10		AC/T/FF: 20 Space/Reacl		Senses: low Speed: 20 f	v-light vision,		vs. trip) HP: 52 (7d8+21)	AC/T/FF: 18	
Senses: dar Speed: 40 ft BAB: +9 Fort: +9	rkvision 60 ft. t. CMB: +16	, scent CMD: 28 (32 vs. Will: +10 HF	trip) P: 85 (9d10+36)	Space/Reacl Reference: E	h: 10 / 5 3-27	Senses: low Speed: 20 f BAB: +5	v-light vision, ft. CMB: +10 Ref: +3	CMD: 21 (25	1	-	h:
Senses: dar Speed: 40 ft BAB: +9 Fort: +9 Languages:	rkvision 60 ft. t. CMB: +16 Ref: +10 Infernal, Gobli	, scent CMD: 28 (32 vs. Will: +10 HF	trip)	Space/Reacl Reference: E	h: 10 / 5 3-27	Senses: low Speed: 20 f BAB: +5 Fort: +8 Languages:	v-light vision, ft. CMB: +10 Ref: +3	CMD: 21 (25	HP: 52 (7d8+21)	Space/Reac	h: B-28
Senses: dar Speed: 40 ft BAB: +9 Fort: +9 Languages: STR: 23	rkvision 60 ft. t. CMB: +16 Ref: +10 Infernal, Gobline (CA)	, scent CMD: 28 (32 vs. Will: +10 HF	trip) P: 85 (9d10+36)	Space/Reacl Reference: E	h: 10 / 5 3-27	Senses: low Speed: 20 f BAB: +5 Fort: +8 Languages: STR: 20	v-light vision, ft. CMB: +10 Ref: +3	CMD: 21 (25 Will: +2 N: 16 INT:	HP: 52 (7d8+21)	Space/Reac Reference:	h: B-28
Senses: dar Speed: 40 ft BAB: +9 Fort: +9 Languages: STR: 23	rkvision 60 ft. t. CMB: +16 Ref: +10 Infernal, Gobline (CA)	, scent CMD: 28 (32 vs. Will: +10 HF n, Worg N: 19 INT: 18	trip) P: 85 (9d10+36)	Space/Reacl Reference: E	h: 10 / 5 3-27	Senses: low Speed: 20 f BAB: +5 Fort: +8 Languages: STR: 20	v-light vision, ft. CMB: +10 Ref: +3 :	CMD: 21 (25 Will: +2 N: 16 INT:	HP: 52 (7d8+21)	Space/Reac Reference:	h: B-28
Senses: dar Speed: 40 ft BAB: +9 Fort: +9 Languages: STR: 23 Di Melee: bite + Ranged:	rkvision 60 ft. t. CMB: +16 Ref: +10 Infernal, Goblin EX: 15 CO -14 (1d8+6), 2	, scent CMD: 28 (32 vs. Will: +10 HF n, Worg N: 19 INT: 18	trip) P: 85 (9d10+36) WIS: 18 CHR: 18	Space/Reacl Reference: E	h: 10 / 5 3-27	Senses: low Speed: 20 f BAB: +5 Fort: +8 Languages: STR: 20 D Melee: slam Ranged:	v-light vision, ft. CMB: +10 Ref: +3 EDEX: 13 CO	CMD: 21 (25 Will: +2 N: 16 INT:	HP: 52 (7d8+21) WIS: 11 CHR: 1	Space/Reac Reference:	h: B-28
Senses: dar Speed: 40 ft BAB: +9 Fort: +9 Languages: STR: 23 D Melee: bite + Ranged: Special: char Skills: Acroba	rkvision 60 ft. t. CMB: +16 Ref: +10 Infernal, Gobline (Social Control of the	, scent CMD: 28 (32 vs. Will: +10 HF n, Worg N: 19 INT: 18 claws +15 (1d6+6) blin or wolf, polymor b +15, Diplomacy +	trip) P: 85 (9d10+36) WIS: 18 CHR: 18 rph) r16, Sense Motive +16, S	Space/Reacl Reference: E Knowledge:	h: 10 / 5 3-27 Planes ore see book)	Senses: low Speed: 20 f BAB: +5 Fort: +8 Languages: STR: 20 D Melee: slam Ranged:	v-light vision, ft. CMB: +10 Ref: +3 EDEX: 13 CO	CMD: 21 (25 Will: +2 N: 16 INT:	HP: 52 (7d8+21) WIS: 11 CHR: 1	Space/Reac Reference:	h: B-28
Senses: dar Speed: 40 ft BAB: +9 Fort: +9 Languages: STR: 23 D Melee: bite + Ranged: Special: char Skills: Acroba Notes: This la	rkvision 60 ft. t. CMB: +16 Ref: +10 Infernal, Gobline (Social Control of the	, scent CMD: 28 (32 vs. Will: +10 HF n, Worg N: 19 INT: 18 claws +15 (1d6+6) blin or wolf, polymor b +15, Diplomacy + anine beast pads for	trip) P: 85 (9d10+36) WIS: 18 CHR: 18	Space/Reacl Reference: E Knowledge:	h: 10 / 5 3-27 Planes ore see book)	Senses: low Speed: 20 f BAB: +5 Fort: +8 Languages: STR: 20 D Melee: slam Ranged: Special: hall Skills: Notes: This:	v-light vision, ft. CMB: +10 Ref: +3 EEX: 13 CO n +10 (1d8+7 p	CMD: 21 (25 Will: +2 N: 16 INT: lus spores) d (see back), sponsists of four spi	HP: 52 (7d8+21) WIS: 11 CHR: 1	Space/Reac Reference: I Knowledge:	B-28 Nature

Feed (Su) Once per month, a barghest 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, a barghest's caster level for its spell-like abilities and its CR increase by +1. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats for a greater barghest.

Treasure standard

Barghest

Hallucination Cloud (Ex) As a standard action once per minute, a basidirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a DC 16 Fortitude save 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. The save DC is Constitution-based. 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.

Treasure incidental

Spells A lillend casts spells as a 7th-level bard. They favor enchantment and healing spells.

Spell-Like Abilities (CL 7th)

3/day—darkness, hallucinatory terrain (DC 18), knock, light 1/day—charm person (DC 15), speak with animals, speak with plants

Spells Known (CL 7th)

3rd (2/day)—charm monster (DC 17), cure serious wounds
2nd (4/day)—hold person (DC 16), invisibility, sound burst (DC 16), suggestion (DC 16)
1st (5/day)—charm person (DC 15), cure light wounds, identify, sleep (DC 15)
0 (at will)—dancing lights, daze (DC 14), detect magic, lullaby (DC 14), mage hand, read magic

Treasure standard (+1 longsword, masterwork harp)

Azata, Lillend

Treasure standard

Basidirond Barghest, Greater

Basilisk			CR/	/XP: 5-1,600	Perc: -	+10	Init: -1	Bat, Dire	•			CR/XP:	2-600	Perc: +12		nit: +2
N Medium m	nagical beast							N Large an	mal							
Senses: dar	kvision 60 ft.	, low-light visio	n					Senses: blir	ndsense 40	ft.						
Speed: 20 ft								Speed: 20 f	t., fly 40 ft. (good)						
BAB: +7	CMB: +10	CMD: 19 (31 v	/s. trip)		AC/T/F	FF: 17 /	9 / 17	BAB: +3	CMB: +7	CMD: 19				AC/T/FF:	14 /	11 / 12
Fort: +9	Ref: +4	Will: +5	HP: 52 (7	7d10+14)	Space	/Reach:		Fort: +5	Ref: +6	Will: +3	HF	: 22 (4d8+4	4)	Space/Re	ach:	10/5
Languages:					Refere	ence: B-	29	Languages						Reference	e: B-3	30
STR: 16 D	EX: 8 CO	N: 15 INT: 2	WIS: 1	13 CHR: 11	Knowl	edge: A	rcana	STR: 17	EX: 15	ON: 13 INT	2	WIS: 14	CHR: 6	Knowledg	e: Na	iture
Melee: bite +	10 (1d8+4)							Melee: bite	+5 (1d8+4)							
Ranged:								Ranged:								
Special: gaze	е							Special:								
Skills: Stealth	า +10							Skills: Fly +9	, Stealth +4							
	quat, reptilian r ale green fire.	nonster has eight	legs, bony s	spurs jutting fron	n its back	k, and eye	es that glow			it is nearly the s outstretched		ox, with darl	k leathery v	vings that op	en wid	der than
Gaze (Ex) Tu creature petr (taken from a	rn to stone pe rified in this ma a basilisk no m ough blood to d	rtitude, Iron Will, rmanently (as <i>fle</i> atter that is then ore than 1 hour o coat 1d3 Mediun	sh to stone), coated (not dead) is inst	, range 30 feet, F ot just splashed) tantly restored to	with fres o flesh. <i>F</i>	sh basilisl A single b	k blood	Feats Alertn	ess, Stealthy							
Bat Swar			CR/	/XP: 2-600	Perc:	+15	lnit: +2	Bear, Gr	izzly			CR/XP:	4-1,200	Perc: +6		nit: +1
	m e animal (swa	arm)	CR/	/XP: 2-600	Perc:	+15	lnit: +2	Bear, Gr N Large an				CR/XP:	4-1,200	Perc: +6		nit: +1
N Diminutive	e animal (swa	arm) ., low-light visi		/XP: 2-600	Perc:	+15	Init: +2	N Large an		, scent		CR/XP:	4-1,200	Perc: +6		nit: +1
N Diminutive Senses: blir	e animal (swa	., low-light visi		/XP: 2-600	Perc:	+15	Init: +2	N Large an	mal /-light vision				4-1,200	Perc: +6		nit: +1
N Diminutive Senses: blir	e animal (swandsense 20 ft	., low-light visi od) CMD:		/XP: 2-600			Init: +2	N Large and Senses: low Speed: 40 BAB: +3	mal y-light vision	, scent		trip)		Perc: +6 AC/T/FF:		
N Diminutive Senses: blir Speed: 5 ft., BAB: +2	e animal (swandsense 20 ft fly 40 ft. (go	., low-light visi			AC/T/F		16 / 14	N Large an Senses: low Speed: 40	mal /-light vision						16 /	10 / 15
N Diminutive Senses: blir Speed: 5 ft., BAB: +2 Fort: +3 Languages:	e animal (swandsense 20 ft fly 40 ft. (go CMB: Ref: +7	., low-light visi od) CMD: Will: +3	on HP: 13 (3d8)	AC/T/F	FF: 16 /	16/14	N Large and Senses: low Speed: 40 BAB: +3 Fort: +8 Languages:	mal /-light vision CMB:+9/+1 Ref: +5	3 CMD: 20 Will: +2	HF	trip)		AC/T/FF:	16 / ach:	10 / 15
N Diminutive Senses: blir Speed: 5 ft., BAB: +2 Fort: +3 Languages: STR: 3	e animal (swandsense 20 ft fly 40 ft. (go CMB: Ref: +7	., low-light visi od) CMD:	on HP: 13 (AC/T/I Space Refere	FF: 16 /	16/14 10/0 30	N Large and Senses: low Speed: 40 BAB: +3 Fort: +8 Languages:	mal /-light vision CMB:+9/+1 Ref: +5	3 CMD: 20	HF	trip)	20)	AC/T/FF: Space/Re	16 / ach:	10 / 15
N Diminutive Senses: blir Speed: 5 ft., BAB: +2 Fort: +3 Languages:	e animal (swandsense 20 ft fly 40 ft. (go CMB: Ref: +7	., low-light visi od) CMD: Will: +3	on HP: 13 (3d8)	AC/T/I Space Refere	FF: 16 / PReach:	16/14 10/0 30	N Large and Senses: low Speed: 40 BAB: +3 Fort: +8 Languages:	mal y-light vision CMB:+9/+1 Ref: +5 DEX: 13	3 CMD: 20 Will: +2 ON: 19 INT	HF	trip) 2: 42 (5d8+ WIS: 12	20)	AC/T/FF: Space/Re	16 / ach:	10 / 15
N Diminutive Senses: blir Speed: 5 ft., BAB: +2 Fort: +3 Languages: STR: 3	e animal (swandsense 20 ft fly 40 ft. (go CMB: Ref: +7	., low-light visi od) CMD: Will: +3	on HP: 13 (3d8)	AC/T/I Space Refere	FF: 16 / PReach:	16/14 10/0 30	N Large and Senses: low Speed: 40 BAB: +3 Fort: +8 Languages: STR: 21	mal y-light vision CMB:+9/+1 Ref: +5 DEX: 13	3 CMD: 20 Will: +2 ON: 19 INT	HF	trip) 2: 42 (5d8+ WIS: 12	20)	AC/T/FF: Space/Re	16 / ach:	10 / 15
N Diminutive Senses: blir Speed: 5 ft., BAB: +2 Fort: +3 Languages: STR: 3 Melee: swarr Ranged:	e animal (swandsense 20 ft fly 40 ft. (go CMB: Ref: +7	., low-light visiod) CMD: Will: +3 N: 11 INT: 2	on HP: 13 (3d8)	AC/T/I Space Refere	FF: 16 / PReach:	16/14 10/0 30	N Large and Senses: low Speed: 40 BAB: +3 Fort: +8 Languages: STR: 21	mal y-light vision CMB:+9/+1 Ref: +5 DEX: 13	3 CMD: 20 Will: +2 ON: 19 INT	HF	trip) 2: 42 (5d8+ WIS: 12	20)	AC/T/FF: Space/Re	16 / ach:	10 / 15
N Diminutive Senses: blir Speed: 5 ft., BAB: +2 Fort: +3 Languages: STR: 3 D Melee: swarr Ranged: Special: distr Skills: Fly +1	e animal (swandsense 20 ft fly 40 ft. (go CMB: Ref: +7 EX: 15 COm (1d6)	., low-light visiod) CMD: Will: +3 N: 11 INT: 2	on HP: 13 (3	3d8) 14 CHR: 4	AC/T/i Space Refere	FF: 16 / e/Reach: ence: B- edge: N	16 / 14 10 / 0 -30	N Large and Senses: low Speed: 40 BAB: +3 Fort: +8 Languages: STR: 21 Languages: STR: 21 Ranged:	mal y-light vision CMB:+9/+1 Ref: +5 DEX: 13 Column (1) DEX: 14 Column (1) DEX: 14 Column (1) DEX: 15 Column (1) DEX: 16 Column (1) DEX: 17 Column (1) DEX: 18 Colum	3 CMD: 20 Will: +2 ON: 19 INT 5 plus grab), b	HF	trip) 2: 42 (5d8+ WIS: 12	20)	AC/T/FF: Space/Re	16 / ach:	10 / 15
N Diminutive Senses: blir Speed: 5 ft., BAB: +2 Fort: +3 Languages: STR: 3 D Melee: swarr Ranged: Special: distr Skills: Fly +1 Notes: Hund	e animal (swandsense 20 ft fly 40 ft. (go CMB: Ref: +7 EX: 15 COm (1d6)	., low-light visiod) CMD: Will: +3 N: 11 INT: 2), wounding	on HP: 13 (3	3d8) 14 CHR: 4	AC/T/i Space Refere	FF: 16 / e/Reach: ence: B- edge: N	16 / 14 10 / 0 -30	N Large and Senses: low Speed: 40 BAB: +3 Fort: +8 Languages: STR: 21 [I Melee: 2 classes and sense and se	mal y-light vision CMB:+9/+1 Ref: +5 DEX: 13 C ws +7 (1d6+)	3 CMD: 20 Will: +2 ON: 19 INT 5 plus grab), b	HF: 2	trip) 2: 42 (5d8+ WIS: 12 (66+5)	20) CHR: 6	AC/T/FF: Space/Re Reference Knowledg	16 / ach: e: B-3	10 / 15 10 / 5 31 ature

Treasure incidental

Treasure incidental

Treasure none

Bat, Dire

Swarm Traits

*In order to attack, it moves into an opponent's space, which provokes an attack of opportunity.

*Not subject to critical hits or f lanking

*Immune to all weapon damage.

*Reducing a swarm to 0 hit points or less causes it to break up

*Swarms are never staggered or reduced to a dying state by damage.

*Can't be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

*Immune to any spell or effect that targets a specific number of creatures (including single-target spells

*Takes +50% damage from spells or effects that affect an area, such as splash weapons and many evocation spells.

Basilisk

*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

Treasure none

Bear, Grizzly Bat Swarm

Bear, Dir	е		CR/XP: 7-3,200	Perc: +12	lnit: +5	Bebilith			CR/XP: 10-9,600	Perc: +16	Init: +5
N Large ani	mal					CE Huge o	utsider (cha	otic, evil, extrap	olanar)		
Senses: low	/-light vision,	scent				Senses: da	rkvision 60	t., scent			
Speed: 40						Speed: 40 f	t., climb 20	ft.			
BAB: +7	CMB:+15/+19	CMD: 26 (30 vs.	. trip)	AC/T/FF: 18	/ 10 / 17	BAB: +12	CMB: +23	CMD: 34 (46	S vs. trip)	AC/T/FF: 22	2 / 9 / 21
Fort: +12	Ref: +8	Will: +4	HP: 95 (10d8+50)	Space/Reac	h: 10 / 5	Fort: +15	Ref: +11	Will: +7	HP: 150 (12d10+84)	Space/Read	ch: 15 / 15
Languages:				Reference:	3-31	Languages	Abyssal (ca	nnot speak); tele _l	pathy 100 ft.	Reference:	B-32
STR: 25	EX: 13 CO	N: 21 INT: 2	WIS: 12 CHR: 10	Knowledge:	Nature	STR: 28	DEX: 12	ON: 24 INT: 1	1 WIS: 13 CHR: 13	Knowledge:	Planes
Melee: 2 clav	ws +13 (1d6+7	plus grab), bite +1	13 (1d8+7)			Melee: bite	+19 (2d6+9 p	lus rot) and 2 cla	ws +19 (2d4+9/19-20)		
Ranged:						Ranged:					
Special:						Special: dis	mantle armor	, penetrating strik	ke, web (+11 ranged, DC 23	, 12 hp)	
Skills: Swim	+19								Motive +16, Stealth +16, Sui		
						DR 10/good Spell-Like A At will—plar Feats Cleave Attack Penetrating purposes of	bilities (CL 1 bilities (CL 1 ee shift (bebili e, Improved C Strike (Su) A penetrating c	edged front claws 2th) th only) ritical (claws), Imp A bebilith's natura	proved Initiative, Iron Will, Li al weapons are treated as ch n. Against creatures with the	ightning Reflex aotic and magi	es, Power
Beetle, F			CR/XP: 1/3-135	Perc: +0	Init: +0	Beetle, C		q	CR/XP: 4-1,200	Perc: +0	Init: +0
N Small ver						N Large ve					
Senses: low		\				Senses: da					
	t., fly 30 ft. (p		trin\	AO/T/EE: 40	/ 44 / 40	Speed: 20			No. of Asia	AO/T/EE: 45	7 / 0 / 47
BAB: +0	CMB: -1	CMD: 9 (17 vs. t		AC/T/FF: 12		BAB: +5	CMB: +10	<u>`</u>	7	AC/T/FF: 17	
Fort: +2	Ref: +0	Will: +0	HP: 4 (1d8)	Space/Reac		Fort: +7	Ref: +2	Will: +2	HP: 45 (7d8+14)	Space/Read	
Languages:		N. 44 INT	W/IC. 40 CUID. 7	Reference:		Languages:		ON, 45 JINIT	W/IC. 40 OUD. 2	Reference:	
		N: 11 INT:	WIS: 10 CHR: 7	Knowledge:	ivature			ON: 15 INT:	- WIS: 10 CHR: 9	Knowledge:	inature
Melee: bite +	- i (1u4)					Melee: bite	+0 (208+6)				
Ranged:	inosconos					Ranged:	mplo (4de c	DC 17\			
						Special: trai		DC 17)			
		beetle is a dull brow	n color brightened by two	alowina areen-	vellow snots	Skills: Fly –		and huge mandih	les raised in a threatening po	se this large he	etle stands
				g. z g green	, = spots				ies raisea iir a tilleateriilig po.	se, tilis large det	circ starius
Special: luminescence Skills: Fly –2 Notes: This housecat-sized beetle is a dull brown color brightened by two glowing green-year on its carapace. Immune mind-affecting effects Luminescence (Ex) A fire beetle's glowing glands provide light in a 10-foot radius. A dea beetle's luminescent glands continue to glow for 1d6 days after its death.						Immune mind-affecting effects Trample (Ex) As a full-round action, it 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 can make an attack of opportunity, but at a –4 penalty. If targets forgo an AoO, they can attempt to avoid the creature and make a Ref save to take 1/2 damage. 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.					

Dismantle Armor (Ex) If a bebilith hits a foe with both 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 bebilith 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 25 Reflex save. The save DC is Strength-based.

Rot (Su) A bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for another 4 rounds thereafter, for 5 rounds of withering in all. Each round the rot persists, the target must succeed on a DC 23 Fortitude save or take 2 points of Constitution damage. If the target makes two consecutive saving throws in a row, the effect is cured. *Heal* can also halt the rot effect. The save DC is Constitution-based.

Treasure standard

Bebilith

Treasure none

Treasure incidental

Bear, Dire

Treasure none

Beetle, Giant Stag

Beetle, Fire

	CR/XP: 8-4,800	Perc: +8	lnit: +1	Black Pu	ıdding		CR/XP: 7-3,2	200	Perc: -5	Init: -5
N Huge magical beast				N Huge ooz	ze					
Senses: darkvision 60 ft., low-light vision				Senses: blir	ndsight 60 ft.					
Speed: 40 ft., climb 20 ft.				Speed: 20 f	t., climb 20 ft	t				
BAB: +10 CMB:+18/+22 CMD: 29 (can't be to	ripped)	AC/T/FF: 21	/9 /20	BAB: +7	CMB:+12/+16	GMD:17 (27	vs. bull rush, can't be tri	pped)	AC/T/FF: 3	/3/3
Fort: +12 Ref: +8 Will: +5 HP: 1	105 (10d10+50)	Space/Reac	h: 15 / 10	Fort: +9	Ref: -2	Will: -2	HP: 105 (10d8+60) [Space/Reach	h: 15 / 10
Languages: Common		Reference: E	3-34	Languages:					Reference: E	3-35
STR: 23 DEX: 12 CON: 21 INT: 7	IS: 14 CHR: 12	Knowledge:	Arcana	STR: 16	DEX: 1	N: 22 INT: -	WIS: 1 CHR	: 1	Knowledge: I	Dungeoneering
Melee: bite +15 (2d6+9 plus grab)				Melee: slam	+8 (2d6+4 plu	us 2d6 acid plu	s grab)			
Ranged:				Ranged:						
Special: breath weapon, constrict (2d6+9), rake (6	6 claws +14, 1d4+6),	, swallow whole		Special: spli	it, ooze traits,	constrict (2d6+	4 plus 2d6 acid), corros	ion, su	ıction	
Skills: Climb +14, Stealth +5				Skills: Climb						
Notes: This slithering, multilegged blue reptile has a horns. Immune electricity	fearsome head crowr	ned with two larg	ge, curling	glist	ens darkly befo	re surging forw				
Breath weapon Usable every 1d4 rounds (20-foot Swallow whole (2d8+9 bludgeon damage, AC 16, Feats Alertness, Cleave, Great Cleave, Power Attac Grab (Ex) A behir's grab attack works against creasame round. On any round thereafter that it maint grappled target or swallow it whole.	, 10 hp) ck, Weapon Focus (bi atures of any size cate	ite) egory. It can cor	nstrict in	affect stone. armor take the clothing and damage unle in contact wi	Each time a cr ne same amou armor. A meta ess the weapon ith a wooden c	eature suffers o int of damage f al or wooden w n's wielder succ or metal object	ssolves organic materia damage from a black pu rom the acid. A DC 21 R eapon that strikes a bla seeds on a DC 21 Reflex for 1 full round, it inflict stitution-based.	idding's leflex sa lck pud save. If	's acid, its cloth ave prevents da Iding takes 2d6 f a black puddii	ning and damage to 6 acid ing remains
200::	CR/XP: 2-600	Perc: +6	Init: +0	Boar, Dir	е		CR/XP: 4-1,2	200	Perc: +12	Init: +4
N Madium animal					imal					l i
N Medium animal				N Large ani						
Senses: low-light vision, scent				Senses: low	v-light vision,	scent				
Senses: low-light vision, scent Speed: 40					v-light vision,					
Senses: low-light vision, scent Speed: 40 BAB: +1 CMB: +4 CMD: 14		AC/T/FF: 14		Senses: low Speed: 40 BAB: +3	v-light vision,	CMD: 20			AC/T/FF: 15	
Senses: low-light vision, scent Speed: 40 BAB: +1 CMB: +4 CMD: 14 Fort: +6 Ref: +3 Will: +1 HP:	18 (2d8+9)	Space/Reac	h:	Senses: low Speed: 40 BAB: +3 Fort: +7	v-light vision, CMB: +10 Ref: +4		HP: 42 (5d8+20)		Space/Reach	h:
Senses: low-light vision, scent Speed: 40 BAB: +1 CMB: +4 CMD: 14 Fort: +6 Ref: +3 Will: +1 HP: Languages:		Space/Reac Reference: E	h: 3-36	Senses: low Speed: 40 BAB: +3 Fort: +7 Languages:	v-light vision, CMB: +10 Ref: +4	CMD: 20 Will: +2			Space/Reach Reference: B	B-36
Senses: low-light vision, scent Speed: 40 BAB: +1 CMB: +4 CMD: 14 Fort: +6 Ref: +3 Will: +1 HP: Languages: STR: 17 DEX: 10 CON: 17 INT: 2 Will	18 (2d8+9) /IS: 13 CHR: 4	Space/Reac	h: 3-36	Senses: low Speed: 40 BAB: +3 Fort: +7 Languages: STR: 23	CMB: +10 Ref: +4 DEX: 10	CMD: 20 Will: +2 DN: 17 INT: :			Space/Reach	B-36
Senses: low-light vision, scent Speed: 40 BAB: +1		Space/Reac Reference: E	h: 3-36	Senses: low Speed: 40 BAB: +3 Fort: +7 Languages: STR: 23	v-light vision, CMB: +10 Ref: +4	CMD: 20 Will: +2 DN: 17 INT: :			Space/Reach Reference: B	B-36
Senses: low-light vision, scent Speed: 40 BAB: +1 CMB: +4 CMD: 14 Fort: +6 Ref: +3 Will: +1 HP: 1 Languages: STR: 17 DEX: 10 CON: 17 INT: 2 Will Melee: gore +4 melee (1d8+4) Ranged:		Space/Reac Reference: E	h: 3-36	Senses: low Speed: 40 BAB: +3 Fort: +7 Languages: STR: 23 Melee: gore Ranged:	CMB: +10 Ref: +4 EDEX: 10 CC +8 melee (2d	CMD: 20 Will: +2 DN: 17 INT: :			Space/Reach Reference: B	B-36
Senses: low-light vision, scent Speed: 40 BAB: +1		Space/Reac Reference: E	h: 3-36	Senses: low Speed: 40 BAB: +3 Fort: +7 Languages: STR: 23 [I Melee: gore	CMB: +10 Ref: +4 EDEX: 10 CC +8 melee (2d	CMD: 20 Will: +2 DN: 17 INT: :			Space/Reach Reference: B	B-36
Senses: low-light vision, scent Speed: 40 BAB: +1	/IS: 13 CHR: 4	Space/Reaci Reference: E Knowledge:	h: 3-36 Nature	Senses: low Speed: 40 BAB: +3 Fort: +7 Languages: STR: 23 Melee: gore Ranged: Special: fere Skills:	CMB: +10 Ref: +4 DEX: 10 CO +8 melee (2d	CMD: 20 Will: +2 DN: 17 INT: :	2 WIS: 13 CHR	8	Space/Reach Reference: B	bh: B-36
Senses: low-light vision, scent Speed: 40 BAB: +1	/IS: 13 CHR: 4	Space/Reaci Reference: E Knowledge:	h: 3-36 Nature	Senses: low Speed: 40 BAB: +3 Fort: +7 Languages: STR: 23 Melee: gore Ranged: Special: fere Skills: Notes: The base	CMB: +10 Ref: +4 DEX: 10 CC +8 melee (2d	CMD: 20 Will: +2 ON: 17 INT: : 6+9)	2 WIS: 13 CHR	i: 8	Space/Reach Reference: B	bh: B-36
Senses: low-light vision, scent Speed: 40 BAB: +1 CMB: +4 CMD: 14 Fort: +6 Ref: +3 Will: +1 HP: Languages: STR: 17 DEX: 10 CON: 17 INT: 2 Williams Melee: gore +4 melee (1d8+4) Ranged: Special: ferocity Skills:	/IS: 13 CHR: 4	Space/Reaci Reference: E Knowledge:	h: 3-36 Nature	Senses: low Speed: 40 BAB: +3 Fort: +7 Languages: STR: 23 [Melee: gore Ranged: Special: fere Skills: Notes: The leeges	CMB: +10 Ref: +4 EDEX: 10 CC Ref: +8 melee (2d Docity Doci	CMD: 20 Will: +2 ON: 17 INT: : 6+9) rse-sized boar rish filth and its br	2 WIS: 13 CHR	i: 8	Space/Reach Reference: B	:h: B-36

Corrosion (Ex) An opponent that is being constricted by a black pudding suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor. **Split (Ex)** Slashing and piercing weapons deal no damage to a black pudding. Instead, the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Suction (Ex) The black pudding can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. A black pudding can establish or release suction as a swift action, and as 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.

Ooze Traits

- *Immunity to all mind-affecting effects
- *Immunity to gaze attacks, visual effects, illusions, and attack forms that rely on sight.
- *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 eat and breathe, but do not sleep.

Treasure none

Black Pudding Behir

Treasure none Treasure none

Boar, Dire

Boar

Treasure double

Boggard			CR/XP: 2-600	Perc: +4	Init: -1	Bugbear	,		CR/XP: 2-600	Perc: +8	Init: +1
CE Medium	humanoid (b	oggard)				CE Medium	humanoid (goblinoid)			
Senses: darl	kvision 60 ft.,	low-light vision				Senses: da	rkvision 60 ft.	, scent			
Speed: 20 ft.	., swim 30 ft.					Speed: 30					
BAB: +2	CMB: +4	CMD: 13		AC/T/FF: 14	/9 /14	BAB: +2	CMB: +5	CMD: 16		AC/T/FF: 17	7 / 11 / 16
Fort: +5	Ref: +0	Will: +1 ⊢	IP: 22 (3d8+9)	Space/Reac	h:	Fort: +2	Ref: +4	Will: +1	HP: 16 (3d8+3)	Space/Read	:h:
Languages:	Boggard			Reference: E	3-37	Languages	Common, Go	blin		Reference:	B-38
STR: 15	EX: 9 COI	N: 14 INT: 8	WIS: 11 CHR: 10	Knowledge:	Local	STR: 16	DEX: 13 CC	N: 13 INT: 10	WIS: 10 CHR: 9	Knowledge:	Local
Melee: morni	ngstar +5 (1d8	+3), tongue –1 tou	uch (sticky tongue)			Melee: morr	ningstar +5 (1d	8+3)			
Ranged:						Ranged: jav	velin +3 (1d6+3)			
Special: territ	fying croak, ho	ld breath, swamp	stride			Special: sta	lker				
Skills: Acroba	atics +2 (+14 ju	ımping), Stealth –1	I (+7 in swamps), Swim +	·10		Skills: Intimi	date +7, Stealt	h +10			
multite Feats Tought Sticky Tonge away from th penalty does making an op to the tongue cannot move	ude of warts an ness, Weapon ue (Ex) A creat de boggard and not stack if mu oposed Streng e (AC 11, dama e more than 10	op this creature's de d bumps decorate in Focus (morningsta ure hit by a bogga d takes a –2 penalty ultiple tongues are th check as a stand ge does not deple feet away from the frog, a boggard ca	l (this by hing damage boggard tongue as	milk Feats Intimi	-white eyes glit dating Prowess	tering with the thi , Skill Focus (Per	sed morningstar, its tiny, rill of the coming kill. ception) ays class skills for bugbear	5.			
Bulette			CR/XP: 7-3,200	Perc: +11	Init: +6	Cat, Che	etah		CR/XP: 2-600	Perc: +5	Init: +8
N Huge mag						N Medium	animal				
_			, scent, tremorsense 6	0 ft.			v-light vision,				
	., burrow 20					<u> </u>	ft.; sprint (see	· · · · · · · · · · · · · · · · · · ·			
	CMB: +16	CMD: 28 (32 vs		AC/T/FF: 22		BAB: +2	CMB: +5	CMD: 19 (23	1	AC/T/FF: 15	
	Ref: +8	Will: +5 ⊩	IP: 84 (8d10+40)	Space/Reac		Fort: +5	Ref: +7	Will: +2	HP: 19 (3d8+6)	Space/Read	
Languages:				Reference: E		Languages		1		Reference:	
		N: 20 INT: 2		Knowledge:	Arcana	STR: 17	DEX: 19 CC	N: 15 INT: 2	WIS: 12 CHR: 6	Knowledge:	Nature
	13 (2d8+9/19-	20) and 2 claws +	12 (2d6+6)			Melee: bite	+6 (1d6+3 plus	s trip), 2 claws +6	6 (1d3+3)		
Ranged:						Ranged:					
Special: leap	, savage bite					Special:					
Skills: Acroba	` '	. 0,							<u> </u>		
dorsa Feats Improve Leap (Ex) A be bulette charge enemies. If it r in reach, but c	al plate rises bet ed Initiative, Iro ulette can perf es, it can make	ween its shoulders. on Will, Skill Focus orm a special kind a DC 20 Acrobatic obatics check, it can bite attack.	(Perception), Weapon Foof pounce attack by jump is check to jump into the infollow up with four clay	ping into comb air and land ne: v attacks agains	xt to its st foes						

Freasure NPC Gear (leather armor, heavy creasure)	y wooden shield, morningstar, 3 javelins, other	Hold Breath (Ex) A boggard can hold its breath for a number of rounds equal to four its Constitution score before it risks drowning or suffocating.	times
		Swamp Stride (Ex) A boggard can move through any sort of natural difficult terrain a normal speed while within a swamp. Magically altered terrain affects a boggard norm	
		Terrifying Croak (Su) Once per hour, a boggard can, as a standard action, emit a lou horrifying croak. Any nonboggard creature within 30 feet of the boggard must make DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that ar already shaken become frightened for 1d4 rounds instead. The save DC is Charismahand includes a +2 racial bonus.	a e re
		Treasure NPC gear (leather armor, morningstar, other treasure)	
	Bugbear	Boggard	
Freasure none		Treasure none	

Cat, Cheetah Bulette

Cat, Leop	oard		CR/XP: 2-600	Perc: +5	Init: +4	Cave Fis	her		CR/XP: 2-600	Perc: +0	Init: +1	
N Medium a	nimal					N Medium v	/ermin					
Senses: low	-light vision,	scent				Senses: dar	rkvision 60 ft					
Speed: 30 ft	., climb 20 ft.					Speed: 20 f	t., climb 20 f	t.				
BAB: +2	CMB:+5/+9	CMD: 19 (23 vs.	trip)	AC/T/FF: 15	/ 14 / 11	BAB: +2	CMB: +5*	CMD: 16 (28	vs. trip)	AC/T/FF: 15	5 / 11 / 14	
Fort: +5	Ref: +7	Will: +2	P: 19 (3d8+6)	Space/Reac	h:	Fort: +6	Ref: +2	Will: +1	HP: 22 (3d8+9)	Space/Reac	ch:	
Languages:				Reference: E	3-40	Languages:				Reference:	B-41	
STR: 16 D	EX: 19 CO	N: 15 NT: 2	WIS: 13 CHR: 6	Knowledge:	Nature	STR: 17	EX: 12 CC	ON: 17 INT:	WIS: 10 CHR: 4	Knowledge:	Nature	
Melee: bite +	6 (1d6+3 plus	grab), 2 claws +6 (1d3+3)			Melee: 2 cla	ws +5 (1d4+3)				
Ranged:						Ranged: fila	ment +3 (drag	g) Range 60 ft. to	uch attack			
Special: pour	nce, rake (2 cla	aws +6, 1d3+3)				Special: pull	l (filament, 10	feet)				
Skills: Acroba	atics +8, Climb	+11, Stealth +11 (+	+15 in undergrowth)			Skills: Climb	+11					
Feats Skill For Pounce (Ex) creature also Rake (Ex) Ga	Ranged: Special: pounce, rake (2 claws +6, 1d3+3) Skills: Acrobatics +8, Climb +11, Stealth +11 (+15 in undergrowth) Notes: With each graceful step, this leopard's steely muscles ripple beneath its spotted fur. Feats Skill Focus (Stealth), Weapon Finesse Pounce (Ex) When it makes a charge, it can make a full attack (including rake attacks if creature also has the rake ability). Rake (Ex) Gains two additional claw attacks that it can use only against a grappled foe. begin its turn already grappling to use its rake—it can't begin a grapple and rake in the						th stone, its end nd-affecting ef the with pull) c) Can fire a the ached to the the tor by making has DR 15/slash releasing the	ormous pincers he ffects in filament of stic hread. As a stand a DC 25 Escape i hing. A liquid witl creature. A cave	clings tenaciously to the ld out menacingly before it. cky silk as a standard action ard action, a creature can la crist check. A filament is An high alcohol content (or fisher can have only one filon CMB checks made using the local content con CMB checks made using the local content con content cont	ip the filament f C 14 (touch 12), universal solvent ament active at	free with a DC has 5 hit dissolves a time.	
Centaur		.,	CR/XP: 3-800	Perc: +7	Init: +6	Centiped			CR/XP: 1/2-200	Perc: +4	Init: +2	
	nstrous huma kvision 60 ft.	anola				N Medium v						
		mor.					rkvision 60 ft ft., climb 40 f					
	:.; 35 ft. in arr	nor CMD: 19 (23 vs.	trin)	AC/T/FF: 20	/ 11 / 10	_	CMB: -1		n't ha tripped	AC/T/FF: 14	1/12/12	
	Ref: +6		P: 30 (4d10+8)	Space/Reac		BAB: +0 Fort: +3	Ref: +2	CMD: 11 (car	HP: 5 (1d8+1)	Space/Reac		
	Common, Elve		30 (4010±0)	Reference: E		Languages:		V VIII. +∪	JEIF 3 (100+1)	Reference: I		
			WIS: 14 CHR: 12					ON: 12 INT:	WIS: 10 CHR: 2	Knowledge:		
		2/19–20), 2 hooves		ittiowieuge.	INGLUIC		+2 (1d6–1 plu		WIO. 10 JUNE. 2	Triowieuge.	nature	
	ear +5 (1d8+2/	-	5.0 (10011)			Ranged:	12 (100-1 plu	ο μοιουτή				
	ersized weapo					Special:						
_			e (nature) +4, Survival +	9			+10, Stealth	+10				
			body of a seasoned				· · · · · · · · · · · · · · · · · · ·		es and twists, pulsing its			
		er body of a sleek wa				veno	mous mandib	les in search of pre				
1	ed Initiative, R	un						ffects				
Feats Improv						Immune mind-affecting effects Feats Weapon Finesse Poison (EX) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.						

Centiped	e Swarm		CR	R/XP: 4-1,200	Perc: +4	lnit: +4	Chimera	3			CR/XP: 7-	7-3,200	Perc: +10	lni	it: +5
N Diminutive	e vermin (swa	arm)					CE Large	magical bea	st						
Senses: dar	kvision 60 ft.	tremorsense 3	30 ft.				Senses: da	arkvision 60	ft., low-ligh	t visior	n, scent				
Speed: 30 ft	t., climb 30 ft.						Speed: 30	ft., fly 50 ft.	(poor)						
BAB: +6	CMB:	CMD:			AC/T/FF: 1	8 / 18 / 14	BAB: +9	CMB: +14	====				AC/T/FF: 1	9 / 10	o / 18
Fort: +5	Ref: +7	Will: +3	HP: 31 ((9d8–9)	Space/Rea	ch: 10 / 0	Fort: +9	Ref: +7	Will: +6		HP: 85 (9d10+3	-36)	Space/Rea	ch: 1	0/5
Languages:					Reference:	B-43	Languages	: Draconic					Reference:	B-44	
STR: 1	EX: 19 CO	N: 8 INT:	WIS:	10 CHR: 2	Knowledge	Nature	STR: 19	DEX: 12	ON: 17	√T: 4	WIS: 13 CH	HR: 10	Knowledge	: Arca	ına
Melee: swarr	m (2d6 plus po	ison)					Melee: bite	+12 (2d6+4),	bite +12 (1c	l8+4), g	ore +12 (1d8+4),), 2 claws	+12 (1d6+4)		
Ranged:							Ranged:								
	raction (DC 13)					Special: br	eath weapon	Usable ever	y 1d4 rc	ounds (see back))			
Skills: Climb								-2, Stealth +4							
groun Immune we Feats Weapo Poison (Ex)	nd in a deadly, u apon damage on Finesse Bite—injury; sa	gs and poisonous ndulating wave. ave Fort DC 13; fre Constitution-base	equency 1/	/round for 6 rour		Dex damage	hed	ads f lank its ce	ntral feline oi	ne—a d	lion, though two ragon and a horne ill Focus (Percept	ned goat.	ghness		
Choker			CR	R/XP: 2-600	Perc: +1	Init: +6	Chuul				CR/XP: 7-	7-3,200	Perc: +19	Ini	it: +7
CE Small at			CR	R/XP: 2-600	Perc: +1	Init: +6	CE Large	aberration (a			CR/XP: 7-	7-3,200	Perc: +19	lni	t: +7
CE Small at Senses: dar	rkvision 60 ft.		CR	R/XP: 2-600	Perc: +1	Init: +6	CE Large	arkvision 60	ft.		CR/XP: 7-	7-3,200	Perc: +19	lni	t: +7
CE Small at Senses: dar Speed: 20 ft	rkvision 60 ft.		CR	R/XP: 2-600			CE Large Senses: da Speed: 30	arkvision 60 ft., swim 20	ft.	0 (00		7-3,200			
CE Small at Senses: dar Speed: 20 ft BAB: +2	rkvision 60 ft. t., climb 10 ft.	CMD: 16			AC/T/FF: 1	7 / 13 / 15	CE Large Senses: da Speed: 30 BAB: +7	ft., swim 20	ft. ft. 19 CMD: 2		rs. trip)		AC/T/FF: 2:	2 / 1	2 / 19
CE Small at Senses: dar Speed: 20 ft BAB: +2 Fort: +2	rkvision 60 ft. t., climb 10 ft. CMB:+4/+8 Ref: +3	CMD: 16 Will: +4	CR		AC/T/FF: 1	7 / 13 / 15 ch: 5 / 10	CE Large Senses: da Speed: 30 BAB: +7 Fort: +7	erkvision 60 ft., swim 20 CMB:+15/+1	ft. 19 CMD: 20 Will: +9		s. trip) HP: 85 (10d8+	+40)	AC/T/FF: 22 Space/Read	2 / 1: ch: 10	2 / 19
CE Small at Senses: dar Speed: 20 ft BAB: +2 Fort: +2 Languages:	rkvision 60 ft. t., climb 10 ft. CMB:+4/+8 Ref: +3 Undercommon	CMD: 16 Will: +4	HP: 16	(3d8+3)	AC/T/FF: 1 Space/Rea Reference:	7 / 13 / 15 ch: 5 / 10 B-45	Senses: da Speed: 30 BAB: +7 Fort: +7 Languages	arkvision 60 ft., swim 20 CMB:+15/+ Ref: +6 Common (U	ft. ft. 19 CMD: 20 Will: +9	on for su	rs. trip) HP: 85 (10d8+ Jbterranean varia	+40) ants)	AC/T/FF: 2: Space/Read Reference:	2 / 12 ch: 10 B-46	2 / 19 0 / 5
CE Small at Senses: dar Speed: 20 ft BAB: +2 Fort: +2 Languages: STR: 16	rkvision 60 ft. t., climb 10 ft. CMB:+4/+8 Ref: +3 Undercommon	CMD: 16 Will: +4 N: 13 INT: 4	HP: 16		AC/T/FF: 1	7 / 13 / 15 ch: 5 / 10 B-45	CE Large : Senses: da Speed: 30 BAB: +7 Fort: +7 Languages g STR: 25	rkvision 60 ft., swim 20 CMB:+15/+ Ref: +6 Common (U	ft. ft. 19 CMD: 26 Will: +9 Jndercommo	on for su	s. trip) HP: 85 (10d8+	+40) ants)	AC/T/FF: 22 Space/Read	2 / 12 ch: 10 B-46	2 / 19 0 / 5
CE Small at Senses: dar Speed: 20 ft BAB: +2 Fort: +2 Languages: STR: 16 D Melee: 2 tens	rkvision 60 ft. t., climb 10 ft. CMB:+4/+8 Ref: +3 Undercommon	CMD: 16 Will: +4 N: 13 INT: 4	HP: 16	(3d8+3)	AC/T/FF: 1 Space/Rea Reference:	7 / 13 / 15 ch: 5 / 10 B-45	Senses: da Speed: 30 BAB: +7 Fort: +7 Languages g STR: 25 Melee: 2 c	arkvision 60 ft., swim 20 CMB:+15/+ Ref: +6 Common (U	ft. ft. 19 CMD: 26 Will: +9 Jndercommo	on for su	rs. trip) HP: 85 (10d8+ Jbterranean varia	+40) ants)	AC/T/FF: 2: Space/Read Reference:	2 / 12 ch: 10 B-46	2 / 19 0 / 5
CE Small at Senses: dar Speed: 20 ft BAB: +2 Fort: +2 Languages: STR: 16 D Melee: 2 tent Ranged:	rkvision 60 ft. t., climb 10 ft. CMB:+4/+8 Ref: +3 Undercommon DEX: 14 CO tacles +6 (1d4-	CMD: 16 Will: +4 n N: 13 INT: 4 +3 plus grab)	HP: 16	(3d8+3)	AC/T/FF: 1 Space/Rea Reference:	7 / 13 / 15 ch: 5 / 10 B-45	CE Large Senses: da Speed: 30 BAB: +7 Fort: +7 Languages 9 STR: 25 Melee: 2 c Ranged:	rkvision 60 ft., swim 20 CMB:+15/+ Ref: +6 Common (L DEX: 16	ft. ft. 19 CMD: 26 Will: +9 Undercommo	on for su	rs. trip) HP: 85 (10d8+ ubterranean varia	+40) ants)	AC/T/FF: 2: Space/Read Reference:	2 / 12 ch: 10 B-46	2 / 19 0 / 5
CE Small at Senses: dar Speed: 20 ft BAB: +2 Fort: +2 Languages: STR: 16 D Melee: 2 tent Ranged: Special: con	rkvision 60 ft. t., climb 10 ft. CMB:+4/+8 Ref: +3 Undercommon EX: 14 CO tacles +6 (1d4- strict (1d4+3),	CMD: 16 Will: +4 N: 13 INT: 4 +3 plus grab) strangle, quickne	HP: 16	(3d8+3)	AC/T/FF: 1 Space/Rea Reference:	7 / 13 / 15 ch: 5 / 10 B-45	Senses: da Speed: 30 BAB: +7 Fort: +7 Languages g STR: 25 Melee: 2 c Ranged: Special: cc	arkvision 60 ft., swim 20 CMB:+15/+ Ref: +6 S: Common (U DEX: 16 C laws +14 (2d6	ft. ft. 19 CMD: 20 Will: +9 Undercommo ON: 18 IN 1+7 plus grab	on for su	rs. trip) HP: 85 (10d8+ ubterranean varia WIS: 14 CH	+40) ants) CHR: 5	AC/T/FF: 22 Space/Read Reference: Knowledge	2 / 12 ch: 10 B-46	2 / 19 0 / 5
CE Small at Senses: dar Speed: 20 ft BAB: +2 Fort: +2 Languages: STR: 16 D Melee: 2 tent Ranged: Special: con Skills: Climb	rkvision 60 ft. t., climb 10 ft. CMB:+4/+8 Ref: +3 Undercommon EX: 14 CO tacles +6 (1d4- strict (1d4+3), 116, Stealth +	CMD: 16 Will: +4 N: 13 INT: 4 F3 plus grab) strangle, quickne	WIS:	(3d8+3) 13 CHR: 7	AC/T/FF: 1 Space/Rea Reference:	7 / 13 / 15 ch: 5 / 10 B-45	Senses: da Speed: 30 BAB: +7 Fort: +7 Languages g STR: 25 Melee: 2 c Ranged: Special: cc Skills: Kno	rkvision 60 ft., swim 20 CMB:+15/+ Ref: +6 Common (L DEX: 16 claws +14 (2d6 constrict (2d6+7) wledge (natur	ft.	on for sult: 10	rs. trip) HP: 85 (10d8+ ubterranean varia WIS: 14 CH s, amphibious	+40) ants) CHR: 5	AC/T/FF: 22 Space/Read Reference: Knowledge	2 / 12 ch: 10 B-46	2 / 19 0 / 5
CE Small ab Senses: dar Speed: 20 ft BAB: +2 Fort: +2 Languages: STR: 16 D Melee: 2 tent Ranged: Special: con Skills: Climb Notes: This h	rkvision 60 ft. t., climb 10 ft. CMB:+4/+8 Ref: +3 Undercommon EX: 14 CO tacles +6 (1d4- strict (1d4+3), 116, Stealth +	CMD: 16 Will: +4 N: 13 INT: 4 +3 plus grab) strangle, quickne 13 vretch has long, pla	WIS:	(3d8+3) 13 CHR: 7	AC/T/FF: 1 Space/Rea Reference:	7 / 13 / 15 ch: 5 / 10 B-45	Senses: da Speed: 30 BAB: +7 Fort: +7 Languages g STR: 25 Melee: 2 c Ranged: Special: cc Skills: Kno Notes: This eye	rkvision 60 ft., swim 20 ft., swim 20 Ref: +6 Fine Common (Legent 16) Ref: +6 Fine Common (Leg	ft.	on for su IT: 10 b) entacle Motive	rs. trip) HP: 85 (10d8+ ubterranean varia WIS: 14 CH	+40) ants) CHR: 5	AC/T/FF: 22 Space/Read Reference: Knowledge	2 / 12 ch: 10 B-46	2 / 19 0 / 5
CE Small ab Senses: dar Speed: 20 ft BAB: +2 Fort: +2 Languages: STR: 16 D Melee: 2 tent Ranged: Special: con Skills: Climb Notes: This I capp	rkvision 60 ft. t., climb 10 ft. CMB:+4/+8 Ref: +3 Undercommon DEX: 14 CON tacles +6 (1d4- strict (1d4+3), +16, Stealth + hunched-over wied with five wide	CMD: 16 Will: +4 N: 13 INT: 4 +3 plus grab) strangle, quickne 13 vretch has long, pla	WIS:	(3d8+3) 13 CHR: 7	AC/T/FF: 1 Space/Rea Reference:	7 / 13 / 15 ch: 5 / 10 B-45	Senses: da Speed: 30 BAB: +7 Fort: +7 Languages g STR: 25 Melee: 2 c Ranged: Special: cc Skills: Kno Notes: This eye Immune po	rkvision 60 ft., swim 20 ft., swim 20 Ref: +6 s: Common (L DEX: 16 constrict (2d6+7 wledge (nature is lobster-like cress gleams above)	ft.	entacle Motive thick arith	rs. trip) HP: 85 (10d8+- ubterranean varia WIS: 14 CH s, amphibious e+9, Stealth +9, Steal	+40) ants) CHR: 5 Swim +28 iir of tiny	AC/T/FF: 2: Space/Rea Reference: Knowledge	2 / 1; ch: 1(B-46	2 / 19 0 / 5

Breath Weapon (Su) A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 6d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based. To determine a chimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

d10	Head Color	Breath Weapon
1–2	Black	40-foot line of acid
3-4	Blue	40-foot line of lightning
5-6	Green	20-foot cone of acid
7–8	Red	20-foot cone of fire
9-10	White	20-foot cone of cold

Treasure standard

Chimera

Treasure standard

Swarm Traits (B-313):

*Immune to all weapon damage.

*Not subject to critical hits or flanking.

*Reducing a swarm to 0 HP or less causes it to break up.

*Never staggered or reduced to a dying state by damage. Can't be tripped, grappled, or bull rushed.

*They can't grapple an opponent.

*Immune to any spell or effect that targets a specific number of creatures.

*Takes +50% damage from spells or effects that affect an area, such as splash weapons and many evocation spells.

*Susceptible to high winds, such as those created by a *gust of wind* spell. (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.

*Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack.

Treasure none

Centipede Swarm

Choker

Treasure standard

Chuul

Cloaker	CR/XP: 5-1,600	Perc: +14	lnit: +7	Cockatrice CR/XP: 3-800 Perc: +10 Init:									
CN Large aberration		N Small magical beast											
Senses: darkvision 60 ft.		Senses: darkvision 60 ft., low-light vision											
Speed: 10 ft., fly 40 ft. (average)	Speed: 20 ft	t., fly 60 ft.	(poor)										
BAB: +4 CMB: +10 CMD: 23 (can't be	/ 12 / 16	BAB: +5	CMB: +2	CMD:	16		AC/T/FF: 15	5 / 15 / 11					
Fort: +6 Ref: +5 Will: +7 HP:	h: 10 / 10*	Fort: +4	Ref: +7	Will: +2	2	HP: 27 (5d10)	Space/Read	ch:					
Languages: Undercommon		Reference: E	3-47	Languages:					Reference:	B-48			
STR: 21 DEX: 16 CON: 19 INT: 14 V	Dungeoneering	STR: 6	DEX: 17	ON: 11	NT: 2	WIS: 13 CHR: 8	Knowledge:	Arcana					
Melee: bite +8 (1d6+5), tail slap +3 (1d8+2)	Melee: bite -	+9 (1d4–2 pl	us petrificat	tion)									
Ranged:	Ranged:												
Special: shadow shift, engulf, moan	Special:												
Skills: Disguise +8 (+16 as cloak), Fly +10, Know	8, Stealth +8	Skills: Fly +6	3										
red eyes. Behind it whips a menacing tail of a *Reach 10 ft. (5 ft. with bite) Feats Combat Reflexes, Improved Initiative, Skill Engulf (Ex) A cloaker can try to wrap a Medium of action. The cloaker attempts a grapple that does the grapple check, it establishes a hold and bites roll. It can still use its whip-like tail to strike at oth deal half their damage to the monster and half to	the v	vings of a bai											
Couatl LG Large outsider (native)	lnit: +7	Crab, Gia		uatio)		CR/XP: 2-600	Perc: +4	lnit: +1					
Senses: darkvision 60 ft., detect chaos/evil/	nood/law			N Medium vermin (aquatic) Senses: darkvision 60 ft.									
Speed: 20 ft., fly 60 ft. (good)	good/law			Speed: 30 ft., swim 20 ft.									
BAB: +12 CMB:+18/+22 CMD: 32 (can't be	tripped)	AC/T/FF: 22	/ 13 / 18	BAB: +2	CMB:+4/+8		15 (27 v	vs trin)	AC/T/FF: 16 / 11 / 15				
	126 (12d10+60)	Space/Reacl		Fort: +5	Ref: +2	Will: +		HP: 19 (3d8+6)	Space/Read				
Languages: Celestial, Common, Draconic; telep		Reference: E		Languages: Reference: B-50									
STR: 20 DEX: 16 CON: 20 INT: 17 V		Knowledge:		STR: 15		ON: 14	NT:	WIS: 10 CHR: 2	Knowledge:				
Melee: bite +16 (1d8+7 plus grab and poison)													
Ranged:				Melee: 2 claws +4 (1d4+2 plus grab) Ranged:									
Special: constrict (1d8+7)				Special: constrict (1d4+2), water dependency									
	Skills: Acrobatics +18, Diplomacy +18, Fly +20, Sense Motive +15 (More see book)						Skills: Swim +10						
Notes: This great serpent has multicolored wings of with intense awareness.	Notes: This lumbering hard-shelled crab stands as tall as a dwarf, its massive pincers waving menacingly. Immune mind-affecting effects Water Dependency (Ex) Giant crabs can survive out of the water for 1 hour per point of Constitution. Beyond this limit, a giant crab runs the risk of suffocation, as if it were drowning.												

Petrification (Su) A 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 cockatrice's bite attack, it must succeed on a DC 12 Fort save or take 1d4 points of DEX 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 DEX by a cockatrice's bites immediately turns to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new DC 12 Fort save to recover from the petrification, at which point the victim returns to flesh with 1 DEX (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 cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. The save DC is CON-based

Treasure none

Cockatrice

Treasure none

Moan (Ex) A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

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.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker's moan are DC 15. Save DCs are Charisma-based.

Shadow Shift (Su) When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: *blur* (lasts 1d4 rounds, self only), *mirror image* (CL 6th), or *silent image* (DC 15, CL 6th, save DC is Charisma-based).

Treasure standard

Cloaker

Spells A couatl casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Spell-Like Abilities (CL 9th)

Constant—detect chaos, detect evil, detect good, detect law
At will—detect thoughts (DC 15), ethereal jaunt (CL 16th), invisibility, plane shift (DC 20)

Spells Known (CL 9th)

4th (4/day)—charm monster (DC 17), freedom of movement

2nd (7/day)—cure moderate wounds, eagle's splendor, scorching ray, silence (DC 15)

1st (7/day)—endure elements, mage armor, obscuring mist, protection from chaos, true strike 0 (at will)—daze, disrupt undead, light, obscuring mist, ray of frost, read magic, resistance, stabilize

Treasure standard

Crab Swarm CR/XP: 4-1,200	Perc: +0	lnit: +2	Crocodile CR/XP: 2-600 Perc: +8 Init: +1							
N Diminutive vermin (aquatic, swarm)		N Large anir	mal							
Senses: darkvision 60 ft.	Senses: low-light vision									
Speed: 30 ft., swim 20 ft.			., swim 30 ft.	; sprint						
BAB: +5 CMB: CMD:	AC/T/FF: 18	/ 16 / 16	BAB: +2	CMB:+7/+11	CMD: 18 (22	vs. trip)	AC/T/FF: 14	10 / 13		
Fort: +6 Ref: +4 Will: +2 HP: 38 (7d8+7)	Space/Reach	: 10 / 0	Fort: +6	Ref: +4	Will: +2	HP: 22 (3d8+9)	Space/Reach	: 10 / 5		
Languages:	Reference: B-	-50	Languages:				Reference: B	-51		
STR: 1 DEX: 14 CON: 13 INT: WIS: 10 CHR: 2	Nature	STR: 19 D	EX: 22 CO	N: 17 INT: 1	WIS: 12 CHR: 2	Knowledge: N	lature			
Melee: swarm (2d6)			Melee: bite +	-5 (1d8+4 plus	grab) and tail sla	ap +0 (1d12+2)				
Ranged:			Ranged:							
Special: distraction (DC 14)			Special: dea	th roll (1d8+6 p	olus trip), hold br	eath				
Skills; Swim +10					ater), Swim +12					
Notes: A writhing mass of clacking shells and snapping pincers rushes						ater with shocking speed. Its				
from the surf, their spider-like legs twitching across the sand. Immune mind-affecting effects			jaw g	jupes open in a	roar, its powerful	tail lashing behind.				
Swarm Attack: they deal automatic damage to any creature whose spa				cus (Perceptio						
end of their move, with no attack roll needed. Swarm attacks are not s						size or smaller, a crocodile on it clings to its foe, it tucks in				
concealment or cover. Damage reduction sufficient to reduce a swarm incorporeal, or other special abilities usually give a creature immunity						dile inflicts its bite damage				
damage from a swarm. Swarms do not threaten creatures, and do not					odile maintains					
with their swarm attack.			Hold Breath (Ex) It can hold its breath for rounds equal to 4x its CON before it risks drowning. Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 ft. for 1 round.							
Crocodile, Dire CR/XP: 9-6,400	Perc: +14	Init: +4	Cyclops CR/XP: 5-1,600 Perc: +11 Init: -1							
N Gargantuan animal			NE Large humanoid (giant)							
Senses: low-light vision			Senses: low-light vision							
Speed: 20 ft., swim 30 ft.; sprint								$\overline{}$		
	1		Speed: 30 f				1			
BAB: +9 CMB:+26/+30 CMD: 36 (40 vs. trip)	AC/T/FF: 21		BAB: +7	t. CMB: +13	CMD: 22		AC/T/FF: 19			
BAB: +9 CMB:+26/+30 CMD: 36 (40 vs. trip) Fort: +15 Ref: +8 Will: +8 HP: 138 (12d8+84)	Space/Reach	: 20 / 15	BAB: +7 Fort: +9	CMB: +13 Ref: +2	Will: +4	HP: 65 (10d8+20)	Space/Reach	: 10 / 10		
Fort: +15 Ref: +8 Will: +8 HP: 138 (12d8+84) Languages:		: 20 / 15	BAB: +7 Fort: +9	CMB: +13 Ref: +2 Common, Cyc	Will: +4 clops, Giant			: 10 / 10		
Fort: +15 Ref: +8 Will: +8 HP: 138 (12d8+84)	Space/Reach	1: 20 / 15 3-51	BAB: +7 Fort: +9 Languages:	CMB: +13 Ref: +2 Common, Cyc	Will: +4		Space/Reach	: 10 / 10 -52		
Fort: +15 Ref: +8 Will: +8 HP: 138 (12d8+84) Languages:	Space/Reach Reference: B	1: 20 / 15 3-51	BAB: +7 Fort: +9 Languages: STR: 21	CMB: +13 Ref: +2 Common, Cyc	Will: +4 clops, Giant N: 15 INT: 10		Space/Reach Reference: B	: 10 / 10 -52		
Fort: +15 Ref: +8 Will: +8 HP: 138 (12d8+84) Languages: STR: 37 DEX: 10 CON: 25 INT: 1 WIS: 14 CHR: 2 Melee: bite +18 (3d6+13/19–20 plus grab) and tail slap +13 (4d8+6) Ranged:	Space/Reach Reference: B Knowledge: N	20 / 15 3-51 Nature	BAB: +7 Fort: +9 Languages: STR: 21 D Melee: great Ranged: hea	CMB: +13 Ref: +2 Common, Cyc EX: 8 Collaxe +11/+6 (3c) avy crossbow +	Will: +4 clops, Giant N: 15 INT: 10 d6+7/x3) r-5 (2d8/19–20/x	WIS: 13 CHR: 8	Space/Reach Reference: B	: 10 / 10 -52		
Fort: +15 Ref: +8 Will: +8 HP: 138 (12d8+84) Languages: STR: 37 DEX: 10 CON: 25 INT: 1 WIS: 14 CHR: 2 Melee: bite +18 (3d6+13/19–20 plus grab) and tail slap +13 (4d8+6)	Space/Reach Reference: B Knowledge: N	20 / 15 3-51 Nature	BAB: +7 Fort: +9 Languages: STR: 21 D Melee: great Ranged: hea	CMB: +13 Ref: +2 Common, Cyc	Will: +4 clops, Giant N: 15 INT: 10 d6+7/x3) r-5 (2d8/19–20/x	WIS: 13 CHR: 8	Space/Reach Reference: B	: 10 / 10 -52		
Fort: +15 Ref: +8 Will: +8 HP: 138 (12d8+84) Languages: STR: 37 DEX: 10 CON: 25 INT: 1 WIS: 14 CHR: 2 Melee: bite +18 (3d6+13/19–20 plus grab) and tail slap +13 (4d8+6) Ranged: Special: death roll (3d6+19 plus trip), swallow whole (3d6+13, AC 16, Skills: Stealth –6 (+2 in water)	Space/Reach Reference: B Knowledge: N	20 / 15 3-51 Nature	BAB: +7 Fort: +9 Languages: STR: 21 D Melee: great Ranged: hea Special: fero Skills: Intimic	CMB: +13 Ref: +2 Common, Cyc EX: 8 COl taxe +11/+6 (3c avy crossbow + poity, flash of indate +9, Profes	Will: +4 clops, Giant N: 15 INT: 10 d6+7/x3) r-5 (2d8/19–20/x: sight ssion (soothsaye) WIS: 13 CHR: 8 3) ar) +10 Sense Motive +5, Si	Space/Reach Reference: B Knowledge: L	: 10 / 10 -52		
Fort: +15 Ref: +8 Will: +8 HP: 138 (12d8+84) Languages: STR: 37 DEX: 10 CON: 25 INT: 1 WIS: 14 CHR: 2 Melee: bite +18 (3d6+13/19–20 plus grab) and tail slap +13 (4d8+6) Ranged: Special: death roll (3d6+19 plus trip), swallow whole (3d6+13, AC 16, Skills: Stealth –6 (+2 in water) Notes: This reptilian behemoth, a crocodile of monstrous proportions, is	Space/Reach Reference: B Knowledge: N	20 / 15 3-51 Nature	BAB: +7 Fort: +9 Languages: STR: 21 D Melee: great Ranged: hea Special: fero Skills: Intimic Notes: A sing	CMB: +13 Ref: +2 Common, Cyc EX: 8 COl taxe +11/+6 (3c avy crossbow + poity, flash of in date +9, Profes gle huge eye sta	Will: +4 clops, Giant N: 15 INT: 10 d6+7/x3) r-5 (2d8/19–20/x: sight sight assion (soothsaye	WIS: 13 CHR: 8 3) or) +10 Sense Motive +5, Some thead of this nine-foot-tall	Space/Reach Reference: B Knowledge: L	: 10 / 10 -52		
Fort: +15 Ref: +8 Will: +8 HP: 138 (12d8+84) Languages: STR: 37 DEX: 10 CON: 25 INT: 1 WIS: 14 CHR: 2 Melee: bite +18 (3d6+13/19–20 plus grab) and tail slap +13 (4d8+6) Ranged: Special: death roll (3d6+19 plus trip), swallow whole (3d6+13, AC 16, Skills: Stealth –6 (+2 in water)	Space/Reach Reference: B Knowledge: N	20 / 15 3-51 Nature	BAB: +7 Fort: +9 Languages: STR: 21 D Melee: great Ranged: hea Special: fero Skills: Intimic Notes: A sing	CMB: +13 Ref: +2 Common, Cyc EX: 8 COltaxe +11/+6 (3c avy crossbow + acity, flash of in date +9, Profes gle huge eye sta t. Below this sole	Will: +4 clops, Giant N: 15 INT: 10 d6+7/x3) r-5 (2d8/19–20/x) sight ssion (soothsaye ares from the fore e orb, an even large) WIS: 13 CHR: 8 3) ar) +10 Sense Motive +5, Si	Space/Reach Reference: B Knowledge: L urvival +6	: 10 / 10 -52		
Fort: +15 Ref: +8 Will: +8 HP: 138 (12d8+84) Languages: STR: 37 DEX: 10 CON: 25 INT: 1 WIS: 14 CHR: 2 Melee: bite +18 (3d6+13/19–20 plus grab) and tail slap +13 (4d8+6) Ranged: Special: death roll (3d6+19 plus trip), swallow whole (3d6+13, AC 16, Skills: Stealth –6 (+2 in water) Notes: This reptilian behemoth, a crocodile of monstrous proportions, is large enough to swallow a horse in one tremendous bite.	Space/Reach Reference: B Knowledge: N	20 / 15 3-51 Nature	BAB: +7 Fort: +9 Languages: STR: 21 D Melee: great Ranged: hea Special: fero Skills: Intimic Notes: A sing giant Feats Alertne Flash of Insig	CMB: +13 Ref: +2 Common, Cyc EX: 8 Col taxe +11/+6 (3c avy crossbow + ocity, flash of in date +9, Profes gle huge eye sta t. Below this sole ess, Cleave, Gre ght (Su) Once	Will: +4 clops, Giant N: 15 INT: 10 d6+7/x3) +5 (2d8/19–20/x) sight ssion (soothsaye ares from the fore the orb, an even large at Cleave, Improper day as an im	3) WIS: 13 CHR: 8 3) In +10 Sense Motive +5, So thead of this nine-foot-tall ger mouth gapes like a cave. Eved Bull Rush, Power Attackmediate action, a cyclops care.	Space/Reach Reference: B Knowledge: L urvival +6 k an peer into an c	-52 .ocal		
Fort: +15 Ref: +8 Will: +8 HP: 138 (12d8+84) Languages: STR: 37 DEX: 10 CON: 25 INT: 1 WIS: 14 CHR: 2 Melee: bite +18 (3d6+13/19–20 plus grab) and tail slap +13 (4d8+6) Ranged: Special: death roll (3d6+19 plus trip), swallow whole (3d6+13, AC 16, Skills: Stealth –6 (+2 in water) Notes: This reptilian behemoth, a crocodile of monstrous proportions, is large enough to swallow a horse in one tremendous bite. Feats Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill For Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile of the size of smaller, a crocodile of	Space/Reach Reference: B Knowledge: N 13 hp), hold breach cous (Perception an perform a de	ath Stealth) eath roll	BAB: +7 Fort: +9 Languages: STR: 21 D Melee: great Ranged: hea Special: fero Skills: Intimic Notes: A sing giant Feats Alertne Flash of Insig visual spectru.	CMB: +13 Ref: +2 Common, Cyc EX: 8 Col Exx:	Will: +4 clops, Giant N: 15 INT: 10 d6+7/x3) +5 (2d8/19–20/x: sight esion (soothsaye ares from the fore e orb, an even large at Cleave, Improper day as an im futures, gaining	3) WIS: 13 CHR: 8 3) In +10 Sense Motive +5, So thead of this nine-foot-tall ger mouth gapes like a cave. Eved Bull Rush, Power Attack mediate action, a cyclops coinsight that allows it to select	Space/Reach Reference: B Knowledge: L urvival +6 k an peer into an cect the exact resu	-52 .ocal		
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Treasure none	Swarm Traits: Not subject to critical hits or f lanking. Immune to all weapon damage. Reducing a swarm to 0 hp or less causes it to break up. Never staggered or reduced to a dying state by damage. Can't be tripped, grappled, or bull rushed. Can't grapple an opponent. Immune to any spell or effect that targets a specific number of creatures (including single-target spells such as <i>disintegrate</i>). Takes +50% damage from spells or effects that affect an area, such as splash weapons and many evocation spells. Susceptible to high winds, such as those created by a <i>gust of wind</i> spell.
	Treasure none
Crocodile	Crab Swarm
Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if	Treasure none

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and looses 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.

Treasure standard (hide armor, Large greataxe, Large heavy crossbow, other treasure)

Cyclops Crocodile, Dire

Creeper CR/XP: 2-600 Perc: +4 Init: +3							: +3	Dark Stalker CR/XP: 4-1,200 Perc: +8 Init: +4							Init: +4	
CN Small humanoid (dark folk)								CN Mediur	n human	oid (d	ark folk	()				
Senses: see in darkness							Senses: see in darkness									
Speed: 30 ft.						Speed: 30	ft.									
B: +2 CMB:+1 CMD: 14 AC/T/FF: 16 / 14 / 13						/ 13	BAB: +4	CMB:+6						AC/T/FF: 1	8 / 14 / 14	
+6	Will: +1	HP: 19	9 (3d8+6)	S	pace/Reac	ch:		Fort: +4	Ref: +9		Will: +	2	HP: 39) (6d8+12)	Space/Rea	ch:
Folk				R	eference:	B-53		Languages	Dark Fol	lk, Una	dercomr	mon			Reference:	B-54
17 CON	l: 14 INT: 9	WIS	S: 10 CHR: 8	3 K	nowledge:	Loca	I	STR: 14	DEX: 18	CO1	N: 14	INT: 9	WIS	S: 11 CHR: 13	Knowledge	: Local
Melee: +6 (1d3/19–20 plus poison)						Melee: 2 sh	ort swords	s +6/+	6 (1d6+	2 plus p	oison/19	- 20)				
Ranged:						Ranged:										
Special: light blindness, death throes, sneak attack (+1d6), poison use, rag armor						Special: lig	ht blindnes	ss, dea	ath thro	es, snea	ak attack	(+3d6), poison u	se			
Skills: Climb +8, Sleight of Hand +7, Stealth +12																
 Notes: Filthy, reeking black rags wrap this small humanoid from head to toe, leaving only its hands and pale white nose visible. Light Blindness (Ex) Blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled as long as they remain in areas of bright light. Spell-Like Abilities (CL 3rd) At will—darkness, detect magic Feats Skill Focus (Sleight of Hand), Weapon Finesse Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind. See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by deeper darkness. 					spell. Such creatures are dazzled as long as they remain in areas of bright light. Spell-Like Abilities (CL 6th) At will—deeper darkness, detect magic, fog cloud Feats Double Slice, Two-Weapon Fighting, Weapon Finesse											
		(CR/XP: 1-400	Р	erc: +4	Init	: +6								Perc: +19	Init: +5
		ft., low	-light vision													
		1.1			0 = 1	- /										
	· 1	1		===			3 / 13			=			1		=====	
+3	VVill: +0	HP: 1	5 (2d10+4)	===				_							3====	
				==									=			
		WIS	5: 11 CHR: 1	10 K	nowledge:	Arcar	na									
a4 plus gra	ab)							Melee: 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7), bite +7 (1d6+2)								
								Ranged:								
alth +10	rom the carrer :	roof :+ -	none like a hidee					Skills: Acrobatics +11, Climb +12, Sense Motive +11, Stealth +22 (More see book)								
octopus, its thin, hook-lined tentacles connected by a f leshy web. Spell-Like Abilities (CL 5th) 1/day—darkness Feats Improved Initiative Grab (Ex) A darkmantle can use its grab attack against a foe of any size.					smothered within a bone-tight hide of slimy leather. DR 10/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 17 *Reach 5 ft. (10 ft. with longspear) Spell-Like Abilities (CL 7th) Constant—see invisibility At will—darkness, dispel magic, greater teleport (self plus 50 lbs. of objects only) 1/day—summon (level 3, 1 babau at 40%) Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus (Stealth)											
	ness, dea eight of Hang black ra only its had exes are dazes (CL 3rd) sleight of Idark creep d. Su) A dark darkness. The substitute of th	cid (dark folk) arkness 2:+1	oid (dark folk) arkness 2:+1	oid (dark folk) arkness CH1 CMD: 14 H6 Will: +1 HP: 19 (3d8+6) Folk 7 CON: 14 INT: 9 WIS: 10 CHR: 8 -20 plus poison) The characteristic of the control of the contro	oid (dark folk) arkness CMD: 14 H6 Will: +1 HP: 19 (3d8+6) Folk 7 CON: 14 INT: 9 WIS: 10 CHR: 8 -20 plus poison) Mess, death throes, sneak attack (+1d6), poison use, relight of Hand +7, Stealth +12 Ing black rags wrap this small humanoid from head to only its hands and pale white nose visible. Exit Blinded for 1 round if exposed to bright light, such a sessed acyzled as long as they remain in areas of bright is (CL 3rd) At will—darkness, detect magic is (CL 3rd) At will—darkness, detect magic is (CL 3rd) At will—darkness of filthy rags function as d. Su) A dark creeper's multiple layers of filthy rags function as d. CR/XP: 1-400 Poeast The 90 ft., darkvision 60 ft., low-light vision 30 ft. (poor) The +1/+5 CMD: 13 (can't be tripped) H3 Will: +0 HP: 15 (2d10+4) R5 SON: 14 INT: 2 WIS: 11 CHR: 10 R6 SI CON: 14 INT: 2 WIS: 11 CHR: 10 R6 SI CL 5th) 1/day—darkness SI CL 5th) 1/day—darkness SI CL 5th) 1/day—darkness SI CL 5th) 1/day—darkness SI CL 5th) 1/day—darkness	oid (dark folk) arkness (+1 CMD: 14 AC/T/FF: 10 AC/T/FF: 10 AC/T/FF: 10 Will: +1 HP: 19 (3d8+6) Space/Read Folk 7 CON: 14 INT: 9 WIS: 10 CHR: 8 Knowledge: -20 plus poison) ness, death throes, sneak attack (+1d6), poison use, rag armor eight of Hand +7, Stealth +12 and black rags wrap this small humanoid from head to only its hands and pale white nose visible. (bit) Blinded for 1 round if exposed to bright light, such as sunlight of eas are dazzled as long as they remain in areas of bright light. (c) Blinded for 1 round if exposed to bright light, such as sunlight of eas are dazzled as long as they remain in areas of bright light. (c) Blinded for 1 round if exposed to bright light, such as sunlight of eas are dazzled as long as they remain in areas of bright light. (c) Blinded for 1 round if exposed to bright light, such as sunlight of east are dazzled as long as they remain in areas of bright light. (c) Blinded for 1 round if exposed to bright light, such as sunlight of east are dazzled as long as they remain in areas of bright light. (c) Blinded for 1 round if exposed to bright light, such as sunlight of east are dazzled as long as they remain in areas of bright light. (c) Blinded for 1 round if exposed to bright light, such as sunlight of east are dazzled as long as they remain in areas of bright light. (c) Blinded for 1 round if exposed to bright light, such as sunlight of east are dazzled as long as they remain in areas of bright light. (c) CR/XP: 1-400 Perc: +4 (c) Deast are dazzled as long as they light wision as leather arm are dazzled as long as they light light. (c) CR/XP: 1-400 Perc: +4 (c) Deast are dazzled as long as they light light. (c) Deast are dazzled as long as they light light light light. (c) Deast are dazzled as long as they light	oid (dark folk) arkness AC/T/FF: 16 / 14	oid (dark folk) arkness AC/T/FF: 16 / 14 / 13 +6 Will: +1 HP: 19 (3d8+6) Space/Reach: Folk Reference: B-53 7 CON: 14 INT: 9 WIS: 10 CHR: 8 Knowledge: Local -20 plus poison) ness, death throes, sneak attack (+1d6), poison use, rag armor eight of Hand +7, Stealth +12 Ing black rags wrap this small humanoid from head to conly its hands and pale white nose visible. Ext Blinded for 1 round if exposed to bright light, such as sunlight or the daylight ess are dazzled as long as they remain in areas of bright light. Is (CL 3rd) At will—darkness, detect magic lieight of Hand), Weapon Finesse dark creeper's multiple layers of filthy rags function as leather armor when worn of the darkness. CR/XP: 1-400 Perc: +4 Init: +6 Deast	coid (dark folk) carkness Senses: se Speed: 30: Senses: se Speed: 30: Speed: 30: Speed: 30: Fort: +4 Folk Reference: B-53 Con: 14 INT: 9 WIS: 10 CHR: 8 Knowledge: Local Reference: B-53 The company of the sense of the	coid (dark folk) criticals crit	coid (dark folk) arkness CN Medium humanoid (d Senses: see in darkness Speed: 30 ft. BAB: +4 CMB: +6 Folk Reference: B-53 Languages: Dark Folk, Unit 7 CON: 14 INT: 9 WIS: 10 CHR: 8 Knowledge: Local 7 CON: 14 INT: 9 WIS: 10 CHR: 8 Knowledge: Local Reference: B-53 Languages: Dark Folk, Unit 7 CON: 14 INT: 9 WIS: 10 CHR: 8 Knowledge: Local Reference: B-53 Languages: Dark Folk, Unit 8 Color Color Color Reference: B-53 Languages: Dark Folk, Unit 9 Color Color Color Reference: B-53 Languages: Dark Folk, Unit 9 Color Color Color 10 Color Color Color 11 Color Color Color 12 Color Color Color 13 Color Color Color 14 Color Color Color 15 Color Color Color 16 Color Color 17 Color Color Color 18 Color Color 19 Color Color 10 Color Color 10 Color Color 11 Color Color 11 Color Color 12 Color Color 13 Color Color 14 CMB: 4 CMB: 4 15 Color Color 16 Color Color 17 Color Color 18 Color Color 19 Color Color 10 Color Color 11 Color Color 11 Color Color 11 Color Color 11 Color Color 12 Color Color 13 Color Color 14 Color Color 15 Color Color 16 Color Color 16 Color Color 17 Color Color 18 Color Color 19 Color Color 10 Color Color 10 Color Color 11 Color Color 11 Color Color 11 Color Color 12 Color Color 13 Color Color 14 Color Color 15 Color Color 16 Color Color 17 Color Color 18 Color Color 19 Color Color 10 Color Color 10	coid (dark folk) arkness CN Medium humanoid (dark folk parkness Senses: see in darkness Senses: see in darkness Sensed: 30 ft. BAB: +4	coid (dark folk) CN Medium humanoid (dark folk) arkness Senses: see in darkness Speed: 30 ft. BAB: +4 CMB: +6 CMD: 20 Folt: +4 Ref: +9 Will: +2 Folk Reference: B-53 Langueges: Dark Folk, Undercommon 7 CON: 14 INT: 9 WIS: 10 CHR: 8 Knowledge: Local STR: 14 DEX: 18 CON: 14 INT: 9 Poly plus poison) Reference: B-53 Langueges: Dark Folk, Undercommon Responsible of the set of th	coid (dark folk) condition (dark folk) cond	cold (dark folk) CN Medium humanoid (dark folk) Senses: see in darkness Speed: 30 ft. Senses: see in darkness Speed: 30 ft. Senses: see in darkness Speed: 30 ft. Fort: +4	CN Medium humanoid (dark folk) CN Medium humanoid (dark folk) Senses: see in darkness Senses: see in darkness see see see see see see see see see

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.

Black Smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The poison DC is Constitution-based.

Treasure NPC gear (leather armor, short swords [2], black smear [6], other treasure)

Dark Stalker

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

Treasure standard (longspear, other treasure)

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

Treasure standard (dagger, black poison [3 doses], other gear)

Dark Creeper

Treasure none

Demon, Babau Darkmantle

CE Large outsider (chaotic, demon, evil, extraplanar) Senses: darkvision 60 ft., low-light vision, true seeing Speed: 40 ft., fly 90 ft. (good) Speed: 40 ft., fly 90 ft. (good) Speed: 20 ft. BAB: +20 CMB:+33 CMD: 54 AC/T/FF: 36 / 20 / 29 BAB: +2 CMB:+2 CMD: 12 AC/T/FF: 14 / 17 Fort: +29 Ref: +17 Will: +25 HP: 370 (20d10+260) Space/Reach: 10 / 10* Languages: Abyssal, Celestial, Draconic; telepathy 100 ft. Reference: B-58 Languages: Abyssal (can't speak); telepathy (see notes) Reference: B-60 STR: 35 DEX: 25 CON: 36 INT: 24 WIS: 24 CHR: 27 Knowledge: Planes Melee: See Notes Melee: 2 claws +4 (1d4+1), bite +4 (1d4+1) Ranged: Special: death throes, vorpal strike, whip mastery Skills: Acrobatics +27, Fly +32, Sense Motive +30, Stealth +26 (More see book) Notes: This winged fiend's horned head and fanged visage present the perfection of the demonic form, fire spurting from its flesh. Aura flaming body, unholy aura (DC 26) DR 15/cold iron and good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 31 Melee +1 vorpal unholy longsword +31/+26/+21/+16 (2d6+13), +1 vorpal flaming whip)
Speed: 40 ft., fly 90 ft. (good) Speed: 20 ft. BAB: +20)
BAB: +20 CMB:+33 CMD: 54 AC/T/FF: 36 / 20 / 29 BAB: +2 CMB:+2 CMD: 12 AC/T/FF: 14 / 17 Fort: +29 Ref: +17 Will: +25 HP: 370 (20d10+260) Space/Reach: 10 / 10* Languages: Abyssal, Celestial, Draconic; telepathy 100 ft. Reference: B-58 Languages: Abyssal (can't speak); telepathy (see notes) Reference: B-60 STR: 35 DEX: 25 CON: 36 INT: 24 WIS: 24 CHR: 27 Knowledge: Planes Melee: See Notes Reference: B-58 Languages: Abyssal (can't speak); telepathy (see notes) Reference: B-60 STR: 12 DEX: 10 CON: 14 INT: 5 WIS: 11 CHR: 11 Knowledge: Plane Melee: 2 claws +4 (1d4+1), bite +4 (1d4+1) Ranged: Special: death throes, vorpal strike, whip mastery Skills: Acrobatics +27, Fly +32, Sense Motive +30, Stealth +26 (More see book) Notes: This winged fiend's horned head and fanged visage present the perfection of the demonic form, fire spurting from its f lesh. Aura flaming body, unholy aura (DC 26) DR 15/cold iron and good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 31 Melee +1 vorpal unholy lonasword +31/+26/+21/+16 (2d6+13), +1 vorpal flaming whip)
Fort: +29 Ref: +17 Will: +25 HP: 370 (20d10+260) Space/Reach: 10 / 10* Languages: Abyssal, Celestial, Draconic; telepathy 100 ft. Reference: B-58 Languages: Abyssal (can't speak); telepathy (see notes) Reference: B-60 STR: 35 DEX: 25 CON: 36 NT: 24 WIS: 24 CHR: 27 Knowledge: Planes Melee: See Notes Melee: 2 claws +4 (1d4+1), bite +4 (1d4+1) Ranged: Special: death throes, vorpal strike, whip mastery Special: death throes, vorpal strike, whip mastery Skills: Acrobatics +27, Fly +32, Sense Motive +30, Stealth +26 (More see book) Notes: This winged fiend's horned head and fanged visage present the perfection of the demonic form, fire spurting from its flesh. Aura flaming body, unholy aura (DC 26) DR 15/cold iron and good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 31 Melee: 1 vorpal unholy longsword +31/+26/+21/+16 (2d6+13), +1 vorpal flaming whip)
Languages: Abyssal, Celestial, Draconic; telepathy 100 ft. STR: 35 DEX: 25 CON: 36 NT: 24 WIS: 24 CHR: 27 Knowledge: Planes Melee: See Notes Reference: B-58 STR: 12 DEX: 10 CON: 14 NT: 5 WIS: 11 CHR: 11 Knowledge: Planes Melee: 2 claws +4 (1d4+1), bite +4 (1d4+1) Ranged: Special: death throes, vorpal strike, whip mastery Skills: Acrobatics +27, Fly +32, Sense Motive +30, Stealth +26 (More see book) Notes: This winged fiend's horned head and fanged visage present the perfection of the demonic form, fire spurting from its f lesh. Aura flaming body, unholy aura (DC 26) DR 15/cold iron and good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 31 Melee +1 vorpal unholy longsword +31/+26/+21/+16 (2d6+13), +1 vorpal flaming whip	
STR: 35 DEX: 25 CON: 36 INT: 24 WIS: 24 CHR: 27 Knowledge: Planes Melee: See Notes Melee: See Notes Melee: 2 claws +4 (1d4+1), bite +4 (1d4+1) Ranged: Special: death throes, vorpal strike, whip mastery Skills: Acrobatics +27, Fly +32, Sense Motive +30, Stealth +26 (More see book) Notes: This winged fiend's horned head and fanged visage present the perfection of the demonic form, fire spurting from its f lesh. Aura flaming body, unholy aura (DC 26) DR 15/cold iron and good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 31 Melee +1 vorpal unholy longsword +31/+26/+21/+16 (2d6+13), +1 vorpal flaming whip	
Melee: See Notes Melee: 2 claws +4 (1d4+1), bite +4 (1d4+1) Ranged: Special: death throes, vorpal strike, whip mastery Special: Special: Special: Special: Special: Special: Special: Special: Special: Special: Skills: Acrobatics +27, Fly +32, Sense Motive +30, Stealth +26 (More see book) Notes: This winged fiend's horned head and fanged visage present the perfection of the demonic form, fire spurting from its f lesh. Aura flaming body, unholy aura (DC 26) DR 15/cold iron and good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 31 Melee + 1 vorpal unholy longsword +31/+26/+21/+16 (2d6+13), +1 vorpal flaming whip Melee: 2 claws +4 (1d4+1) Special: Special: Notes: This creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness. DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10; SR 31 Melee + 1 vorpal unholy longsword +31/+26/+21/+16 (2d6+13), +1 vorpal flaming whip	nes
Ranged: Special: death throes, vorpal strike, whip mastery Skills: Acrobatics +27, Fly +32, Sense Motive +30, Stealth +26 (More see book) Notes: This winged fiend's horned head and fanged visage present the perfection of the demonic form, fire spurting from its f lesh. Aura flaming body, unholy aura (DC 26) DR 15/cold iron and good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 31 Melee + 1 vorpal unholy longsword +31/+26/+21/+16 (2d6+13), +1 vorpal flaming whip	
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Skills: Acrobatics +27, Fly +32, Sense Motive +30, Stealth +26 (More see book) Notes: This winged fiend's horned head and fanged visage present the perfection of the demonic form, fire spurting from its f lesh. Aura flaming body, unholy aura (DC 26) DR 15/cold iron and good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 31 Melee +1 vorpal unholy longsword +31/+26/+21/+16 (2d6+13), +1 vorpal flaming whip	
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Aura flaming body, unholy aura (DC 26) DR 15/cold iron and good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 31 Melee +1 vorpal unholy longsword +31/+26/+21/+16 (2d6+13), +1 vorpal flaming whip DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10 Spell-Like Abilities (CL 2nd) 1/day—cause fear (DC 11), stinking cloud (DC 13), summon (level 1, 1 dretch 35%)	
Melee +1 vorpal unholy longsword +31/+26/+21/+16 (2d6+13), +1 vorpal flaming whip 1/day—cause fear (DC 11), stinking cloud (DC 13), summon (level 1, 1 dretch 35%)	
+30/+25/+20 (1d4+7 plus 1d6 fire and entangle) or 2 slams +31 (1d10+12) Feats Toughness	
Space 10 ft.; Reach 10 ft. (20 ft. with whip) Telepathy 100 ft. (limited to Abyssal-speaking targets)	
Feats Cleave, Combat Reflexes, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Power Attack, Quicken Spell-Like Ability (<i>telekinesis</i>),	
Two-Weapon Fighting, Weapon Focus (longsword)	
CR/XP: Perc: Init: Demon, Glabrezu CR/XP: 13-25,600 Perc: +26 Ini	it: +0
CE Huge outsider (chaotic, demon, evil, extraplanar)	
Senses: darkvision 60 ft., true seeing	
Speed: Speed: 40 ft.	
BAB: CMB: CMD: AC/T/FF: / BAB: +12 CMB:+24 CMD: 34 AC/T/FF; 28 / 8	/ 28
Fort: Ref: Will: HP: Space/Reach: Fort: +18 Ref: +4 Will: +11 HP: 186 (12d10+120) Space/Reach: 19	5 / 15
Languages: Abyssal, Celestial, Draconic; telepathy 100 ft. Reference: B-61	
STR: DEX: CON: INT: WIS: CHR: Knowledge: STR: 31 DEX: 11 CON: 31 INT: 16 WIS: 16 CHR: 20 Knowledge: Plan	es
Melee: 2 pincers +20 (2d8+10/19–20), 2 claws +20 (1d6+10), bite +20 (1d8+10)	
Ranged: Ranged:	
Special: Special: rend (2 pincers, 2d8+15)	
Skills: Sense Motive +18, Stealth +7, Use Magic Device +17 (More see book)	
DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 24	
Spell-Like Abilities (CL 14th)	
Constant—true seeing At will—chaos hammer (DC 19), confusion (DC 19), dispel magic, mirror image, reverse gravity	/ (DC 22).
	//
greater teleport (self plus 50 lbs. of objects only), veil (self only), unholy blight	
STR: DEX: CON: INT: WIS: CHR: Knowledge: STR: 31 DEX: 11 CON: 31 INT: 16 WIS: 16 CHR: 20 Knowledge: Plan Melee: 2 pincers +20 (2d8+10/19–20), 2 claws +20 (1d6+10), bite +20 (1d8+10) Ranged: Special: Special: rend (2 pincers, 2d8+15) Skills: Sense Motive +18, Stealth +7, Use Magic Device +17 (More see book) Notes: Four arms grace the torso of this towering monstrosity. The monster's eyes shine with a mix of intelligence and cruelty. DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 24	



Feats Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

Demon, Glabrezu

Treasure standard

Treasure none

Spell-Like Abilities (CL 20th)

Constant—true seeing, unholy aura (DC 26)

At will—dominate monster (DC 27), greater dispel magic, greater teleport (self plus 50 lbs. of objects only), power word stun, telekinesis (DC 23)

3/day—quickened telekinesis (DC 23)

1/day—blasphemy (DC 25), fire storm (DC 26), implosion (DC 27), summon (level 9, any 1 CR 19 or lower demon 100%)

Death Throes (Su) When killed, it explodes dealing 100 points of damage (half fire, half unholy) to anything within 100 feet (Reflex DC 33 halves). The save DC is CON-based. **Entangle (Ex)** If a balor strikes a Medium or smaller foe with its whip, the balor can immediately attempt a grapple check without provoking an attack of opportunity. If the balor wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the balor does not.

Flaming Body (Su) A balor's body is covered in dancing flames. Anyone striking a balor with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples a balor or is grappled by one takes 6d6 points of fire damage each round the grapple persists.

Vorpal Strike (Su) Any slashing weapon a balor wields (including its standard longsword and whip) gains the vorpal weapon quality. Weapons retain this quality for one hour after the balor releases the weapon, but after this the weapon reverts to its standard magical qualities, if any.

Whip Mastery (Ex) A balor treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor. **Treasure** standard (+1 unholy longsword, +1 flaming whip, other treasure)

Demon, Balor

Demon, Hezrou CR/XP: 11-12,800	Perc: +23	Init: +4	Demon, Marilith							
CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)	CE Large or	utsider (cha	otic, demon, ev	il, extraplanar)						
Senses: darkvision 60 ft.	Senses: darkvision 60 ft., true seeing									
Speed: 30 ft., swim 30 ft.	Speed: 40 ft									
BAB: +10 CMB:+19/+23 CMD: 29		CMB:+24/+2	8 CMD: 42 (car		AC/T/FF: 32					
Fort: +16 Ref: +3 Will: +9 HP: 145 (10d10+90)	n: 10 / 10	Fort: +25	Ref: +18	Will: +13	HP: 264 (16d10+176)	Space/Read				
Languages: Abyssal, Celestial, Draconic; telepathy 100 ft.	3-62			lestial, Draconic;		Reference:				
STR: 27 DEX: 11 CON: 29 INT: 14 WIS: 14 CHR: 18	STR: 25	EX: 19 C	ON: 32 INT: 18	3 WIS: 18 CHR: 25	Knowledge:	Planes				
Melee: bite +17 (4d4+8 plus grab), 2 claws +17 (1d8+8 plus grab)	Melee: See I	oelow								
Ranged:	Ranged:									
Special: nausea, amphibious	Special: con	strict (tail slap	p, 2d6+10 plus cr	ushing coils), infuse weapo	n, multiweapor	n mastery				
Skills: Climb +21, Escape Artist +10, Spellcraft +15, Stealth +9 (More s	Skills: Acrob	atics +23, Fly	+18, Stealth +19), Use Magic Device +26 (M	lore see book)					
Notes: This fiend's armored f lesh is scaly and moist. Its large, toothy mouth gapes below a pair of hungry, reptilian eyes. Aura stench (DC 24, 10 rounds) DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10 Spell-Like Abilities (CL 13th) At will—chaos hammer (DC 18), greater teleport (self + 50 lbs. of objects 3/day—gaseous form 1/day—blasphemy (DC 21), summon (level 4, 1 hezrou 35%) Feats Blind-Fight, Cleave, Great Cleave, Improved Initiative, Power Atta	Skills: Acrobatics +23, Fly +18, Stealth +19, Use Magic Device +26 (More see book) Notes: This snake-bodied fiend has a six-armed woman's torso, pointed ears, and glittering, otherworldly eyes. Aura unholy aura (DC 25) DR 10/cold iron and good; Immune electricity and poison; Resist acid 10, cold 10, fire 10; SR 28 Melee +1 longsword +24/+19/+14/+9 (2d6+8/17-20), 5 +1 longswords +24 (2d6+4/17-20), tail slap +19 (2d6+3 plus grab) or 6 slams +24 (1d8+7), tail slap +19 (2d6+3 plus grab) Feats Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Improved Critical (longsword), Improved Disarm, Power Attack, Weapon Focus (longsword) Multiweapon Mastery (Ex) A marilith never takes penalties to her attack roll when fighting with multiple weapons.									
Demon, Nabasu CR/XP: 8-4800	lnit: +7	Demon, Nalfeshnee CR/XP: 14-38400 Perc: +31 Init: +5								
CE Medium outsider (chaotic, demon, evil, native)			CE Huge outsider (chaotic, demon, evil, extraplanar)							
Senses: darkvision 60 ft.			Senses: darkvision 60 ft., true seeing							
Speed: 30 ft., fly 60 ft. (average)			Speed: 30 ft., fly 40 ft. (poor)							
BAB: +9 CMB: +15 CMD: 28	AC/T/FF: 22	/ 14 / 18	BAB: +14 CMB:+27 CMD: 42 AC/T/FF: 29 / 13 / 26							
Fort: +9 Ref: +9 Will: +9 HP: 103 (9d10+54)	Space/Reacl	n:	Fort: +22	Ref: +9	Will: +21	HP: 203 (14d10+126)	Space/Read	ch: 15 / 15		
Languages: Abyssal, Celestial, Draconic; telepathy 100 ft.	Reference:	3-64	Languages: Abyssal, Celestial, Draconic; telepathy 100 ft. Reference: B-65							
STR: 22 DEX: 17 CON: 22 INT: 15 WIS: 16 CHR: 19	Knowledge:	Planes	STR: 32 DEX: 13 CON: 29 INT: 23 WIS: 22 CHR: 20 Knowledge: Planes							
Melee: 2 claws +15 (1d6+6), bite +15 (1d8+6)			Melee: bite +23 (3d8+11/19–20), 2 claws +23 (2d6+11)							
Ranged:			Ranged:							
Special: consume life, death-stealing gaze, sneak attack +2d6			Special: unholy nimbus							
Skills: Acrobatics +15, Fly +15, Stealth +15 (+23 in shadowy conditions	s) (More see be	ook)	Skills: Fly +10, Spellcraft +23, Stealth +10, Use Magic Device +22 (More see book)							
Notes: This lanky fiend's mouth is filled with sharp fangs, while great bat-like wings stretch from its scaly hide. DR 10/cold iron or good; Immune death effects, electricity, paralysis, por 10, fire 10; SR 19 Spell-Like Abilities (CL 8th) At will—deeper darkness, greater teleport (self plus 50 lbs. of objects only 3/day—enervation, silence (DC 16), vampiric touch 1/day—mass hold person (DC 21), regenerate, summon (level 4, 1 nabass Feats Cleave, Combat Expertise, Dodge, Improved Initiative, Power Atta	Notes: A towering, corpulent beast, this fiend has the hideous head of a boar and arms ending in fatty, four-fingered hands. Aura unholy aura (DC 23) DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 25 Spell-Like Abilities (CL 12th) Constant—true seeing, unholy aura (DC 23) At will—call lightning (DC 18), feeblemind (DC 20), greater dispel magic, slow (DC 18), greater teleport (self plus 50 lbs. of objects only) 1/day—summon (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)									

Spell-Like Abilities (CL 16th)

Constant—true seeing, unholy aura (DC 25)

At will—greater teleport (self + 50 lbs. objects only), project image (DC 23), telekinesis (DC22) 3/day—blade barrier (DC 23), fly

1/day—summon (level 5, 1 marilith 20%, 1 nalfeshnee at 35%, or 1d4 hezrous at 60%)

Crushing Coils (Ex) A creature that takes damage from a marilith's constrict attack must succeed on a DC 25 Fortitude save or lose consciousness for 1d8 rounds. The save DC is Strength-based.

Infuse Weapon (Su) Any weapon a marilith wields gains a +1 enhancement bonus to attack and damage, and strikes as if it were a chaotic and evil cold iron weapon (in addition to retaining the qualities of its actual composition).

Treasure double (6 mwk longswords, other treasure)

Demon, Marilith

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack

Unholy Nimbus (Su) Three times per day as a free action a nalfeshnee can create a nimbus of unholy light, causing nauseating beams of writhing color to play around its body. One round later, the light bursts in a 60-foot radius. Any non-demon creature caught within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.

Treasure standard

Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

Amphibious (Ex) Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Treasure standard

Demon Hezrou

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. 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, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and *plane shifts* to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

Treasure standard

Demon, Nalfeshnee Demon, Nabasu

Demon, Quasit	CR/XP: 2-600	Perc: +7	Init: +6	Demon, Shadow CR/XP: 7-3200 Perc: +20 Init: +8												
CE Tiny outsider (chaotic, demon, evil, extra	aplanar)	CE Medium	outsider (ch	aotic, demon, e	evil, extraplanar, incorpo	real)										
Senses: darkvision 60 ft.	Senses: darkvision 60 ft.															
Speed: 20 ft., fly 50 ft. (perfect)	Speed: fly 4	0 ft. (perfect)														
BAB: +3 CMB:+0 CMD: 12		AC/T/FF: 16	5 / 14 / 14	BAB: +7	CMB:+11	CMD: 25		AC/T/FF: 18	/ 18 / 14							
Fort: +1 Ref: +5 Will: +4 HP:	16 (3d10)	Space/Reac	h: 2.5 / 0	Fort: +5	Ref: +11	Will: +7	HP: 59 (7d10+21)	Space/Reac	h:							
Languages: Abyssal, Common; telepathy (touch	·	Reference: E	3-66			nmon; telepathy 1		Reference: E	3-67							
STR: 8 DEX: 14 CON: 11 INT: 11	STR:	DEX: 18 CC	N: 17 INT: 14	WIS: 14 CHR: 19	Knowledge:	Planes										
Melee: 2 claws +7 (1d3-1 plus poison), bite +7 (1	Melee: 2 cla	ws +11 touch	(1d6 plus 1d6 col	d), bite +11 touch (1d8 plu	s 1d6 cold)											
Ranged:		Ranged:														
Special: fast healing 2, change shape (See below	Special: inc	orporeal, poun	ce, sprint, shado	w blend												
Skills: Bluff +6, Fly +20, Intimidate +6, Knowledge				ense Motive +12, Stealth +		ook)										
Notes: Ram horns curl back from the twisted head of demon, and its body is thin and wiry.	of this tiny winged						n's teeth and claws have any t is lost in darkness.	/								
DR 5/cold iron or good; Immune electricity, poiso	on; Resist acid 10, col	d 10, fire 10		DR 10/cold in	ron or good; in	nmune cold, elec	tricity, poison; Resist acid 1	10, fire 10; SR 17	7							
Spell-Like Abilities (CL 6th)		,			s sunlight pow											
At will—detect good, detect magic, invisibility (self 1/day—cause fear (30-foot radius, DC 11)	only)				bilities (CL 101 per darkness, fe		r teleport (self only), telekine	esis (DC 19)								
1/week—commune (six questions)				3/day—shad	low conjuratior	(DC 18), shadow	evocation (DC 19)	, ,								
Feats Improved Initiative, Weapon Finesse							1 shadow demon 50%)	wor								
Change Shape (2 of the following forms: bat, Sm	Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes															
Demon, Succubus	Domon	\/rook		CR/XP: 9-6400	Perc: +23	Init: +6										
CE Medium outsider (chaotic, demon, evil, e	CR/XP: 7-3200 extraplanar)	Perc: +21	Init: +3	Demon, Vrock CR/XP: 9-6400 Perc: +23 Init: +6 CE Large outsider (chaotic, demon, evil, extraplanar)												
Senses: darkvision 60 ft., detect good				Senses: darkvision 60 ft.												
Speed: 30 ft., fly 50 ft. (average)			-						Speed: 30 ft., fly 50 ft. (average)							
				Speed: 301	II., IIY 50 II. (8	average)										
BAB: +8 CMB: +11 CMD: 22		AC/T/FF: 20	0 / 13 / 17	Speed: 301 BAB: +9	CMB:+15	CMD: 27		AC/T/FF: 22	/ 11 / 20							
	84 (8d10+40)	AC/T/FF: 20 Space/Reac		<u> </u>	1	1	HP: 112 (9d10+63)	AC/T/FF: 22 Space/Reac								
	84 (8d10+40)		h:	BAB: +9 Fort: +13	CMB:+15 Ref: +10	CMD: 27			h: 10 / 10							
Fort: +7 Ref: +9 Will: +10 HP:	,	Space/Reac	h: B-68	BAB: +9 Fort: +13 Languages:	CMB:+15 Ref: +10 Abyssal, Cele	CMD: 27 Will: +6	elepathy 100 ft.	Space/Reac	h: 10 / 10 B-69							
Fort: +7 Ref: +9 Will: +10 HP: Languages: See Notes	,	Space/Reac Reference: E	h: B-68	BAB: +9 Fort: +13 Languages: STR: 21	CMB:+15 Ref: +10 Abyssal, Cele DEX: 15	CMD: 27 Will: +6 estial, Common; 1	elepathy 100 ft.	Space/Reac Reference: E	h: 10 / 10 B-69							
Fort: +7 Ref: +9 Will: +10 HP: Languages: See Notes STR: 13 DEX: 17 CON: 20 INT: 18 W	,	Space/Reac Reference: E	h: B-68	BAB: +9 Fort: +13 Languages: STR: 21	CMB:+15 Ref: +10 Abyssal, Cele DEX: 15	CMD: 27 Will: +6 estial, Common; 1	elepathy 100 ft. WIS: 16 CHR: 16	Space/Reac Reference: E	h: 10 / 10 B-69							
Fort: +7 Ref: +9 Will: +10 HP: Languages: See Notes STR: 13 DEX: 17 CON: 20 INT: 18 Will Melee: 2 claws +11 (1d6+1)	VIS: 14 CHR: 27	Space/Reacl Reference: E Knowledge:	h: B-68 Planes	BAB: +9 Fort: +13 Languages: STR: 21 [Melee: 2 cla Ranged:	CMB:+15 Ref: +10 Abyssal, Cele CEX: 15 CC Caws +13 (2d6+	CMD: 27 Will: +6 estial, Common; 1	relepathy 100 ft. WIS: 16 CHR: 16 +5), 2 talons +13 (1d6+5)	Space/Reac Reference: E	h: 10 / 10 B-69							
Fort: +7 Ref: +9 Will: +10 HP: Languages: See Notes STR: 13 DEX: 17 CON: 20 INT: 18 William Melee: 2 claws +11 (1d6+1) Ranged: Special: energy drain, profane gift, change shape Skills: Disguise +19, Escape Artist +11, Fly +14, 5	WIS: 14 CHR: 27 e (alter self, Small or N Stealth +14 (More see	Space/Reaci Reference: E Knowledge:	h: B-68 Planes	BAB: +9 Fort: +13 Languages: STR: 21 [I Melee: 2 cla Ranged: Special: dar	CMB:+15 Ref: +10 Abyssal, Cele DEX: 15 CO aws +13 (2d6+	CMD: 27 Will: +6 estial, Common; to the common of the	relepathy 100 ft. WIS: 16 CHR: 16 +5), 2 talons +13 (1d6+5)	Space/Reac Reference: E Knowledge:	h: 10 / 10 B-69 Planes							
Fort: +7 Ref: +9 Will: +10 HP: Languages: See Notes STR: 13 DEX: 17 CON: 20 INT: 18 William Melee: 2 claws +11 (1d6+1) Ranged: Special: energy drain, profane gift, change shape Skills: Disguise +19, Escape Artist +11, Fly +14, Notes: Tiny horns, bat-like wings, and a sinuous tar.	WIS: 14 CHR: 27 e (alter self, Small or N Stealth +14 (More see	Space/Reaci Reference: E Knowledge:	h: B-68 Planes	BAB: +9 Fort: +13 Languages: STR: 21 [Image: 2 classes of the clas	CMB:+15 Ref: +10 Abyssal, Cele DEX: 15 CO aws +13 (2d6+ ace of ruin, sport 12, Sense Motoud of spores are	CMD: 27 Will: +6 estial, Common; 1 N: 25 INT: 14 5), bite +13 (1d8- ores, stunning scrive +15, Spellcra and a trail of feather	reelepathy 100 ft. WIS: 16 CHR: 16 +5), 2 talons +13 (1d6+5) reech ft +14, Stealth +10, Survivars surrounds this twisted	Space/Reac Reference: E Knowledge:	h: 10 / 10 B-69 Planes							
Fort: +7 Ref: +9 Will: +10 HP: Languages: See Notes STR: 13 DEX: 17 CON: 20 INT: 18 Williams Melee: 2 claws +11 (1d6+1) Ranged: Special: energy drain, profane gift, change shape Skills: Disguise +19, Escape Artist +11, Fly +14, 3 Notes: Tiny horns, bat-like wings, and a sinuous tan nature of this alluring woman.	e (alter self, Small or N Stealth +14 (More sea	Space/React Reference: E Knowledge: Medium human e book)	h: B-68 Planes ooid)	BAB: +9 Fort: +13 Languages: STR: 21 [Image: 2 classes of the clas	CMB:+15 Ref: +10 Abyssal, Cele DEX: 15 CO aws +13 (2d6+ ace of ruin, spo 12, Sense Mot aud of spores are s between a ma	CMD: 27 Will: +6 estial, Common; 1 N: 25 INT: 14 5), bite +13 (1d8- ores, stunning scrive +15, Spellcra and a trail of feather and a gigantic v	reelepathy 100 ft. WIS: 16 CHR: 16 +5), 2 talons +13 (1d6+5) reech ft +14, Stealth +10, Survivars surrounds this twisted	Space/Read Reference: E Knowledge:	h: 10 / 10 B-69 Planes							
Fort: +7 Ref: +9 Will: +10 HP: Languages: See Notes STR: 13 DEX: 17 CON: 20 INT: 18 William Melee: 2 claws +11 (1d6+1) Ranged: Special: energy drain, profane gift, change shape Skills: Disguise +19, Escape Artist +11, Fly +14, Notes: Tiny horns, bat-like wings, and a sinuous tar.	e (alter self, Small or N Stealth +14 (More sea	Space/React Reference: E Knowledge: Medium human e book)	h: B-68 Planes ooid)	BAB: +9 Fort: +13 Languages: STR: 21 [Image: 2 classes of the clas	CMB:+15 Ref: +10 Abyssal, Cele DEX: 15 CO aws +13 (2d6+ bud of spores are between a ma is between a ma is limmune election.	CMD: 27 Will: +6 estial, Common; 1 N: 25 INT: 14 5), bite +13 (1d8- ores, stunning scrive +15, Spellcra and a trail of feather and a gigantic v tricity, poison; Re th)	reelepathy 100 ft. WIS: 16 CHR: 16 +5), 2 talons +13 (1d6+5) reech ft +14, Stealth +10, Surviva rs surrounds this twisted rulture. sist acid 10, cold 10, fire 10	Space/Read Reference: E Knowledge: al +15 (More sea	h: 10 / 10 B-69 Planes							
Fort: +7 Ref: +9 Will: +10 HP: Languages: See Notes STR: 13 DEX: 17 CON: 20 INT: 18 Will: 18 Will: 18 Will: 19	e (alter self, Small or New Stealth +14 (More seen all betray the demonic poison; Resist acid 10	Space/Reach Reference: E Knowledge: Medium human e book) O, cold 10; SR 18	h: B-68 Planes noid)	BAB: +9 Fort: +13 Languages: STR: 21 [Image: 2 classes of the clas	CMB:+15 Ref: +10 Abyssal, Cele DEX: 15 CO aws +13 (2d6+ aws +13 (2d6+ aws +13 (2d6+ aws +13 (2d6+ bud of spores are between a ma is limmune elec bilities (CL 12- ater teleport (see	CMD: 27 Will: +6 estial, Common; 1 N: 25 INT: 14 5), bite +13 (1d8- ores, stunning scrive +15, Spellcra and a trail of feather and a gigantic v tricity, poison; Re th) If plus 50 lbs. of c	reelepathy 100 ft. WIS: 16 CHR: 16 +5), 2 talons +13 (1d6+5) reech ft +14, Stealth +10, Surviva rs surrounds this twisted rulture. resist acid 10, cold 10, fire 10 objects only), telekinesis (DC	Space/Read Reference: E Knowledge: al +15 (More sea	h: 10 / 10 B-69 Planes							
Fort: +7 Ref: +9 Will: +10 HP: Languages: See Notes STR: 13 DEX: 17 CON: 20 INT: 18 Willee: 2 claws +11 (1d6+1) Ranged: Special: energy drain, profane gift, change shape Skills: Disguise +19, Escape Artist +11, Fly +14, Stills: Disguise +19, Es	e (alter self, Small or New Stealth +14 (More seen il betray the demonic poison; Resist acid 1000000000000000000000000000000000000	Space/Reach Reference: E Knowledge: Medium human e book) O, cold 10; SR 18 self plus 50 lbs.	h: B-68 Planes oid) of objects	BAB: +9 Fort: +13 Languages: STR: 21 [Image: 2 classes of the clas	CMB:+15 Ref: +10 Abyssal, Cele DEX: 15 CO aws +13 (2d6+ aws +13 (2d6+ aws +13 (2d6+ bud of spores are between a ma is between a ma is limmune elec bilities (CL 12- ater teleport (see ism, mirror ima	CMD: 27 Will: +6 estial, Common; 1 N: 25 INT: 14 5), bite +13 (1d8- ores, stunning scrive +15, Spellcra and a gigantic vericity, poison; Re th) If plus 50 lbs. of cage, summon (lev-	reelepathy 100 ft. WIS: 16 CHR: 16 +5), 2 talons +13 (1d6+5) reech ft +14, Stealth +10, Surviva rs surrounds this twisted rulture. sist acid 10, cold 10, fire 10	Space/Read Reference: E Knowledge: All +15 (More seal D; SR 20	h: 10 / 10 B-69 Planes							
Fort: +7 Ref: +9 Will: +10 HP: Languages: See Notes STR: 13 DEX: 17 CON: 20 INT: 18 Will: 13 DEX: 17 CON: 20 INT: 18 Will: 14 DEX: 17 CON: 20 INT: 18 Will: 18 DEX: 18 DE	e (alter self, Small or I Stealth +14 (More sead between the demonic poison; Resist acid 10 DC 20), ethereal jaunt (special box 20), ethereal box 20), ethereal jaunt (special box 20), ethereal box 20), ethereal jaunt (special box 20), ethereal box 2	Space/Reach Reference: E Knowledge: Medium human e book) O, cold 10; SR 18 self plus 50 lbs.	h: B-68 Planes oid) of objects	BAB: +9 Fort: +13 Languages: STR: 21 [Image: 2 classes of the clas	CMB:+15 Ref: +10 Abyssal, Cele DEX: 15 CO aws +13 (2d6+ aws +13 (2d6+ aws +13 (2d6+ bud of spores are between a ma is between a ma is limmune elec bilities (CL 12- ater teleport (see ism, mirror ima	CMD: 27 Will: +6 estial, Common; 1 N: 25 INT: 14 5), bite +13 (1d8- ores, stunning scrive +15, Spellcra and a gigantic vericity, poison; Re th) If plus 50 lbs. of cage, summon (lev-	reelepathy 100 ft. WIS: 16 CHR: 16 +5), 2 talons +13 (1d6+5) reech ft +14, Stealth +10, Surviva rs surrounds this twisted rulture. resist acid 10, cold 10, fire 10 sbjects only), telekinesis (DC el 3, 1 vrock 35%)	Space/Read Reference: E Knowledge: All +15 (More seal D; SR 20	h: 10 / 10 B-69 Planes							
Fort: +7 Ref: +9 Will: +10 HP: Languages: See Notes STR: 13 DEX: 17 CON: 20 INT: 18 Will: Hold Melee: 2 claws +11 (1d6+1) Ranged: Special: energy drain, profane gift, change shape Skills: Disguise +19, Escape Artist +11, Fly +14, Stills: Disguise +19, Escape Artist +11, Fly +14, Stills: Tiny horns, bat-like wings, and a sinuous tanature of this alluring woman. DR 10/cold iron or good; Immune electricity, fire, Spell-Like Abilities (CL 12th) Constant—detect good, tongues At will—charm monster (DC 22), detect thoughts (Donly), suggestion (DC 21), greater teleport (self plus)	e (alter self, Small or NS: 14 CHR: 27 e (alter self, Small or NS Stealth +14 (More sealth betray the demonic poison; Resist acid 10 CC 20), ethereal jaunt (sp. 50 lbs. of objects only 3, 1 babau 50%) II, Weapon Finesse	Space/Reach Reference: E Knowledge: Medium human e book) O, cold 10; SR 18 self plus 50 lbs. y), vampiric touch	h: B-68 Planes oid) of objects	BAB: +9 Fort: +13 Languages: STR: 21 [Image: 2 classes of the clas	CMB:+15 Ref: +10 Abyssal, Cele DEX: 15 CO aws +13 (2d6+ aws +13 (2d6+ aws +13 (2d6+ bud of spores are between a ma is between a ma is limmune elec bilities (CL 12- ater teleport (see ism, mirror ima	CMD: 27 Will: +6 estial, Common; 1 N: 25 INT: 14 5), bite +13 (1d8- ores, stunning scrive +15, Spellcra and a gigantic vericity, poison; Re th) If plus 50 lbs. of cage, summon (lev-	reelepathy 100 ft. WIS: 16 CHR: 16 +5), 2 talons +13 (1d6+5) reech ft +14, Stealth +10, Surviva rs surrounds this twisted rulture. resist acid 10, cold 10, fire 10 sbjects only), telekinesis (DC el 3, 1 vrock 35%)	Space/Read Reference: E Knowledge: All +15 (More seal D; SR 20	h: 10 / 10 B-69 Planes							

Sprint (Ex) Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a moveequivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or attack action. A shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunray* spell while possessing a creature, the shadow demon is driven out of its host automatically.

Incorporeal Subtype: Has no physical body. Is immune to critical hits and precision-based damage (such as sneak attack) unless the attacks are made using a weapon with the *ghost touch* special weapon quality. Can be harmed only by other incorporeal creatures, magic weapons or creatures thatstrike as magic weapons, and spells, spell-like abilities, or supernatural abilities. Immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Can enter or pass through solid objects, but must remain adjacent to the object's exterior. *See Bestiary pq. 301 for further Incorporeal traits*.

Treasure standard

Demon, Shadow

Dance of Ruin (Su) A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vrocks are dancing (the DC continues to increase with additional vrocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vrocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

Spores (Ex) A vrock 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 before then. The spores can be destroyed by casting *bless* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

Stunning Screech (Su) Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-footradius spread must succeed on a DC 20 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Treasure standard

Poison (Ex) Claw—injury; *save* Fortitude DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity; *cure* 2 consecutive saves.

Treasure standard

Demon. Quasit

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, 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).

Treasure double

Demon, Vrock Demon, Succubus

Derro			CR/XP: 3-800	Perc: +0	Devil, Barbed CR/XP: 11-12800 Perc: +21 Init: +6								
CE Small humanoid (derro)							outsider (de	vil, evil, extrap	olanar, lawful)				
Senses: darkvision 60 ft.						Senses: dar	kvision 60 ft	., see in darkn	iess				
Speed: 20 ft.						Speed: 30 ft	:						
BAB: +2	CMB:+1	CMD: 13		AC/T/FF: 17	/ 13 / 15	BAB: +12	CMB:+18/+22	CMD: 34		AC/T/FF: 2	6 / 16 / 20		
Fort: +5 Ref: +3 Will: +6 HP: 25 (3d8+12) Space/Reach:						Fort: +14	Ref: +14	Will: +8	HP: 138 (12d10+72)	Space/Rea	ch:		
Languages: Aklo, Undercommon Reference: B-70						Languages:	Celestial, Co	mmon, Draconio	c, Infernal; telepathy 100 ft.	Reference:	B-72		
STR: 11 DEX: 15 CON: 18 INT: 10 WIS: 5 CHR: 16 Knowledge: Local						STR: 23	EX: 23 CC	N: 22 NT: 1	2 WIS: 15 CHR: 18	Knowledge	Planes		
Melee: short sword +5 (1d4) or aklys +5 (1d6)					Melee: 2 clav	ws +18 (2d8+	6/19–20 plus fea	ar and grab)					
Ranged: repeating light crossbow +5 (1d6/19–20 plus poison) or aklys +5 (1d6)						Ranged:							
Special: sneak attack +1d6, madness, poison use						Special: bark	bed defense,	fear, impale 3d8	3+9				
Skills: Stealth +9						Skills: Acrob	atics +15, Spe	ellcraft +12, Stea	alth +13, Survival +14 (More	see book)			
Notes: This pale blue humanoid has bulging white eyes, wild hair, fourfingered hands, and a large hooked club. SR 14 Weaknesses vulnerability to sunlight Spell-Like Abilities (CL 3rd) At will—darkness, ghost sound (DC 13) 1/day—daze (DC 13), sound burst (DC 15) Feats Improved Initiative, Weapon Finesse					Notes: From the tip of its lashing tail to the serrated features of its fangfilled visage, this fiery-eyed sentinel bristles with barbs. DR 10/good; Immune fire, poison; Resist acid 10, cold 10; SR 22 Spell-Like Abilities (CL 12th) At will—greater teleport (self plus 50 lbs. of objects only), hold person (DC 17), major image (DC 17), produce flame, pyrotechnics (DC 16), scorching ray (2 rays only) 1/day—order's wrath (DC 18), summon (level 4, 1 barbed devil 35%), unholy blight (DC 18) Feats Alertness, Cleave, Combat Reflexes, Improved Critical (claws), Iron Will, Power Attack								
Devil, Bea		il, evil, extraplana		Perc: +10	Init: +6	Devil, Bone CR/XP: 9-6400 Perc: +19 Init: +9							
		see in darkness	ii, iawiui <i>j</i>			LE Large outsider (devil, evil, extraplanar, lawful) Senses: darkvision 60 ft., see in darkness							
Speed: 40 ft.		, see iii dalkiiess				Speed: 40 ft., fly 60 ft. (good)							
		CMD: 22		AC/T/FF: 19	/ 12 / 17	BAB: +10 CMB:+16 CMD: 31 AC/T/FF: 25 / 14 / 2							
	Ref: +7		2: 57 (6d10+24)	Space/Reacl		Fort: +12	Ref: +12	Will: +7	HP: 105 (10d10+50)	Space/Rea			
				Reference: E		Languages: Celestial, Common, Draconic, Infernal; telepathy 100 ft. Reference: B-74							
				Knowledge:				N: 20 INT: 1		Knowledge			
			nal wound) or 2 claws +			Melee: bite +14 melee (1d8+5), 2 claws +14 melee (1d6+5), sting +14 melee (3d4+5 plus poison)							
Ranged:		• • •	· · · · · · · · · · · · · · · · · · ·	, , , ,		Ranged:							
Special: bear	d					Special:							
_		+7, Sense Motive +	+6, Stealth +11			Skills: Diplomacy +17, Fly +21, Sense Motive +19, Spellcraft +16, Stealth +14 (More see book)							
Skills: Climb +13, Intimidate +7, Sense Motive +6, Stealth +11 Notes: This seething devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard. DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10; SR 16 *Reach 5 ft. (10 ft. with glaive) Spell-Like Abilities (CL 12th) At will—greater teleport (self plus 50 lbs. of objects only) 1/day—summon (level 3, 1 bearded devil or 6 lemures, 50%) Feats Improved Initiative, Power Attack, Weapon Focus (glaive)					Notes: Merging the most horrifying features of carrion-fed insect and withered cadaver, this bony devil moves in unsettling lurches. Aura fear aura (5 ft., DC 19, 1d6 rounds) DR 10/good; Immune fire, poison; Resist acid 10, cold 10; SR 20 Spell-Like Abilities (CL 12th) Constant—fly At will—dimensional anchor, greater teleport (self plus 50 lbs. of objects only), invisibility (self only), major image (DC 17), wall of ice 3/day—quickened invisibility (self only) 1/day—summon (level 4, 1 bone devil, 35%)								

Barbed Defense (Su) A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Fear (Su) A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Impale (Ex) A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Treasure standard

Devil, Barbed

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Quicken Spell-Like Ability (invisibility)

Poison (Ex) Sting—injury; *save* Fort DC 20; *frequency* 1/ round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Treasure standard

Madness (Ex) Derros use 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 a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex) Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 prepoisoned bolts at all times.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

Treasure NPC Gear (leather armor, short sword or aklys, repeating light crossbow with 10 poisoned bolts, other treasure)

Derro

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

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

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

Treasure standard (glaive, other treasure)

Devil, Bone Devil, Bearded

Devil, Erinyes CR/XP: 8-4800 Perc: +16	Init: +6	Devil, Horned CR/XP: 16-76800 Perc: +24 Init: +8
LE Medium outsider (devil, evil, extraplanar, lawful)		LE Large outsider (devil, evil, extraplanar, lawful)
Senses: darkvision 60 ft., see in darkness, true seeing		Senses: darkvision 60 ft., see in darkness
Speed: 30 ft., fly 50 ft. (good)		Speed: 30 ft., fly 50 ft. (average)
BAB: +9 CMB:+14 CMD: 31 AC/T/FF: 23	/ 17 / 16	BAB: +15 CMB:+26 CMD: 44 AC/T/FF: 35 / 17 / 27
Fort: +11 Ref: +12+ Will: 7 HP: 94 (9d10+45) Space/Reach		Fort: +18 Ref: +17 Will: +13 HP: 217 (15d10+135) Space/Reach: 10 / 10
Languages: Celestial, Common, Draconic, Infernal; telepathy 100 ft. Reference: B	-75	Languages: Celestial, Common, Draconic, Infernal; telepathy 100 ft. Reference: B-76
STR: 20 DEX: 23 CON: 21 NT: 14 WIS: 18 CHR: 21 Knowledge:	Planes	STR: 31 DEX: 27 CON: 28 NT: 14 WIS: 22 CHR: 23 Knowledge: Planes
Melee: +1 longsword +15/+10 (1d8+8/19–20)		Melee: See Notes
Ranged: See Notes		Ranged:
Special:		Special:
Skills: Acrobatics +18, Diplomacy +14, Escape Artist +12, Fly +19, Stealth +15 (More	see book)	Skills: Bluff +24, Diplomacy +21, Fly +15, Spellcraft +20, Stealth +22 (More see book)
Notes: Some calamity has befallen this angelic warrior. Wings stained black shear the air as her merciless eyes search for a target. DR 5/good; Immune fire, poison; Resist acid 10, cold 10; SR 19 Ranged +1 flaming composite longbow +14/+14/+9 (1d8+6/-3 plus 1d6 fire) or rope +1 (entangle) Spell-Like Abilities (CL 12th) Constant—true seeing At will—fear (single target, DC 19), greater teleport (self plus 50 lbs. of objects only), min		Notes: Bristling with terrible spines and a crown of deadly horns, this leering winged terror wields a whirling barbed chain. Aura fear aura (5 ft., DC 23) Regeneration 5 (good weapons, good spells) DR 10/good and silver; Immune fire, poison; Resist acid 10, cold 10; SR 27 Melee +1 unholy spiked chain +26/+21/+16 (2d6+11 plus stun), bite +22 (2d8+5), tail +22 (2d6+5 plus infernal wound) or 2 claws +24 (2d6+10), bite +24 (2d8+10), tail +22 (2d6+5 plus infernal wound) Feats Improved Bull Rush, Improved Sunder, Improved Vital Strike, Iron Will, Multiattack, Power
(DC 17), unholy blight (DC 19) 1/day—summon (level 3, 2 bearded devils, 50%)		Attack, Vital Strike, Weapon Focus (spiked chain)
Devil, Ice CR/XP: 13-25600 Perc: +27	Init: +9	Devil, Imp CR/XP: 2-600 Perc: +7 Init: +3
LE Large outsider (devil, evil, extraplanar, lawful)		LE Tiny outsider (devil, evil, extraplanar, lawful)
Senses: darkvision 60 ft., see in darkness		Senses: darkvision 60 ft., detect good, detect magic, see in darkness
Speed: 40 ft., fly 60 ft. (good)		Speed: 20 ft., fly 50 ft. (perfect)
BAB: +14 CMB: +21 CMD: 36 AC/T/FF: 32		BAB: +3 CMB:+1 CMD: 15 AC/T/FF: 17 / 16 / 13
Fort: +15 Ref: +14 Will: +12 HP: 161 (14d10+84) Space/Reach		Fort: +1 Ref: +6 Will: +4 HP: 16 (3d10) Space/Reach: 2.5 / 0
Languages: Celestial, Common, Draconic, Infernal; telepathy 100 ft. Reference: E	3-77	Languages: Common, Infernal Reference: B-78
STR: 23 DEX: 21 CON: 22 NT: 25 WIS: 22 CHR: 20 Knowledge:	Planes	STR: 10 DEX: 17 CON: 10 NT: 13 WIS: 12 CHR: 14 Knowledge: Planes
Melee: See Notes		Melee: sting +8 (1d4 plus poison)
Ranged:		Ranged:
Special:		Special: fast healing 2, change shape (boar, giant spider, rat, or raven, beast shape I)
Skills: Acrobatics +22, Fly +13, Spellcraft +21, Stealth +18, Survival +23 (More see bo		Skills: Acrobatics +9, Bluff +8, Fly +21, Spellcraft +7 (More see book)
Notes: A pair of frozen, multifaceted eyes coldly judge all before this towering, insectile monstrosity.		Notes: Fiendish wings and a whipping scorpion-like tail lash behind this diminutive, red-skinned nuisance.
Aura fear (10 ft., DC 22) Regeneration 5 (good weapons, good spells) DR 10/good; Immune fire, cold, poison; Resist acid 10; SR 24		DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10 Spell-Like Abilities (CL 6th) Constant—detect good, detect magic

Spell-Like Abilities (CL 16th)

At will—dispel chaos (DC 21), dispel good (DC 21), magic circle against good, greater teleport (self plus 50 lbs. of objects only), persistent image (DC 21)

3/day—fireball (DC 19), lightning bolt (DC 19)

1/day—summon (level 6, 3 barbed devils, 35%)

Infernal Wound (Su) The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of bleed damage. Bleeding caused in this way is difficult to staunch—a DC 26 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

Stun (Su) Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain. The save DC is Strength-based.

Treasure standard (+1 unholy spiked chain, other treasure)

Devil, Horned

Poison (Ex) Sting—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Treasure standard

Feats Combat Reflexes, Dodge⁸, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Entangle (Su) Each erinyes carries a 50-foot-long rope that entangles opponents of any size as an *animate rope* spell (CL 16th, DC 20). An erinyes can hurl its rope 30 feet with no range penalty. An erinyes's rope functions only for the erinyes who made it and no other. The save DC is Dexterity-based.

Treasure triple (+1 longsword, +1 flaming composite longbow [+5 Str bonus], rope)

Devil. Erinves

Spell-Like Abilities (CL 13th)

Constant—fly

At will—cone of cold (DC 20), ice storm, greater teleport (self plus 50 lbs. of objects only), persistent image (DC 20), wall of ice (DC 19)

1/day—summon (level 4, 2 bone devils, 50%)

Slow (Su) A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

Treasure standard (+1 frost spear, other treasure)

Devil, Ler	mure		CR/XP: 1-400	Perc: +0	Init: +0	Devil, Pit	Fiend		CR/XI	D: 20-307200	Perc: +33	Init: +13
LE Medium	outsider (dev	il, evil, extraplana	ar, lawful)			LE Large ou	ıtsider (devil	, evil, extraplar	nar, lawful)			
Senses: darl	kvision 60 ft.,	see in darkness				Senses: dar	kvision 60 ft	., see in darkn	ess			
Speed: 20 ft.						Speed: 40 ft	., fly 60 ft. (a	verage)				
BAB: +2	CMB:+2	CMD: 12		AC/T/FF: 14	1 / 10 / 14	BAB: +20	CMB:+34/+38	CMD: 53			AC/T/FF: 38	3 / 18 / 29
Fort: +4	Ref: +3	Will: +0	P: 13 (2d10+2)	Space/Read	:h:	Fort: +24	Ref: +21	Will: +18	HP: 350 (20	0d10+240)	Space/Read	ch: 10 / 10
Languages:				Reference:	B-79	Languages:	Celestial, Co	mmon, Draconic	, Infernal; telep	oathy 100 ft.	Reference:	B-80
STR: 11 DI	EX: 10 CON	N: 12 INT:	WIS: 11 CHR: 5	Knowledge:	Planes	STR: 37	EX: 29 CC	N: 35 NT: 20	6 WIS: 30	CHR: 26	Knowledge:	Planes
Melee: 2 claw	vs +2 (1d4)					Melee: See I	Votes					
Ranged:						Ranged:						
Special:						Special: con	strict 2d8+19,	devil shaping				
Skills:		n gushes forward. Ar				Skills: Disgui	se +27, Fly +	30, Spellcraft +3	1, Stealth +28,	Use Magic D	Device +28 (Mc	ore see book)
		mbs and a dripping n e fire, mind-affecti	tumorous face. ng effects, poison; Resis	s t acid 10, cold	10	Aura fear (20 Regeneratio DR 15/good a Melee 2 claw slap +30 (2d8 Feats Cleave	ft., DC 23) n 5 (good weand silver; Imres +32 (2d8+1: 3+6 plus grab) , Great Cleave	wering devil a tru apons, good spe nune fire, poison 3), 2 wings +30 (2 , Improved Initia Quicken Spell-Li	lls) n; Resist acid 1 2d6+6), bite +3 tive, Improved	0, cold 10; SR 32 (4d6+13 pl Iron Will, Imp	us poison and proved Vital Str	
Devourer			CR/XP: 11-12800	Perc: +20	Init: +7		, Ankylos	aurus	CR/XI	D: 6-2400	Perc: +14	lnit: +0
	ndead (extrap	lanar)				N Huge anir						
Senses: dar							-light vision,	scent				
	., fly 20 ft. (pe	-		1		Speed: 30 f		7			1	
		CMD: 33		AC/T/FF: 25		BAB: +7	CMB:+17	CMD: 27 (31	7		AC/T/FF: 22	
			P: 133 (14d8+70)	Space/Read		Fort: +12	Ref: +7	Will: +4	HP: 75 (10	d8+30)	Space/Read	
			rnal; telepathy 100 ft.	Reference:		Languages:					Reference:	
	EX: 16 CON		WIS: 16 CHR: 21	Knowledge:	Religion			N: 17 INT: 2	WIS: 13	CHR: 8	Knowledge:	Nature
	vs +18 (1d8+9	plus energy drain)				Melee: tail +	14 (3d6+12 p	us stun)				
Ranged:						Ranged:						
Special: spell	l deflection, un	dead traits, devour	soul, energy drain (1 le	vel, DC 20)		Special:						
			+17, Spellcraft +21, Stea	alth +6 (More s	ee book)	Skills:						
which SR 22 Spell-Like Ab At will—anima knell _{2nd} (DC 17 enfeeblements	n is trapped a sn vilities (CL 18th ate dead4th, bes '), ghoul touch2r ss, spectral hand	nall tormented ghos s) tow curse _{4th} (DC 19), d (DC 17), inflict seri d _{2nd} , suggestion _{3rd} (D	on of jagged ribs, within stly form. , confusion4th (DC 19), colious wounds3rd (DC 18), le DC 18), true seeing6th, vam nbat Expertise, Improved	esser planar ally ppiric touch3rd (D	_{4th} , <i>ray of</i> OC 18)	dinos Feats Great F Stun (Ex) The attack must r	saur, its powern Fortitude, Imp e ankylosauru nake a DC 23	rmor the domelik fully muscled tail roved Bull Rush, s's tail can delive save or be dazed unned for 1d4 ro	ending in a bon Improved Ove r a powerful, st for 1 round. If	ny club. rrun, Power <i>F</i> tunning blow the strike is a	. A creature str critical hit and	uck by this

Spell-Like Abilities (CL 18th)

At will—blasphemy (DC 25), create undead, fireball (DC 21), greater dispel magic, greater teleport (self plus 50 lbs. of objects only), greater scrying (DC 25), invisibility, magic circle against good, mass hold monster (DC 27), persistent image (DC 23), power word stun, scorching ray, trap the soul (DC 26), unholy aura (DC 26), wall of fire 3/day—quickened fireball (DC 21)

1/day—meteor swarm, summon (level 9, any 1 CR 19 or lower devil, 100%) 1/year—wish

Devil Shaping (Su) 3/day—it can spend a minute to transform nearby lemures into other lesser devils. A pit fiend can transform one lemure for every Hit Die the pit fiend possesses. It can then reshape these lemures into a number of Hit Dice's worth of lesser devils (see page 71) equal to the number of lemures affected. For example, a 20 Hit Dice pit fiend could transform 20 lemures into two bone devils (10 HD each), or three bearded devils (6 HD each, leaving two lemures unchanged), or any other combination of lesser devils. Lemures to be reshaped must be within 50 feet of the pit fiend, 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 ready to follow the orders of the pit fiend. Although pit fiends can, technically, elevate a mass of 20 lemures into a new pit fiend, most are hesitant to do so since they have no special control over a devil created in this manner. **Disease (Su)** Devil Chills: Bite—injury; save Fort DC 32; onset immediate; frequency 1/day; effect 1d4 Str damage; cure 3 consecutive saves. The save DC is Constitution-based. **Poison (Ex)** Bite—injury; save Fort DC 32; frequency 1/round for 10 rounds; effect 1d6 Con damage; cure 3 consecutive saves. The save DC is Constitution-based.

Devil. Pit Fiend

Treasure none

Treasure double

Treasure none

Devil, Lemure

Devour Soul (Su) By making a touch attack as a standard action, a devourer can deal 12d6 +18 points of damage as if using a *slay living* spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats to the left in superscript). At the start of an encounter, a devourer generally has 3d4+3 essence points available. 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 they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based.

Spell Deflection (Su) If any of the following spells are cast at the devourer and overcome its spell resistance, 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 DC 25 caster level check 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.*

Undead Traits: pg 305; **Energy Drain**: pg 299 **Treasure** standard

Dinosaur, Brachiosaurus CR/XP: 10-9600	Perc: +28	lnit: +0	-	r, Deinon	ychus	CR/XP: 3-800	Perc: +14	Init: +6
N Gargantuan animal			N Medium a	animal				
Senses: low-light vision, scent			Senses: low	/-light vision,	scent			
Speed: 30 ft.			Speed: 60 ft	t.				
BAB: +13 CMB:+30 CMD: 40 (44 vs. trip)	AC/T/FF: 18		BAB: +3	CMB:+5	CMD: 17		AC/T/FF: 15	
Fort: +18 Ref: +11 Will: +9 HP: 171 (18d8+90)	Space/Reach	1: 20 / 20	Fort: +8	Ref: +6	Will: +2	HP: 34 (4d8+16)	Space/Read	:h:
Languages:	Reference: B	-83	Languages:				Reference:	B-84
STR: 37 DEX: 10 CON: 21 INT: 2 WIS: 13 CHR: 10	Knowledge: N	Nature	STR: 15	EX: 15 CC	N: 19 INT: 2	WIS: 12 CHR: 14	Knowledge:	Nature
Melee: tail +22 (4d6+19)			Melee: 2 talo	ons +5 (1d8+2	2),bite +5 (1d6+2)), foreclaws +0 (1d4+1)		
Ranged:			Ranged:					
Special: trample (2d6+19, DC 32)			Special: pou	ınce				
Skills:			Skills: Acrob	atics +10 (+22	2 jump), Stealth +	+15		
Notes: A long tail counterbalances this reptile's equally long neck, at the end of which a relatively small head pulls food from the treetop. Feats Cleave, Great Cleave, Great Fortitude, Greater Overrun, Improv. Attack, Skill Focus (Perception), Weapon Focus (tail)		Will, Power	foot Feats Improv Pounce (Ex)	is armed with a ved Initiative, I When a creatu	a large, sickle-sha _l Run ure with this spec	s a dangerous ferocity. Each ped claw. cial attack makes a charge, as the rake ability).		ll attack
Dinosaur, Elasmosaurus CR/XP: 7-3200 N Huge animal	Perc: +14	lnit: +2		r, Pteranc	don	CR/XP: 3-800	Perc: +11	Init: +8
Senses: low-light vision, scent			N Large ani	/-light vision,	acant			
Speed: 20 ft., swim 50 ft.			_	ft., fly 50 ft. (
BAB: +7 CMB: +17 CMD: 30 (34 vs. trip)	AC/T/FF: 20	/ 11 / 17	BAB: +3	CMB:+7	CMD: 21		AC/T/FF: 16	: / 1// / 1/
Fort: +14 Ref: +9 Will: +6 HP: 105 (10d8+60)	Space/Reach		Fort: +6	Ref: +8	Will: +3	HP: 32 (5d8+10)	Space/Read	
Languages:	Reference: B		Languages:		VVIII. T3	HF. 32 (500+10)	Reference:	
STR: 26 DEX: 15 CON: 20 INT: 2 WIS: 13 CHR: 9	Knowledge: N				ON: 15 INT: 2	WIS: 15 CHR: 12	-	
Melee: bite +13 (2d8+12)	Kilowiedge.	valure	Melee: bite		714. 15 1141. 2	WIS. 13 CHR. 12	Kilowieuge.	ivalure
Ranged:				+5 (200+4)				
Special:			Ranged: Special:					
Skills: Swim +16			Skills: Fly -1	1				
Notes: Long-necked and long-tailed, this large, predatory reptile glides			Notes: This	f lying reptile h		s and a distinctive backward	dsweeping	
through the water on four powerful f lippers.				decorating its	<i>head.</i> itiative, Skill Focu	ıs (Percention)		
Feats Dodge, Great Fortitude, Iron Will, Mobility, Toughness			i eats bouge	., mproved III	iciacive, Jkili i OCU	is (i ciception)		
The sleek elasmosaurus is a long-necked, aquatic reptile.								
The second classification is a roung meanine, aquatic repaire.								

Treasure none		Trample (Ex) As a full-round action, it can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Ref lex save to take half damage. 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.
		Treasure none
	Dinosaur, Deinonychus	Dinosaur, Brachiosaurus
Treasure none		Treasure none

Dinosaur, Pteranodon Dinosaur, Elasmosaurus

Dinosaur	, Stegosa	urus	CR/XP: 7-3200	Perc: +16	Init: +6	Dinosauı	r, Tricerat	ops	CR/XP: 8-4800	Perc: +24	lnit: -1
N Huge anir	mal					N Huge anii	mal				
Senses: low	/-light vision,	scent				Senses: low	/-light vision,	scent			
Speed: 30 ft	t.					Speed: 30 ft	t.				
BAB: +9	CMB:+19	CMD: 31 (35	/s. trip)	AC/T/FF: 22	2 / 10 / 20	BAB: +10	CMB:+20	CMD: 29 (33	vs. trip)	AC/T/FF: 21	/7 /21
Fort: +13	Ref: +10	Will: +5	HP: 90 (12d8+36)	Space/Read	h: 15 / 15	Fort: +15	Ref: +8	Will: +5	HP: 119 (14d8+56)	Space/Reach	1: 15 / 15
Languages:				Reference:	B-85	Languages:				Reference: B	-86
STR: 27 D	EX: 14 CO	N: 17 INT: 2	WIS: 13 CHR: 10	Knowledge:	Nature	STR: 26	EX: 9	N: 19 NT: 2	WIS: 12 CHR: 7	Knowledge: N	Vature
Melee: tail +	16 (4d6+12 plu	ıs trip)				Melee: gore	+17 (2d10+12	2)			
Ranged:						Ranged:					
Special:						Special: pov	verful charge	(gore, 4d10+16),	trample (1d8+12, DC 25)		
Skills:						Skills:					
Notes: This h	nuge dinosaur	has a small head	d, twin rows of sharp dorsang in a set of bony spikes.	Į					ee sharp horns decorating in the over its neck from its sku		
			ig in a set of bony spikes. itiative, Improved Overrun,	Power Attack	Weapon				Improved Critical, Power A		Focus
Focus (tail)	o, Groat i orac	ado, improvod ii	maaro, improvod ovoridii,	Towor Fundon,	тоароп	(Perception),	Weapon Foc	us (gore)			
									h this special attack makes		tack deals
			ack can attempt to trip its of it hits with the specified at			extra damag	e in addition to	the normal bene	efits and hazards of a charg	je.	
	ot tripped in re		it this with the specified at	lack. II tile atte	impi ialis, trie						
Dinosaur	Tyranno	saurus	CR/XP: 9-6400	Perc: +37	Init: +5	Dog			CR/XP: 1/3-135	Perc: +8	Init: +1
	, Tyranno an animal	saurus	CR/XP: 9-6400	Perc: +37	lnit: +5	Dog N Small ani	mal		CR/XP: 1/3-135	Perc: +8	lnit: +1
N Gargantua	an animal		CR/XP: 9-6400	Perc: +37	Init: +5	N Small ani		scent	CR/XP: 1/3-135	Perc: +8	Init: +1
N Gargantua Senses: low	an animal v-light vision,		CR/XP: 9-6400	Perc: +37	Init: +5	N Small ani Senses: low	/-light vision,	scent	CR/XP: 1/3-135	Perc: +8	lnit: +1
N Gargantua	an animal v-light vision,	scent	CR/XP: 9-6400	Perc: +37		N Small ani	/-light vision,			Perc: +8 AC/T/FF: 13	
N Gargantua Senses: low Speed: 40 ft	an animal v-light vision, t.	scent	CR/XP: 9-6400 HP: 153 (18d8+72)		1 / 7 / 20	N Small ani Senses: low Speed: 40 f	/-light vision,	scent CMD: 11 (15 Will: +1			/ 12 / 12
N Gargantua Senses: Iow Speed: 40 ft BAB: +13	an animal v-light vision, t.	scent		AC/T/FF: 2°	1 / 7 / 20 ch: 20 / 20	N Small ani Senses: low Speed: 40 f BAB: +0	r-light vision, ft. CMB:+0 Ref: +3	CMD: 11 (15	vs. trip)	AC/T/FF: 13	/ 12 / 12
N Gargantua Senses: Iow Speed: 40 ft BAB: +13 Fort: +15 Languages:	an animal v-light vision, t. CMB: +28/+32 Ref: +12	scent		AC/T/FF: 2'	1 / 7 / 20 ch: 20 / 20 B-86	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +4 Languages:	r-light vision, ft. CMB:+0 Ref: +3	CMD: 11 (15	vs. trip)	AC/T/FF: 13 Space/Reach	/ 12 / 12 1: 87
N Gargantua Senses: low Speed: 40 ft BAB: +13 Fort: +15 Languages: STR: 32	an animal v-light vision, t. CMB: +28/+32 Ref: +12 DEX: 13	scent CMD: 39 Will: +10	HP: 153 (18d8+72)	AC/T/FF; 2' Space/Reac	1 / 7 / 20 ch: 20 / 20 B-86	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +4 Languages:	v-light vision, it. CMB:+0 Ref: +3	CMD: 11 (15) Will: +1	vs. trip) HP: 6 (1d8+2)	AC/T/FF: 13 Space/Reach Reference: B-	/ 12 / 12 1: 87
N Gargantua Senses: Iow Speed: 40 ft BAB: +13 Fort: +15 Languages: STR: 32	an animal v-light vision, t. CMB: +28/+32 Ref: +12 DEX: 13	scent CMD: 39	HP: 153 (18d8+72)	AC/T/FF; 2' Space/Reac	1 / 7 / 20 ch: 20 / 20 B-86	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +4 Languages: STR: 13	v-light vision, it. CMB:+0 Ref: +3	CMD: 11 (15) Will: +1	vs. trip) HP: 6 (1d8+2)	AC/T/FF: 13 Space/Reach Reference: B-	/ 12 / 12 1: 87
N Gargantus Senses: low Speed: 40 ft BAB: +13 Fort: +15 Languages: STR: 32 Melee: bite + Ranged:	an animal v-light vision, t. CMB: +28/+32 Ref: +12 DEX: 13 CO -20 (4d6+22/19	scent CMD: 39 Will: +10 N: 19 INT: 2 9-20 plus grab)	HP: 153 (18d8+72)	AC/T/FF; 2' Space/Reac	1 / 7 / 20 ch: 20 / 20 B-86	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +4 Languages: STR: 13 D Melee: bite	v-light vision, it. CMB:+0 Ref: +3	CMD: 11 (15) Will: +1	vs. trip) HP: 6 (1d8+2)	AC/T/FF: 13 Space/Reach Reference: B-	/ 12 / 12 1: 87
N Gargantus Senses: low Speed: 40 ft BAB: +13 Fort: +15 Languages: STR: 32 Melee: bite + Ranged:	an animal v-light vision, t. CMB: +28/+32 Ref: +12 DEX: 13 CO -20 (4d6+22/19	scent CMD: 39 Will: +10 N: 19 INT: 2 9-20 plus grab)	HP: 153 (18d8+72) WIS: 15 CHR: 10	AC/T/FF; 2' Space/Reac	1 / 7 / 20 ch: 20 / 20 B-86	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +4 Languages: STR: 13 D Melee: bite Ranged:	v-light vision, it. CMB:+0 Ref: +3	CMD: 11 (15) Will: +1	vs. trip) HP: 6 (1d8+2)	AC/T/FF: 13 Space/Reach Reference: B-	/ 12 / 12 1: 87
N Gargantua Senses: Iow Speed: 40 ft BAB: +13 Fort: +15 Languages: STR: 32 D Melee: bite + Ranged: Special: swa Skills: Notes: This	an animal v-light vision, t. CMB: +28/+32 Ref: +12 EX: 13 CO -20 (4d6+22/19 allow whole (2d) bipedal dinosa	scent CMD: 39 Will: +10 N: 19 INT: 2 9-20 plus grab) 8+11, AC 17, hp	HP: 153 (18d8+72) WIS: 15 CHR: 10 15), powerful bite eem small compared to the	AC/T/FF: 2' Space/Read Reference: Knowledge:	1 / 7 / 20 ch: 20 / 20 B-86	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +4 Languages: STR: 13 C Melee: bite Ranged: Special: Skills:	/-light vision, ft. CMB:+0 Ref: +3 PEX: 13 CC +2 (1d4+1)	CMD: 11 (15) Will: +1	vs. trip) HP: 6 (1d8+2)	AC/T/FF: 13 Space/Reach Reference: B- Knowledge: N	/ 12 / 12 1: 87
N Gargantus Senses: low Speed: 40 ft BAB: +13 Fort: +15 Languages: STR: 32 D Melee: bite + Ranged: Special: swa Skills: Notes: This rest of	an animal v-light vision, t. CMB: +28/+32 Ref: +12 DEX: 13 CO -20 (4d6+22/19 allow whole (2d bipedal dinosa of its bulk, but	scent CMD: 39 Will: +10 N: 19 INT: 2 9–20 plus grab) 8+11, AC 17, hp aur's front arms s its enormous he	HP: 153 (18d8+72) WIS: 15 CHR: 10 15), powerful bite eem small compared to the ad is all teeth.	AC/T/FF: 2' Space/Read Reference: Knowledge:	1 / 7 / 20 sh: 20 / 20 B-86 Nature	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +4 Languages: STR: 13 C Melee: bite Ranged: Special: Skills: Notes: This	r-light vision, ft. CMB:+0 Ref: +3 DEX: 13 CO +2 (1d4+1) small dog has	CMD: 11 (15) Will: +1 DN: 15 INT: 2	vs. trip) HP: 6 (1d8+2) WIS: 12 CHR: 6	AC/T/FF: 13 Space/Reach Reference: B- Knowledge: N	/ 12 / 12 1: 87
N Gargantua Senses: low Speed: 40 ft BAB: +13 Fort: +15 Languages: STR: 32 D Melee: bite + Ranged: Special: swa Skills: Notes: This rest of Feats Bleedir Initiative, Iron	an animal v-light vision, t. CMB: +28/+32 Ref: +12 DEX: 13 CO -20 (4d6+22/1! allow whole (2d bipedal dinosa of its bulk, but ng Critical, Crit n Will, Run, Ski	scent CMD: 39 Will: +10 N: 19 INT: 2 9–20 plus grab) 88+11, AC 17, hp aur's front arms s its enormous he tical Focus, Dieh Il Focus (Percep	WIS: 15 CHR: 10 15), powerful bite eem small compared to the ad is all teeth. ard, Endurance, Improved tion)	AC/T/FF; 2' Space/Reac Reference: Knowledge:	h: 20 / 20 h: 20 / 20 B-86 Nature	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +4 Languages: STR: 13 C Melee: bite Ranged: Special: Skills: Notes: This	/-light vision, ft. CMB:+0 Ref: +3 PEX: 13 CC +2 (1d4+1)	CMD: 11 (15) Will: +1 DN: 15 INT: 2	vs. trip) HP: 6 (1d8+2) WIS: 12 CHR: 6	AC/T/FF: 13 Space/Reach Reference: B- Knowledge: N	/ 12 / 12 1: 87
N Gargantua Senses: low Speed: 40 ft BAB: +13 Fort: +15 Languages: STR: 32 D Melee: bite + Ranged: Special: swa Skills: Notes: This rest of Feats Bleedir Initiative, Iron	an animal v-light vision, t. CMB: +28/+32 Ref: +12 DEX: 13 CO -20 (4d6+22/1! allow whole (2d bipedal dinosa of its bulk, but ng Critical, Crit n Will, Run, Ski	scent CMD: 39 Will: +10 N: 19 INT: 2 9–20 plus grab) 88+11, AC 17, hp aur's front arms s its enormous he tical Focus, Dieh Il Focus (Percep	WIS: 15 CHR: 10 15), powerful bite eem small compared to the ad is all teeth. ard, Endurance, Improved	AC/T/FF; 2' Space/Reac Reference: Knowledge:	h: 20 / 20 h: 20 / 20 B-86 Nature	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +4 Languages: STR: 13 C Melee: bite Ranged: Special: Skills: Notes: This	r-light vision, ft. CMB:+0 Ref: +3 DEX: 13 CO +2 (1d4+1) small dog has	CMD: 11 (15) Will: +1 DN: 15 INT: 2	vs. trip) HP: 6 (1d8+2) WIS: 12 CHR: 6	AC/T/FF: 13 Space/Reach Reference: B Knowledge: N	/ 12 / 12 1: 87
N Gargantua Senses: low Speed: 40 ft BAB: +13 Fort: +15 Languages: STR: 32 D Melee: bite + Ranged: Special: swa Skills: Notes: This rest of Feats Bleedir Initiative, Iron	an animal v-light vision, t. CMB: +28/+32 Ref: +12 DEX: 13 CO -20 (4d6+22/1! allow whole (2d bipedal dinosa of its bulk, but ng Critical, Crit n Will, Run, Ski	scent CMD: 39 Will: +10 N: 19 INT: 2 9–20 plus grab) 88+11, AC 17, hp aur's front arms s its enormous he tical Focus, Dieh Il Focus (Percep	WIS: 15 CHR: 10 15), powerful bite eem small compared to the ad is all teeth. ard, Endurance, Improved tion)	AC/T/FF; 2' Space/Reac Reference: Knowledge:	h: 20 / 20 h: 20 / 20 B-86 Nature	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +4 Languages: STR: 13 C Melee: bite Ranged: Special: Skills: Notes: This	r-light vision, ft. CMB:+0 Ref: +3 DEX: 13 CO +2 (1d4+1) small dog has	CMD: 11 (15) Will: +1 DN: 15 INT: 2	vs. trip) HP: 6 (1d8+2) WIS: 12 CHR: 6	AC/T/FF: 13 Space/Reach Reference: B Knowledge: N	/ 12 / 12 1: 87
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N Gargantua Senses: low Speed: 40 ft BAB: +13 Fort: +15 Languages: STR: 32 D Melee: bite + Ranged: Special: swa Skills: Notes: This rest of Feats Bleedir Initiative, Iron	an animal v-light vision, t. CMB: +28/+32 Ref: +12 DEX: 13 CO -20 (4d6+22/1! allow whole (2d bipedal dinosa of its bulk, but ng Critical, Crit n Will, Run, Ski	scent CMD: 39 Will: +10 N: 19 INT: 2 9–20 plus grab) 88+11, AC 17, hp aur's front arms s its enormous he tical Focus, Dieh Il Focus (Percep	WIS: 15 CHR: 10 15), powerful bite eem small compared to the ad is all teeth. ard, Endurance, Improved tion)	AC/T/FF; 2' Space/Reac Reference: Knowledge:	h: 20 / 20 h: 20 / 20 B-86 Nature	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +4 Languages: STR: 13 C Melee: bite Ranged: Special: Skills: Notes: This	r-light vision, ft. CMB:+0 Ref: +3 DEX: 13 CO +2 (1d4+1) small dog has	CMD: 11 (15) Will: +1 DN: 15 INT: 2	vs. trip) HP: 6 (1d8+2) WIS: 12 CHR: 6	AC/T/FF: 13 Space/Reach Reference: B Knowledge: N	/ 12 / 12 1: 87

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Ref lex save to take half damage. 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.

Treasure none

Dinosaur, Triceratops

Treasure none

Treasure none

Dinosaur, Stegosaurus

Swallow Whole (Ex) If it begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. 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, or it can just try to escape the grapple. 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.

Treasure none

Dog, Ridi	ing			CR/XP: 1/2-2	200	Perc: +8	lnit: +2	Dolphin				С	R/XP: 1/2-200	Perc: +9	lnit: +2
N Medium A	Animal							N Medium	animal						
Senses: low	/-light vision,	scent						Senses: bli	ndsight 12	0 ft., l	low-light vi	sion			
Speed: 40 ft	t.							Speed: swi	m 80 ft.						
BAB: +1	CMB:+3	CMD: 15 (19 ·	vs. trip))		AC/T/FF: 13	3 / 12 / 11	BAB: +1	CMB:+2	С	CMD: 14			AC/T/FF: 13	3 / 12 / 11
Fort: +5	Ref: +5	Will: +1	HP: 1	13 (2d8+4)		Space/Read	ch:	Fort: +4	Ref: +5	V	Vill: +1	HP: 11	(2d8+2)	Space/Reac	:h:
Languages:						Reference:	B-87	Languages	:					Reference:	B-88
STR: 15 D	EX: 15 CO	N: 15 INT: 2	WI	IS: 12 CHR	₹: 6	Knowledge:	Nature	STR: 12	DEX: 15	CON:	: 13 INT: 2	2 WIS	: 13 CHR: 6	Knowledge:	Nature
Melee: bite +	+3 (1d6+3 plus	trip)						Melee: slan	n +3 (1d4+1)					
Ranged:								Ranged:							
Special:								Special: ho	ld breath						
Skills: Acroba	atics +6 (+14 ju	umping), Surviva	al +1 (+5	5 scent trackin	ng)			Skills: Swin	า +13						
	ourly dog is fitted I rumbles up fro	d with a small sad m its chest.	ddle. A lo	ow, menacing					ling mouth f		like mammai ith hundreds		ing eyes over a		
Trip (Ex) A co		ne trip special att ck of opportunity						1	h (Ex) A dol _l				number of minute	es equal to 6 tim	nes its
1															
Dolphin,	Orca			CR/XP: 5-16	00	Perc: +19	Init: +6	Doppelo	anger			С	R/XP: 3-800	Perc: +9	lnit: +1
Dolphin, N Huge anir				CR/XP: 5-16	00	Perc: +19	lnit: +6	Doppelo N Medium		s huma	anoid (sha			Perc: +9	Init: +1
N Huge anir Senses: blir	mal ndsight 120 ff	t., low-light visi		CR/XP: 5-16	00	Perc: +19	lnit: +6		monstrous		anoid (sha			Perc: +9	Init: +1
N Huge anir	mal ndsight 120 ff			CR/XP: 5-16	00			N Medium	monstrous	O ft.	·				
N Huge anir Senses: blir Speed: swin	mal ndsight 120 ff	t., low-light visi		CR/XP: 5-16	000	Perc: +19		N Medium Senses: da	monstrous	Oft.	CMD: 20	pechange	rr)	Perc: +9 AC/T/FF: 16	
N Huge anir Senses: blir Speed: swin	mal ndsight 120 ft m 80 ft.		ion	CR/XP: 5-16	00		6 / 10 / 14	N Medium Senses: da Speed: 30	monstrous	Oft.	·	pechange		AC/T/FF: 16 Space/Reac	5 / 12 / 14 ch:
N Huge anin Senses: blir Speed: swin BAB: +6 Fort: +9 Languages:	mal ndsight 120 ft m 80 ft. CMB: +16 Ref: +8	CMD: 28 Will: +5	ion	67 (9d8+27)		AC/T/FF: 16	6 / 10 / 14 ch: 15 / 10	N Medium Senses: da Speed: 30 BAB: +4	monstrous arkvision 66 CMB:+8 Ref: +5 Common	Oft.	CMD: 20 Vill: +6	pechange	or) 6 (4d10+4)	AC/T/FF: 16 Space/Reac Reference:	5 / 12 / 14 ch: B-89
N Huge anin Senses: blir Speed: swin BAB: +6 Fort: +9 Languages: STR: 27	mal ndsight 120 ft m 80 ft. CMB: +16 Ref: +8	CMD: 28	ion			AC/T/FF: 10	6 / 10 / 14 ch: 15 / 10 B-88	N Medium Senses: da Speed: 30 BAB: +4 Fort: +4	monstrous arkvision 66 CMB:+8 Ref: +5 Common	Oft.	CMD: 20 Vill: +6	pechange	rr)	AC/T/FF: 16 Space/Reac Reference:	5 / 12 / 14 ch: B-89
N Huge anin Senses: blir Speed: swin BAB: +6 Fort: +9 Languages:	mal ndsight 120 ft m 80 ft. CMB: +16 Ref: +8	CMD: 28 Will: +5	ion	67 (9d8+27)		AC/T/FF: 16 Space/Read Reference:	6 / 10 / 14 ch: 15 / 10 B-88	N Medium Senses: da Speed: 30 BAB: +4 Fort: +4 Languages	monstrous arkvision 66 CMB:+8 Ref: +5 Common DEX: 13	Oft.	CMD: 20 Vill: +6	pechange	or) 6 (4d10+4)	AC/T/FF: 16 Space/Reac Reference:	5 / 12 / 14 ch: B-89
N Huge anin Senses: blir Speed: swin BAB: +6 Fort: +9 Languages: STR: 27	mal ndsight 120 ft m 80 ft. CMB: +16 Ref: +8	CMD: 28 Will: +5	ion	67 (9d8+27)		AC/T/FF: 16 Space/Read Reference:	6 / 10 / 14 ch: 15 / 10 B-88	N Medium Senses: da Speed: 30 BAB: +4 Fort: +4 Languages STR: 18	monstrous arkvision 66 CMB:+8 Ref: +5 Common DEX: 13	Oft.	CMD: 20 Vill: +6	pechange	or) 6 (4d10+4)	AC/T/FF: 16 Space/Reac Reference:	5 / 12 / 14 ch: B-89
N Huge anin Senses: blir Speed: swin BAB: +6 Fort: +9 Languages: STR: 27 D Melee: bite +	mal ndsight 120 ft m 80 ft. CMB: +16 Ref: +8 DEX: 15 CO +13 (2d6+12)	CMD: 28 Will: +5	ion	67 (9d8+27)		AC/T/FF: 16 Space/Read Reference:	6 / 10 / 14 ch: 15 / 10 B-88	N Medium Senses: da Speed: 30 BAB: +4 Fort: +4 Languages STR: 18 Melee: 2 cl	monstrous arkvision 60 CMB:+8 Ref: +5 Common DEX: 13 aws +8 (1d8	O ft.	CMD: 20 Will: +6 : 12 INT:	Pechange HP: 26	6 (4d10+4) 14 CHR: 13	AC/T/FF: 16 Space/Reac Reference:	5 / 12 / 14 ch: B-89
N Huge anin Senses: blir Speed: swin BAB: +6 Fort: +9 Languages: STR: 27 D Melee: bite + Ranged: Special: hold Skills: Swim	mal ndsight 120 ft m 80 ft. CMB: +16 Ref: +8 DEX: 15 CO +13 (2d6+12) d breath +28	CMD: 28 Will: +5 N: 16 INT: 2	MP: 6	67 (9d8+27) IS: 15 CHR	₹: 6	AC/T/FF: 16 Space/Read Reference: Knowledge:	6 / 10 / 14 ch: 15 / 10 B-88	N Medium Senses: da Speed: 30 BAB: +4 Fort: +4 Languages STR: 18 Melee: 2 cl Ranged: Special: ch Skills: Disg	monstrous arkvision 60 CMB:+8 Ref: +5 Common DEX: 13 aws +8 (1d8 ange shape uise +9 (+2	CON: 3+4) (alter 9 while	CMD: 20 Will: +6 : 12 INT:	pechange HP: 26 13 WIS ct copy, mir	or) 6 (4d10+4) 14 CHR: 13 micry ability), Stealth +5	AC/T/FF: 16 Space/Reac Reference: [Knowledge:	6 / 12 / 14 ch: B-89 Nature
N Huge anin Senses: blir Speed: swin BAB: +6 Fort: +9 Languages: STR: 27 D Melee: bite + Ranged: Special: hold Skills: Swim Notes: This s	mal ndsight 120 ft m 80 ft. CMB: +16 Ref: +8 PEX: 15 CO +13 (2d6+12) CMB: +16 Ref: +8	CMD: 28 Will: +5	MP: 6	67 (9d8+27) IS: 15 CHR	₹: 6	AC/T/FF: 16 Space/Read Reference: Knowledge:	6 / 10 / 14 ch: 15 / 10 B-88	N Medium Senses: da Speed: 30 BAB: +4 Fort: +4 Languages STR: 18 Melee: 2 cl Ranged: Special: ch Skills: Disg Notes: This	monstrous arkvision 60 CMB:+8 Ref: +5 Common DEX: 13 aws +8 (1d8 ange shape uise +9 (+2: a grayish hun row head, go	CON: 3+4) e (alter	CMD: 20 Will: +6 : 12 INT:	pechange HP: 26 13 WIS ct copy, mir ge shape a	or) 6 (4d10+4) 14 CHR: 13 micry ability), Stealth +5 unfinished, with a	AC/T/FF: 16 Space/Reac Reference: [Knowledge:	6 / 12 / 14 ch: B-89 Nature
N Huge anir Senses: blir Speed: swin BAB: +6 Fort: +9 Languages: STR: 27 D Melee: bite + Ranged: Special: hold Skills: Swim Notes: This s and d	mal ndsight 120 ft m 80 ft. CMB: +16 Ref: +8 DEX: 15 CO +13 (2d6+12) d breath +28 sleek black what a mouth filled wance, Improved	CMD: 28 Will: +5 N: 16 INT: 2	WIS Ve white	67 (9d8+27) IS: 15 CHR e patch near each	ch eye	AC/T/FF: 10 Space/Read Reference: Knowledge:	6 / 10 / 14 ch: 15 / 10 B-88 Nature	N Medium Senses: da Speed: 30 BAB: +4 Fort: +4 Languages STR: 18 Melee: 2 cl Ranged: Special: ch Skills: Disg Notes: This narr Immune ch Spell-Like I	monstrous arkvision 60 CMB:+8 Ref: +5 Common DEX: 13 aws +8 (1d8 ange shape uise +9 (+2: a grayish hun row head, go arm, sleep Abilities (CL	CON: 3+4) e (alter panoid aunt lim	CMD: 20 Will: +6 12 INT: self), perfere using chand creature seembs, and a sin	pechange HP: 26 13 WIS ct copy, mir ge shape a	or) 6 (4d10+4) 14 CHR: 13 micry ability), Stealth +5 unfinished, with a	AC/T/FF: 16 Space/Reac Reference: [Knowledge:	6 / 12 / 14 ch: B-89 Nature
N Huge anir Senses: blir Speed: swin BAB: +6 Fort: +9 Languages: STR: 27 Melee: bite + Ranged: Special: hold Skills: Swim Notes: This s and d Feats Endura Hold Breath	mal ndsight 120 ft m 80 ft. CMB: +16 Ref: +8 DEX: 15 CO +13 (2d6+12) d breath +28 sleek black what a mouth filled wance, Improved (Ex) An orca ca	CMD: 28 Will: +5 N: 16 INT: 2	WIS Ve white	67 (9d8+27) IS: 15 CHR e patch near each	ch eye	AC/T/FF: 10 Space/Read Reference: Knowledge:	6 / 10 / 14 ch: 15 / 10 B-88 Nature	N Medium Senses: da Speed: 30 BAB: +4 Fort: +4 Languages STR: 18 Melee: 2 cl Ranged: Special: ch Skills: Disg Notes: This	monstrous arkvision 60 CMB:+8 Ref: +5 Common DEX: 13 aws +8 (1d8 ange shape uise +9 (+2: a grayish hun row head, go arm, sleep Abilities (CL ect thoughts	CON: 3+4) e (alter panoid aunt lim 18th) s (DC 13	CMD: 20 Will: +6 12 INT: self), perfere using chand creature seembs, and a sin	pechange HP: 26 13 WIS ct copy, mir ge shape a	or) 6 (4d10+4) 14 CHR: 13 micry ability), Stealth +5 unfinished, with a	AC/T/FF: 16 Space/Reac Reference: [Knowledge:	6 / 12 / 14 ch: B-89 Nature

Treasure none
Treasure none

Dolphin

Doa. Ridina

Mimicry (Ex) A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger 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.

Perfect Copy (Su) When a doppelganger uses change shape, it can assume the appearance of specific individuals.

Change Shape (Su) A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Treasure NPC Gear

Treasure none

Doppelganger Dolphin, Orca

Dragon Turtle CR/XP: 9-6400	Perc: +16	lnit: +4	Drider			CR/XP: 7-3200	Perc: +15	lnit: +2
N Huge dragon (aquatic)			CE Large a	berration				
Senses: low-light vision, darkvision 60 ft., scent			Senses: da	rkvision 120 f	t., detect good	, detect law, detect mag	jic	
Speed: 20 ft., swim 30 ft.			Speed: 30 f	t., climb 20 ft				
BAB: +12 CMB:+22 CMD: 32 (36 vs. trip)	AC/T/FF: 23	/8 /23	BAB: +6	CMB:+9	CMD: 21 (33	vs. trip)	AC/T/FF: 20	/ 12 / 17
Fort: +12 Ref: +8 Will: +9 HP: 126 (12d12+48	Space/Reach	15 / 10	Fort: +7	Ref: +5	Will: +9	HP: 76 (9d8+36)	Space/Reac	h: 10 / 5
Languages: Aquan, Common, Draconic	Reference: B	-112			en, Undercomm		Reference:	3-113
STR: 27 DEX: 10 CON: 19 INT: 12 WIS: 13 CHR:	2 Knowledge: A	Arcana	STR: 15	DEX: 15 CO	N: 18 INT: 15	WIS: 16 CHR: 16	Knowledge:	Dungeoneering
Melee: bite +18 (3d6+8), 2 claws +18 (2d6+8)			Melee: mwk	heavy mace +	-9/+4 (1d8+3), bi	te +3 (1d4+1 plus poison)		
Ranged:			Ranged: m	wk composite lo	ongbow +8/+3 (1	d8+2/x3)		
Special: breath weapon, capsize			Special: we	b (+7 ranged, [DC 18, hp 9), un	dersized weapons		
Skills: Diplomacy +16, Stealth +7 (+15 in water), Survival +16, Swi	n +31 (More see bo	ook)	J			+14, Stealth +14 (More se	e book)	
Notes: This long-tailed aquatic beast resembles a massive snapping turtle with draconic features. Immune fire, sleep, paralysis Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Imp Breath Weapon (Su) Cloud of steam 20 feet high, 25 feet wide, an rounds, damage 12d6 fire, Reflex DC 20 half; effective both on the save DC is Constitution-based.	d 50 feet long, once	every 1d4	into Immune slei Spell-Like A Constant—a At will—dan 1/day—clair Feats Blind- Poison (Ex)	view—a nightr ep; SR 18 s bilities (CL 9th detect good, det cing lights, dark audience/clairv Fight, Dodge, C	narish, centauria ect law, detect mo kness, faerie fire oyance, deeper d Combat Casting, ive Fort DC 18; fr	this hideous monstrosity in fusion of drow and spider. agic arkness, dispel magic, levitat Weapon Focus (bite, mace) equency 1/round for 6 roun	te, suggestion (D	
Drow (Drow Warrior 1) CR/XP: 1/3-138	Perc: +2	Init: +2			le cleric 3)	CR/XP: 3-800	Perc: +5	Init: +3
CE Medium humanoid (elf) Senses: darkvision 120 ft.				humanoid (e				
			Speed: 20	rkvision 120 f	τ.			
Speed: 30 ft. BAB: +1 CMB: +1 CMD: 13	AC/T/FF: 15	/ 12 / 12	BAB: +2	CMB:+3	CMD: 16		AC/T/FF: 21	/ 12 / 10
Fort: +2* Ref: +2* Will: -1* HP: 4 (1d8)	Space/Reach		Fort: +4*	Ref: +4*	Will: +6*	HP: 16 (3d8+3)	Space/Reac	
Languages: Elven, Undercommon	Reference: B			Elven, Under		JEF. 16 (300+3)	Reference:	
	IO Knowledge: L) WIS: 17 CHR: 12		
Melee: rapier +2 (1d6/18–20)	o jixnowieage. L		11	rapier +4 (1d6		5 WIO. 17 CHA. 12	i thowledge.	Local
Ranged: hand crossbow +3 (1d4/19–20 plus poison)					5 (1d4/19–20 plu	us poison)		
Special: poison use				ison use, and s		,		
Skills: Stealth +2						ive +9, Spellcraft +6		
Notes: This dark-skinned elf stands in a battle-ready pose, her hair sil and eyes white and pupilless. *Saving Throws +2 vs. enchantment Immune sleep; SR Weaknesses light blindness Spall Like Abilities (CL 1st)	er		and *Saving Thi Immune sle Weaknesse	eyes white and prows +2 vs. enc	pupilless. hantment ss	le-ready pose, her hair silver		
Spell-Like Abilities (CL 1st) 1/day—dancing lights, darkness, faerie fire Feats Weapon Finesse			Constant—a At will—dan 1/day—divir	detect magic cing lights, deep	per darkness, faer nagic, suggestior	rie fire, feather fall, levitate n (DC 14)		

Spells A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

Undersized Weapons (Ex) Although a drider is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

Spells Known (CL 6th)

3rd (4/day)—lightning bolt (DC 16)

2nd (6/day)—invisibility, web (DC 15)

1st (7/day)—mage armor, magic missile, ray of enfeeblement (DC 14), silent image (DC 14) 0 (at will)—bleed (DC 13), daze (DC 13), ghost sound, mage hand, ray of frost, read magic, resistance

Treasure double (masterwork heavy mace, masterwork composite longbow [+2 Str] with 20 arrows, additional treasure)

Drider

Spells Prepared (CL 3rd)

2nd—death knell_D (DC 15), hold person (DC 15), silence (DC 15)

1st—bless, cause fear (DC 14), cure light wounds, protection from lawb

0—bleed (DC 13), detect poison, read magic, resistance

D domain spell; Domains Chaos, Death

Special Attacks bleeding touch (6/day), channel negative energy (4/day, 2d6, DC 12), touch of chaos (6/day)

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease.

Drow Poison—injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save.

Gear masterwork breastplate, heavy steel shield, masterwork rapier, drow poison (4), potion of invisibility, scroll of dispel magic, wand of cure light wounds (CL 1st, 20 charges), 400 gp

Capsize (Ex) A dragon turtle can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger than the dragon turtle's size, it takes a cumulative –10 penalty on this

Treasure double

Dragon Turtle

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness— this poison allows drow to capture slaves with great ease.

Drow Poison—injury; save Fort DC 13; frequency 1/minute for 2 minutes; initial effect unconsciousness for 1 minute; secondary effect unconsciousness for 2d4 hours; cure 1 save.

Treasure NPC Gear (leather armor, light steel shield, rapier, hand crossbow with 20 bolts, drow poison [2 doses], 3d6 gp, other treasure)

Drow (Female noble cleric 3)

Drow (Drow Warrior 1)

Dryad				CR/X	P: 3-800	Perd	c: +11	lnit: +4	Duergar	(Duerga	r warri	or 1)	CR/X	P: 1/3-135	Perc: +1	Init: -1
CG Medium	ı fey								LE Medium	humanoid	(dwarf)					
Senses: low	/-light vision								Senses: da	kvision 120	ft					
Speed: 30 ft	t.								Speed: 20 f	t.						
BAB: +3	CMB:+3	CMD:	17			AC/	T/FF: 17	/ 14 / 13	BAB: +1	CMB:+2	CMD:	11 (See	Stability be	elow)	AC/T/FF:	17 / 9 / 17
Fort: +5	Ref: +9	Will: +	7 H	IP: 27 (6d	d6+6)	Spa	ce/Reac	h:	Fort: +4*	Ref: -1*	Will: +	·1*	HP: 7 (1d1	0+2)	Space/Re	each:
Languages:	Common, Elv	en, Sylv	an; speak v	with plants		Refe	erence:	3-116	Languages:	Common, D	warven, L	Jndercomr	mon		Referenc	e: B-117
STR: 10	EX: 19 CC	N: 13	INT: 14	WIS: 15	CHR: 18	Kno	wledge:	Nature	STR: 12	EX: 9	ON: 15	INT: 10	WIS: 13	CHR: 4	Knowledg	je: Local
Melee: dagg	er +7 (1d4)								Melee: warh	ammer +3 (1	d8+1/×3)					
Ranged: ma	sterwork long	bow +8 (1d8)						Ranged: light	nt crossbow -	+0 (1d8/19	9–20)				
Special: tree	e meld, wild er	npathy, v	voodcraft						Special: slov	w and steady	, stability					
Skills: Climb	+9, Escape A	rtist +15,	Handle Ar	nimal +10,	Stealth +15, S	Surviva	al +8 (Moi	e see book)	Skills: Intimi	date +1, Stea	lth –3					
	trange, beauti								Notes: This							
wood DR 5/cold ird	and vibrant h	air that re	esembles led	aves and blo	ossoms.				*Saving Thr			o absorb ra	ther than re	f lect the light.		
	s tree depend	ent							Immune par	alysis, phanta	asms, pois	on				
Spell-Like A	bilities (CL 6t	h)							Weaknesses Spell-Like A							
	peak with plar angle (DC 15),		e woodshe	ane (1 lb. or	nlv)				1/day—enlar			visibility (se	elf only)			
	m person (DC								Feats Weapo	n Focus (wai	hammer)		•			
	gestion (DC 17)		- .											r or encumbra		on solid ground
Feats Great	Fortitude, Ste	althy, We	apon Fines	sse					January. Do	cigai icccive	. a 14 501	ius to Civit	D V3. Dull Tu.	or trip atter	npts winc t	on sona ground
									+							
Eagle				CR/X	P: 1/2-200	Perd	c: +10	Init: +2	Eagle, G	iant			CR/X	P: 3-800	Perc: +15	init: +3
Eagle N Small anii	mal			CR/X	(P: 1/2-200	Perd	c: +10	lnit: +2	Eagle, G		st		CR/X	P: 3-800	Perc: +15	Init: +3
N Small ani	mal v-light vision			CR/X	(P: 1/2-200	Perd	c: +10	lnit: +2		nagical bea			CR/X	P: 3-800	Perc: +15	Init: +3
N Small anii Senses: Iow		average)	CR/X	(P: 1/2-200	Perd	c: +10	lnit: +2	NG Large n	nagical beas r-light vision)	÷)	CR/X	P: 3-800	Perc: +15	Init: +3
N Small anii Senses: Iow	v-light vision	average		CR/X	(P: 1/2-200			Init: +2 / 13 / 12	NG Large n Senses: low	nagical beas r-light vision)	•	CR/X	P: 3-800		Init: +3
N Small anii Senses: low Speed: 10 ft	v-light vision t., fly 80 ft. (a		11	CR/X		AC/	T/FF: 14		NG Large n Senses: low Speed: 10	nagical bear y-light vision t., fly 80 ft.	(average	22	CR/X		AC/T/FF:	
N Small anii Senses: Iow Speed: 10 ft BAB: +0 Fort: +3 Languages:	v-light vision t., fly 80 ft. (a CMB:-1 Ref: +4	CMD: Will: +	11 -2	IP: 5 (1d8	3+1)	AC/	T/FF: 14	/ 13 / 12 h: 2.5 / 0	NG Large n Senses: low Speed: 10 th BAB: +4 Fort: +5 Languages:	ragical bear r-light vision ft., fly 80 ft. CMB:+9 Ref: +7 Auran (cann	(average	22	HP: 26 (4c	110+4)	AC/T/FF: Space/Re	15 / 12 / 12 each: 10 / 5 e: B-118
N Small anii Senses: low Speed: 10 ft BAB: +0 Fort: +3 Languages: STR: 10	v-light vision t., fly 80 ft. (a CMB:-1 Ref: +4	CMD: Will: +	11 -2 H	IP: 5 (1d8		AC/ Spar	T/FF: 14	/ 13 / 12 h: 2.5 / 0 3-118	NG Large n Senses: low Speed: 10 th BAB: +4 Fort: +5	ragical bear r-light vision ft., fly 80 ft. CMB:+9 Ref: +7 Auran (cann	(average	22	HP: 26 (4c		AC/T/FF: Space/Re	15 / 12 / 12 each: 10 / 5 e: B-118
N Small anii Senses: low Speed: 10 ft BAB: +0 Fort: +3 Languages: STR: 10	v-light vision t., fly 80 ft. (a CMB:-1 Ref: +4	CMD: Will: +	11 -2 H	IP: 5 (1d8	3+1)	AC/ Spar	T/FF: 14 ce/Reac erence: I	/ 13 / 12 h: 2.5 / 0 3-118	NG Large n Senses: low Speed: 10 th BAB: +4 Fort: +5 Languages:	nagical beau -light vision t., fly 80 ft. CMB:+9 Ref: +7 Auran (canr	(average CMD: Will: +	22 -3 INT: 10	HP: 26 (4c	110+4)	AC/T/FF: Space/Re	15 / 12 / 12 each: 10 / 5 e: B-118
N Small anii Senses: low Speed: 10 ft BAB: +0 Fort: +3 Languages: STR: 10	v-light vision t., fly 80 ft. (a CMB:-1 Ref: +4	CMD: Will: +	11 -2 H	IP: 5 (1d8	3+1)	AC/ Spar	T/FF: 14 ce/Reac erence: I	/ 13 / 12 h: 2.5 / 0 3-118	NG Large n Senses: low Speed: 10 to BAB: +4 Fort: +5 Languages: STR: 18	nagical beau -light vision t., fly 80 ft. CMB:+9 Ref: +7 Auran (canr	(average CMD: Will: +	22 -3 INT: 10	HP: 26 (4c	110+4)	AC/T/FF: Space/Re	15 / 12 / 12 each: 10 / 5 e: B-118
N Small anii Senses: Iow Speed: 10 ft BAB: +0 Fort: +3 Languages: STR: 10 D	v-light vision t., fly 80 ft. (a CMB:-1 Ref: +4	CMD: Will: +	11 -2 H	IP: 5 (1d8	3+1)	AC/ Spar	T/FF: 14 ce/Reac erence: I	/ 13 / 12 h: 2.5 / 0 3-118	NG Large n Senses: low Speed: 10 t BAB: +4 Fort: +5 Languages: STR: 18 Melee: 2 cla	nagical beas y-light vision t., fly 80 ft. CMB:+9 Ref: +7 Auran (canr DEX: 17 C ws +7 (1d8+	(average CMD: Will: +	22 -3 INT: 10	HP: 26 (4c	110+4)	AC/T/FF: Space/Re	15 / 12 / 12 each: 10 / 5 e: B-118
N Small anii Senses: low Speed: 10 fr BAB: +0 Fort: +3 Languages: STR: 10 D Melee: 2 talc Ranged: Special: Skills: Fly +8	v-light vision t., fly 80 ft. (a CMB: -1 Ref: +4 DEX: 15 CO ons +3 (1d4), I	CMD: Will: +	11 -2 H	IP: 5 (1d8	3+1) 5 CHR: 7	AC/ Spar	T/FF: 14 ce/Reac erence: I	/ 13 / 12 h: 2.5 / 0 3-118	NG Large n Senses: low Speed: 10 t BAB: +4 Fort: +5 Languages: STR: 18 [Melee: 2 cla Ranged: Special: eva Skills: Fly +8	ragical bear r-light vision ft., fly 80 ft. CMB:+9 Ref: +7 Auran (cann DEX: 17 C ws +7 (1d8+	(average (average Will: + anot speak) ON: 12 4), bite +7	22 -3	HP: 26 (4c	110+4)	AC/T/FF: Space/Re	15 / 12 / 12 each: 10 / 5 e: B-118
N Small anii Senses: low Speed: 10 ft BAB: +0 Fort: +3 Languages: STR: 10 D Melee: 2 talc Ranged: Special: Skills: Fly +8 Notes: This	v-light vision t., fly 80 ft. (a CMB: -1 Ref: +4 DEX: 15 CO ons +3 (1d4), I magnificent bi	CMD: Will: +	11 2 H	IP: 5 (1d8	3+1) 5 CHR: 7	AC/ Spar	T/FF: 14 ce/Reac erence: I	/ 13 / 12 h: 2.5 / 0 3-118	NG Large n Senses: low Speed: 10 to BAB: +4 Fort: +5 Languages: STR: 18 [I Melee: 2 cla Ranged: Special: eva Skills: Fly +4 Notes: This	ragical bease relight vision ft., fly 80 ft. CMB:+9 Ref: +7 Auran (cannot be religion) Auran (canno	(average CMD: Will: + not speak) ON: 12 4), bite +7	22 -3	HP: 26 (4c	d10+4) CHR: 11 d shimmer in	AC/T/FF: Space/Re	15 / 12 / 12 each: 10 / 5 e: B-118
N Small anii Senses: low Speed: 10 ft BAB: +0 Fort: +3 Languages: STR: 10 D Melee: 2 talc Ranged: Special: Skills: Fly +8 Notes: This is he	v-light vision t., fly 80 ft. (a CMB:-1 Ref: +4 DEX: 15 CO ons +3 (1d4), I magnificent bi ead, which are	CMD: Will: +	11 2 H	IP: 5 (1d8	3+1) 5 CHR: 7	AC/ Spar	T/FF: 14 ce/Reac erence: I	/ 13 / 12 h: 2.5 / 0 3-118	NG Large n Senses: low Speed: 10 to BAB: +4 Fort: +5 Languages: STR: 18 [I Melee: 2 cla Ranged: Special: eva Skills: Fly +8 Notes: This the li	ragical bease relight vision ft., fly 80 ft. CMB:+9 Ref: +7 Auran (cannot be religion for the control of the	(average (average Will: + not speak) ON: 12 4), bite +7 ive +4 le's feather beak and de	22 -3	HP: 26 (4c	d10+4) CHR: 11 d shimmer in	AC/T/FF: Space/Re	15 / 12 / 12 each: 10 / 5 e: B-118
N Small anii Senses: low Speed: 10 ft BAB: +0 Fort: +3 Languages: STR: 10 D Melee: 2 talc Ranged: Special: Skills: Fly +8 Notes: This	v-light vision t., fly 80 ft. (a CMB:-1 Ref: +4 DEX: 15 CO ons +3 (1d4), I magnificent bi ead, which are	CMD: Will: +	11 2 H	IP: 5 (1d8	3+1) 5 CHR: 7	AC/ Spar	T/FF: 14 ce/Reac erence: I	/ 13 / 12 h: 2.5 / 0 3-118	NG Large n Senses: low Speed: 10 to BAB: +4 Fort: +5 Languages: STR: 18 [I Melee: 2 cla Ranged: Special: eva Skills: Fly +4 Notes: This	ragical bease relight vision ft., fly 80 ft. CMB:+9 Ref: +7 Auran (cannot be religion for the control of the	(average (average Will: + not speak) ON: 12 4), bite +7 ive +4 le's feather beak and de	22 -3	HP: 26 (4c	d10+4) CHR: 11 d shimmer in	AC/T/FF: Space/Re	15 / 12 / 12 each: 10 / 5 e: B-118
N Small anii Senses: low Speed: 10 ft BAB: +0 Fort: +3 Languages: STR: 10 D Melee: 2 talc Ranged: Special: Skills: Fly +8 Notes: This is he	v-light vision t., fly 80 ft. (a CMB:-1 Ref: +4 DEX: 15 CO ons +3 (1d4), I magnificent bi ead, which are	CMD: Will: +	11 2 H	IP: 5 (1d8	3+1) 5 CHR: 7	AC/ Spar	T/FF: 14 ce/Reac erence: I	/ 13 / 12 h: 2.5 / 0 3-118	NG Large n Senses: low Speed: 10 to BAB: +4 Fort: +5 Languages: STR: 18	ragical bear r-light vision ft., fly 80 ft. CMB:+9 Ref: +7 Auran (cannot be recommended by the recommended	(average (average Will: + not speak) ON: 12 4), bite +7 ive +4 le's feather beak and a ack g, the crea	22 -3 INT: 10 7 (1d6+4) rs are goldecurved talo	HP: 26 (4c) WIS: 15	d shimmer in yellow.	AC/T/FF: Space/Re Reference Knowledg	15 / 12 / 12 each: 10 / 5 e: B-118 ge: Arcana
N Small anii Senses: low Speed: 10 ft BAB: +0 Fort: +3 Languages: STR: 10 D Melee: 2 talc Ranged: Special: Skills: Fly +8 Notes: This is he	v-light vision t., fly 80 ft. (a CMB:-1 Ref: +4 DEX: 15 CO ons +3 (1d4), I magnificent bi ead, which are	CMD: Will: +	11 2 H	IP: 5 (1d8	3+1) 5 CHR: 7	AC/ Spar	T/FF: 14 ce/Reac erence: I	/ 13 / 12 h: 2.5 / 0 3-118	NG Large n Senses: low Speed: 10 to BAB: +4 Fort: +5 Languages: STR: 18 Melee: 2 cla Ranged: Special: eva Skills: Fly +6 Notes: This the li Feats Alertne	ragical bease relight vision ft., fly 80 ft. CMB:+9 Ref: +7 Auran (cannot be religion for the second formers eaging the second for the second for the second for the move. The second for the move. The second for th	(average (average Will: + not speak) ON: 12 4), bite +7 ive +4 le's feather beak and a ack g, the crea	22 -3 INT: 10 7 (1d6+4) rs are goldecurved talo	HP: 26 (4c) WIS: 15	d shimmer in yellow.	AC/T/FF: Space/Re Reference Knowledg	15 / 12 / 12 each: 10 / 5 e: B-118 ge: Arcana
N Small anii Senses: low Speed: 10 ft BAB: +0 Fort: +3 Languages: STR: 10 D Melee: 2 talc Ranged: Special: Skills: Fly +8 Notes: This is he	v-light vision t., fly 80 ft. (a CMB:-1 Ref: +4 DEX: 15 CO ons +3 (1d4), I magnificent bi ead, which are	CMD: Will: +	11 2 H	IP: 5 (1d8	3+1) 5 CHR: 7	AC/ Spar	T/FF: 14 ce/Reac erence: I	/ 13 / 12 h: 2.5 / 0 3-118	NG Large n Senses: low Speed: 10 to BAB: +4 Fort: +5 Languages: STR: 18	ragical bease relight vision ft., fly 80 ft. CMB:+9 Ref: +7 Auran (cannot be religion for the second formers eaging the second for the second for the second for the move. The second for the move. The second for th	(average (average Will: + not speak) ON: 12 4), bite +7 ive +4 le's feather beak and a ack g, the crea	22 -3 INT: 10 7 (1d6+4) rs are goldecurved talo	HP: 26 (4c) WIS: 15	d shimmer in yellow.	AC/T/FF: Space/Re Reference Knowledg	15 / 12 / 12 each: 10 / 5 e: B-118 ge: Arcana
N Small anii Senses: low Speed: 10 ft BAB: +0 Fort: +3 Languages: STR: 10 D Melee: 2 talc Ranged: Special: Skills: Fly +8 Notes: This is he	v-light vision t., fly 80 ft. (a CMB:-1 Ref: +4 DEX: 15 CO ons +3 (1d4), I magnificent bi ead, which are	CMD: Will: +	11 2 H	IP: 5 (1d8	3+1) 5 CHR: 7	AC/ Spar	T/FF: 14 ce/Reac erence: I	/ 13 / 12 h: 2.5 / 0 3-118	NG Large n Senses: low Speed: 10 to BAB: +4 Fort: +5 Languages: STR: 18 Melee: 2 cla Ranged: Special: eva Skills: Fly +6 Notes: This the li Feats Alertne	ragical bease relight vision ft., fly 80 ft. CMB:+9 Ref: +7 Auran (cannot be religion for the second formers eaging the second for the second for the second for the move. The second for the move. The second for th	(average (average Will: + not speak) ON: 12 4), bite +7 ive +4 le's feather beak and a ack g, the crea	22 -3 INT: 10 7 (1d6+4) rs are goldecurved talo	HP: 26 (4c) WIS: 15	d shimmer in yellow.	AC/T/FF: Space/Re Reference Knowledg	15 / 12 / 12 each: 10 / 5 e: B-118 ge: Arcana

Tree Meld (Su) A dryad can meld with any tree, similar to how the spell meld into stone Treasure NPC Gear (chainmail, heavy steel shield, warhammer, light crossbow [20 bolts], functions. She can remain melded with a tree as long as she wishes. 3d6 gp, other treasure) Tree Dependent (Su) A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows—eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 Will save. Wild Empathy (Su) This works like the druid's wild empathy class feature, except the dryad has a +6 racial bonus on the check. Dryads with druid levels add this racial modifier to their wild empathy checks. Woodcraft (Ex) A 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. **Treasure** standard (dagger, masterwork longbow with 20 arrows, other treasure) Duergar (Duergar warrior 1) Drvad Treasure none Treasure none

Eagle, Giant Eagle

L-CI, LICO	ctric			CR/XP: 2-600) F	Perc: +4	Init: +6	Eel, Gia	nt Mora	ау			CR/XP	5-1600	Perc: +7	Init:	+6
N Small ani	imal							N Large ar	nimal (aqu	uatic)							
Senses: low	v-light vision							Senses: lov	w-light vis	sion, s	scent						
Speed: 5 ft.	., swim 30 ft.							Speed: swi	im 30 ft.								
BAB: +1	CMB:+1	CMD: 13 (can	i't be tr	ripped)	A	AC/T/FF: 15	5 / 13 / 13	BAB: +5	CMB:+1	12/+16	CMD: 24				AC/T/FF: 19	9 / 11	/ 17
Fort: +7	Ref: +5	Will: +0	HP: 1	17 (2d8+8)	S	Space/Read	h:	Fort: +8	Ref: +9		Will: +3	Н	IP: 52 (7d8	+21)	Space/Read	ch: 10	/ 10
Languages:	:				F	Reference:	3-119	Languages	3:						Reference:	B-119	
STR: 13	DEX: 14 CO	N: 19 NT: 1	WI	IS: 10 CHR:	: 6 K	Knowledge:	Nature	STR: 22	DEX: 14	COI	N: 16 INT:	1	WIS: 12	CHR: 8	Knowledge:	Nature	e
Melee: bite +	+3 (1d6+1) and	tail -2 touch (1c	d6 elect	tricity)				Melee: bite	+11 (2d6+	⊦9 plus	grab)						
Ranged:								Ranged:									
Special:								Special: gn	naw								
Skills: Escap	pe Artist +10, S	tealth +10, Swim	า +9								tealth +8, Sw						
and s Resist electr Feats Impro Electricity (I the jolt with	snapping sound ricity 10 oved Initiative (Ex) An electric of a successful to	ake-like fish move occasionally emi eel can produce uch attack. On a ed for 1d4 round:	a powe	the creature's bo erful jolt of elect hit, the creature	ctricity fi	k must make		gra Feats Impro Gnaw (Ex) I (2d6+9 poir	oved Initiation of the second in the second	open to tive, Lig noray b age). A	o display larg ghtning Refl pegins a rour A giant moray	ge teeth lexes, S nd with ny eel p	h a grabbed oossesses a se	nd set of jaws Stealth), Wea foe, it inflict second set of		te dama oat that	:
Elementa	al Air /O																
				CR/XP: 1-400) F	Perc: +4	Init: +7	Element				extran	CR/XP	3-800	Perc: +7	Init:	+9
N Small out	tsider (air, ele	mental, extrap		CR/XP: 1-400) F	Perc: +4	Init: +7	N Medium	outsider ((air, e		extrap		3-800	Perc: +7	lnit:	+9
N Small out Senses: da	tsider (air, ele arkvision 60 ft.	mental, extrap		CR/XP: 1-400) [F	Perc: +4	Init: +7	N Medium Senses: da	outsider (arkvision 6	(air, e 60 ft.	elemental, e	extrap		3-800	Perc: +7	Init:	+9
N Small out Senses: da Speed: fly 1	tsider (air, ele arkvision 60 ft. 100 ft. (perfec	mental, extrap		CR/XP: 1-400				N Medium	outsider (arkvision 6 100 ft. (pe	(air, e 60 ft. erfect	elemental, e	extrap		3-800			
N Small out Senses: da	tsider (air, ele arkvision 60 ft.	mental, extrap	lanar)		A	Perc: +4 AC/T/FF: 17 Space/Reac	7 / 14 / 14	N Medium Senses: da Speed: fly BAB: +4	outsider (arkvision 6 100 ft. (pe	(air, e 60 ft. erfect	t) CMD: 22		olanar)		AC/T/FF: 19	9 / 16	
N Small out Senses: dar Speed: fly 1 BAB: +2 Fort: +4	tsider (air, ele arkvision 60 ft. 100 ft. (perfec CMB:+2 Ref: +6	mental, extrap	lanar)	CR/XP: 1-400	A	AC/T/FF: 1 7	7 / 14 / 14 h:	N Medium Senses: da Speed: fly BAB: +4 Fort: +6	outsider (arkvision 6 100 ft. (pe CMB:+6 Ref: +9	(air, e 60 ft. erfect	elemental, e				AC/T/FF: 19 Space/Read	9 / 16 ch:	/ 13
N Small out Senses: dal Speed: fly 1 BAB: +2 Fort: +4 Languages:	tsider (air, ele arkvision 60 ft. 100 ft. (perfec CMB: +2 Ref: +6 : Auran	mental, extrap	lanar)			AC/T/FF: 17 Space/Read Reference:	7 / 14 / 14 h: B-120	N Medium Senses: da Speed: fly BAB: +4 Fort: +6 Languages	outsider (arkvision 6 100 ft. (pc CMB:+6 Ref: +9	(air, e 60 ft. perfect	t) CMD: 22 Will: +1	H	olanar)	10+8)	AC/T/FF: 19	9 / 16 ch: B-120	/ 13
N Small out Senses: dal Speed: fly 1 BAB: +2 Fort: +4 Languages:	tsider (air, elearkvision 60 ft. 100 ft. (perfect) CMB: +2 Ref: +6 : Auran DEX: 17	t) CMD: 15	lanar)	13 (2d10+2)		AC/T/FF: 17 Space/Read Reference:	7 / 14 / 14 h: B-120	N Medium Senses: da Speed: fly BAB: +4 Fort: +6 Languages	outsider (arkvision 6 100 ft. (pe CMB:+6 Ref: +9 S: Auran DEX: 21	(air, e 60 ft. perfect	t) CMD: 22	H	Dlanar)	10+8)	AC/T/FF: 19 Space/Read Reference:	9 / 16 ch: B-120	/ 13
N Small out Senses: dal Speed: fly 1 BAB: +2 Fort: +4 Languages: STR: 12 Melee: Slam	tsider (air, elearkvision 60 ft. 100 ft. (perfect) CMB: +2 Ref: +6 : Auran DEX: 17	t) CMD: 15	lanar)	13 (2d10+2)		AC/T/FF: 17 Space/Read Reference:	7 / 14 / 14 h: B-120	N Medium Senses: da Speed: fly BAB: +4 Fort: +6 Languages STR: 14 Melee: slar	outsider (arkvision 6 100 ft. (pe CMB:+6 Ref: +9 S: Auran DEX: 21	(air, e 60 ft. perfect	t) CMD: 22 Will: +1	H	Dlanar)	10+8)	AC/T/FF: 19 Space/Read Reference:	9 / 16 ch: B-120	/ 13
N Small out Senses: da Speed: fly 1 BAB: +2 Fort: +4 Languages: STR: 12 Melee: slam Ranged:	tsider (air, elearkvision 60 ft. 100 ft. (perfectors) CMB: +2 Ref: +6 : Auran CEX: 17 COta +6 (1d4+1)	t) CMD: 15 Will: +0 N: 12 INT: 4	HP: 1	13 (2d10+2) IS: 11 CHR:	A S S F S S S S S S S	AC/T/FF: 17 Space/Read Reference:	7 / 14 / 14 h: B-120	N Medium Senses: da Speed: fly BAB: +4 Fort: +6 Languages STR: 14 Melee: slar Ranged:	outsider (arkvision 6 100 ft. (p CMB:+6 Ref: +9 S: Auran DEX: 21 m +9 (1d6+	(air, e 60 ft. berfect	t) CMD: 22 Will: +1	H: 4	HP: 30 (4d1	10+8) CHR: 11	AC/T/FF: 19 Space/Read Reference:	9 / 16 ch: B-120	/ 13
N Small out Senses: dal Speed: fly 1 BAB: +2 Fort: +4 Languages: STR: 12 Melee: slam Ranged: Special: air r	tsider (air, ele arkvision 60 ft. 100 ft. (perfect CMB: +2 Ref: +6 : Auran CEX: 17 CO 1 +6 (1d4+1) mastery, Immu	t) CMD: 15	HP: 1	13 (2d10+2) IS: 11 CHR:	A S S F T T H H H H H H H H	AC/T/FF: 17 Space/Read Reference: Knowledge:	7 / 14 / 14 h: B-120	N Medium Senses: da Speed: fly BAB: +4 Fort: +6 Languages STR: 14 Melee: slar Ranged: Special: air	outsider (arkvision 6 100 ft. (pa CMB:+6 Ref: +9 S: Auran DEX: 21 m +9 (1d6+	(air, e 60 ft. perfect 5) (CON +3)	t) CMD: 22 Will: +1 N: 14 INT:	: 4	HP: 30 (4d1	10+8) CHR: 11	AC/T/FF: 19 Space/Read Reference:	9 / 16 ch: B-120	/ 13
N Small out Senses: dal Speed: fly 1 BAB: +2 Fort: +4 Languages: STR: 12 Melee: slam Ranged: Special: air r Skills: Acrob Notes: This of	tsider (air, ele arkvision 60 ft. 100 ft. (perfect CMB: +2 Ref: +6 : Auran CEX: 17 CO n +6 (1d4+1) mastery, Immu patics +7, Escap cloud-like create	t) CMD: 15 Will: +0 N: 12 INT: 4	HP: 1	13 (2d10+2) IS: 11 CHR: rlwind (DC 12) nowledge (plane niniscent of eyes on the control	F: 11 k	AC/T/FF: 17 Space/Read Reference: Knowledge:	7 / 14 / 14 h: B-120	N Medium Senses: da Speed: fly BAB: +4 Fort: +6 Languages STR: 14 Melee: slar Ranged: Special: air Skills: Acro Notes: This	outsider (arkvision 6 100 ft. (pt 100 ft.	(air, e 60 ft. berfect 6 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	t) CMD: 22 Will: +1 N: 14 INT: ne elemental ape Artist +9 ure has dark h ling wind whi	al traits,	HP: 30 (4d1	10+8) CHR: 11 CDC 14) dge(planes) t of eyes and shapes.	AC/T/FF: 19 Space/Reac Reference: Knowledge:	9 / 16 ch: B-120 : Planes	/ 13 s
N Small out Senses: da Speed: fly 1 BAB: +2 Fort: +4 Languages: STR: 12 Melee: slam Ranged: Special: air r Skills: Acrob Notes: This of a mod Air Mastery elemental.	tsider (air, ele arkvision 60 ft. 100 ft. (perfect CMB: +2 Ref: +6 : Auran DEX: 17 CO a +6 (1d4+1) mastery, Immu patics +7, Escap cloud-like creationth, and a how (Ex) Airborne c	t) CMD: 15 Will: +0 N: 12 INT: 4 ne elemental trainer e Artist +7, Flyure has dark holid	HP: 1 WI wits, whit +17, Kr ows rem it into or -1 pena	13 (2d10+2) IS: 11 CHR: rlwind (DC 12) nowledge (plane iniscent of eyes of minous shapes. Ilty on attack and	A S S S S S S S S S	AC/T/FF: 17 Space/Read Reference: Knowledge:	7 / 14 / 14 h: B-120 Planes	N Medium Senses: da Speed: fly BAB: +4 Fort: +6 Languages STR: 14 Melee: slar Ranged: Special: air Skills: Acro Notes: This a m Air Mastery elemental.	outsider (arkvision 6 100 ft. (pt 100 ft.	(air, e 60 ft. berfect 6) (air, e 60 ft. berfect 6) (air, e 60 ft. correct 6) (air, e 6)	t) CMD: 22 Will: +1 N: 14 INT: ne elemental ape Artist +9 ure has dark h ling wind whi reatures take	al traits, 0, Fly + hollows ips it in e a –1 p	HP: 30 (4d1	DC 14) dge(planes) t of eyes and shapes. attack and da	AC/T/FF: 19 Space/Reac Reference: Knowledge:	9 / 16 ch: B-120 : Planes	/ 13



Eel, Giant Moray Eel, Electric

Whirlwind (Su) Height 10-30 ft. Lasts for 2 rounds. The whirlwind is 5 ft wide at its base, width at its peak is 1/2 of its height. The creature controls the height. The whirlwind form doesn't provoke AoO, even if entering the space of another creature. It cannot make its normal attacks and does not threaten the area around it.

Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with whirlwind or take dam as if it were hit by the creature's slam attack. It must also succeed on a second Ref 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 Ref 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 DEX 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 of 1/2 the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 ft. Creatures 5 ft 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.

Treasure none

Whirlwind (Su) Height 10-20 ft. Lasts for 1 round. The whirlwind is 5 ft wide at its base, width at its peak is 1/2 of its height. The creature controls the height. The whirlwind form doesn't provoke AoO, even if entering the space of another creature. It cannot make its normal attacks and does not threaten the area around it.

Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with whirlwind or take dam as if it were hit by the creature's slam attack. It must also succeed on a second Ref 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 Ref 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 DEX 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 of 1/2 the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 ft. Creatures 5 ft 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.

Treasure none

Elemental, Air (Medium)

Elemental, Air (Large) CR/XP: 5-1600	Perc: +11 Init: +11	Elemental, Air (H	uge)	CR/XP: 7-3200	Perc: +13 Init: +13
N Large outsider (air, elemental, extraplanar)		N Huge outsider (air, el	emental, extrap	lanar)	
Senses: darkvision 60 ft.		Senses: darkvision 60 f	t.		
Speed: fly 100 ft. (perfect)		Speed: fly 100 ft. (perfe	ct)		
BAB: +8 CMB:+13 CMD: 31	AC/T/FF: 21 / 17 / 13	BAB: +10 CMB:+18	CMD: 38		AC/T/FF: 22 / 18 / 12
Fort: +9 Ref: +13 Will: +2 HP: 68 (8d10+24)	Space/Reach: 10 / 10	Fort: +11 Ref: +16	Will: +5	HP: 95 (10d10+40)	Space/Reach: 15 / 15
Languages: Auran	Reference: B-120	Languages:			Reference: B-120
STR: 18 DEX: 25 CON: 16 INT: 6 WIS: 11 CHR: 1	1 Knowledge: Planes	STR: 22 DEX: 29 C	ON: 18 INT: 6	WIS: 11 CHR: 11	Knowledge: Planes
Melee: 2 slams +14 (1d8+4)		Melee: 2 slams +17 (2d6-	+6)		
Ranged:		Ranged:			
Special: air mastery, Immune elemental traits, whirlwind (DC 18)		Special: air mastery, Imm	nune elemental tra	nits, whirlwind (DC 21)	
Skills: Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (plan	es) +5, Stealth +11		<u> </u>	ly +23, Knowledge (planes	·
Notes: This cloud-like creature has dark hollows reminiscent of eyes ar	d			ows reminiscent of eyes and	
a mouth, and a howling wind whips it into ominous shapes. DR 5/—		a moutn, and a no	wiing wina wnips i	it into ominous shapes.	
Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and	l damage rolls against an air	Air Mastery (Ex) Airborne	ecreatures take a –	-1 penalty on attack and da	amage rolls against an air
elemental.	Anhilian Mannay Fires	elemental. Feats Combat Reflexes De	adae Flyby Attack	k, Improved Initiative _B , Iron	Will Mobility Weapon
Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, N	nobility, Weapon Finesse	Finesse _B	oage, Hyby Attack	n, improved initiatives, itoli	wiii, Mobility, Weapon
		1			
Elemental, Air (Greater) CR/XP: 9-6400	Perc: +16 Init: +14	Elemental, Air (El	·	CR/XP: 11-12800	Perc: +19 Init: +15
N Huge outsider (air, elemental, extraplanar)	Perc: +16 Init: +14	N Huge outsider (air, el	lemental, extrapl		Perc: +19 Init: +15
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft.	Perc: +16 Init: +14	N Huge outsider (air, el Senses: darkvision 60 f	lemental, extrapl ft.		Perc: +19 Init: +15
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect)		N Huge outsider (air, el Senses: darkvision 60 f Speed: fly 100 ft. (perfe	lemental, extrapl		
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13 CMB: +22 CMD: 43	AC/T/FF: 25 / 19 / 14	N Huge outsider (air, el Senses: darkvision 60 f Speed: fly 100 ft. (perfe BAB: +16 CMB:+27	lemental, extrapl ft. ect) CMD: 49	lanar)	AC/T/FF: 28 / 20 / 16
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13 CMB: +22 CMD: 43 Fort: +12 Ref: +18 Will: +6 HP: 123 (13d10+52)	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15	N Huge outsider (air, el Senses: darkvision 60 f Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21	lemental, extrapl ft. ect) CMD: 49		AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120	N Huge outsider (air, el Senses: darkvision 60 f Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran	lemental, extrapl ft. ect) CMD: 49 Will: +7	HP: 152 (16d10+64)	AC/T/FF: 28 / 20 / 16
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13 CMB: +22 CMD: 43 Fort: +12 Ref: +18 Will: +6 HP: 123 (13d10+52) Languages: Auran STR: 24 DEX: 31 CON: 18 INT: 8 WIS: 11 CHR: 1	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120	N Huge outsider (air, el Senses: darkvision 60 f Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran	lemental, extrapl ft. ect) CMD: 49 Will: +7	lanar)	AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120	N Huge outsider (air, el Senses: darkvision 60 f Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran	lemental, extrapl ft. ect) CMD: 49 Will: +7 ON: 18	HP: 152 (16d10+64)	AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15 Reference: B-121
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13 CMB: +22 CMD: 43 Fort: +12 Ref: +18 Will: +6 HP: 123 (13d10+52) Languages: Auran STR: 24 DEX: 31 CON: 18 INT: 8 WIS: 11 CHR: 1	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120	N Huge outsider (air, el Senses: darkvision 60 f Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran	lemental, extrapl ft. ect) CMD: 49 Will: +7 ON: 18	HP: 152 (16d10+64)	AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15 Reference: B-121
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120	N Huge outsider (air, el Senses: darkvision 60 f Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran STR: 28 DEX: 33 CMelee: 2 slams +25 (2d8	lemental, extrapl ft. ect) CMD: 49 Will: +7 ON: 18 INT: 10	HP: 152 (16d10+64) WIS: 11 CHR: 11	AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15 Reference: B-121
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120 1 Knowledge: Planes	N Huge outsider (air, el Senses: darkvision 60 f Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran STR: 28 DEX: 33 CMelee: 2 slams +25 (2d8 Ranged: Special: air mastery, Imm	lemental, extrapl ft. ect) CMD: 49 Will: +7 ON: 18 INT: 10 +9)	HP: 152 (16d10+64) WIS: 11 CHR: 11	AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15 Reference: B-121 Knowledge: Planes
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120 1 Knowledge: Planes	N Huge outsider (air, el Senses: darkvision 60 fl Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran STR: 28 DEX: 33 CM Melee: 2 slams +25 (2d8 Ranged: Special: air mastery, Imm Skills: Acrobatics +30, Es Notes: This cloud-like cred	lemental, extraplett. lect) CMD: 49 Will: +7 ON: 18 INT: 10 H9) Inune elemental transcape Artist +30, Fature has dark holice	HP: 152 (16d10+64) WIS: 11 CHR: 11 Daits, whirlwind (DC 27) Fly +34, Knowledge (planes ows reminiscent of eyes and	AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15 Reference: B-121 Knowledge: Planes
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120 1 Knowledge: Planes	N Huge outsider (air, el Senses: darkvision 60 fl Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran STR: 28 DEX: 33 CM Melee: 2 slams +25 (2d8 Ranged: Special: air mastery, Imm Skills: Acrobatics +30, Es Notes: This cloud-like creca a mouth, and a ho	lemental, extraplett. lect) CMD: 49 Will: +7 ON: 18 INT: 10 H9) Inune elemental transcape Artist +30, Fature has dark holice	HP: 152 (16d10+64) WIS: 11 CHR: 11 aits, whirlwind (DC 27) Fly +34, Knowledge (planes	AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15 Reference: B-121 Knowledge: Planes
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120 Showledge: Planes es) +12, Stealth +15	N Huge outsider (air, el Senses: darkvision 60 fl Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran STR: 28 DEX: 33 CM Melee: 2 slams +25 (2d8 Ranged: Special: air mastery, Imm Skills: Acrobatics +30, Es Notes: This cloud-like creca mouth, and a ho DR 10/—	lemental, extraplett. lect) CMD: 49 Will: +7 ON: 18 INT: 10 H9) Inune elemental transcape Artist +30, Fature has dark holicowling wind whips in	HP: 152 (16d10+64) WIS: 11 CHR: 11 Daits, whirlwind (DC 27) Fly +34, Knowledge (planes ows reminiscent of eyes and	AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15 Reference: B-121 Knowledge: Planes s) +19, Stealth +22
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120 I Knowledge: Planes es) +12, Stealth +15	N Huge outsider (air, el Senses: darkvision 60 fl Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran STR: 28 DEX: 33 CM Melee: 2 slams +25 (2d8 Ranged: Special: air mastery, Imm Skills: Acrobatics +30, Es Notes: This cloud-like crea a mouth, and a ho DR 10/— Air Mastery (Ex) Airborne elemental.	lemental, extraple ft. ect) CMD: 49 Will: +7 ON: 18 INT: 10 +9) nune elemental transcape Artist +30, Fature has dark hold owling wind whips it ecreatures take a -	HP: 152 (16d10+64) WIS: 11 CHR: 11 Diaits, whirlwind (DC 27) Fly +34, Knowledge (planes ows reminiscent of eyes and it into ominous shapes. 1 penalty on attack and da	AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15 Reference: B-121 Knowledge: Planes s) +19, Stealth +22
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120 I Knowledge: Planes es) +12, Stealth +15 ad damage rolls against an air	N Huge outsider (air, el Senses: darkvision 60 fl Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran STR: 28 DEX: 33 CM Melee: 2 slams +25 (2d8 Ranged: Special: air mastery, Imm Skills: Acrobatics +30, Es Notes: This cloud-like crea a mouth, and a ho DR 10/— Air Mastery (Ex) Airborne elemental. Feats Blind-Fight, Cleave,	lemental, extraple ft. ect) CMD: 49 Will: +7 ON: 18 INT: 10 +9) nune elemental transcape Artist +30, Fature has dark hold of which will be creatures take a - Combat Reflexes,	HP: 152 (16d10+64) WIS: 11 CHR: 11 Daits, whirlwind (DC 27) Fly +34, Knowledge (planes ows reminiscent of eyes and it into ominous shapes.	AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15 Reference: B-121 Knowledge: Planes s) +19, Stealth +22
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120 I Knowledge: Planes es) +12, Stealth +15 ad damage rolls against an air	N Huge outsider (air, el Senses: darkvision 60 fl Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran STR: 28 DEX: 33 CM Melee: 2 slams +25 (2d8 Ranged: Special: air mastery, Imm Skills: Acrobatics +30, Es Notes: This cloud-like crea a mouth, and a ho DR 10/— Air Mastery (Ex) Airborne elemental.	lemental, extraple ft. ect) CMD: 49 Will: +7 ON: 18 INT: 10 +9) nune elemental transcape Artist +30, Fature has dark hold of which will be creatures take a - Combat Reflexes,	HP: 152 (16d10+64) WIS: 11 CHR: 11 Diaits, whirlwind (DC 27) Fly +34, Knowledge (planes ows reminiscent of eyes and it into ominous shapes. 1 penalty on attack and da	AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15 Reference: B-121 Knowledge: Planes s) +19, Stealth +22
N Huge outsider (air, elemental, extraplanar) Senses: darkvision 60 ft. Speed: fly 100 ft. (perfect) BAB: +13	AC/T/FF: 25 / 19 / 14 Space/Reach: 15 / 15 Reference: B-120 I Knowledge: Planes es) +12, Stealth +15 ad damage rolls against an air	N Huge outsider (air, el Senses: darkvision 60 fl Speed: fly 100 ft. (perfe BAB: +16 CMB:+27 Fort: +14 Ref: +21 Languages: Auran STR: 28 DEX: 33 CM Melee: 2 slams +25 (2d8 Ranged: Special: air mastery, Imm Skills: Acrobatics +30, Es Notes: This cloud-like crea a mouth, and a ho DR 10/— Air Mastery (Ex) Airborne elemental. Feats Blind-Fight, Cleave,	lemental, extraple ft. ect) CMD: 49 Will: +7 ON: 18 INT: 10 +9) nune elemental transcape Artist +30, Fature has dark hold of which will be creatures take a - Combat Reflexes,	HP: 152 (16d10+64) WIS: 11 CHR: 11 Diaits, whirlwind (DC 27) Fly +34, Knowledge (planes ows reminiscent of eyes and it into ominous shapes. 1 penalty on attack and da	AC/T/FF: 28 / 20 / 16 Space/Reach: 15 / 15 Reference: B-121 Knowledge: Planes s) +19, Stealth +22

Whirlwind (Su) Height 10-50 ft. Lasts for 5 rounds. The whirlwind is 5 ft wide at its base, width at its peak is 1/2 of its height. The creature controls the height. The whirlwind form doesn't provoke AoO, even if entering the space of another creature. It cannot make its normal attacks and does not threaten the area around it.

Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with whirlwind or take dam as if it were hit by the creature's slam attack. It must also succeed on a second Ref 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 Ref 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 DEX 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 of 1/2 the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 ft. Creatures 5 ft 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.

Treasure none

Elemental, Air (Huge)

Whirlwind (Su) Height 10-60 ft. Lasts for 8 rounds. The whirlwind is 5 ft wide at its base, width at its peak is 1/2 of its height. The creature controls the height. The whirlwind form doesn't provoke AoO, even if entering the space of another creature. It cannot make its normal attacks and does not threaten the area around it.

Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with whirlwind or take dam as if it were hit by the creature's slam attack. It must also succeed on a second Ref 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 Ref 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 DEX 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 of 1/2 the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 ft. Creatures 5 ft 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.

Treasure none

Whirlwind (Su) Height 10-40 ft. Lasts for 4 rounds. The whirlwind is 5 ft wide at its base, width at its peak is 1/2 of its height. The creature controls the height. The whirlwind form doesn't provoke AoO, even if entering the space of another creature. It cannot make its normal attacks and does not threaten the area around it.

Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with whirlwind or take dam as if it were hit by the creature's slam attack. It must also succeed on a second Ref 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 Ref 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 DEX 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 of 1/2 the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 ft. Creatures 5 ft 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. **Treasure** none

Elemental, Air (Large)

Whirlwind (Su) Height 10-60 ft. Lasts for 6 round. The whirlwind is 5 ft wide at its base, width at its peak is 1/2 of its height. The creature controls the height. The whirlwind form doesn't provoke AoO, even if entering the space of another creature. It cannot make its normal attacks and does not threaten the area around it.

Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with whirlwind or take dam as if it were hit by the creature's slam attack. It must also succeed on a second Ref 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 Ref 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 DEX 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 of 1/2 the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 ft. Creatures 5 ft 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.

Treasure none

	ıl, Earth (S	Small)	CR/XP: 1-400	Perc: +4	lnit: -1	Elementa	al, Earth	n (Mediu	ım)	CR/X	P: 3-800	Perc: +7	lnit: -1
N Small outs	sider (earth, e	elemental, extrap	olanar)			N Medium o	outsider (e	arth, eleme	ental, e	xtraplanar)			
Senses: darl	kvision 60 ft.,	tremorsense 60) ft.			Senses: dar	rkvision 60	ft., tremor	sense (60 ft.			
Speed: 20 ft.	., burrow 20 f	ft., earth glide				Speed: 20 ft	t., burrow 2	20 ft., earth	n glide				
BAB: +2	CMB:+4	CMD: 13		AC/T/FF: 17	/ 10 / 17	BAB: +4	CMB:+9	CMD:	18			AC/T/FF: 18	3 / 9 / 18
Fort: +4	Ref: -1	Will: +3	HP: 13 (2d10+2)	Space/Reac	h:	Fort: +7	Ref: +0	Will: +4	4	HP: 34 (4d	10+12)	Space/Read	ch:
Languages:	Terran			Reference: E	3-122	Languages:						Reference:	B-122
STR: 16	EX: 8 COI	N: 13 INT: 4	WIS: 11 CHR: 11	Knowledge:	Planes	STR: 20	DEX: 8	CON: 17	INT: 4	WIS: 11	CHR: 11	Knowledge:	Planes
Melee: slam -	+6 (1d6+4)					Melee: slam	+9 (1d8+7))					
Ranged:						Ranged:							
Special: Imm	nune elemental	traits, earth maste	ery			Special: Imn	nune eleme	ental traits, e	arth ma	stery			
Skills: Apprais	se +1, Climb +	7, Knowledge (dur	ngeoneering) +1, Knowle	dge (planes) +	1, Stealth +7	Skills: Appra	ise +1, Clin	nb +10, Kno	wledge	(dungeoneeri	ing) +2, Knov	wledge (planes)	+2, Stealth +3
up froi		eless save for two g	e of dirt and stone explode: glowing gemstone eyes.			Notes: This up fr Feats Cleave	om the eart	h, faceless sa	ive for tw	vo glowing gei			
	al, Earth (L		CR/XP: 5-1600	Perc: +11	Init: -1	Elementa					P: 7-3200	Perc: +13	lnit: -1
N Large outs	sider (earth, e	elemental, extrap	planar)	Perc: +11	lnit: -1	N Huge out	sider (eart	h, element	al, extra	aplanar)	P: 7-3200	Perc: +13	Init: -1
N Large outs Senses: dar	sider (earth, e kvision 60 ft.	elemental, extrap , tremorsense 60	planar)	Perc: +11	lnit: -1	N Huge out	sider (eart rkvision 60	h, element) ft., tremor	al, extra	aplanar) 60 ft.	P: 7-3200	Perc: +13	Init: -1
N Large outs Senses: dar Speed: 20 ft	kvision 60 ft, burrow 20	elemental, extrap , tremorsense 60 ft., earth glide	planar)			N Huge out Senses: dar Speed: 20 f	sider (eart rkvision 60 ft., burrow	h, element ft., tremor 20 ft., eart	al, extra sense (h glide	aplanar) 60 ft.	P: 7-3200		
N Large outs Senses: dar Speed: 20 ft BAB: +8	kvision 60 ft, burrow 20 CMB: +16	elemental, extrap , tremorsense 60 ft., earth glide CMD: 25	planar) Oft.	AC/T/FF: 18	5 / 8 / 18	N Huge outs Senses: dar Speed: 20 f BAB: +10	sider (eart rkvision 60 ft., burrow	h, element ft., tremor 20 ft., eart	al, extra sense (h glide 30	aplanar) 60 ft.		AC/T/FF: 19	9 / 7 / 19
N Large outs Senses: dar Speed: 20 ft BAB: +8 Fort: +9	kvision 60 ft. ., burrow 20 f CMB:+16	elemental, extrap , tremorsense 60 ft., earth glide CMD: 25	planar)	AC/T/FF: 18 Space/Reac	6 / 8 / 18 h: 10 / 10	N Huge out: Senses: dar Speed: 20 f BAB: +10 Fort: +11	sider (eart rkvision 60 ft., burrow CMB:+21 Ref: +2	h, element ft., tremor 20 ft., eart	al, extra sense (h glide 30	aplanar) 60 ft.		AC/T/FF: 19 Space/Read	9 / 7 / 19 ch: 15 / 15
N Large outs Senses: dar Speed: 20 ft BAB: +8 Fort: +9 Languages:	kvision 60 ft. , burrow 20 ft. CMB:+16 Ref: +1 Terran	elemental, extrap , tremorsense 60 ft., earth glide CMD: 25 Will: +6	planar) 0 ft. HP: 68 (8d10+24)	AC/T/FF: 18 Space/Reac Reference: I	6 / 8 / 18 h: 10 / 10 B-122	N Huge out: Senses: dar Speed: 20 f BAB: +10 Fort: +11 Languages:	sider (eart rkvision 60 ft., burrow CMB:+21 Ref: +2	h, element oft., tremor 20 ft., eart CMD: Will: +	sense (h glide 30	aplanar) 60 ft. HP: 95 (10	0d10+40)	AC/T/FF: 19 Space/Read Reference:	9 / 7 / 19 ch: 15 / 15 B-122
N Large outs Senses: dar Speed: 20 ft BAB: +8 Fort: +9 Languages: STR: 24	kvision 60 ft, burrow 20 ft CMB:+16 Ref: +1 Terran EX: 8	elemental, extrap, tremorsense 60 ft., earth glide CMD: 25 Will: +6	planar) 0 ft. HP: 68 (8d10+24)	AC/T/FF: 18 Space/Reac	6 / 8 / 18 h: 10 / 10 B-122	N Huge out: Senses: dar Speed: 20 f BAB: +10 Fort: +11 Languages: STR: 28	sider (eart rkvision 60 ft., burrow CMB:+21 Ref: +2 Terran	h, element oft., tremor 20 ft., eart CMD: Will: +	sense (h glide 30	aplanar) 60 ft. HP: 95 (10		AC/T/FF: 19 Space/Read Reference:	9 / 7 / 19 ch: 15 / 15 B-122
N Large outs Senses: dar Speed: 20 ft BAB: +8 Fort: +9 Languages: STR: 24 Di Melee: 2 slan	kvision 60 ft. , burrow 20 ft. CMB:+16 Ref: +1 Terran	elemental, extrap, tremorsense 60 ft., earth glide CMD: 25 Will: +6	planar) 0 ft. HP: 68 (8d10+24)	AC/T/FF: 18 Space/Reac Reference: I	6 / 8 / 18 h: 10 / 10 B-122	N Huge out: Senses: dar Speed: 20 f BAB: +10 Fort: +11 Languages:	sider (eart rkvision 60 ft., burrow CMB:+21 Ref: +2 Terran	h, element oft., tremor 20 ft., eart CMD: Will: +	sense (h glide 30	aplanar) 60 ft. HP: 95 (10	0d10+40)	AC/T/FF: 19 Space/Read Reference:	9 / 7 / 19 ch: 15 / 15 B-122
N Large outs Senses: dar Speed: 20 ft BAB: +8 Fort: +9 Languages: STR: 24 Di Melee: 2 slan Ranged:	kvision 60 ft. , burrow 20 ft. CMB: +16 Ref: +1 Terran EX: 8 COI	elemental, extrap , tremorsense 60 ft., earth glide CMD; 25 Will: +6	D ft. HP: 68 (8d10+24) WIS: 11 CHR: 11	AC/T/FF: 18 Space/Reac Reference: I	6 / 8 / 18 h: 10 / 10 B-122	N Huge out: Senses: dar Speed: 20 f BAB: +10 Fort: +11 Languages: STR: 28 D Melee: 2 sla Ranged:	sider (eart rkvision 60 ft., burrow CMB;+21 Ref: +2 Terran DEX: 8	h, element 0 ft., tremor 20 ft., eart CMD: Will: +	al, extrasense (h glide 30 7	aplanar) 60 ft. HP: 95 (10	0d10+40)	AC/T/FF: 19 Space/Read Reference:	9 / 7 / 19 ch: 15 / 15 B-122
N Large outs Senses: dar Speed: 20 ft BAB: +8 Fort: +9 Languages: STR: 24 Di Melee: 2 slan Ranged:	kvision 60 ft. , burrow 20 ft. CMB: +16 Ref: +1 Terran EX: 8 COI	elemental, extrap, tremorsense 60 ft., earth glide CMD: 25 Will: +6	D ft. HP: 68 (8d10+24) WIS: 11 CHR: 11	AC/T/FF: 18 Space/Reac Reference: I	6 / 8 / 18 h: 10 / 10 B-122	N Huge out: Senses: dar Speed: 20 f BAB: +10 Fort: +11 Languages: STR: 28 D Melee: 2 sla	sider (eart rkvision 60 ft., burrow CMB;+21 Ref: +2 Terran DEX: 8	h, element 0 ft., tremor 20 ft., eart CMD: Will: +	al, extrasense (h glide 30 7	aplanar) 60 ft. HP: 95 (10	0d10+40)	AC/T/FF: 19 Space/Read Reference:	9 / 7 / 19 ch: 15 / 15 B-122
N Large outs Senses: dar Speed: 20 ft BAB: +8 Fort: +9 Languages: STR: 24 Di Melee: 2 slan Ranged: Special: Imm Skills: Apprai	kvision 60 ft, burrow 20 ft CMB: +16 Ref: +1 Terran EX: 8 COI ms +14 (2d6+7 nune elemental ise +6, Climb +	elemental, extrap, tremorsense 60 ft., earth glide CMD: 25 Will: +6 H	D ft. HP: 68 (8d10+24) WIS: 11 CHR: 11	AC/T/FF: 18 Space/Reac Reference: [Knowledge:	6 / 8 / 18 h: 10 / 10 B-122 Planes	N Huge out: Senses: dar Speed: 20 f BAB: +10 Fort: +11 Languages: STR: 28 D Melee: 2 sla Ranged: Special: Imr	sider (eart rkvision 60 ft., burrow CMB:+21 Ref: +2 Terran DEX: 8 Ims +17 (20 mune elementaise +6, Clir	h, element oft., tremor 20 ft., eart CMD: Will: + CON: 19 18+9) ental traits, eart mb +18, Kno	al, extrasense (h glide 30 7) INT: 6	aplanar) 60 ft. HP: 95 (10) WIS: 11 stery (dungeoneer	0d10+40) CHR: 11	AC/T/FF: 19 Space/Read Reference: Knowledge:	9 / 7 / 19 ch: 15 / 15 B-122 Planes

Earth Glide (Ex) A burrowing earth elemental 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 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 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.)

Treasure none

Elemental, Earth (Medium)

Earth Glide (Ex) A burrowing earth elemental 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 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 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.)

Treasure none

Earth Glide (Ex) A burrowing earth elemental 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 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 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.)

Treasure none

Elemental, Earth (Small)

Earth Glide (Ex) A burrowing earth elemental 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 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 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.)

Treasure none

Elemental, Earth (Huge) Elemental, Earth (Large)

Elemental, Earth (Greater) CR/XP: 9-6400	Perc: +16 Init: -1	Elementa	al, Earth (Elder)	CR/XP: 11-12800	Perc: +19	lnit: -1
N Huge outsider (earth, elemental, extraplanar)		N Huge outs	sider (earth, e	elemental, ex	traplanar)		
Senses: darkvision 60 ft., tremorsense 60 ft.		Senses: dar	kvision 60 ft.	, tremorsense	e 60 ft.		
Speed: 20 ft., burrow 20 ft., earth glide		Speed: 20 ft	t., burrow 20	ft., earth glide	е		
BAB: +13 CMB:+25 CMD: 34	AC/T/FF: 21 / 7 / 21	BAB: +16	CMB:+30	CMD: 39		AC/T/FF: 23	7 / 23
Fort: +13 Ref: +3 Will: +8 HP: 136 (13d10+65)	Space/Reach: 15 / 15	Fort: +15	Ref: +4	Will: +10	HP: 168 (16d10+80)	Space/Reach	h: 15 / 15
Languages: Terran	Reference: B-123	Languages:	Terran			Reference: E	3-123
STR: 30 DEX: 8 CON: 21 INT: 8 WIS: 11 CHR: 11	Knowledge: Planes	STR: 34 D	EX: 8 CO	N: 21 INT: 1	10 WIS: 11 CHR: 11	Knowledge:	Planes
Melee: 2 slams +21 (2d10+10)		Melee: 2 slar	ms +26 (2d10-	+12/19–20)			
Ranged:		Ranged:					
Special: Immune elemental traits, earth mastery		Special: Imm	nune elementa	ıl traits, earth m	nastery		
Skills: Appraise +10, Climb +25, Know (dungeoneering) +10, Knowled	ge (planes) +13, Stealth +7				ungeoneering) +19, Knowled), Stealth +10
Notes: This hulking, roughly humanoid creature of dirt and stone explode	rs				eature of dirt and stone explod	es	
up from the earth, faceless save for two glowing gemstone eyes. DR 10/—		DR 10/—	om tne eartn, to	aceiess save for	two glowing gemstone eyes.		
Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Imp	oroved Bull Rush, Improved				Rush, Greater Overrun, Impr	oved Bull Rush	, Improved
Overrun, Improved Sunder, Power Attack		Critical (slam)), Improved Ov	errun, Improve	ed Sunder, Power Attack		
							L.
\\						1	
Elemental, Fire (Small) CR/XP: 1-400	Perc: +4 Init: +5	Elementa	al, Fire (M	edium)	CR/XP: 3-800	Perc: +7	Init: +7
Elemental, Fire (Small) CR/XP: 1-400 N Small outsider (elemental, extraplanar, fire)	Perc: +4 Init: +5			edium) nental, extrap		Perc: +7	
	Perc: +4 Init: +5	N Medium o				Perc: +7	Init: +7
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft.	Perc: +4 Init: +5	N Medium o	outsider (elen kvision 60 ft.	nental, extrap		Perc: +7][Init: +7
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft.	Perc: +4 Init: +5 AC/T/FF: 16 / 13 / 14	N Medium o Senses: dar Speed: 50 ft	outsider (elen kvision 60 ft.			Perc: +7	
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft.		N Medium o Senses: dar Speed: 50 ft	outsider (elen kvision 60 ft.	nental, extrap			7 / 14 / 13
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2 CMB:+1 CMD: 13	AC/T/FF: 16 / 13 / 14	N Medium o Senses: dar Speed: 50 ft BAB: +4	coutsider (elen ekvision 60 ft. tt. CMB:+5 Ref: +7	nental, extrap	olanar, fire)	AC/T/FF: 17	/ 14 / 13 h: 15 / 15
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2 CMB: +1 CMD: 13 Fort: +3 Ref: +4 Will: +0 HP: 11 (2d10)	AC/T/FF: 16 / 13 / 14 Space/Reach: 10 / 10 Reference: B-124	N Medium o Senses: dari Speed: 50 ft BAB: +4 Fort: +6 Languages:	cutsider (elen kvision 60 ft. it. CMB:+5 Ref: +7	nental, extrap	HP: 30 (4d10+8)	AC/T/FF: 17 Space/Reach	/ 14 / 13 h: 15 / 15 3-124
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2 CMB:+1 CMD: 13 Fort: +3 Ref: +4 Will: +0 HP: 11 (2d10) Languages: Ignan	AC/T/FF: 16 / 13 / 14 Space/Reach: 10 / 10 Reference: B-124	N Medium of Senses: dark Speed: 50 ft BAB: +4 Fort: +6 Languages: STR: 12	cutsider (elen kvision 60 ft. it. CMB:+5 Ref: +7	CMD: 18 Will: +1	HP: 30 (4d10+8)	AC/T/FF: 17 Space/Reach Reference: E	/ 14 / 13 h: 15 / 15 3-124
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2 CMB:+1 CMD: 13 Fort: +3 Ref: +4 Will: +0 HP: 11 (2d10) Languages: Ignan STR: 10 DEX: 13 CON: 10 INT: 4 WIS: 11 CHR: 11	AC/T/FF: 16 / 13 / 14 Space/Reach: 10 / 10 Reference: B-124	N Medium of Senses: dark Speed: 50 ft BAB: +4 Fort: +6 Languages: STR: 12	cutsider (elen kvision 60 ft. tt. CMB:+5 Ref: +7 Ignan	CMD: 18 Will: +1	HP: 30 (4d10+8)	AC/T/FF: 17 Space/Reach Reference: E	/ 14 / 13 h: 15 / 15 3-124
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2 CMB:+1 CMD: 13 Fort: +3 Ref: +4 Will: +0 HP: 11 (2d10) Languages: Ignan STR: 10 DEX: 13 CON: 10 INT: 4 WIS: 11 CHR: 11 Melee: slam +4 (1d4 plus burn)	AC/T/FF: 16 / 13 / 14 Space/Reach: 10 / 10 Reference: B-124	N Medium of Senses: daring Speed: 50 ft BAB: +4 Fort: +6 Languages: STR: 12 D Melee: slam Ranged:	cutsider (elen kvision 60 ft. tt. CMB:+5 Ref: +7 Ignan	CMD: 18 Will: +1	HP: 30 (4d10+8)	AC/T/FF: 17 Space/Reach Reference: E	/ 14 / 13 h: 15 / 15 3-124
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2	AC/T/FF: 16 / 13 / 14 Space/Reach: 10 / 10 Reference: B-124 Knowledge: Planes	N Medium of Senses: dark Speed: 50 ft BAB: +4 Fort: +6 Languages: STR: 12 D Melee: slam Ranged: Special: burn	cutsider (elen kvision 60 ft. it. CMB:+5 Ref: +7 Ignan EX: 17 CO +7 (1d6+1 plu	CMD: 18 Will: +1 N: 14 INT: 4	HP: 30 (4d10+8)	AC/T/FF: 17 Space/Reach Reference: E Knowledge:	/ 14 / 13 h: 15 / 15 3-124 Planes
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2	AC/T/FF: 16 / 13 / 14 Space/Reach: 10 / 10 Reference: B-124 Knowledge: Planes	N Medium of Senses: dar Speed: 50 ft BAB: +4 Fort: +6 Languages: STR: 12 D Melee: slam Ranged: Special: burr Skills: Acrob Notes: This of	cutsider (elenekvision 60 ft. it. CMB:+5 Ref: +7 Ignan PEX: 17 CO +7 (1d6+1 plue reature looks literature literature looks literature	CMD: 18 Will: +1 N: 14 INT: 4 IN	HP: 30 (4d10+8) WIS: 11 CHR: 11 Artist +8, Intimidate +5, Know bile bonfire, tongues of flame	AC/T/FF: 17 Space/Reach Reference: E Knowledge:	/ 14 / 13 h: 15 / 15 3-124 Planes
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2	AC/T/FF: 16 / 13 / 14 Space/Reach: 10 / 10 Reference: B-124 Knowledge: Planes	N Medium of Senses: daring Speed: 50 ft BAB: +4 Fort: +6 Languages: STR: 12 Degree Melee: slam Ranged: Special: burn Skills: Acrob. Notes: This creach	cutsider (elenekvision 60 ft. it. CMB:+5 Ref: +7 Ignan PEX: 17 CO +7 (1d6+1 plue reature looks lining out in search	CMD: 18 Will: +1 N: 14 INT: 4 Is burn) 0 +5, Escape A ike a living, motoch of things to be	HP: 30 (4d10+8) WIS: 11 CHR: 11 Artist +8, Intimidate +5, Know bile bonfire, tongues of flame	AC/T/FF: 17 Space/Reach Reference: E Knowledge:	/ 14 / 13 h: 15 / 15 3-124 Planes
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2	AC/T/FF: 16 / 13 / 14 Space/Reach: 10 / 10 Reference: B-124 Knowledge: Planes	N Medium of Senses: daring Speed: 50 ft BAB: +4 Fort: +6 Languages: STR: 12 Degree Melee: slam Ranged: Special: burn Skills: Acrob. Notes: This creach Immune elem	cutsider (elenekvision 60 ft. it. CMB:+5 Ref: +7 Ignan PEX: 17 CO +7 (1d6+1 plue reature looks literature literature looks literature	CMD: 18 Will: +1 N: 14 INT: 4 Is burn) D +5, Escape A like a living, motor of things to be re	HP: 30 (4d10+8) WIS: 11 CHR: 11 Artist +8, Intimidate +5, Know bile bonfire, tongues of flame	AC/T/FF: 17 Space/Reach Reference: E Knowledge:	/ 14 / 13 h: 15 / 15 3-124 Planes
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2	AC/T/FF: 16 / 13 / 14 Space/Reach: 10 / 10 Reference: B-124 Knowledge: Planes	N Medium of Senses: daring Speed: 50 ft BAB: +4 Fort: +6 Languages: STR: 12 Degree Melee: slam Ranged: Special: burn Skills: Acrob. Notes: This content of the Notes: This content of t	cutsider (elenekvision 60 ft. it. CMB:+5 Ref: +7 Ignan EX: 17 CO +7 (1d6+1 plutatics +8, Climbratics +8,	CMD: 18 Will: +1 N: 14 INT: 4 Is burn) o +5, Escape A ike a living, mote of things to be re- to cold	HP: 30 (4d10+8) WIS: 11 CHR: 11 Artist +8, Intimidate +5, Know bile bonfire, tongues of flame	AC/T/FF: 17 Space/Reach Reference: E Knowledge:	/ 14 / 13 h: 15 / 15 3-124 Planes
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2	AC/T/FF: 16 / 13 / 14 Space/Reach: 10 / 10 Reference: B-124 Knowledge: Planes	N Medium of Senses: daring Speed: 50 ft BAB: +4 Fort: +6 Languages: STR: 12 Degree Melee: slam Ranged: Special: burn Skills: Acrob. Notes: This content of the Notes: This content of t	cutsider (elenekvision 60 ft. it. CMB:+5 Ref: +7 Ignan EX: 17 CO +7 (1d6+1 plutatics +8, Climbratics +8,	CMD: 18 Will: +1 N: 14 INT: 4 Is burn) o +5, Escape A ike a living, mote of things to be re- to cold	HP: 30 (4d10+8) WIS: 11 CHR: 11 Artist +8, Intimidate +5, Know bile bonfire, tongues of f lame burn.	AC/T/FF: 17 Space/Reach Reference: E Knowledge:	/ 14 / 13 h: 15 / 15 3-124 Planes
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2	AC/T/FF: 16 / 13 / 14 Space/Reach: 10 / 10 Reference: B-124 Knowledge: Planes	N Medium of Senses: daring Speed: 50 ft BAB: +4 Fort: +6 Languages: STR: 12 Degree Melee: slam Ranged: Special: burn Skills: Acrob. Notes: This content of the Notes: This content of t	cutsider (elenekvision 60 ft. it. CMB:+5 Ref: +7 Ignan EX: 17 CO +7 (1d6+1 plutatics +8, Climbratics +8,	CMD: 18 Will: +1 N: 14 INT: 4 Is burn) o +5, Escape A ike a living, mote of things to be re- to cold	HP: 30 (4d10+8) WIS: 11 CHR: 11 Artist +8, Intimidate +5, Know bile bonfire, tongues of f lame burn.	AC/T/FF: 17 Space/Reach Reference: E Knowledge:	/ 14 / 13 h: 15 / 15 3-124 Planes
N Small outsider (elemental, extraplanar, fire) Senses: darkvision 60 ft. Speed: 50 ft. BAB: +2	AC/T/FF: 16 / 13 / 14 Space/Reach: 10 / 10 Reference: B-124 Knowledge: Planes	N Medium of Senses: daring Speed: 50 ft BAB: +4 Fort: +6 Languages: STR: 12 Degree Melee: slam Ranged: Special: burn Skills: Acrob. Notes: This content of the Notes: This content of t	cutsider (elenekvision 60 ft. it. CMB:+5 Ref: +7 Ignan EX: 17 CO +7 (1d6+1 plutatics +8, Climbratics +8,	CMD: 18 Will: +1 N: 14 INT: 4 Is burn) o +5, Escape A ike a living, mote of things to be re- to cold	HP: 30 (4d10+8) WIS: 11 CHR: 11 Artist +8, Intimidate +5, Know bile bonfire, tongues of f lame burn.	AC/T/FF: 17 Space/Reach Reference: E Knowledge:	/ 14 / 13 h: 15 / 15 3-124 Planes

Earth Glide (Ex) A burrowing earth elemental 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 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 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.)

Treasure none

Elemental, Earth (Elder)

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire (see *Pathfinder RPG Core Rulebook*, page 444).

Treasure none

Earth Glide (Ex) A burrowing earth elemental 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 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 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.)

Treasure none

Elemental, Earth (Greater)

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire (see *Pathfinder RPG Core Rulebook*, page 444).

Treasure none

Elemental, Fire (Medium) Elemental, Fire (Small)

Llement	al, Fire (La	rge)	CR/XP: 5-1600	Perc: +11 Init: +9	Elemental, Fire (Huge) CR/XP: 7-3200 Perc: +13 Init: +11											
N Large ou	tsider (elemer	ntal, extraplana	ır, fire)		N Huge outs	sider (elem	ental, e	xtraplanaı	r, fire)							
Senses: da	rkvision 60 ft.				Senses: dar	kvision 60	ft.									
Speed: 50 f	t.				Speed: 60 ft.											
BAB: +8	CMB:+11	CMD: 27		AC/T/FF: 19 / 15 / 13	BAB: +16	CMB:+30	CMD	: 39			AC/T/FF: 21 / 16 /					
Fort: +8	Ref: +11	Will: +4	HP: 60 (8d10+16)	Space/Reach: 10 / 10	Fort: +9	Ref: +14	Will:	+5	HP: 85 (10d1	0+30)	Space/Reach: 15 / 15					
Languages	Ignan			Reference: B-124	Languages:	Ignan					Reference:	B-124				
STR: 14	DEX: 21 CO	N: 14 INT: 6	WIS: 11 CHR: 11	Knowledge: Planes	STR: 34 D	EX: 8	ON: 21	INT: 10	WIS: 11	CHR: 11	Knowledge:	Planes				
Melee: 2 sla	ms +12 (1d8+2	plus burn)			Melee: 2 slar	ms +15 (2d6	6+4 plus b	ourn)								
Ranged:					Ranged:											
Special: bur	n (1d8, DC 16)				Special: burr	n (2d6, DC 1	18)									
Skills: Acrob	atics +14, Clim	b +9, Escape Art	tist +12, Intimidate +9, Kno	wledge (planes) +5	Skills: Acroba	atics +16, Cl	limb +13,	Escape A	rtist +16, Intimic	date +9, Kno	owledge (plan	es) +7				
			bonfire, tongues of f lame						e bonfire, tongue	es of f lame						
reach	ning out in searc	h of things to buri	n.	DR 5/—	hing out in se	curcn of th	ıırıgs to bur	m.								
DR 5/—					Immune elen		•									
	emental traits, fi				Weaknesses			nroved Ini	itiative₅, Iron Wil	ill Mobility '	Spring Attack	Weapon				
	s vulnerability t		Mobility, Spring Attack, W	eapon Finesse _B	Finess	it Herickes, D	ouge, iii	ipioved iiii	itiatives, non vvi	iii, iviobiiity,	Spring Accuses,	, weapon				
	., [,	, , , , , , , , , , , , , , , , , , ,													
	/_															
Elemental, Fire (Greater) CR/XP: 9-6400 Perc: +16 Init: +12						Elemental, Fire (Elder) CR/XP: 11-12800 Perc: +19 Init: +13										
				Perc: +16 Init: +12						11-12800	Perc: +19	Init: +13				
N Huge out	sider (elemen	eater) tal, extraplana		Perc: +16 Init: +12	N Huge outs	sider (elem	ental, e	xtraplanaı		11-12800	Perc: +19	Init: +13				
N Huge out Senses: da	sider (elemen rkvision 60 ft.			Perc: +16 Init: +12	N Huge outs Senses: dar	sider (elem kvision 60	ental, e	xtraplanaı		11-12800	Perc: +19	Init: +13				
N Huge out Senses: da Speed: 60 f	sider (elemen rkvision 60 ft. t.	tal, extraplana			N Huge outs Senses: dar Speed: 60 ft	sider (elem kvision 60 t.	ental, e	•								
N Huge out Senses: da Speed: 60 f BAB: +13	sider (elemen rkvision 60 ft. it.	tal, extraplana	r, fire)	AC/T/FF: 23 / 17 / 14	N Huge outs Senses: dar Speed: 60 ft BAB: +16	kvision 60 t.	ft.	: 46	r, fire)		AC/T/FF: 26	6 / 18 / 16				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12	sider (elemen rkvision 60 ft. it. CMB: +22 Ref: +16	tal, extraplana		AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15	N Huge outs Senses: dark Speed: 60 ft BAB: +16 Fort: +14	kvision 60 t. CMB:+26 Ref: +19	ental, e	: 46			AC/T/FF: 26	6 / 18 / 16 ch: 15 / 15				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages:	sider (elemen rkvision 60 ft. it. CMB: +22 Ref: +16	cMD: 41 Will: +6	HP: 123 (13d10+52)	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124	N Huge outs Senses: dar Speed: 60 ft BAB: +16 Fort: +14 Languages:	kvision 60 t. CMB:+26 Ref: +19	ental, e.	÷ 46 +7	r, fire)	d10+64)	AC/T/FF: 26 Space/Reac Reference: I	6 / 18 / 16 ch: 15 / 15 B-125				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages: STR: 24	sider (elemen rkvision 60 ft. ft. CMB: +22 Ref: +16 Ignan	CMD: 41 Will: +6	r, fire)	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124	N Huge outs Senses: dari Speed: 60 ft BAB: +16 Fort: +14 Languages: STR: 26	kvision 60 t. CMB:+26 Ref: +19 Ignan	tental, exitental, exi	: 46 +7	r, fire)	d10+64)	AC/T/FF: 26	6 / 18 / 16 ch: 15 / 15 B-125				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages: STR: 24 [Melee: 2 sla	sider (elemen rkvision 60 ft. it. CMB: +22 Ref: +16	CMD: 41 Will: +6	HP: 123 (13d10+52)	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124	N Huge outs Senses: dar Speed: 60 ft BAB: +16 Fort: +14 Languages: STR: 26 D Melee: 2 slar	kvision 60 t. CMB:+26 Ref: +19 Ignan	tental, exitental, exi	: 46 +7	r, fire)	d10+64)	AC/T/FF: 26 Space/Reac Reference: I	6 / 18 / 16 ch: 15 / 15 B-125				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages: STR: 24 [Melee: 2 sla Ranged:	sider (elemen rkvision 60 ft. it. CMB: +22 Ref: +16 Ignan DEX: 27 CO ms +19 (2d8+7	CMD: 41 Will: +6	HP: 123 (13d10+52)	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124	N Huge outs Senses: dar Speed: 60 ft BAB: +16 Fort: +14 Languages: STR: 26 Melee: 2 slat Ranged:	kvision 60 t. CMB:+26 Ref: +19 Ignan EX: 29 C	con: 18	: 46 +7	r, fire)	d10+64)	AC/T/FF: 26 Space/Reac Reference: I	6 / 18 / 16 ch: 15 / 15 B-125				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages: STR: 24 [Melee: 2 sla Ranged:	sider (elemen rkvision 60 ft. ft. CMB: +22 Ref: +16 Ignan	CMD: 41 Will: +6	HP: 123 (13d10+52)	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124	N Huge outs Senses: dar Speed: 60 ft BAB: +16 Fort: +14 Languages: STR: 26 D Melee: 2 slar	kvision 60 t. CMB:+26 Ref: +19 Ignan EX: 29 C	con: 18	: 46 +7	r, fire)	d10+64)	AC/T/FF: 26 Space/Reac Reference: I	6 / 18 / 16 ch: 15 / 15 B-125				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages: STR: 24 [Melee: 2 sla Ranged: Special: bur Skills: Acrob	sider (elemen rkvision 60 ft. it. CMB: +22 Ref: +16 Ignan DEX: 27 CO ms +19 (2d8+7	CMD: 41 Will: +6 N: 18 INT: 8 plus burn)	r, fire) HP: 123 (13d10+52) WIS: 11 CHR: 11	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124 Knowledge: Planes	N Huge outs Senses: dar Speed: 60 ff BAB: +16 Fort: +14 Languages: STR: 26 D Melee: 2 slat Ranged: Special: burn Skills: Acrob	kvision 60 t. CMB:+26 Ref: +19 Ignan EX: 29 C ms +23 (2d8	tental, exemple of the control of th	: 46 +7 INT: 10 burn)	HP: 152 (16d	d10+64) CHR: 11	AC/T/FF: 26 Space/Read Reference: I Knowledge:	6 / 18 / 16 ch: 15 / 15 B-125 Planes				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages: STR: 24 [Melee: 2 sla Ranged: Special: bur Skills: Acrob Notes: This	sider (elementrick) rkvision 60 ft. it. CMB: +22 Ref: +16 Ignan DEX: 27 COMMITTER (COMMITTER) In (2d8, DC 20) Patics +23, Climate Control (Committer) Committer (Committer) Committer (Committer) Committer (Committer) Committer) Committer (Committer) Committer) Committer	CMD: 41 Will: +6 N: 18 INT: 8 plus burn) b +20, Escape A ke a living, mobile	HP: 123 (13d10+52) WIS: 11 CHR: 11 writist +21, Intimidate +15, Ke bonfire, tongues of flame	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124 Knowledge: Planes	N Huge outs Senses: dar Speed: 60 ft BAB: +16 Fort: +14 Languages: STR: 26 D Melee: 2 slat Ranged: Special: burn Skills: Acrob Notes: This c	kvision 60 t. CMB:+26 Ref: +19 Ignan EX: 29 Cms +23 (2d8 n (2d10, DC atics +28, C creature look	tental, exertal, exer	: 46 +7 INT: 10 burn)	HP: 152 (16d	d10+64) CHR: 11	AC/T/FF: 26 Space/Read Reference: I Knowledge:	6 / 18 / 16 ch: 15 / 15 B-125 Planes				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages: STR: 24 [Melee: 2 sla Ranged: Special: bur Skills: Acrob Notes: This reac	sider (elementrick) rkvision 60 ft. it. CMB: +22 Ref: +16 Ignan DEX: 27 COMMITTER (COMMITTER) In (2d8, DC 20) Patics +23, Climate Control (Committer) Committer (Committer) Committer (Committer) Committer (Committer) Committer) Committer (Committer) Committer) Committer	CMD: 41 Will: +6 N: 18 INT: 8 plus burn)	HP: 123 (13d10+52) WIS: 11 CHR: 11 writist +21, Intimidate +15, Ke bonfire, tongues of flame	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124 Knowledge: Planes	N Huge outs Senses: dar Speed: 60 ft BAB: +16 Fort: +14 Languages: STR: 26 D Melee: 2 slat Ranged: Special: burr Skills: Acrob Notes: This c	kvision 60 t. CMB:+26 Ref: +19 Ignan EX: 29 C ms +23 (2d8	tental, exertal, exer	: 46 +7 INT: 10 burn)	HP: 152 (16d	d10+64) CHR: 11	AC/T/FF: 26 Space/Read Reference: I Knowledge:	6 / 18 / 16 ch: 15 / 15 B-125 Planes				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages: STR: 24 [Melee: 2 sla Ranged: Special: bur Skills: Acrob Notes: This reac	sider (elementrick) rkvision 60 ft. it. CMB: +22 Ref: +16 Ignan DEX: 27 COMMITTER (COMMITTER) In (2d8, DC 20) Patics +23, Climate Control (Committer) Committer (Committer) Committer (Committer) Committer (Committer) Committer) Committer (Committer) Committer) Committer	CMD: 41 Will: +6 N: 18 INT: 8 plus burn) b +20, Escape A ke a living, mobile ch of things to bur	HP: 123 (13d10+52) WIS: 11 CHR: 11 writist +21, Intimidate +15, Ke bonfire, tongues of flame	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124 Knowledge: Planes	N Huge outs Senses: dar Speed: 60 ft BAB: +16 Fort: +14 Languages: STR: 26 D Melee: 2 slat Ranged: Special: burr Skills: Acrob. Notes: This creach DR 10/— Immune elem	kvision 60 t. CMB:+26 Ref: +19 Ignan EX: 29 Cms +23 (2d8 In (2d10, DC atics +28, C creature look ning out in se	tental, exemple of the control of th	: 46 +7 INT: 10 burn)	HP: 152 (16d	d10+64) CHR: 11	AC/T/FF: 26 Space/Read Reference: I Knowledge:	6 / 18 / 16 ch: 15 / 15 B-125 Planes				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages: STR: 24 [Melee: 2 sla Ranged: Special: bur Skills: Acrob Notes: This reac DR 5/— Immune ele Weaknesses	sider (element rkvision 60 ft. it. it. it. it. it. it. it. it. it. i	CMD: 41 Will: +6 N: 18 INT: 8 plus burn) b +20, Escape A ke a living, mobile ch of things to bur	HP: 123 (13d10+52) WIS: 11 CHR: 11 Artist +21, Intimidate +15, Ke bonfire, tongues of f lame rn.	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124 Knowledge: Planes (nowledge (planes) +10	N Huge outs Senses: dar Speed: 60 ft BAB: +16 Fort: +14 Languages: STR: 26 D Melee: 2 slat Ranged: Special: burr Skills: Acrob Notes: This creach DR 10/— Immune elen Weaknesses	kvision 60 t. CMB:+26 Ref: +19 Ignan EX: 29 Cms +23 (2d8 cm (2d10, DC) atics +28, Coreature lookating out in seemental traits, vulnerability	tental, exemple of the control of th	: 46 +7 INT: 10 burn) , Escape A ing, mobile	HP: 152 (16d	d10+64) CHR: 11 idate +19, K es of flame	AC/T/FF: 26 Space/Reac Reference: I Knowledge:	6 / 18 / 16 ch: 15 / 15 B-125 Planes				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages: STR: 24 [Melee: 2 sla Ranged: Special: bur Skills: Acrob Notes: This reac DR 5/— Immune ele Weaknesses Feats Blind-F	sider (element rkvision 60 ft. it. it. it. it. it. it. it. it. it. i	CMD: 41 Will: +6 N: 18 INT: 8 plus burn) b +20, Escape A ke a living, mobile ch of things to bur e o cold eflexes, Dodge, I	HP: 123 (13d10+52) WIS: 11 CHR: 11 Artist +21, Intimidate +15, Ke bonfire, tongues of f lame rn.	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124 Knowledge: Planes	N Huge outs Senses: dar Speed: 60 ft BAB: +16 Fort: +14 Languages: STR: 26 D Melee: 2 slat Ranged: Special: burr Skills: Acrob Notes: This creach DR 10/— Immune elen Weaknesses	kvision 60 t. CMB:+26 Ref: +19 Ignan EX: 29 Cms +23 (2d8 cm (2d10, DC atics +28, Careature lookating out in seemental traits, vulnerabilitight, Comba	con: 18 3+8 plus climb +27 cs like a liverarch of the	: 46 +7 INT: 10 burn) , Escape A ing, mobile ings to bur	HP: 152 (16d	d10+64) CHR: 11 idate +19, K es of flame	AC/T/FF: 26 Space/Reac Reference: I Knowledge:	6 / 18 / 16 ch: 15 / 15 B-125 Planes				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages: STR: 24 [Melee: 2 sla Ranged: Special: bur Skills: Acrob Notes: This reac DR 5/— Immune ele Weaknesses Feats Blind-F	sider (element rkvision 60 ft. it. it. it. it. it. it. it. it. it. i	CMD: 41 Will: +6 N: 18 INT: 8 plus burn) b +20, Escape A ke a living, mobile ch of things to bur e o cold eflexes, Dodge, I	HP: 123 (13d10+52) WIS: 11 CHR: 11 Artist +21, Intimidate +15, Ke bonfire, tongues of f lame rn.	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124 Knowledge: Planes (nowledge (planes) +10	N Huge outs Senses: dar Speed: 60 ft BAB: +16 Fort: +14 Languages: STR: 26 D Melee: 2 slat Ranged: Special: burr Skills: Acrob Notes: This coreach DR 10/— Immune elen Weaknesses Feats Blind-F	kvision 60 t. CMB:+26 Ref: +19 Ignan EX: 29 Cms +23 (2d8 cm (2d10, DC atics +28, Careature lookating out in seemental traits, vulnerabilitight, Comba	con: 18 3+8 plus climb +27 cs like a liverarch of the	: 46 +7 INT: 10 burn) , Escape A ing, mobile ings to bur	HP: 152 (16d	d10+64) CHR: 11 idate +19, K es of flame	AC/T/FF: 26 Space/Reac Reference: I Knowledge:	6 / 18 / 16 ch: 15 / 15 B-125 Planes				
N Huge out Senses: da Speed: 60 f BAB: +13 Fort: +12 Languages: STR: 24 [I Melee: 2 sla Ranged: Special: bur Skills: Acrob Notes: This reac DR 5/— Immune ele Weaknesses Feats Blind-F	sider (element rkvision 60 ft. it. it. it. it. it. it. it. it. it. i	CMD: 41 Will: +6 N: 18 INT: 8 plus burn) b +20, Escape A ke a living, mobile ch of things to bur e o cold eflexes, Dodge, I	HP: 123 (13d10+52) WIS: 11 CHR: 11 Artist +21, Intimidate +15, Ke bonfire, tongues of f lame rn.	AC/T/FF: 23 / 17 / 14 Space/Reach: 15 / 15 Reference: B-124 Knowledge: Planes (nowledge (planes) +10	N Huge outs Senses: dar Speed: 60 ft BAB: +16 Fort: +14 Languages: STR: 26 D Melee: 2 slat Ranged: Special: burr Skills: Acrob Notes: This coreach DR 10/— Immune elen Weaknesses Feats Blind-F	kvision 60 t. CMB:+26 Ref: +19 Ignan EX: 29 Cms +23 (2d8 cm (2d10, DC atics +28, Careature lookating out in seemental traits, vulnerabilitight, Comba	con: 18 3+8 plus climb +27 cs like a liverarch of the	: 46 +7 INT: 10 burn) , Escape A ing, mobile ings to bur	HP: 152 (16d	d10+64) CHR: 11 idate +19, K es of flame	AC/T/FF: 26 Space/Reac Reference: I Knowledge:	6 / 18 / 16 ch: 15 / 15 B-125 Planes				

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire (see *Pathfinder RPG Core Rulebook*, page 444).

Treasure none

Elemental, Fire (Huge)

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire (see *Pathfinder RPG Core Rulebook*, page 444).

Treasure none

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire (see *Pathfinder RPG Core Rulebook*, page 444).

Treasure none

Elemental, Fire (Large)

Burn (Ex) A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire (see *Pathfinder RPG Core Rulebook*, page 444).

Treasure none

Elemental, Fire (Elder)

Elementa	I, Water (Small)	CR/XP: 1-400	Perc: +4	Init: +0	Elementa	al, Wateı	r (Medium)	CR/XP: 3-800								
N Small outs	ider (elemen	tal, extraplanar, v	water)			N Medium outsider (elemental, extraplanar, water)											
Senses: dark	vision 60 ft.					Senses: darkvision 60 ft.											
Speed: 20 ft.						Speed: 20 ft., swim 90 ft.											
BAB: +2	CMB:+3	CMD: 13		AC/T/FF: 17	/ 11 / 17	BAB: +4	CMB:+7	CMD: 18		AC/T/FF: 17 / 11 / 17							
Fort: +4	Ref: +3	Will: +0	P: 13 (2d10+2)	Space/Reac	h:	Fort: +6	Ref: +5	Will: +1	HP: 30 (4d10+8)	Space/Read	:h:						
Languages:	Aquan			Reference:	3-126	Languages:	Aquan			Reference:	B-126						
STR: 14 DE	EX: 10 CO	N: 13 INT: 4	WIS: 11 CHR: 11	Knowledge:	Planes	STR: 16	EX: 12 C	ON: 15 INT: 4	WIS: 11 CHR: 11	Knowledge:	Planes						
Melee: slam +5 (1d6+3)							+7 (1d8+4)										
Ranged:																	
Special: Imm	une elemental	traits, drench, vorte	ex (DC 13), water mast	ery		Special: Imn	nune elemen	tal traits, drench,	vortex (DC 15), water mast	ery							
Skills: Acroba	tics +4, Escap	e Artist +4, Knowle	dge (planes) +1, Stealt	n +8, Swim +14		Skills: Acrob	atics +6, Esc	cape Artist +6, Kno	owledge (planes) +2, Stealt	h +6, Swim +16	6						
Notes: This translucent creature's shape shifts between a spinning column of water and a crashing wave. 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). Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, 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. Feats Power Attack							mn of water of The element dispel magic ery (Ex) A wa are touching ses a –4 pena	and a crashing waver all is touch puts out all fire it touches as the elemental gain grant water. If the opposite on attack and whether the elemental game whether the elemental game all the	fts between a spinning e. t nonmagical flames of Larg s dispel magic (caster level e as a +1 bonus on attack and onent or the elemental is to damage rolls. These modifi ental is initiating or resisting	equals elemental damage rolls in buching the gro ers apply to bul	al's HD). f both it and ound, the Il rush						
Elementa			CR/XP: 5-1600	Perc: +9	Init: +2	Elemental, Water (Huge) CR/XP: 7-3200 Perc: +13 Init: +4											
		ıtal, extraplanar, v	water)			_	-	ental, extraplana	ar, water)								
Senses: darl						Senses: dar											
Speed: 20 ft.				1		Speed: 20 f				1							
		CMD: 27		AC/T/FF: 18		BAB: +10	CMB:+19	CMD: 34	16	AC/T/FF: 21							
	Ref: +8	Will: +2	P: 68 (8d10+24)	Space/Reac		Fort: +11	Ref: +11	Will: +3	HP: 95 (10d10+40)	Space/Read							
Languages:				Reference:		Languages: Aquan Reference: B-126											
			WIS: 11 CHR: 11	Knowledge:	Planes	STR: 24 DEX: 18 CON: 19 INT: 6 WIS: 11 CHR: 11 Knowledge: Planes											
Melee: 2 slam	ns +12 (1d8+5)				Melee: 2 slams +15 (2d6+7)											
Ranged:						Ranged:											
Special: Imm	une elemental	traits, drench, vorte	ex (DC 19), water mast	ery		Special: Immune elemental traits, drench, vortex (DC 22), water mastery											
				lth +5, Swim +2	4	Skills: Acrobatics +11, Escape Artist +15, Knowledge (planes) +7, Stealth +3, Swim +26											
Skills: Acrobatics +9, Escape Artist +11, Knowledge (planes) +5, Stealth +5, Swim +24 Notes: This translucent creature's shape shifts between a spinning column of water and a crashing wave. DR 5/— 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). Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, 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.							Notes: This translucent creature's shape shifts between a spinning column of water and a crashing wave. DR 5/— 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). Water Mastery (Ex) A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, 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. Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Power Attack										

Vortex (Su) Can create a whirlpool as standard action, at will. This ability functions same as the whirlwind attack, but can only form underwater and can't leave the water. Height 10-30 ft. Lasts for 2 rounds. The vortex is 5 feet wide at its base, width at its peak is 1/2 of its height. The creature controls the exact height. The vortex form does not provoke AoO, even if it enters the space of another creature.

Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with vortex or take damage as if it were hit by the creature's slam attack. It must also succeed on a second Ref save or be picked up bodily and held suspended in the powerful waters, automatically taking the indicated damage each round. A creature that can swim is allowed a Ref save each round to escape the vortex. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. 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 vortex take a -4 penalty to DEX and a -2 penalty on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

Treasure none

Elemental, Water (Medium)

Vortex (Su) Can create a whirlpool as standard action, at will. This ability functions same as the whirlwind attack, but can only form underwater and can't leave the water. Height 10-50 ft. Lasts for 5 rounds. The vortex is 5 feet wide at its base, width at its peak is 1/2 of its height. The creature controls the exact height. The vortex form does not provoke AoO, even if it enters the space of another creature.

Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with vortex or take damage as if it were hit by the creature's slam attack. It must also succeed on a second Ref save or be picked up bodily and held suspended in the powerful waters, automatically taking the indicated damage each round. A creature that can swim is allowed a Ref save each round to escape the vortex. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. 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 vortex take a -4 penalty to DEX and a -2 penalty on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

Treasure none

Vortex (Su) Can create a whirlpool as standard action, at will. This ability functions same as the whirlwind attack, but can only form underwater and can't leave the water. Height 10-20 ft. Lasts for 1 round. The vortex is 5 feet wide at its base, width at its peak is 1/2 of its height. The creature controls the exact height. The vortex form does not provoke AoO, even if it enters the space of another creature.

Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with vortex or take damage as if it were hit by the creature's slam attack. It must also succeed on a second Ref save or be picked up bodily and held suspended in the powerful waters, automatically taking the indicated damage each round. A creature that can swim is allowed a Ref save each round to escape the vortex. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. 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 vortex take a -4 penalty to DEX and a -2 penalty on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

Treasure none

Elemental, Water (Small)

Vortex (Su) Can create a whirlpool as standard action, at will. This ability functions same as the whirlwind attack, but can only form underwater and can't leave the water. Height 10-40 ft. Lasts for 4 rounds. The vortex is 5 feet wide at its base, width at its peak is 1/2 of its height. The creature controls the exact height. The vortex form does not provoke AoO, even if it enters the space of another creature.

Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with vortex or take damage as if it were hit by the creature's slam attack. It must also succeed on a second Ref save or be picked up bodily and held suspended in the powerful waters, automatically taking the indicated damage each round. A creature that can swim is allowed a Ref save each round to escape the vortex. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. 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 vortex take a -4 penalty to DEX and a -2 penalty on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

Treasure none

Elemental, Water (Huge) Elemental, Water (Large)

N Huge outsider (elemental, extra Senses: darkvision 60 ft. Speed: 20 ft., swim 90 ft. BAB: +13 CMB:+24 CMD: 4 Fort: +12 Ref: +15 Will: +4 Languages: Aquan	aplanar, water)			N Huge outs	sider (elemen	ıtal, extraplanar,	water)						
Speed: 20 ft., swim 90 ft. BAB: +13				N Huge outsider (elemental, extraplanar, water) Senses: darkvision 60 ft.									
BAB: +13 CMB:+24 CMD: 4 Fort: +12 Ref: +15 Will: +4 Languages: Aquan				Senses: dar	kvision 60 ft.								
Fort: +12 Ref: +15 Will: +4 Languages: Aquan				Speed: 20 ft., swim 90 ft.									
Languages: Aquan	0	AC/T/FF: 23 /	14 / 17	BAB: +16	CMB:+28	CMD: 45		AC/T/FF: 24 / 15 / 1					
	HP: 123 (13d10+52)	Space/Reach:	: 15 / 15	Fort: +14	Ref: +18	Will: +5	HP: 152 (16d10+64)) Space/Reach: 15 / 15					
		Reference: B-	·127	Languages:	Aquan			Reference: B	3-127				
STR: 28 DEX: 20 CON: 19	NT: 8 WIS: 11 CHR: 11	Knowledge: P	lanes	STR: 30	EX: 22 CO	N: 19 INT: 10	WIS: 11 CHR: 11	Knowledge:	Planes				
Melee: 2 slams +20 (2d8+9)				Melee: 2 sla	ms +24 (2d10+	-10/19–20)							
Ranged:				Ranged:									
Special: Immune elemental traits, dr	ench, vortex (DC 25), water mast	ery		Special: Imn	nune elementa	l traits, drench, vo	rtex (DC 28), water maste	ery					
Skills: Acrobatics +18, Escape Artist	+20, Knowledge (planes) +12, St	ealth +10, Swim -	+30	Skills: Acrob	atics +25, Esca	ape Artist +25, Kno	owledge (planes) +19, Ste	ealth +17, Swim	ı +37				
Notes: This translucent creature's shap							between a spinning						
column of water and a crashing DR 10/—	g wave.			colur DR 10/—	nn of water and	d a crashing wave.							
Drench (Ex) The elemental's touch p	outs out nonmagical flames of Lar	ge size or smaller.	. The	Drench (Ex)			onmagical flames of Larg						
creature can dispel magical fire it tou	uches as dispel magic (caster level	equals elemental	's HD).				<i>lispel magic</i> (caster level e						
Water Mastery (Ex) A water elemen							a +1 bonus on attack and ent or the elemental is to						
its opponent are touching water. If the elemental takes a –4 penalty on attaction				elemental tal	kes a –4 penalty	y on attack and da	mage rolls. These modifie	ers apply to bull	rush				
and overrun maneuvers, whether the				and overrun	maneuvers, wh	ether the elemen	tal is initiating or resisting	g these kinds of a	attacks.				
Elephant	CR/XP: 7-3200	Perc: +21	Init: +0	Elephant, Mastodon CR/XP: 9-6400 Perc: +24 Init: +1									
N Huge animal				N Huge animal									
Senses: low-light vision, scent				Senses: low-light vision, scent									
Speed: 40 ft.				Speed: 40 f	t.								
BAB: +8 CMB: +20 CMD: 3	0 (34 vs. trip)	AC/T/FF: 17 /	8 / 17	BAB: +10	CMB:+24	CMD: 35 (39 v	s. trip)	AC/T/FF: 21	/ 9 / 20				
Fort: +13 Ref: +7 Will: +6	HP: 93 (11d8+44)	Space/Reach:	: 15 / 15	Fort: +14	Ref: +10	Will: +7	HP: 133 (14d8+70)	Space/Reach	n: 15 / 15				
Languages:		Reference: B-	-128	Languages: Reference: B-128									
STR: 30 DEX: 10 CON: 19	NT: 2 WIS: 13 CHR: 7	Knowledge: N	lature	STR: 34	EX: 12 CO	N: 21 INT: 2	WIS: 13 CHR: 7	Knowledge:	Nature				
Melee: gore +16 (2d8+10), slam +16	6 (2d6+10)			Melee: gore	+21 (2d8+12),	slam +20 (2d6+1	2)						
Ranged:				Ranged:									
Special: trample (2d8+15; DC 25)				Special: trample (2d8+18, DC 29)									
Skills:				Skills:									
Notes: These thick-skinned animals b	ear large ivory tusks f lanking a			Notes: This creature is larger than a normal elephant, with enormous									
long, prehensile snout.	10 110 1 1 1 1/1/11 0			sweeping tusks and shaggy brown fur on its body. Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus									
Feats Endurance, Great Fortitude, Im (Perception)	proved Bull Rush, Iron Will, Power	Attack, Skill Focu	ıs		Weapon Focus		ca non win, non win, Pov	vvci Allack, SKIII	i ocus				
(. c. ception)													
Speed: 40 ft. AB: +8 CMB: +20 CMD: 3 Fort: +13 Ref: +7 Will: +6		Space/Reach:	: 15 / 15	Speed: 40 f BAB: +10 Fort: +14	t. CMB:+24	CMD: 35 (39 vs		Space/Reach	n: 15 / 15				

Vortex (Su) Can create a whirlpool as standard action, at will. This ability functions same as the whirlwind attack, but can only form underwater and can't leave the water. Height 10-60 ft. Lasts for 8 rounds. The vortex is 5 feet wide at its base, width at its peak is 1/2 of its height. The creature controls the exact height. The vortex form does not provoke AoO, even if it enters the space of another creature.

Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with vortex or take damage as if it were hit by the creature's slam attack. It must also succeed on a second Ref save or be picked up bodily and held suspended in the powerful waters, automatically taking the indicated damage each round. A creature that can swim is allowed a Ref save each round to escape the vortex. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. 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 vortex take a -4 penalty to DEX and a -2 penalty on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Lightning Reflexes, Power Attack

Treasure none

Elemental, Water (Elder)

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

Treasure none

Vortex (Su) Can create a whirlpool as standard action, at will. This ability functions same as the whirlwind attack, but can only form underwater and can't leave the water. Height 10-60 ft. Lasts for 6 rounds. The vortex is 5 feet wide at its base, width at its peak is 1/2 of its height. The creature controls the exact height. The vortex form does not provoke AoO, even if it enters the space of another creature.

Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with vortex or take damage as if it were hit by the creature's slam attack. It must also succeed on a second Ref save or be picked up bodily and held suspended in the powerful waters, automatically taking the indicated damage each round. A creature that can swim is allowed a Ref save each round to escape the vortex. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. 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 vortex take a -4 penalty to DEX and a -2 penalty on attack rolls. The vortex can have only as many creatures trapped inside at one time as will fit inside the vortex's volume. The vortex can eject any carried creatures whenever it wishes as a free action, depositing them in its space.

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Sunder, Lightning Reflexes, Power Attack

Treasure none

Elemental, Water (Greater)

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

Treasure none

Elephant, Mastodon Elephant

Ettercap			CR/XP: 3-800	Perc: +9	lnit: +7	Ettin			CR/XP: 6-2400	Perc: +12	Init: +3		
NE Medium	aberration					CE Large humanoid (giant)							
Senses: dar	kvision 60 ft.,	low-light vision	n			Senses: low-light vision							
Speed: 30 ft	t., climb 30 ft.					Speed: 40 ft.							
BAB: +3	CMB:+5	CMD: 18		AC/T/FF: 1	5 / 13 / 12	BAB: +7	CMB:+14	CMD: 23					
Fort: +6	Ref: +4	Will: +6	HP: 30 (4d8+12)	Space/Read	ch:	Fort: +9	Fort: +9 Ref: +2 Will: +5 HP: 65 (10d8+20) Space/Reach						
Languages:	Common			Reference:	B-129	Languages	pidgin of G	iant, Goblin, and 0	Orc	Reference:	B-130		
STR: 14	EX: 17 CO	N: 17 NT: 6	WIS: 15 CHR: 8	Knowledge:	Dungeoneering	STR: 23	DEX: 8	ON: 15 INT: 6	WIS: 10 CHR: 11	Knowledge	Local		
Melee: bite +	-5 (1d6+2 plus	poison) and 2 cla	aws +5 (1d4+2)			Melee: 2 fla	ils +12/+7 (2	d6+6)					
Ranged:						Ranged: 2	javelins +5 (ld8+6)					
Special: trap	os, web (+6 ran	ged, DC 15, hp 4	1), spider empathy +7			Special: su	perior two-we	eapon fighting					
Skills: Climb	+14, Craft (trap	making) +8, Ste	alth +7				lle Animal +8						
Notes: This hideous purple creature walks upright like a man, but its face is that of a spider, and its hands are sickle-shaped claws. Feats Great Fortitude, Improved Initiative Poison (Ex) Bite—injury; save Fort DC 15; frequency 1/round for 10 rounds; effect 1d2 Dex; cure 2 consecutive saves. The save DC is Constitution based. Spider Empathy (Ex) This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.							eather armor e, Improved I vo-Weapon	and clutches a larg nitiative, Improve Fighting (Ex) An e ntrols an arm, the e	piant wears tattered remnan e f lail in each fist. d Overrun, Iron Will, Power ettin fights with a flail or jav ettin does not take a penalt	Attack relin in each ha			
Bat			CR/XP: 1/8-50	Perc: +6	lnit: +2	Cat			CR/XP: 1/4-100	Perc: +5	Init: +2		
N Diminutive	e animal					N Tiny animal							
_		, low-light vision	on;			Senses: low-light vision, scent							
	, fly 40 ft. (god					Speed: 30 ft.							
BAB: +0	CMB:-2	CMD: 3		AC/T/FF: 1		BAB: +0	CMB:+0	CMD: 6 (10	7	AC/T/FF: 1			
Fort: +0	Ref: +4	Will: +2	HP: 2 (1d8-2)	Space/Read		Fort: +1	Ref: +4	Will: +1	HP: 3 (1d8-1)	Space/Rea			
Languages:				Reference:		Languages: Reference: B-131							
		N: 6 INT: 2	WIS: 14 CHR: 5	Knowledge:	Nature	STR: 3	DEX: 15	CON: 8 INT: 2	WIS: 12 CHR: 7	Knowledge	Nature		
Melee: bite +	-6 (1d3–4)					Melee: 2 claws +4 (1d2–4), bite +4 (1d3–4)							
Ranged:						Ranged:							
Special:						Special:							
	6					Skills: Climb +6, Stealth +14							
Notes:						Notes:							
Feats Weapo	n Finesse					Feats Weapon Finesse							
Special: Skills: Fly +16 Notes: Feats Weapon Finesse Most bats are insectivores or fruit-eaters, but at least one species drinks blood.							Feats Weapon Finesse Cats typically weigh 5–15 pounds when fully grown.						

Treasure standard (leather armor, 2 flails, 4 javelins, other treasure)	Traps (Ex) The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time. Rules for crafting traps can be found in Chapter 13 of the <i>Pathfinder RPG Core Rulebook</i> .
	Ettercap Deadfall : CR 3; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect +10 melee (4d6), multiple targets (all targets in a 10-ft. square).
	Ettercap Noose : CR 1; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect +15 CMB check (grapple).
	Ettercap Spear Trap : CR 2; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset repair; Effect +15 melee (1d6+6).
	Treasure standard
Ettin	Ettercap
Treasure none	Treasure none

Hawk								Lizard CR/XP: 1/6-65 Perc: +1 Init: +2													
N Tiny anima	al							N Tiny animal													
Senses: low-l	light vision							Senses: low-light vision													
Speed: 10 ft.,	, fly 60 ft. (a	verage)						Speed: 20 ft., climb 20 ft.													
BAB: +0	CMB:+1	CMD: 9			AC/T/FF:	15 /	15 / 12	BAB: +0	CMB:+0	CN	1D: 6 (10 v	vs. trip)		AC/T/FF: 14 / 14 / 1:							
Fort: +2	Ref: +5	Will: +2	HP: 4	(1d8)	Space/Rea	ach:	2.5 / 0	Fort: +1	Ref: +4	Wi	ll: +1	HP: 3 (1d8-	1)	Space/Reac	:h: 2.5 / 0						
Languages:					Reference	: B-1	131	Languages													
STR: 6 DE	EX: 17 CO	N: 11 INT: 2	WIS	S: 14 CHR: 7	Knowledge	e: Na	ature	STR: 3	DEX: 15	CON: 8	INT: 1	WIS: 12	CHR: 2	Knowledge:	Nature						
Melee: 2 talons	ns +5 (1d4–2)							Melee: bite	+4 (1d4–4)												
Ranged:								Ranged:													
Special:								Special:													
Skills; Fly +7								Skills: Acrol	batics +10,	Climb +1	10, Stealth	+14									
Notes:								Notes:													
Feats Weapon	n Finesse							Feats Weap	on Finesse												
		stic birds as trair chicks and prope										ropical climate. lees and hides.									
1																					
1																					
Monkey				CR/XP: 1/4-100	Perc: +5		nit: +2	Owl				CR/XP	: 1/3-135	Perc: +10	Init: +3						
Monkey N Tiny animal	al			CR/XP: 1/4-100	Perc: +5		nit: +2	Owl N Tiny anir	nal			CR/XP	1/3-135	Perc: +10	Init: +3						
				CR/XP: 1/4-100	Perc: +5		Init: +2			on		CR/XP	: 1/3-135	Perc: +10	Init: +3						
N Tiny anima	-light vision			CR/XP: 1/4-100	Perc: +5		lnit: +2	N Tiny anir	w-light visi		age)	CR/XP	: 1/3-135	Perc: +10	Init: +3						
N Tiny animal Senses: low-l Speed: 30 ft.,	-light vision	CMD: 6		CR/XP: 1/4-100	Perc: +5			N Tiny anir Senses: lov	w-light visi	ft. (avera	age)	CR/XP	1/3-135	Perc: +10 AC/T/FF: 15							
N Tiny animal Senses: low-l Speed: 30 ft., BAB: +0	light vision , climb 30 ft		HP: 4			14 /	14 / 12	N Tiny anir Senses: lov Speed: 10	w-light visi	ft. (avera		CR/XP			5 / 15 / 12						
N Tiny animal Senses: low-l Speed: 30 ft., BAB: +0	-light vision , climb 30 ft CMB:+0	CMD: 6			AC/T/FF:	14 / ach:	14 / 12 2.5 / 0	N Tiny anir Senses: lov Speed: 10 BAB: +0	w-light visi ft., fly 60 f CMB:+1 Ref: +5	ft. (avera	1D: 9			AC/T/FF: 15	5 / 15 / 12 ch: 2.5 / 0						
N Tiny animal Senses: low-l Speed: 30 ft., BAB: +0 C Fort: +2 F Languages:	light vision , climb 30 ft CMB:+0 Ref: +4	CMD: 6	HP: 4		AC/T/FF: Space/Rea	14 / ach:	14 / 12 2.5 / 0 132	N Tiny anir Senses: lov Speed: 10 BAB: +0 Fort: +2 Languages	w-light visi ft., fly 60 f CMB:+1 Ref: +5	ft. (avera	1D: 9 II: +2	HP: 4 (1d8)		AC/T/FF: 15 Space/Reac	5 / 15 / 12 ch: 2.5 / 0 B-132						
N Tiny animal Senses: low-l Speed: 30 ft., BAB: +0 Fort: +2 Languages:	-light vision , climb 30 ft. CMB:+0 Ref: +4	CMD: 6 Will: +1 N: 10 INT: 2	HP: 4	(1d8)	AC/T/FF: Space/Rea	14 / ach:	14 / 12 2.5 / 0 132	N Tiny anir Senses: lov Speed: 10 BAB: +0 Fort: +2 Languages	w-light visi ft., fly 60 f CMB:+1 Ref: +5	ft. (avera	1D: 9 II: +2	HP: 4 (1d8)		AC/T/FF: 15 Space/Reac	5 / 15 / 12 ch: 2.5 / 0 B-132						
N Tiny animal Senses: low-l Speed: 30 ft., BAB: +0 C Fort: +2 F Languages:	-light vision , climb 30 ft. CMB:+0 Ref: +4	CMD: 6 Will: +1 N: 10 INT: 2	HP: 4	(1d8)	AC/T/FF: Space/Rea	14 / ach:	14 / 12 2.5 / 0 132	N Tiny anir Senses: Iov Speed: 10 BAB: +0 Fort: +2 Languages STR: 6	w-light visi ft., fly 60 f CMB:+1 Ref: +5	ft. (avera	1D: 9 II: +2	HP: 4 (1d8)		AC/T/FF: 15 Space/Reac	5 / 15 / 12 ch: 2.5 / 0 B-132						
N Tiny animal Senses: low-l Speed: 30 ft., BAB: +0 Fort: +2 Languages: STR: 3 DE Melee: bite +4	-light vision , climb 30 ft. CMB:+0 Ref: +4	CMD: 6 Will: +1 N: 10 INT: 2	HP: 4	(1d8)	AC/T/FF: Space/Rea	14 / ach:	14 / 12 2.5 / 0 132	N Tiny anir Senses: lov Speed: 10 BAB: +0 Fort: +2 Languages STR: 6	w-light visi ft., fly 60 f CMB:+1 Ref: +5	ft. (avera	1D: 9 II: +2	HP: 4 (1d8)		AC/T/FF: 15 Space/Reac	5 / 15 / 12 ch: 2.5 / 0 B-132						
N Tiny animal Senses: low-l Speed: 30 ft., BAB: +0 C Fort: +2 F Languages: STR: 3 DE Melee: bite +4 Ranged:	-light vision , climb 30 ft. CMB:+0 Ref: +4 EX: 15 CO 4 melee (1d3-	CMD: 6 Will: +1 N: 10 INT: 2 -4)	HP: 4	(1d8)	AC/T/FF: Space/Rea	14 / ach:	14 / 12 2.5 / 0 132	N Tiny anir Senses: lov Speed: 10 BAB: +0 Fort: +2 Languages STR: 6 Melee: 2 ta Ranged:	w-light visi ft., fly 60 f CMB;+1 Ref: +5	CN: 1	1D: 9 II: +2	HP: 4 (1d8)		AC/T/FF: 15 Space/Reac	5 / 15 / 12 ch: 2.5 / 0 B-132						
N Tiny animal Senses: low-l Speed: 30 ft., BAB: +0 Fort: +2 Languages: STR: 3 Melee: bite +4 Ranged: Special:	-light vision , climb 30 ft. CMB:+0 Ref: +4 EX: 15 CO 4 melee (1d3-	CMD: 6 Will: +1 N: 10 INT: 2 -4)	HP: 4	(1d8)	AC/T/FF: Space/Rea	14 / ach:	14 / 12 2.5 / 0 132	N Tiny anir Senses: lov Speed: 10 BAB: +0 Fort: +2 Languages STR: 6 Melee: 2 ta Ranged: Special:	w-light visi ft., fly 60 f CMB;+1 Ref: +5	CN: 1	1D: 9 II: +2	HP: 4 (1d8)		AC/T/FF: 15 Space/Reac	5 / 15 / 12 ch: 2.5 / 0 B-132						
N Tiny animal Senses: low-l Speed: 30 ft., BAB: +0 Fort: +2 Languages: STR: 3 Melee: bite +4 Ranged: Special: Skills: Acrobat	-light vision , climb 30 ft. CMB: +0 Ref: +4 EX: 15 CO 4 melee (1d3-	CMD: 6 Will: +1 N: 10 INT: 2 -4)	HP: 4	(1d8)	AC/T/FF: Space/Rea	14 / ach:	14 / 12 2.5 / 0 132	N Tiny anir Senses: lov Speed: 10 BAB: +0 Fort: +2 Languages STR: 6 Melee: 2 ta Ranged: Special: Skills: Fly +	w-light visi ft., fly 60 f CMB:+1 Ref: +5 EDEX: 17 lons +5 (1d	CN: 1	1D: 9 II: +2	HP: 4 (1d8)		AC/T/FF: 15 Space/Reac	5 / 15 / 12 ch: 2.5 / 0 B-132						
N Tiny animal Senses: low-l Speed: 30 ft., BAB: +0 Fort: +2 Languages: STR: 3 Melee: bite +4 Ranged: Special: Skills: Acrobat Notes: Feats Weapon Monkeys are hi	-light vision , climb 30 ft. CMB: +0 Ref: +4 EX: 15 CO 4 melee (1d3- tics +10, Clim	CMD: 6 Will: +1 N: 10 INT: 2 4) b +10 reatures. They sp	HP: 4	(1d8) S: 12 CHR: 5	AC/T/FF: Space/Rea	14 / ach:	14 / 12 2.5 / 0 132	N Tiny anir Senses: lov Speed: 10 BAB: +0 Fort: +2 Languages STR: 6 Melee: 2 ta Ranged: Special: Skills: Fly + Notes:	w-light visi ft., fly 60 f CMB:+1 Ref: +5 CEX: 17 lons +5 (1d	CON: 1 4-2)	1 INT: 2	HP: 4 (1d8)		AC/T/FF: 15 Space/Reac	5 / 15 / 12 ch: 2.5 / 0 B-132						
N Tiny animal Senses: low-l Speed: 30 ft., BAB: +0 Fort: +2 Languages: STR: 3 Melee: bite +4 Ranged: Special: Skills: Acrobat Notes: Feats Weapon	-light vision , climb 30 ft. CMB: +0 Ref: +4 EX: 15 CO 4 melee (1d3- tics +10, Clim	CMD: 6 Will: +1 N: 10 INT: 2 4) b +10 reatures. They sp	HP: 4	(1d8) S: 12 CHR: 5	AC/T/FF: Space/Rea	14 / ach:	14 / 12 2.5 / 0 132	N Tiny anir Senses: lov Speed: 10 BAB: +0 Fort: +2 Languages STR: 6 Melee: 2 ta Ranged: Special: Skills: Fly + Notes: Feats Weap Owls are no	w-light visi ft., fly 60 f CMB:+1 Ref: +5 CEX: 17 lons +5 (1d	CON: 1 4-2)	1 INT: 2	HP: 4 (1d8)		AC/T/FF: 15 Space/Reac	5 / 15 / 12 ch: 2.5 / 0 B-132						
N Tiny animal Senses: low-l Speed: 30 ft., BAB: +0 C Fort: +2 F Languages: STR: 3 DE Melee: bite +4 Ranged: Special: Skills: Acrobat Notes: Feats Weapon Monkeys are hi	-light vision , climb 30 ft. CMB: +0 Ref: +4 EX: 15 CO 4 melee (1d3- tics +10, Clim	CMD: 6 Will: +1 N: 10 INT: 2 4) b +10 reatures. They sp	HP: 4	(1d8) S: 12 CHR: 5	AC/T/FF: Space/Rea	14 / ach:	14 / 12 2.5 / 0 132	N Tiny anir Senses: lov Speed: 10 BAB: +0 Fort: +2 Languages STR: 6 Melee: 2 ta Ranged: Special: Skills: Fly + Notes: Feats Weap Owls are no	w-light visi ft., fly 60 f CMB:+1 Ref: +5 CEX: 17 lons +5 (1d	CON: 1 4-2)	1 INT: 2	HP: 4 (1d8)		AC/T/FF: 15 Space/Reac	5 / 15 / 12 ch: 2.5 / 0 B-132						

Treasure none

Lizard Hawk

Treasure none **Treasure** none

Treasure none

Owl

			CR/XP: 1/4-100	Perc: +1	Init: +2	Raven									
N Tiny anim	nal					N Tiny anir	nal								
Senses: low	v-light vision,	scent				Senses: lov	v-light visior	1							
Speed: 15 ft	t., climb 15 ft.	, swim 15 ft.				Speed: 10 ft., fly 40 ft. (average)									
BAB: +0	CMB:+0	CMD: 6 (10 vs.	trip)	AC/T/FF: 14	/ 14 / 12	BAB: +0	CMB:+0	CMD: 6		AC/T/FF: 14 / 14 / 12					
Fort: +2	Ref: +4	Will: +1	HP: 4 (1d8)	Space/Reac	h: 2.5 / 0	Fort: +1	Ref: +4	Will: +2	HP: 3 (1d8-1)	Space/Reac	h: 2.5 / 0				
Languages:				Reference: E	3-132	Languages	Languages: Reference: B-133								
STR: 2	EX: 15 CO	N: 11 INT: 2	WIS: 13 CHR: 2	Knowledge:	Nature	STR: 2	DEX: 15	ON: 8 INT: 2	WIS: 15 CHR: 7	Knowledge:	Nature				
Melee: bite +	+4 (1d3–4)					Melee: bite	+4 (1d3–4)								
Ranged:						Ranged:									
Special:						Special:									
Skills: Climb	+10, Stealth +	18, Swim +10				Skills: Fly +	5								
Notes:						Notes:									
Foots Moses					Feats Skill Fe	ocus (Percent	ion), Weapon Fine	esse							
Feats Weap	on rinesse							•							
		are omnivorous						us scavenger that es, and even small							
rodents that urban areas.	particularly the	rive in				insects, root	i waste, beine	s, and even sman	allillais.						
a. ba. a. cas.	•														
										7					
Toad			CR/XP: 1/8-50	Perc: +5	Init: +1	Viper			CR/XP: 1/2-200	Perc: +9	Init: +3				
N Diminutiv						N Tiny anir									
	v-light vision,	scent					v-light visior								
Speed: 5 ft.						<u> </u>	- ·	ft., swim 20 ft.		1					
BAB: +0	CMB:-3	CMD: 2 (6 vs. t		AC/T/FF: 15	/ 15 / 14	BAB: +0	CMB:+1	CMD: 8 (can	't be tripped)	AC/T/FF: 16	/ 15 / 13				
Fort: +0	Ref: +3	Will: +2	HP: 2 (1d8–2)	0 /0						7					
Longueses				Space/Reac		Fort: +1	Ref: +5	Will: +1	HP: 3 (1d8-1)	Space/Reac					
Languages:				Reference: E		Languages	:			Reference: E	3-133				
	DEX: 12 CO		WIS: 15 CHR: 4		3-133	Languages			HP: 3 (1d8–1) WIS: 13 CHR: 2		3-133				
				Reference: I	3-133	Languages STR: 4	:	ON: 8 INT: 1		Reference: E	3-133				
STR: 1				Reference: I	3-133	Languages STR: 4	: DEX: 17 C	ON: 8 INT: 1		Reference: E	3-133				
STR: 1 D				Reference: I	3-133	Languages STR: 4 I Melee: bite	: DEX: 17 C	ON: 8 INT: 1		Reference: E	3-133				
STR: 1 D Melee: Ranged:	DEX: 12 CO			Reference: I	3-133	Languages STR: 4 [I Melee: bite Ranged: Special:	: DEX: 17 C +5 (1d2–2 pl	ON: 8 INT: 1		Reference: E	3-133				
STR: 1 D Melee: Ranged: Special:	DEX: 12 CO			Reference: I	3-133	Languages STR: 4 [I Melee: bite Ranged: Special:	: DEX: 17 C +5 (1d2–2 pl	ON: 8 INT: 1 us poison)		Reference: E	3-133				
STR: 1 D Melee: Ranged: Special: Skills: Stealt Notes:	DEX: 12 CO	N: 6 INT: 1		Reference: I	3-133	Languages STR: 4 [I Melee: bite Ranged: Special: Skills: Clim	: DEX: 17 C +5 (1d2–2 pl	ON: 8 INT: 1 us poison)		Reference: E	3-133				
STR: 1 Description of the state	h +21	N: 6 INT: 1	WIS: 15 CHR: 4	Reference: I	3-133	Languages STR: 4 [I Melee: bite Ranged: Special: Skills: Clim Notes: Feats Weap	: DEX: 17 C +5 (1d2–2 pl	ON: 8 INT: 1 us poison)	WIS: 13 CHR: 2	Reference: E	3-133 Nature				
STR: 1 Define the state of the	h +21	N: 6 INT: 1	WIS: 15 CHR: 4	Reference: I	3-133	Languages STR: 4 [I Melee: bite Ranged: Special: Skills: Clim Notes: Feats Weap	: DEX: 17 C +5 (1d2–2 pl	ON: 8 INT: 1 us poison)		Reference: E	3-133 Nature				
STR: 1 Description of the state	h +21	N: 6 INT: 1	WIS: 15 CHR: 4	Reference: I	3-133	Languages STR: 4 [I Melee: bite Ranged: Special: Skills: Clim Notes: Feats Weap Poison (Ex)	+5 (1d2–2 pl	ON: 8 INT: 1 us poison) n +15, Swim +11 save Fort DC 9; fre	WIS: 13 CHR: 2	Reference: E Knowledge:	3-133 Nature				
STR: 1 Define the street of th	h +21	N: 6 INT: 1	WIS: 15 CHR: 4	Reference: I	3-133	Languages STR: 4 [I Melee: bite Ranged: Special: Skills: Clim Notes: Feats Weap Poison (Ex)	+5 (1d2–2 pl	ON: 8 INT: 1 us poison) n +15, Swim +11 save Fort DC 9; fre	WIS: 13 CHR: 2	Reference: E Knowledge:	3-133 Nature				
STR: 1 Defended by the street of the street	h +21	N: 6 INT: 1	WIS: 15 CHR: 4	Reference: I	3-133	Languages STR: 4 [I Melee: bite Ranged: Special: Skills: Clim Notes: Feats Weap Poison (Ex)	+5 (1d2–2 pl	ON: 8 INT: 1 us poison) n +15, Swim +11 save Fort DC 9; fre	WIS: 13 CHR: 2	Reference: E Knowledge:	3-133 Nature				

Raven

Treasure none Treasure none

Weasel			CR/XP: 1/2	2-200	Perc: +1	lnit: +2	Flytrap, Giant CR/XP: 10-9600 Perc: +10 Init: +8										
N Tiny anima	al						N Huge plant										
Senses: low-	-light vision,	scent					Senses: low-light vision, tremorsense 60 ft.										
Speed: 20 ft	., climb 20 ft.						Speed: 10 ft.										
BAB: +0	CMB:+0	CMD: 6 (10 vs. trip	p)		AC/T/FF: 15	/ 14 / 13	BAB: +9	CMB:+18/+22	CMD: 32 (car	n't be tripped)		AC/T/FF: 22 / 12 / 1					
Fort: +2	Ref: +4	Will: +1	: 4 (1d8)		Space/Reac	h: 2.5 / 0	Fort: +17 Ref: +8 Will: +5 HP: 149 (13d8+91) Space/Reach: 15 /										
Languages:					Reference: E	3-133	Languages:					Reference:	B-134				
STR: 3	EX: 15 CO	N: 10 NT: 2	WIS: 12 CH	HR: 5	Knowledge:	Nature	STR: 25	EX: 18 CC	N: 25 INT: 1	WIS: 12	CHR: 6	Knowledge:	Nature				
Melee: bite +	4 (1d3–4 plus	attach)					Melee: 4 bite	es +15 (1d8+7	plus grab)								
Ranged:					Ranged:												
Special:				Special: eng	julf												
Skills: Acroba	atics +10, Clim	o +10, Escape Artist			h +9 (+17 in u												
Feats Weapon Finesse Attach (Ex) When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round. Weasels are predators content with raiding chicken coops or attacking pets when they encounter civilization.							are h Immune min	norribly mobile, ad-affecting eff , Great Fortitud	is a mass of vines each ending in a ects, paralysis, p de, Improved Init	set of green, too oison, polymor	o <i>thy jaws.</i> ph, sleep, st						
Frog, Gia			CR/XP: 1-	-400	Perc: +3	Init: +1	Frog. Poison CR/XP: 1/2-200 Perc: +3 Init: +1										
N Medium A		scont					N Tiny anim										
_	-light vision, ., swim 30 ft.	SCETTI					Senses: low	t., swim 20 ft									
		CMD: 14 (18 vs. tı	rin)		AC/T/FF: 12	/ 11 / 11	BAB: +0	CMB:-1	CMD: 5 (9 vs	trin)		AC/T/FF: 13 / 13 / 12					
	Ref: +6		: 15 (2d8+6)	,	Space/Reac		Fort: +2	Ref: +3	Will: -1	HP: 4 (1d8)		Space/Read					
Languages:			(20010)	<u>/</u>	Reference: I		Languages:][<u> </u>		Reference:					
	EX: 13 COI	N: 16 INT: 1	WIS: 8 CH	HR: 6					N: 11 INT: 1	WIS: 9	CHR: 10	Knowledge:					
										11131	2						
	1 22	<u> </u>	(0)				Melee: bite +3 (1 plus poison) Ranged:										
	(tongue, 5 feet), swallow whole (1d	I4 bludgeoning	g damage	e, AC 10, 1 hp).	, tongue	Special:										
					· -/ 1F/:												
Melee: bite +3 (1d6+2 plus grab) or tongue +3 touch (grab) Ranged: Special: pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue Skills: Acrobatics +9 (+13 jumping), Stealth +5, Swim +10; Notes: This creature looks like a normal frog, with moist, mottled, blackish-green skin, but grown to truly monstrous size. *Reach 5 ft. (15 ft. with tongue) Feats Lightning Reflexes Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.							Skills: Acrobatics +5 (+1 jumping), Stealth +13, Swim + 9 Notes: This small frog is bright green and red, with electric-blue stripes on its hind legs. Feats Weapon Finesse Poison (Ex) Injury; save Fort DC 10; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1										

Engulf (Ex) If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prey and inflicts 1d8+7 points of damage and 2d6 acid damage. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.

Treasure incidental

Flytrap, Giant

Treasure none

Treasure none

Weasel

Pull (Ex) A creature with this ability can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. The type of attack that causes the pull and the distance pulled are included in the creature's description. This ability only works on creatures of a size equal to or smaller than the pulling creature. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Swallow Whole (Ex) If it begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. 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.

Frog, Giant

Treasure none

Frog. Poison

Froghem	oth		CR/XF	2: 13-25600	Perc: +16	lnit: +5	Gargoyle	Э		CR/XP: 4-1200	Perc: +5	Init: +6	
N Huge abe	erration						CE Medium	monstrous l	numanoid (eart	h)			
Senses: all-	around vision	, blindsight 30	ft., darkvisio	n 60 ft.			Senses: dai	rkvision 60 ft					
Speed: 20 ft	t., swim 30 ft.						Speed: 40 f	t., fly 60 ft. (a	verage)				
BAB: +12	CMB:+24/+28	CMD: 35			AC/T/FF: 28	/9 /27	BAB: +5	CMB:+7	CMD: 19		AC/T/FF: 16	/ 12 / 14	
Fort: +12	Ref: +8	Will: +11	HP: 184 (16	6d8+112)	Space/Reac	h: 15 / 15*	Fort: +4	Ref: +6	Will: +4	HP: 42 (5d10+15)	Space/Reac	h:	
Languages:					Reference: E	3-136	Languages:	Common, Te	rran		Reference: E	3-137	
STR: 30 D	EX: 13 CO	N: 24 INT: 2	WIS: 13	CHR: 11	Knowledge:	Dungeoneering	STR: 15	DEX: 14 CC	N: 16 INT: 6	WIS: 11 CHR: 7	Knowledge:	Nature	
Melee: See N	Votes						Melee: 2 cla	ws +7 (1d6+2)	, bite +7 (1d4+2), gore +7 (1d4+2)			
Ranged:							Ranged:						
Special: con	strict (tentacle,	1d6+10), swallo	w whole (3d6-	+10 damage,	AC 19, hp 18)		Special: freeze						
Skills: Stealth	h +14 (+22 in n	narshes), Swim +	+ 26						(+17 in stony ar	<u> </u>			
Notes: This immense, three-eyed frog-like creature rears up on powerful hind legs. In place of arms, four huge tentacles thrash and writhe. Immune electricity (partial); Resist fire 10 Weaknesses slowed by electricity Melee bite +20 (2d6+10/19–20 plus grab), 4 tentacles +18 (1d8+5 plus grab), tongue +18 (1d4-plus grab) *Reach 15 ft. (30 ft. with tongue) Feats Cleave, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Multiattac Power Attack, Skill Focus (Stealth)						hum DR 10/magic Feats Hover, Freeze (Ex) A	nanoid resemble : . Improved Init A gargoyle can	es a horned, wing tative, Skill Focus hold itself so stil	s (Fly) Il it appears to be a statue. <i>I</i> lain sight as a stone statue.	A gargoyle that	uses freeze		
Gelatinou			CR/XF	2: 3-800	Perc: -5	lnit: -5	Genie, D			CR/XP: 5-1600	Perc: +12	Init: +8	
N Large ooz							_	utsider (air, e					
	ndsight 60 ft.							rkvision 60 ft					
Speed: 15 ft		CMD, 0 (227)	ha trianad'		AC/T/FF: 4	/ 4 / 4	_	ft., fly 60 ft. (p	1		AC/T/FF: 19	/ 1/ / 1/ 4	
BAB: +3	CMB: +4 Ref: -4	CMD: 9 (can't	HP: 50 (4d8		AC/T/FF: 4 Space/Reac		BAB: +7 Fort: +4	CMB:+12	CMD: 27 Will: +7	HP: 52 (7d10+14)	Space/Reac		
Fort: +9		vvIII. -4	10 (400)	υ τ υ∠)	Reference: E			Ref: +9		an, Terran; telepathy 100 ft			
Languages:		N: 26 INT:	WIS: 1	CHR: 1	Knowledge:					WIS: 15 CHR: 15			
	+2 (1d6 plus 1		VVIS.	СПК.	Milowieage:	Dungeoneening					Knowledge:	rianes	
	12 (100 plus 1							1110 + 10 (108+	4) OI HIWK SCIMIT	ar +11/+6 (1d8+4/18-20)			
Ranged: Special: eng	ulf. paralvsis						Ranged:	mastery whirl	wind (1/10 minut	es, 10–50 ft. tall, 1d8+4 da	mage, DC 17)		
	, pararyoro									e +12, Spellcraft +12, Stea		ee book)	
Skills: Notes: Bits of broken weapons, coins, and a partially digested skeleton										all as a human, although its	iai i io (iviolo se	oo book)	
	are visible inside this quivering cube of slime. Immune electricity, ooze traits Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube ca automatically engulf a paralyzed opponent. The save DC is Constitution-based. Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed. Acid (Ex) A gelatinous cube's acid does not harm metal or stone.						lower torso trails away into a vortex of mist and wind. Immune acid Spell-Like Abilities (CL 9th)						

Treasure standard

Gargoyle

Whirlwind (Su) The whirlwind is 5 ft wide at its base, width at its peak is 1/2 of its height. The creature controls the exact height. The whirlwind form does not provoke AoO, even if it enters the space of another creature. 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. It cannot make its normal attacks and does not threaten the area around it. Creatures one or more sizes smaller must succeed on a Ref save when it comes into contact with whirlwind or take dam as if it were hit by the creature's slam attack. It must also succeed on a second Ref 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 Ref 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 DEX 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 of 1/2 the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 ft. Creatures 5 ft 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. **Treasure** standard (masterwork scimitar, other gear)

All-Around Vision (Ex) A froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked

Slowed by Electricity (Ex) Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed for 1 round.

Constrict (Ex) A froghemoth 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).

Swallow Whole (Ex) If it begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon, or it can just try to escape the grapple. 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.

Treasure standard

Froghemoth

Engulf (Ex) Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Ooze Traits:

- *Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.
- *Immunity to poison, sleep effects, paralysis, polymorph, and stunning.
- *Immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- *Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Treasure incidental

Genie, Djinni Gelatinous Cube

Genie, Et	freeti		CF	R/XP: 8-4800	Perc: +15	lnit: +7	Genie, Ja	anni		CR/XP: 4-1200	Perc: +11	Init: +6
LE Large ou	Large outsider (extraplanar, fire) ses: darkvision 60 ft., detect magic						N Medium c	outsider (nativ	ve)			
Senses: dar	kvision 60 ft.,	, detect magic					Senses: dar	rkvision 60 ft.				
Speed: 20 ft	., fly 40 ft. (pe	erfect)					Speed: 30 ft	t., fly 20 ft. (p	erfect); 20 ft.,	fly 15 ft. (perfect) in chair	nmail	
BAB: +10	CMB:+17	CMD: 31			AC/T/FF: 21	/ 13 / 17	BAB: +6	CMB:+9	CMD: 22		AC/T/FF: 20	13 / 17
Fort: +7	Ref: +10	Will: +9	HP: 95 ((10d10+40)	Space/Reac	h: 10 / 10	Fort: +6	Ref: +7	Will: +4	HP: 39 (6d10+6)	Space/Reac	:h:
Languages:	Auran, Aquan	, Common, Ignar	ın, Terran;	telepathy 100 ft.	Reference: E	3-140	Languages:	Common, tele	epathy 100 ft. (M	fore see Notes)	Reference:	B-141
STR: 23 D	EX: 17 CO	N: 18 INT: 12	WIS:	14 CHR: 15	Knowledge:	Planes	STR: 16	EX: 15 CO	N: 12 INT: 14	4 WIS: 15 CHR: 13	Knowledge:	Planes
Melee: 2 slar	ns +15 (1d8+6	plus 1d6 fire) or	r mwk falc	chion +16/+11 (2d	6+9/18–20)		Melee: scimitar +9/+4 (1d6+4/18–20)					
Ranged:							Ranged: composite longbow +8/+3 (1d8+3/x3)					
Special: char	nge size, heat,	change shape ((humanoid	d or giant, alter se	If or giant form	I)	Special: change size, elemental endurance					
Skills: Bluff +	19, Disguise +	10, Fly +13, Spe	ellcraft +14	4, Stealth +8 (Mor	e see book)					ellcraft +11, Stealth +6 (More	e see book)	
		nas crimson skin, s								l-proportioned human, save		
	small black horns. Smoke rises in curls from its f lesh. Immune fire; Vulnerability cold Spell-Like Abilities (CL 11th)						Resist fire 10		with strange ligh	п.		
	Spell-Like Abilities (CL 11th)							bilities (CL 8th				
	Constant—detect magic							ibility (self only) speak with anim		ling targets to elemental pla	anes, Astral Plar	ne, or Material
At Will—plar	At Will—plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only), produce flame, pyrotechnics (DC 14), scorching ray					e only),			ter, ethereal jaunt	t (for 1 hour)		
3/day—invis	<i>ibility,</i> quicken	ed scorching ray,	, wall of fire							nitiative _B , Mobility		
1/day—gran	t up to 3 wishe	s (to nongenies o	only), gase	eous form, permar	nent image (DC	18)			elemental langu l, or Infernal); tel	iage (Aquan, Auran, Ignan, o Jenathy 100 ft	or Terran), one բ	olanar
							language (/ k					
0 1	Cania Marid CR/XP: 9-6400 Perc: +17 Init: +8						Genie, Shaitan CR/XP: 7-3200 Perc: +14 Init: +5					
Genie, Marid CR/XP: 9-6400 Perc: +17 Init: +8 CN Large outsider (extraplanar, water)					Init: +8				CR/XP: 7-3200	Perc: +14	Init: +5	
CN Large ou	utsider (extra	planar, water)	CF	R/XP: 9-6400	Perc: +17	Init: +8	LN Large οι	utsider (earth	ı, extraplanar)		Perc: +14	Init: +5
CN Large ou Senses: dar	utsider (extra kvision 60 ft.	planar, water)	CF	R/XP: 9-6400	Perc: +17	Init: +8	LN Large ou Senses: dar	utsider (earth rkvision 60 ft.	, tremorsense	60 ft.	Perc: +14	Init: +5
CN Large ou Senses: dar Speed: 20 ft	utsider (extra kvision 60 ft. , swim 60 ft.		CF	R/XP: 9-6400			LN Large ou Senses: dar Speed: 20 f	utsider (earth rkvision 60 ft. ft., burrow 60	, tremorsense ft., climb 20 ft	60 ft.		
CN Large ou Senses: dar Speed: 20 ft BAB: +12	tsider (extra kvision 60 ft. , swim 60 ft. CMB: +19	CMD: 34			AC/T/FF: 23	/ 14 / 18	LN Large ou Senses: dar Speed: 20 f BAB: +9	utsider (earth rkvision 60 ft. ft., burrow 60	, tremorsense ft., climb 20 ft CMD: 26	60 ft.	AC/T/FF: 20	0 / 10 / 19
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10	utsider (extra kvision 60 ft. , swim 60 ft. CMB: +19 Ref: +12	CMD: 34 Will: +10) HP: 114	4 (12d10+48)	AC/T/FF: 23 Space/Reac	/ 14 / 18 h: 10 / 10	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10	utsider (earth rkvision 60 ft. ft., burrow 60 CMB:+15 Ref: +4	tremorsense ft., climb 20 ft CMD: 26 Will: +8	60 ft. t. HP: 85 (9d10+36)	AC/T/FF: 20 Space/Reac	0 / 10 / 19 ch: 10 / 10
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages:	utsider (extra kvision 60 ft. , swim 60 ft. CMB:+19 Ref: +12 Aquan, Auran	CMD: 34 Will: +10 , Common, Ignar	HP: 114	4 (12d10+48) telepathy 100 ft.	AC/T/FF: 23 Space/Reac Reference: I	/ 14 / 18 h: 10 / 10 3-142	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages:	utsider (earth rkvision 60 ft. ft., burrow 60 CMB:+15 Ref: +4	tremorsense ft., climb 20 ft CMD: 26 Will: +8	60 ft. t. HP: 85 (9d10+36) an, Terran; telepathy 100 ft	AC/T/FF: 20 Space/Reac Reference: [0 / 10 / 19 ch: 10 / 10 B-143
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages: STR: 23 D	tsider (extra kvision 60 ft. , swim 60 ft. CMB:+19 Ref: +12 Aquan, Auran	CMD: 34 Will: +10 Common, Ignar N: 18 INT: 14	HP: 114 an, Terran; WIS:	4 (12d10+48) telepathy 100 ft. 15 CHR: 16	AC/T/FF: 23 Space/Reac	/ 14 / 18 h: 10 / 10 3-142	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages: STR: 20	utsider (earth rkvision 60 ft., burrow 60 CMB;+15 Ref: +4 Aquan, Auran DEX: 13 CO	tremorsense ft., climb 20 ft CMD: 26 Will: +8 n, Common, Igna N: 19	60 ft. t. HP: 85 (9d10+36) an, Terran; telepathy 100 ft WIS: 14 CHR: 15	AC/T/FF: 20 Space/Reac	0 / 10 / 19 ch: 10 / 10 B-143
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages: STR: 23 D Melee: 2 slar	tsider (extra kvision 60 ft. , swim 60 ft. CMB:+19 Ref: +12 Aquan, Auran	CMD: 34 Will: +10 , Common, Ignar	HP: 114 an, Terran; WIS:	4 (12d10+48) telepathy 100 ft. 15 CHR: 16	AC/T/FF: 23 Space/Reac Reference: I	/ 14 / 18 h: 10 / 10 3-142	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages: STR: 20 D Melee: 2 sla	utsider (earth rkvision 60 ft., burrow 60 CMB;+15 Ref: +4 Aquan, Auran DEX: 13 CO	tremorsense ft., climb 20 ft CMD: 26 Will: +8 n, Common, Igna N: 19	60 ft. t. HP: 85 (9d10+36) an, Terran; telepathy 100 ft	AC/T/FF: 20 Space/Reac Reference: [0 / 10 / 19 ch: 10 / 10 B-143
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages: STR: 23 D Melee: 2 slar Ranged:	utsider (extra kvision 60 ft. , swim 60 ft. CMB: +19 Ref: +12 Aquan, Auran EX: 19 CO ms +17 (2d6+6	CMD: 34 Will: +10 , Common, Ignar N: 18 INT: 14) or mwk trident	HP: 114 an, Terran; WIS: +18/+13/+	4 (12d10+48) telepathy 100 ft. 15 CHR: 16 +8 (2d6+9)	AC/T/FF: 23 Space/Reac Reference: I Knowledge:	/ 14 / 18 h: 10 / 10 3-142	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages: STR: 20 D Melee: 2 sla Ranged:	utsider (earth rkvision 60 ft. ft., burrow 60 CMB:+15 Ref: +4 Aquan, Auran DEX: 13 CO	, tremorsense ft., climb 20 ft CMD: 26 Will: +8 n, Common, Igna N: 19 INT: 14 5) or mwk scimit	60 ft. t. hP: 85 (9d10+36) an, Terran; telepathy 100 ft 4 WIS: 14 CHR: 15 tar +14/+9 (1d8+7/18–20)	AC/T/FF: 20 Space/Reac Reference: [0 / 10 / 19 ch: 10 / 10 B-143
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages: STR: 23 D Melee: 2 slar Ranged: Special: vorte	kvision 60 ft. , swim 60 ft. CMB:+19 Ref: +12 Aquan, Auran EX: 19 COde+6 ex (1d8+4 dam	CMD: 34 Will: +10 , Common, Ignar N: 18 INT: 14) or mwk trident nage, DC 22), wa	HP: 114 an, Terran; 4 WIS: 1 +18/+13/4 ater maste	4 (12d10+48) telepathy 100 ft. 15 CHR: 16 +8 (2d6+9) ery, water's fury, c	AC/T/FF: 23 Space/Reac Reference: [Knowledge:	/ 14 / 18 h: 10 / 10 3-142	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages: STR: 20 D Melee: 2 sla Ranged: Special: earl	utsider (earth rkvision 60 ft. ft., burrow 60 CMB:+15 Ref: +4 Aquan, Auran DEX: 13 CO ams +13 (2d6+8)	, tremorsense ft., climb 20 ft CMD: 26 Will: +8 n, Common, Igna N: 19 INT: 14 5) or mwk scimit	60 ft. t. HP: 85 (9d10+36) an, Terran; telepathy 100 ft WIS: 14 CHR: 15 tar +14/+9 (1d8+7/18–20) e curse, stone glide	AC/T/FF: 20 Space/Reac Reference: [0 / 10 / 19 ch: 10 / 10 B-143
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages: STR: 23 D Melee: 2 slar Ranged: Special: vorte Skills: Sense	kvision 60 ft, swim 60 ft. CMB:+19 Ref: +12 Aquan, Auran EX: 19 CO ms +17 (2d6+6 ex (1d8+4 dam	CMD: 34 Will: +10 Common, Ignar N: 18 INT: 14 or mwk trident mage, DC 22), was pellcraft +17, Ste	HP: 114 an, Terran; 4 WIS: 1 +18/+13/4 ater maste	4 (12d10+48) telepathy 100 ft. 15 CHR: 16 +8 (2d6+9) ery, water's fury, c , Swim +29 (More	AC/T/FF: 23 Space/Reac Reference: [Knowledge:	/ 14 / 18 h: 10 / 10 3-142	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages: STR: 20 D Melee: 2 sla Ranged: Special: earl	utsider (earth rkvision 60 ft. ft., burrow 60 CMB:+15 Ref: +4 Aquan, Auran DEX: 13 CO ams +13 (2d6+6) rth mastery, me b +25, Sense M	tremorsense ft., climb 20 ft CMD: 26 Will: +8 h, Common, Igna N: 19 INT: 14 5) or mwk scimit	60 ft. t. HP: 85 (9d10+36) an, Terran; telepathy 100 ft WIS: 14 CHR: 15 tar +14/+9 (1d8+7/18–20) e curse, stone glide lcraft +14 (More see book)	AC/T/FF: 20 Space/Reac Reference: [0 / 10 / 19 ch: 10 / 10 B-143
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages: STR: 23 D Melee: 2 slar Ranged: Special: vorte Skills: Sense Notes: This be	kvision 60 ft. , swim 60 ft. CMB: +19 Ref: +12 Aquan, Auran EX: 19 COI ms +17 (2d6+6) ex (1d8+4 dam Motive +17, Speing resembles	CMD: 34 Will: +10 Common, Ignar N: 18 INT: 14 or mwk trident mage, DC 22), was pellcraft +17, Stars a powerful giant	HP: 114 an, Terran; 1 WIS: 1 +18/+13/+ ater maste tealth +15, it with hairl	4 (12d10+48) telepathy 100 ft. 15 CHR: 16 +8 (2d6+9) ery, water's fury, co , Swim +29 (More eless blue-green	AC/T/FF: 23 Space/Reac Reference: L Knowledge: change shape	/ 14 / 18 h: 10 / 10 3-142	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages: STR: 20 D Melee: 2 sla Ranged: Special: earl Skills: Climb Notes: This to	utsider (earth rkvision 60 ft. ft., burrow 60 CMB:+15 Ref: +4 Aquan, Auran DEX: 13 CO ams +13 (2d6+6) rth mastery, me b +25, Sense M being resembles	tremorsense ft., climb 20 ft CMD: 26 Will: +8 h, Common, Igna N: 19 INT: 14 5) or mwk scimit etalmorph, stone Motive +14, Spell s a towering hum	60 ft. t. HP: 85 (9d10+36) an, Terran; telepathy 100 ft WIS: 14 CHR: 15 tar +14/+9 (1d8+7/18–20) e curse, stone glide	AC/T/FF: 20 Space/Reac Reference: [0 / 10 / 19 ch: 10 / 10 B-143
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages: STR: 23 D Melee: 2 slar Ranged: Special: vorte Skills: Sense Notes: This be skin, o	kvision 60 ft. ", swim 60 ft.	CMD: 34 Will: +10 , Common, Ignar N: 18 INT: 14) or mwk trident mage, DC 22), was pellcraft +17, State of a powerful giant of flamboyant eyelt	HP: 114 an, Terran; 1 WIS: 1 +18/+13/+ ater maste tealth +15, it with hairl	4 (12d10+48) telepathy 100 ft. 15 CHR: 16 +8 (2d6+9) ery, water's fury, c , Swim +29 (More	AC/T/FF: 23 Space/Reac Reference: L Knowledge: change shape	/ 14 / 18 h: 10 / 10 3-142	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages: STR: 20 D Melee: 2 sla Ranged: Special: earl Skills: Climb Notes: This to	utsider (earth rkvision 60 ft. ft., burrow 60 CMB:+15 Ref: +4 Aquan, Auran EX: 13 CO ams +13 (2d6+6) rth mastery, me being resembles e and glittering	tremorsense ft., climb 20 ft CMD: 26 Will: +8 h, Common, Igna N: 19 INT: 14 5) or mwk scimit etalmorph, stone Motive +14, Spell s a towering hum	60 ft. t. HP: 85 (9d10+36) an, Terran; telepathy 100 ft WIS: 14 CHR: 15 tar +14/+9 (1d8+7/18–20) e curse, stone glide lcraft +14 (More see book)	AC/T/FF: 20 Space/Reac Reference: [0 / 10 / 19 ch: 10 / 10 B-143
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages: STR: 23 D Melee: 2 slar Ranged: Special: vorte Skills: Sense Notes: This be skin, o	utsider (extra kvision 60 ft. , swim 60 ft.	CMD: 34 Will: +10 , Common, Ignar N: 18 INT: 14) or mwk trident mage, DC 22), was pellcraft +17, State of a powerful giant of flamboyant eyelt	HP: 114 an, Terran; WIS: a+18/+13/4 ater maste tealth +15, at with hairl brows, and	4 (12d10+48) telepathy 100 ft. 15 CHR: 16 +8 (2d6+9) ery, water's fury, c , Swim +29 (More eless blue-green dipearlescent teeth	AC/T/FF: 23 Space/Reac Reference: L Knowledge: change shape	/ 14 / 18 h: 10 / 10 3-142	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages: STR: 20 D Melee: 2 sla Ranged: Special: earl Skills: Climb Notes: This to stone Immune elec Spell-Like Al	utsider (earth rkvision 60 ft. ft., burrow 60 CMB:+15 Ref: +4 Aquan, Auran EX: 13 CO ams +13 (2d6+5) rth mastery, me 0 +25, Sense M being resembles e and glittering ctricity bilities (CL 9th	tremorsense ft., climb 20 ft CMD: 26 Will: +8 h, Common, Igna N: 19 INT: 14 5) or mwk scimit etalmorph, stone Motive +14, Spell s a towering hum agate eyes.	60 ft. t. HP: 85 (9d10+36) an, Terran; telepathy 100 ft WIS: 14 CHR: 15 tar +14/+9 (1d8+7/18–20) e curse, stone glide lcraft +14 (More see book) an with skin of polished	AC/T/FF: 20 Space/Reac Reference: [Knowledge:	0 / 10 / 19 ch: 10 / 10 B-143 Planes
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages: STR: 23 D Melee: 2 slar Ranged: Special: vorte Skills: Sense Notes: This beside, of Spell-Like At Constant—de At will—creat	kvision 60 ft. , swim 60 ft. , swi	CMD: 34 Will: +10 , Common, Ignar N: 18 INT: 14) or mwk trident age, DC 22), was a powerful giant of lamboyant eyelt on good, detect maility, plane shift (v	HP: 114 an, Terran; 4 WIS: at +18/+13/4 ater maste tealth +15, at with hairl brows, and agic, water willing targ	4 (12d10+48) telepathy 100 ft. 15 CHR: 16 +8 (2d6+9) ery, water's fury, c , Swim +29 (More less blue-green d pearlescent teeth walk gets to elemental	AC/T/FF: 23 Space/Reac Reference: E Knowledge: change shape see book)	h: 10 / 10 3-142 Planes	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages: STR: 20 D Melee: 2 sla Ranged: Special: earl Skills: Climb Notes: This to stone Immune elec Spell-Like Al At will—melo	utsider (earth rkvision 60 ft. ft., burrow 60 CMB:+15 Ref: +4 Aquan, Auran EX: 13 CO ams +13 (2d6+6) th mastery, me being resembles e and glittering ctricity bilities (CL 9th d into stone, pla	tremorsense ft., climb 20 ft CMD: 26 Will: +8 h, Common, Igna N: 19 INT: 14 5) or mwk scimit etalmorph, stone Motive +14, Spell s a towering hum agate eyes.	60 ft. t. HP: 85 (9d10+36) an, Terran; telepathy 100 ft WIS: 14 CHR: 15 tar +14/+9 (1d8+7/18–20) e curse, stone glide lcraft +14 (More see book) nan with skin of polished targets to elemental planes,	AC/T/FF: 20 Space/Reac Reference: [Knowledge:	0 / 10 / 19 ch: 10 / 10 B-143 Planes
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages: STR: 23 D Melee: 2 slar Ranged: Special: vorte Skills: Sense Notes: This backin, a Spell-Like Ab Constant—de At will—creat Material Plane	kvision 60 ft. , swim 60 ft. , swi	CMD: 34 Will: +10 , Common, Ignar N: 18 INT: 14) or mwk trident age, DC 22), was pellcraft +17, Start a powerful giant of lamboyant eyet in good, detect manility, plane shift (vood and drink (liquod and drin	HP: 114 an, Terran; 4 WIS: at +18/+13/+ ater maste tealth +15, at with hairl brows, and agic, water willing targ quids only)	4 (12d10+48) telepathy 100 ft. 15 CHR: 16 +8 (2d6+9) ery, water's fury, c , Swim +29 (More eless blue-green el pearlescent teeth ewalk gets to elemental), quench	AC/T/FF: 23 Space/Reac Reference: E Knowledge: change shape see book)	h: 10 / 10 3-142 Planes	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages: STR: 20 D Melee: 2 sla Ranged: Special: earl Skills: Climb Notes: This to stone Immune elec Spell-Like Al At will—melo Plane only), s	utsider (earth rkvision 60 ft. ft., burrow 60 CMB:+15 Ref: +4 Aquan, Auran DEX: 13 CO ams +13 (2d6+4 cms +13 (2d6+4 cms and glittering ctricity bilities (CL 9th d into stone, plasoften earth and soften earth an	tremorsense ft., climb 20 ft CMD: 26 Will: +8 h, Common, Igna N: 19 INT: 14 5) or mwk scimit etalmorph, stone Motive +14, Spell s a towering hum agate eyes. h) the shift (willing to	60 ft. t. HP: 85 (9d10+36) an, Terran; telepathy 100 ft WIS: 14 CHR: 15 tar +14/+9 (1d8+7/18–20) e curse, stone glide lcraft +14 (More see book) an with skin of polished	AC/T/FF: 20 Space/Reac Reference: [Knowledge:	0 / 10 / 19 ch: 10 / 10 B-143 Planes
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages: STR: 23 D Melee: 2 slar Ranged: Special: vorte Skills: Sense Notes: This beautiful Skills: Sense Note	kvision 60 ft. , swim 60 ft. , swi	CMD: 34 Will: +10 , Common, Ignar N: 18 INT: 14) or mwk trident age, DC 22), was a powerful giant of lamboyant eyelt on good, detect maility, plane shift (v	HP: 114 an, Terran; 4 WIS: at +18/+13/+ ater maste tealth +15, at with hairl brows, and agic, water willing targ quids only)	4 (12d10+48) telepathy 100 ft. 15 CHR: 16 +8 (2d6+9) ery, water's fury, c , Swim +29 (More eless blue-green el pearlescent teeth ewalk gets to elemental), quench	AC/T/FF: 23 Space/Reac Reference: E Knowledge: change shape see book)	h: 10 / 10 3-142 Planes	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages: STR: 20 D Melee: 2 sla Ranged: Special: earl Skills: Climb Notes: This to stone Immune elec Spell-Like Al At will—mela Plane only), s 3/day—quick 1/day—trans	utsider (earth rkvision 60 ft. ft., burrow 60 CMB:+15 Ref: +4 Aquan, Auran DEX: 13 CO ams +13 (2d6+5 cms +13 (2d6+5 cms ften and glittering ctricity bilities (CL 9th d into stone, plas often earth and kened glitterdus, mud to rock, ti	tremorsense ft., climb 20 ft CMD: 26 Will: +8 n, Common, Igna N: 19 INT: 14 5) or mwk scimit etalmorph, stone Motive +14, Spell s a towering hum agate eyes. n) nne shift (willing to d stone, stone sho etans. rock to muce trans. rock to muce	60 ft. t. HP: 85 (9d10+36) an, Terran; telepathy 100 ft 4 WIS: 14 CHR: 15 tar +14/+9 (1d8+7/18–20) e curse, stone glide lcraft +14 (More see book) nan with skin of polished targets to elemental planes, ape, veil (self only) eskin, rusting grasp, stone tell, d	AC/T/FF: 20 Space/Reac Reference: [Knowledge: , Astral Plane, or	0 / 10 / 19 ch: 10 / 10 B-143 Planes
CN Large of Senses: dar Speed: 20 ft BAB: +12 Fort: +10 Languages: STR: 23 D Melee: 2 slar Ranged: Special: vorte Skills: Sense Notes: This beautiful Special: vorte Skills: Vor	kvision 60 ft. , swim 60 ft. , swi	CMD: 34 Will: +10 , Common, Ignar N: 18 INT: 14) or mwk trident age, DC 22), was pellcraft +17, Store a powerful giant of lamboyant eyebt on good, detect manility, plane shift (wood and drink (liqus form, obscuring 18)	HP: 114 an, Terran; 4 WIS: at +18/+13/+ ater maste tealth +15, at with hairl brows, and agic, water willing targ quids only)	4 (12d10+48) telepathy 100 ft. 15 CHR: 16 +8 (2d6+9) ery, water's fury, c , Swim +29 (More eless blue-green el pearlescent teeth ewalk gets to elemental), quench	AC/T/FF: 23 Space/Reac Reference: E Knowledge: change shape see book)	h: 10 / 10 3-142 Planes	LN Large ou Senses: dar Speed: 20 f BAB: +9 Fort: +10 Languages: STR: 20 D Melee: 2 sla Ranged: Special: earl Skills: Climb Notes: This to stone Immune elect Spell-Like Al At will—meld Plane only), s 3/day—quick 1/day—trans Feats Comba	utsider (earth rkvision 60 ft. ft., burrow 60 CMB:+15 Ref: +4 Aquan, Auran DEX: 13 CO ams +13 (2d6+5 cms +13 (2d6+5 cms ften and glittering ctricity bilities (CL 9th d into stone, plas often earth and kened glitterdus, mud to rock, ti	tremorsense ft., climb 20 ft CMD: 26 Will: +8 h, Common, Igna N: 19 INT: 14 5) or mwk scimit etalmorph, stone Motive +14, Spell s a towering hum agate eyes. h) ane shift (willing to d stone, stone sho ist (DC 14), stone trans. rock to muc ater Bull Rush, In	60 ft. t. HP: 85 (9d10+36) an, Terran; telepathy 100 ft 4 WIS: 14 CHR: 15 tar +14/+9 (1d8+7/18–20) e curse, stone glide lcraft +14 (More see book) nan with skin of polished targets to elemental planes, ape, veil (self only) eskin, rusting grasp, stone tell,	AC/T/FF: 20 Space/Reac Reference: [Knowledge: , Astral Plane, or	0 / 10 / 19 ch: 10 / 10 B-143 Planes

Change Size (Sp) Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Elemental Endurance (Ex) Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Treasure standard (chainmail, composite longbow [+3 Str], scimitar, other gear)

Genie, Janni

Earth Mastery (Ex) A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strengthbased 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.

Metalmorph (Su) As a standard action, a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

Stone Curse (Su) If a shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a DC 19 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 19 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-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.

Treasure standard (masterwork scimitar, other treasure)

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (scorching ray)

Change Size (Sp) Twice per day, an efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex) An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

Change Shape (Su) A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics).

Treasure standard (mwk falchion, other gear)

Genie, Efreeti

Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiatives, Improved Natural Attack, Power Attack

Change Shape (Su) (water elemental, humanoid or giant, *alter self*, *elemental body III*, or *giant form I*) A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a *polymorph* spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics).

Water Mastery (Ex) A marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the marid is touching the ground, the marid takes a –4 penalty on attack and damage rolls.

Water's Fury (Su) As a standard action, it can release a jet of water in a 60-ft line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A DC 20 Reflex save reduces the damage by half and negates the blinding effect. The save DC is CON-based.

Vortex (Su) A marid can transform into a vortex of swirling, churning water 10-50 ft tall once every 10 mintues. This ability functions identically to the whirlwind ability (see page 306 for full details on this special attack), save that it can only be used while the marid is underwater; a marid cannot leave a body of water while in vortex form.

Genie, Marid

Treasure standard (masterwork trident, other gear)

Genie, Shaitan

Ghost (Human ari	stocrat 7)	CR/XP: 7-3200	Perc: +17	lnit: +5	Ghoul			CR/XP: 1-400	Perc: +7	lnit: +2		
CE Medium undead (au	Medium undead (augmented humanoid, incorporeal) ses: darkvision 60 ft.					undead						
Senses: darkvision 60 ft					Senses: dar	kvision 60 ft						
Speed: fly 30 ft. (perfect					Speed: 30 ft							
BAB: +5 CMB:+5	CMD: 22		AC/T/FF: 17	/ 17 / 15	BAB: +1	CMB:+2	CMD: 14		AC/T/FF: 14	4 / 12 / 12		
Fort: +7 Ref: +6		HP: 73 (7d8+42)	Space/Reac	h:	Fort: +2	Ref: +2	Will: +5	HP: 13 (2d8+4)	Space/Read	ch:		
Languages: Common			Reference:	3-144	Languages:	Common			Reference:	B-146		
STR: DEX: 12 CC	N: INT: 10	WIS: 11 CHR: 20	Knowledge:	Religion	STR: 13	EX: 15 CC	DN: INT: 13	3 WIS: 14 CHR: 14	Knowledge:	Religion		
Melee: corrupting touch +6	(7d6, Fort. DC 18	half)			Melee: bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)							
Ranged:					Ranged:							
Special: channel resistance	e +4, incorporeal, i	rejuvenation, frightful mo	an (DC 18)		Special: channel resistance +2, paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)							
Skills: Fly +9, Knowledge (history) +10, Know	rledge (nobility) +10, Sen	se Motive +10,	Stealth +9	Skills: Acrobatics +4, Climb +6, Stealth +7, Swim +3							
 Skills: Fly +9, Knowledge (history) +10, Knowledge (nobility) +10, Sense Motive +10, Stealth +9 Notes: This spectral, horrifying figure glides silently through the air, passing through solid objects as if they didn't exist. Immune undead traits Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness Channel Resistance (Ex) Adds the bonus listed to saves made to resist the effects of channel energy, including effects that rely on channel energy (such as the Command Undead feat). Corrupting Touch (Su) 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 sav halves the damage inflicted. 					is stre Feats Weapo Disease (Su) and 1d3 Dex A humanoid becomes a gl control of any	etched tightly in Finesse Ghoul Fever: E damage; cure who dies of g noul in this way o other ghoul:	over its starved from the starved from the starves are the sta	arp teeth, and its pallid f les ame. Fort DC 13; onset 1 day; fr ives. The save DC is Charis is a ghoul at the next midr of the abilities it possessed for the flesh of the living a lice or more rises as a ghas	equency 1 day; e ma-based. iight. A humanoi in life. It is not u nd behaves like	id who nder the		
Giant, Cloud		CR/XP: 11-12800	Perc: +17	Init: +1	Giant, Fir			CR/XP: 10-9600	Perc: +14	Init: -1		
NG or NE Huge humand					LE Large hu		e, giant)					
Senses: low-light vision	scent				Senses: low		\					
Speed: 50 ft.	0.40		TA O.E. (E.E., O.E.)		Speed: 40 f	<u> </u>	¬		TAOTIES O	4 / 0 / 04		
BAB: +12 CMB: +26	CMD: 37	ID- 400 (40 IO 00)	AC/T/FF: 25			CMB:+22	CMD: 31][[[] 440 (45 I0 75)	AC/T/FF: 24			
Fort: +16 Ref: +6		HP: 168 (16d8+96)	Space/Reac		Fort: +14	Ref: +4	Will: +9	HP: 142 (15d8+75)	Space/Read			
Languages: Common, Gi		Twin 10 0 10 10	Reference:		Languages:			0 W/O 44 OUD 46	Reference:			
STR: 35 DEX: 13 CC			Knowledge:	Local			DN: 21 INT: 10		Knowledge:	Local		
Melee: morningstar +22/+		2 SIBITIS +22 (200+12)						or 2 slams +20 (1d8+10)				
Ranged: rock +12 (2d6+1)	<u>, </u>) oversized was as					5 plus 1d6 fire)	hrowing (420 ft)				
Special: rock catching, roc			monto) · O /N4	o ooo baala			eated rock, rock to					
Skills: Climb +19, Diploma Notes: This towering giant	•	<u> </u>	iments) +8 (Mor	e see DOOK)			ny one) +8, Intim	oy legs and powerful,				
								em to be made of fire.				
and smooth, and her long wispy hair f lutters as if in a breeze. Spell-Like Abilities (CL 16th) At will—levitate (self plus 2,000 lbs.), obscuring mist 1/day—fog cloud Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack Oversized Weapon (Ex) A cloud giant can wield Gargantuan weapons without penalty. Most favo the use of immense morningstars.					Immune fire Weaknesses vulnerability to cold Feats Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Martial Weapon Proficiency (greatsword), Power Attack, Weapon Focus (greatsword) Heated Rock (Su) Fire giants transfer the heat of their bodies to rocks as part of an attack action					tack action		

Channel Resistance (Ex) Adds the bonus listed to saves made to resist the effects of channel energy, including effects that rely on channel energy (such as the Command Undead feat).

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Treasure standard

Ghoul

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Ref lex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

Treasure standard (half-plate, greatsword, other treasure)

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Frightful Moan (Su) The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Treasure NPC gear

Ghost (Human aristocrat 7)

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Ref lex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

Treasure standard (chain shirt, morningstar, other treasure)

Giant, Frost	CR/XP: 9-6400	Perc: +10	lnit: -1	Giant, Hi	II			CR/XP:	7-3200	Perc: +6	lnit: -1
CE Large humanoid (cold, giant)				CE Large hu	umanoid ((giant)					
Senses: low-light vision				Senses: low	/-light visio	on					
Speed: 40 ft.				Speed: 40 ft	t. (30 ft. in	armor)					
BAB: +10 CMB:+20 CMD: 29		AC/T/FF: 21	/8 /21	BAB: +7	CMB:+15	CMD:	24			AC/T/FF: 21	1 / 8 / 21
Fort: +14 Ref: +3 Will: +6	HP: 133 (14d8+70)	Space/Reac	h: 10 / 10	Fort: +11	Ref: +2	Will: -	⊦ 3	HP: 85 (10d8	3+40)	Space/Read	h: 10 / 10
Languages: Common, Giant		Reference:	3-149	Languages:	Giant					Reference:	B-150
STR: 29 DEX: 9 CON: 21 INT: 10	WIS: 14 CHR: 11	Knowledge:	Local	STR: 25 D	EX: 8	CON: 19	INT: 6	WIS: 10	CHR: 7	Knowledge:	Local
Melee: greataxe +18/+13 (3d6+13) or 2 sla	ms +18 (1d8+9)			Melee: greatclub +14/+9 (2d8+10) or 2 slams +13 (1d8+7)							
Ranged: rock +9 (1d8+13)				Ranged: roc	k +6 (1d8+	-10)					
Special: rock catching, rock throwing (120	ft.)			Special: rock catching, rock throwing (120 ft.)							
Skills: Climb +13, Craft (any one) +7, Intimi	date +7, Stealth +2 (+6 in s	snow)		Skills: Climb	+10, Intimi	idate +12					
Notes: This giant looks like a thick, muscular skin and long, light blue hair that it we Immune cold Weaknesses vulnerability to fire Feats Cleave, Great Cleave, Improved Over (greataxe), Power Attack, Skill Focus (Stealt	oficiency	filthy	<i>fur clothin</i> , Intimidati	g bespeakir	ng a brutis	d a crude, stupid sh and backwood Weapon Proficie	ds lifestyle.	club), Power At	tack, Weapon		
Giant, Stone	CR/XP: 8-4800	Perc: +12	lnit: +2	Giant, Sto				CR/XP:	13-25600	Perc: +27	Init: +2
N Large humanoid (giant)		Perc: +12	Init: +2	CG Huge hu	umanoid (CR/XP:	13-25600	Perc: +27	Init: +2
N Large humanoid (giant) Senses: darkvision 60 ft., low-light vision		Perc: +12	lnit: +2	CG Huge hu	umanoid (/-light visio	on		J L		Perc: +27	Init: +2
N Large humanoid (giant) Senses: darkvision 60 ft., low-light vision 50 ft.				CG Huge hu Senses: low Speed: 50 ft	umanoid (v-light vision t., swim 4	on 0 ft. (35 ft		CR/XP:			
N Large humanoid (giant) Senses: darkvision 60 ft., low-light visions for the sense of the sens	on	AC/T/FF: 22	2 / 11 / 20	CG Huge hu Senses: low Speed: 50 ft BAB: +14	umanoid (y-light vision tt., swim 4	on -0 ft. (35 ft	42	30 ft. in armor)	·)	AC/T/FF: 28	3 / 10 / 26
N Large humanoid (giant) Senses: darkvision 60 ft., low-light vision speed: 40 ft. BAB: +9 CMB: +18 CMD: 30 Fort: +12 Ref: +6 Will: +7		AC/T/FF: 22 Space/Reac	2 / 11 / 20 h: 10 / 10	CG Huge hu Senses: low Speed: 50 ft BAB: +14 Fort: +17	umanoid (r-light vision t., swim 4 CMB:+30 Ref: +8	on 0 ft. (35 ft CMD: Will:	42 +13	30 ft. in armor)	·)	AC/T/FF: 28 Space/Read	3 / 10 / 26 ch: 15 / 15
N Large humanoid (giant) Senses: darkvision 60 ft., low-light vision 50 ft., low-light vision 50 ft., low-light vision 50 ft. BAB: +9	HP: 102 (12d8+48)	AC/T/FF: 22 Space/Reac Reference:	2 / 11 / 20 h: 10 / 10 B-151	CG Huge hu Senses: low Speed: 50 ft BAB: +14 Fort: +17 Languages:	umanoid (/-light visid it., swim 4 CMB:+30 Ref: +8 Auran, Co	on 0 ft. (35 ft) CMD: Will:	42 +13 aconic, G	30 ft. in armor) HP: 199 (19diant	d8+114)	AC/T/FF: 28 Space/Read Reference:	3 / 10 / 26 ch: 15 / 15 B-152
N Large humanoid (giant) Senses: darkvision 60 ft., low-light vision speed: 40 ft. BAB: +9	hP: 102 (12d8+48)	AC/T/FF: 22 Space/Reac Reference:	2 / 11 / 20 h: 10 / 10 B-151	CG Huge hu Senses: low Speed: 50 ft BAB: +14 Fort: +17 Languages: STR: 39	umanoid (/-light vision it., swim 4 CMB:+30 Ref: +8 Auran, Co DEX: 14	on Oft. (35 ft OMD) OMD: Will: ommon, Dra	42 +13 aconic, Gi	30 ft. in armor) HP: 199 (190 iant WIS: 20	d8+114)	AC/T/FF: 28 Space/Read Reference: Knowledge:	3 / 10 / 26 ch: 15 / 15 B-152
N Large humanoid (giant) Senses: darkvision 60 ft., low-light vision 50 ft., low-light vision 60 ft., low-light vision 60 ft., low-light vision 60 ft., low-light vision 50 ft., low-light vision 50 ft., low-light vision 50 ft., low-light vision 50 ft., low-light vision 60 ft., low-light vision 50 ft., low-light vision 5	hP: 102 (12d8+48)	AC/T/FF: 22 Space/Reac Reference:	2 / 11 / 20 h: 10 / 10 B-151	CG Huge hu Senses: low Speed: 50 ft BAB: +14 Fort: +17 Languages: STR: 39 D Melee: mwk	umanoid (r-light vision it., swim 4 CMB:+30 Ref: +8 Auran, Co DEX: 14	on	42 +13 aconic, Gi INT: 16 +17 (4d6-	30 ft. in armor) HP: 199 (19d) iant WIS: 20 (19d)	c) d8+114) CHR: 15 2 slams +26	AC/T/FF: 28 Space/Read Reference: Knowledge:	3 / 10 / 26 ch: 15 / 15 B-152
N Large humanoid (giant) Senses: darkvision 60 ft., low-light visions for senses: darkvision for senses:	DI HP: 102 (12d8+48) DI WIS: 12 CHR: 10 ams +16 (1d8+8)	AC/T/FF: 22 Space/Reac Reference:	2 / 11 / 20 h: 10 / 10 B-151	CG Huge huse Senses: low Speed: 50 ft BAB: +14 Fort: +17 Languages: STR: 39 D Melee: mwk Ranged: mw	umanoid (r-light vision it., swim 4 CMB:+30 Ref: +8 Auran, Co EX: 14 greatsword rk composit	on	42 +13 aconic, Gi INT: 16 +17 (4d6- +15/+10	30 ft. in armor) HP: 199 (190 iant WIS: 20 +21/17–20) or 2	c) d8+114) CHR: 15 2 slams +26	AC/T/FF: 28 Space/Read Reference: Knowledge:	3 / 10 / 26 ch: 15 / 15 B-152
N Large humanoid (giant) Senses: darkvision 60 ft., low-light vision speed: 40 ft. BAB: +9	DIN HP: 102 (12d8+48) DIN WIS: 12 CHR: 10 ams +16 (1d8+8) Ving (180 ft.)	AC/T/FF: 22 Space/Reac Reference:	2 / 11 / 20 h: 10 / 10 B-151	CG Huge hu Senses: low Speed: 50 ft BAB: +14 Fort: +17 Languages: STR: 39 D Melee: mwk Ranged: mw	umanoid (r-light visic it., swim 4 CMB:+30 Ref: +8 Auran, Co EX: 14 greatsword vk composit k catching,	on On CMD: Oft. (35 ft) Will: Ommon, Dra CON: 23 d +27/+22/- ite longbow militant, wa	42 +13 aconic, Gi INT: 16 +17 (4d6- +15/+10 ater breat	30 ft. in armor) HP: 199 (19d) iant WIS: 20 (19d) +21/17–20) or 2 1/+5 (3d6+14/x3) thing	CHR: 15 2 slams +26	AC/T/FF: 28 Space/Read Reference: Knowledge:	3 / 10 / 26 ch: 15 / 15 B-152 Local
N Large humanoid (giant) Senses: darkvision 60 ft., low-light visions for senses: darkvision for senses:	hP: 102 (12d8+48) WIS: 12 CHR: 10 CHR:	AC/T/FF: 22 Space/Reac Reference: I Knowledge:	2 / 11 / 20 h: 10 / 10 B-151	CG Huge huse Senses: low Speed: 50 ft BAB: +14 Fort: +17 Languages: STR: 39 Delete: mwk Ranged: mwk Special: rock Skills: Acrob	umanoid (r-light vision it., swim 4 CMB:+30 Ref: +8 Auran, Co EX: 14 greatsword wk composition k catching, patics +18,	on On CMD: Oft. (35 ft Will: Ommon, Draw CON: 23 d +27/+22/- ite longbow militant, was Climb +17,	42 +13 aconic, Gi INT: 16 +17 (4d6- +15/+10 ater breat Intimidat	30 ft. in armor) HP: 199 (190 iant WIS: 20 +21/17–20) or 2	CHR: 15 2 slams +26 3)	AC/T/FF: 28 Space/Read Reference: Knowledge:	3 / 10 / 26 ch: 15 / 15 B-152 Local
N Large humanoid (giant) Senses: darkvision 60 ft., low-light vision speed: 40 ft. BAB: +9	hP: 102 (12d8+48) WIS: 12 CHR: 10 ms +16 (1d8+8) wing (180 ft.) 4 (+12 in rocky terrain) tures and a f lat, forwardslop	AC/T/FF: 22 Space/Reac Reference: I Knowledge:	2 / 11 / 20 h: 10 / 10 B-151	CG Huge huse Senses: low Speed: 50 ft BAB: +14 Fort: +17 Languages: STR: 39 D Melee: mwk Ranged: mw Special: rock Skills: Acrob. Notes: This gwith the senses: Senses Sens	umanoid (r-light vision it., swim 4 CMB;+30 Ref: +8 Auran, Co EX: 14 greatsword wk composition k catching, patics +18, giant is a top bronze skin,	on On CMD: Oft. (35 ft Will: Ommon, Dragon CON: 23 d +27/+22/- ite longbow militant, was Climb +17, wering, mu	42 +13 aconic, Gi INT: 16 +17 (4d6- +15/+10, ater breat Intimidat scular hur	30 ft. in armor) HP: 199 (190 iant WIS: 20 +21/17-20) or 2 or 2 or 2 or 3 or 3 or 3 or 3 or 3	CHR: 15 2 slams +26 3) (sing) +12,	AC/T/FF: 28 Space/Read Reference: Knowledge:	3 / 10 / 26 ch: 15 / 15 B-152 Local
N Large humanoid (giant) Senses: darkvision 60 ft., low-light vision speed: 40 ft. BAB: +9	WIS: 12 CHR: 10 ams +16 (1d8+8) Ving (180 ft.) 4 (+12 in rocky terrain) tures and a f lat, forwardslop yed of stone.	AC/T/FF: 22 Space/Reac Reference: I	2 / 11 / 20 h: 10 / 10 B-151 Local	CG Huge huse Senses: low Speed: 50 ft BAB: +14 Fort: +17 Languages: STR: 39 D Melee: mwk Ranged: mw Special: rock Skills: Acrob Notes: This g	umanoid (-light visic it., swim 4 CMB:+30 Ref: +8 Auran, Co EX: 14 greatsword k catching, batics +18, giant is a top bronze skin, ctricity bilities (CL	on	42 +13 aconic, Gi INT: 16 +17 (4d6- +15/+10, ater breat Intimidat scular hur	30 ft. in armor) HP: 199 (190 iant WIS: 20 +21/17-20) or 2 v/+5 (3d6+14/x3) thing te +20, Perform man of heroic pro	CHR: 15 2 slams +26 3) (sing) +12,	AC/T/FF: 28 Space/Read Reference: Knowledge:	3 / 10 / 26 ch: 15 / 15 B-152 Local

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Ref lex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

Treasure standard (hide armor, greatclub, other treasure)

Giant, Hill

Militant (Ex) Storm giants are proficient with all simple and all martial weapons.

Water Breathing (Ex) Storm giants can breathe water as well as air.

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Ref lex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Treasure standard (mwk breastplate, mwk composite longbow [+14 Str bonus] with 20 arrows, mwk greatsword, other treasure)

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Ref lex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

Treasure standard (chain shirt, greataxe, other treasure)

Giant, Frost

Rock Catching (Ex) The creature (which must be of at least Large size) can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a creature that would normally be hit by a rock can make a Ref lex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

Rock Throwing (Ex) This creature is an accomplished rock thrower and has a +1 racial bonus on attack rolls with thrown rocks. A creature can hurl rocks up to two categories smaller than its size; for example, a Large hill giant can hurl Small rocks. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. The creature can hurl the rock up to five range increments. The size of the range increment varies with the creature. Damage from a thrown rock is generally twice the creature's base slam damage plus 1-1/2 its Strength bonus.

Treasure standard (greatclub, other treasure)

Giant, Storm Giant, Stone

Gibbering Mouther CR/XP: 5-1600	Perc: +12	Init: +3	Girallon			CR/XP: 6-2400	Perc: +11	Init: +7	
N Medium aberration			N Large ma	gical beast					
Senses: all-around vision, darkvision 60 ft.			Senses: dar	kvision 60 ft	., low-light visior	n, scent			
Speed: 10 ft., swim 20 ft.			Speed: 40 ft	., climb 40 ft	i.				
BAB: +3 CMB:+3/+7 CMD: 16 (can't be tripped)	AC/T/FF: 19	/ 13 / 16	BAB: +7	CMB:+12	CMD: 25		AC/T/FF: 1	8 / 12 / 15	
Fort: +8 Ref: +4 Will: +5 HP: 46 (4d8+28)	Space/Reach	1:	Fort: +9	Ref: +8	Will: +5	HP: 73 (7d10+35)	Space/Rea	ch: 10 / 5	
Languages: Aklo	Reference: B	-153	Languages:				Reference:	B-154	
STR: 10 DEX: 17 CON: 24 INT: 4 WIS: 13 CHR: 12	Knowledge:	Dungeoneering	STR: 19	EX: 17 CC	N: 18 INT: 2	WIS: 12 CHR: 7	Knowledge	Arcana	
Melee: 6 bites +7 (1d4 plus grab)			Melee: bite +10 (1d6+4), 4 claws +10 (1d4+4 plus rend)						
Ranged:			Ranged:						
Special: amorphous, blood drain, engulf, gibbering, ground manipula	tion, spittle		Special: rend (4 claws, 1d4+6)						
Skills: Swim +8			Skills: Climb +14, Stealth +5						
Notes: This horrid mass of eyes, mouths, and formless f lesh stares in all directions, its countless maws yammering ceaselessly. DR 5/bludgeoning; Immune critical hits, precision damage Feats Weapon Finesse, Weapon Focus (bite)		fur, r	oars in rage as	it rears up to its ful	covered with matted white I, towering height. s (Perception), Toughnes				
All-Around Vision (Ex) A gibbering mouther sees in all directions at Amorphous (Ex) A gibbering mouther's body is malleable and shap precision damage (like sneak attacks) and critical hits, and can move small as one-quarter its space without squeezing or one eighth its sp Grab (Ex) Can use its grab atack on foes of up to medium size	e to Is	latching onto damage, but	the opponen no more than	it's body and tearii	ttacks in 1 round, it can c ng f lesh. This attack deals he type of attacks that m otion.	an additional	amount of		
Gnoll CR/XP: 1-400	Perc: +2	lnit: +0	Goblin (G	oblin Wa	arrior 1)	CR/XP: 1/3-135	Perc: -1	Init: +6	
CE Medium humanoid (gnoll)			NE Small hu	ımanoid (go	blinoid)				
Senses: darkvision 60 ft.			Senses: dar	kvision 60 ft					
Speed: 30 ft.			Speed: 30 f	t					
BAB: +1 CMB:+3 CMD: 13	AC/T/FF: 15	/ 10 / 15	BAB: +1	CMB:+0	CMD: 12		AC/T/FF: 1	6 / 13 / 14	
Fort: +4 Ref: +0 Will: +0 HP: 11 (2d8+2)	Space/Reach	1:	Fort: +3	Ref: +2	Will: -1	HP: 6 (1d10+1)	Space/Rea	ch:	
Languages: Gnoll	Reference: E	3-155	Languages:	Goblin			Reference:	B-156	
STR: 15 DEX: 10 CON: 13 INT: 8 WIS: 11 CHR: 8	Knowledge: I	_ocal	STR: 11	EX: 15	N: 12 INT: 10	WIS: 9 CHR: 6	Knowledge	: Local	
Melee: spear +3 (1d8+3/x3)			Melee: short	sword +2 (1c	14/19–20)				
Ranged: spear +1 (1d8+2/x3)			Ranged: sho	ort bow +4 (1d	14/×3)				
Special:			Special:						
Skills:			Skills: Ride -	+10, Stealth +	10, Swim +4				
Notes: Hunched and feral, this furred, hyena-headed humanoid stands slightly taller than the average human.						all, its scrawny, humanoid			
Feats Power Attack			Feats Improv		wide, ungainly hed	ia.			
I EUG I OWEI ALIGEN			,						

Treasure none

Girallon

Treasure NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

Blood Drain (Ex) On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Engulf (Ex) (6d4 damage plus 2 Con damage, AC 13, hp 4) This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering mouther's body, where several of its mouths continue to feed and drain blood. A gibbering mouther can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the mouther's damage reduction still applies to those inside), the mouther simply flows together again and can still use its engulf attack.

Gibbering (Su) As a free action, a gibbering mouther can emit a cacophony of maddening sound. All creatures other than gibbering mouthers within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mindaffecting compulsion insanity effect. A creature that saves cannot be affected by the same mouther's gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su) At will as a standard action, a gibbering mouther can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the mouther moves off of the location. A gibbering mouther can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle (Ex) (+6 ranged touch) Each round as a free action, a gibbering mouther can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

Treasure standard

Gibbering Mouther

Treasure NPC Gear (leather armor, heavy wooden shield, battleaxe, longbow with 20 arrows, other treasure)

Goblin (Goblin Warrior 1)

Gnoll

Goblin Do	og			CR/XP: 1-4	00	Perc: +1	Init	t: +2	Golem, 0	Clay					CR/XP: 10-9600	Perc: +0	In	it: -1
N Medium a	nimal								N Large co	nstruct								
Senses: low	-light vision,	scent							Senses: da	rkvision 6	60 ft., I	low-lig	ht visio	n				
Speed: 50 ft									Speed: 20 f	t.								
BAB: +0	CMB:+2	CMD: 14				AC/T/FF: 13	3 / 12	2 / 11	BAB: +13	CMB:+2	21	CMD: (30			AC/T/FF: 2	4 / 8	/ 24
Fort: +4	Ref: +4	Will: +1	HP: 9	(1d8+5)		Space/Read	ch:		Fort: +4	Ref: +3	\	Will: +4	1	HP: 10	01 (13d10+30)	Space/Rea	ich: 1	0/10
Languages:						Reference:	B-157	7	Languages	:						Reference:	B-15	59
STR: 15 D	EX: 14 CO	N: 15 INT: 2	WI	S: 12 CH	R: 8	Knowledge:	Natu	re	STR: 24	DEX: 9	CON	l: [NT:	WIS	S: 11 CHR: 1	Knowledge	: Arc	ana
Melee: bite +	2 (1d6+3 plus	allergic reaction	1)						Melee: 2 slams +19 (2d10+7 plus cursed wound)									
Ranged:									Ranged:									
Special:									Special: berserk, haste									
Skills: Stealth	n +6								Skills:						y. It wears filthy			
Notes: This mangy canine's face has the same f lat nose, beady eyes, and protruding teeth as a rat grown grotesquely large. Immune disease Feats Toughness						rags DR 10/adam Berserk (Ex) breaks free a berserk gole creature is w Cursed Wou healing. A ch	and crude antine and When it e nd the go m attacks ithin reach and (Ex) The paracter at	e jewelry d bludgenters of lem go the nea h. Once he dam tempti	y, and it geoning combat, bes bers arest live it goes nage a c	es face is g; Immu , there is erk. Thi ving crea s berser clay gole se magi	only vag ine cons s a cumu s chance ature or k, no kno em deals cal heal	guely humanoid. struct traits, magic ulative 1% chance e resets to 0% afte smashes some ob own method can re doesn't heal natu ing on a creature of ealing has no effe	each round that one minute of ject smaller that eestablish con rally and resist damaged by a	f inact an itse trol. ss mag clay g	tivity. A elf if no gical olem			
Golem, F				CR/XP: 7-3	3200	Perc: +0	Init	t: -1	Golem, I		. / -	\		(CR/XP: 5-1600	Perc: +0	ln	it: -1
_		, low-light visio							N Medium (Senses: da				ht vioio	n				
Speed: 30 ft		, iow-light visit	JI I						Speed: 30		30 II., I	iow-iigi	TIL VISIO	11				
	CMB: +15	CMD: 24				AC/T/FF: 20	0 / 8	/ 20	BAB: +6	CMB:+9		CMD:	 1 Ω			AC/T/FF: 1	7 / C) /17
	Ref: +2	Will: +3	HP: 7	79 (9d10+3	(O)	Space/Read			Fort: +2	Ref: +1		Will: +2		HP· 5	3 (6d10+20)	Space/Rea		7 7 17
Languages:	1101. 12	77111. 10	111111111111111111111111111111111111111	10 (001010	,0,	Reference:			Languages			vivini. 12		1 . 0	3 (0010+20)	Reference:		31
	EX: 9 CO	N: INT:	\//I	S: 11 CH	R· 1	Knowledge:				DEX: 9	CON	i:][i	NT:	\//!	S: 11 CHR: 1	Knowledge		
	ns +13 (2d8+5		***	0. 11	11.1.	rtiowicago.	7 11 001	i iu	Melee: 2 sla					***	J. 11 JOHN.	Triowicage	7.100	una
Ranged:	(2001)	/							Ranged:		шо то р	140 140						
Special: bers	erk								Special: bre	ath weapo	on, col	d (1d6).	icv des	truction				
Skills:									Skills:		,	,/	, .,					
Notes: A hideous monstrosity crafted from body parts stitched together with thick string, wire, and metal staples lurches to horrific life. DR 5/adamantine; Immune construct traits, magic Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.					n a if no f within equires a	Notes: This icy statue stands a head taller than a normal human. A rime of frost coats it, and razor-sharp shards of ice adorn its limbs. DR 5/adamantine; Immune construct traits, cold, magic Weaknesses vulnerability to fire Breath Weapon (20-ft. cone, 3d6 cold damage, Reflex DC 13 half, usable once every 1d4 rounds) Cold (Ex) An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold						its touch.						

Haste (Su) After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex) A 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 clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a clay 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 clay golem gets no saving throw against magical attacks that deal acid damage.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Treasure none

Golem, Clay

Icy Destruction (Ex) When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.

Immunity to Magic (Ex) An 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 an 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. An ice golem gets no saving throw against cold effects. **Construct Traits (Ex)** Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Treasure none

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

Treasure none

Goblin Dog

Immunity to Magic (Ex) A flesh 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 magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 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 flesh golem gets no saving throw against attacks that deal electricity damage.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Treasure none

N Large cor	ron		CR/XP: 13-25600	Perc: +0	Init: -1	Golem, S	Stone		CR/XP: 11-12800	Perc: +0	Init: -1	
	nstruct					N Large con	struct					
Senses: da	rkvision 60 ft.,	low-light vision	on			Senses: darl	kvision 60 f	, low-light vision	on			
Speed: 20 f	t.					Speed: 20 ft						
BAB: +18	CMB:+30	CMD: 39		AC/T/FF: 28	/8 /28	BAB: +14	CMB:+24	CMD: 33		AC/T/FF: 26	6 / 8 / 26	
Fort: +6	Ref: +5	Will: +6	HP: 129 (18d10+30)	Space/Reach	1: 10 / 10	Fort: +4	Ref: +3	Will: +4	HP: 107 (14d10+30)	Space/Read	:h: 10 / 10	
Languages:				Reference: B	-162	Languages:				Reference:	B-163	
STR: 32	DEX: 9 COI	N: INT:	WIS: 11 CHR: 1	Knowledge:	Arcana	STR: 28 D	EX: 9	DN: INT:	WIS: 11 CHR: 1	Knowledge:	Arcana	
Melee: 2 sla	ms +28 (2d10+	16/19–20)				Melee: 2 slams +22 (2d10+9)						
Ranged:						Ranged:						
Special: bre	ath weapon, po	werful blows				Special: slow						
Skills:						Skills:						
			all as a normal human. Its						rs the likeness of an archaic,			
	heavy footfalls shake the ground with bone-jarring force. OR 15/adamantine; Immune construct traits, magic							<i>moves with pond</i> ne construct trait	derous but inexorable steps. ts, magic			
Breath Wea	DR 15/adamantine; Immune construct traits, magic Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a I 0-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area											
									ect, as the spell, as a free act entered on the golem and a			
			eature that passes through cloud's poisonous effects. T						ave DC is Constitution-base		rourius,	
created eacl	h time the goler	n uses this pow	er.	•								
		<i>ive</i> Fort 19; <i>frequ</i> ave DC is Consti	<i>uency</i> 1/round for 4 rounds;	effect 1d4 Const	titution							
				1	1					1[7	
Golem, \			CR/XP: 6-2400	Perc: +0	lnit: +3	Gorgon			CR/XP: 8-4800	Perc: +17	lnit: +4	
N Medium o						N Large mag	-					
		, low-light vision	on					., low-light vision	on, scent			
Speed: 30 f					7	Speed: 30 ft		11		1		
BAB: +8	CMB:+12	CMD: 25 (30	vs. trip)	AC/T/FF: 19	/ 13 / 16 I		CMB:+16	CMD: 26		IIAC/T/FF: 20) / 9 / 20	
	IID of		1			BAB: +8			1			
Fort: +2	Ref: +5	Will: +5	HP: 64 (8d10+20)	Space/Reach	1:	Fort: +13	Ref: +6	Will: +7	HP: 100 (8d10+56)	Space/Read	ch: 10 / 5	
Languages:			HP: 64 (8d10+20)	Reference: B	3-164	Fort: +13 Languages:	Ref: +6	Will: +7		Space/Read Reference:	b: 10 / 5 B-165	
Languages: STR: 18	EX: 17 COI	N: 25 INT:	HP: 64 (8d10+20)		3-164	Fort: +13 Languages: STR: 24	Ref: +6	Will: +7 ON: 24 INT: 2	WIS: 16 CHR: 9	Space/Read	b: 10 / 5 B-165	
Languages: STR: 18		N: 25 INT:	HP: 64 (8d10+20)	Reference: B	3-164	Fort: +13 Languages: STR: 24 D Melee: gore	Ref: +6	Will: +7	WIS: 16 CHR: 9	Space/Read Reference:	b: 10 / 5 B-165	
Languages: STR: 18 D Melee: 2 sla Ranged:	DEX: 17 COI ms +12 (2d6+4	N: 25 INT:	HP: 64 (8d10+20)	Reference: B	3-164	Fort: +13 Languages: STR: 24 D Melee: gore Ranged:	EX: 10 C0+14 (2d8+7).	Will: +7 ON: 24 INT: 2 2 hooves +9 (1d)	WIS: 16 CHR: 9	Space/Read Reference:	b: 10 / 5 B-165	
Languages: STR: 18 [I Melee: 2 sla Ranged: Special: spli	DEX: 17 COI ms +12 (2d6+4	N: 25 INT:	HP: 64 (8d10+20)	Reference: B	3-164	Fort: +13 Languages: STR: 24 D Melee: gore Ranged:	EX: 10 C0+14 (2d8+7).	Will: +7 ON: 24 INT: 2	WIS: 16 CHR: 9	Space/Read Reference:	b: 10 / 5 B-165	
Languages: STR: 18 [I] Melee: 2 sla Ranged: Special: spli Skills:	DEX: 17 COI ms +12 (2d6+4	N: 25 [INT:)	HP: 64 (8d10+20) WIS: 17 CHR: 1	Reference: B	3-164	Fort: +13 Languages: STR: 24 D Melee: gore Ranged: Special: brea Skills:	EX: 10 C0 +14 (2d8+7)	Will: +7 ON: 24 INT: 2 2 hooves +9 (1d rample (2d8+10,	WIS: 16 CHR: 9	Space/Read Reference:	b: 10 / 5 B-165	
Languages: STR: 18 [I] Melee: 2 sla Ranged: Special: spli Skills: Notes: This	DEX: 17 COI ms +12 (2d6+4 intering	N: 25 INT:	HP: 64 (8d10+20)	Reference: B	3-164	Fort: +13 Languages: STR: 24 D Melee: gore Ranged: Special: brea Skills: Notes: This b	Ref: +6 EX: 10 CO +14 (2d8+7) ath weapon, 10 pull-like creator	Will: +7 ON: 24 INT: 2 2 hooves +9 (1d rample (2d8+10,	WIS: 16 CHR: 9 16+3) DC21) ade of interlocking metallic	Space/Read Reference:	b: 10 / 5 B-165	
Languages: STR: 18 [Languages: STR: 18 [Languages: STR: 18 [Languages: Part of the color o	DEX: 17 COI ms +12 (2d6+4 intering human-sized au le of cast-off piec	N: 25 INT:	HP: 64 (8d10+20) WIS: 17 CHR: 1	Reference: B	3-164	Fort: +13 Languages: STR: 24 D Melee: gore Ranged: Special: brea Skills: Notes: This b plates	Ref: +6 EX: 10 CO +14 (2d8+7). ath weapon, in the create is selected by the creater by	Will: +7 ON: 24 INT: 2 2 hooves +9 (1d) rample (2d8+10, we seems to be most sof green smoke)	WIS: 16 CHR: 9	Space/Read Reference: I Knowledge:	b: 10 / 5 B-165	
Languages: STR: 18 [Languages: STR: 18 [Languages: Melee: 2 sla Ranged: Special: spli Skills: Notes: This mad DR 5/adamai	DEX: 17 COI ms +12 (2d6+4 intering human-sized au le of cast-off piec	N: 25 INT:) Itomaton resembles of wood. construct traits,	HP: 64 (8d10+20) WIS: 17 CHR: 1	Reference: B	3-164	Fort: +13 Languages: STR: 24 D Melee: gore Ranged: Special: brea Skills: Notes: This b plates	Ref: +6 EX: 10 CO +14 (2d8+7). ath weapon, in the create is selected by the creater by	Will: +7 ON: 24 INT: 2 2 hooves +9 (1d) rample (2d8+10, we seems to be most sof green smoke)	WIS: 16 CHR: 9 16+3) DC21) ade of interlocking metallic puff from its mouth.	Space/Read Reference: I Knowledge:	b: 10 / 5 B-165	
Languages: STR: 18 [I Melee: 2 sla Ranged: Special: spli Skills: Notes: This made DR 5/adama Weaknesses	DEX: 17 COI ms +12 (2d6+4 intering human-sized au le of cast-off piec ntine; Immune s vulnerable to f	N: 25 INT:) Itomaton resembles of wood. construct traits, ire	WIS: 17 CHR: 1 bles a crude humanoid figure	Reference: B	n: B-164 Arcana	Fort: +13 Languages: STR: 24 D Melee: gore Ranged: Special: brea Skills: Notes: This b plates	Ref: +6 EX: 10 CO +14 (2d8+7). ath weapon, in the create is selected by the creater by	Will: +7 ON: 24 INT: 2 2 hooves +9 (1d) rample (2d8+10, we seems to be most sof green smoke)	WIS: 16 CHR: 9 16+3) DC21) ade of interlocking metallic puff from its mouth.	Space/Read Reference: I Knowledge:	b: 10 / 5 B-165	
Languages: STR: 18 L Melee: 2 sla Ranged: Special: spli Skills: Notes: This mad DR 5/adama Weaknesses Splintering	ms +12 (2d6+4 intering human-sized au le of cast-off piec ntine; Immune s vulnerable to f	n: 25 INT:) Itomaton resembles of wood. construct traits, ire	WIS: 17 CHR: 1 Welse a crude humanoid figure magic	Reference: E Knowledge: A	a barrage of	Fort: +13 Languages: STR: 24 D Melee: gore Ranged: Special: brea Skills: Notes: This b plates	Ref: +6 EX: 10 CO +14 (2d8+7). ath weapon, in the create is selected by the creater by	Will: +7 ON: 24 INT: 2 2 hooves +9 (1d) rample (2d8+10, we seems to be most sof green smoke)	WIS: 16 CHR: 9 16+3) DC21) ade of interlocking metallic puff from its mouth.	Space/Read Reference: I Knowledge:	b: 10 / 5 B-165	
Languages: STR: 18 L Melee: 2 sla Ranged: Special: spli Skills: Notes: This mad DR 5/adama Weaknesses Splintering razor-sharp v	ms +12 (2d6+4 intering human-sized au le of cast-off piece ntine; Immune s vulnerable to f (Su) As a free ac vooden splinter	tomaton resembles of wood. construct traits, ire	WIS: 17 CHR: 1 bles a crude humanoid figure	Reference: E Knowledge: A em can launch a I creatures caug	a barrage of ht within	Fort: +13 Languages: STR: 24 D Melee: gore Ranged: Special: brea Skills: Notes: This b plates	Ref: +6 EX: 10 CO +14 (2d8+7). ath weapon, in the create is selected by the creater by	Will: +7 ON: 24 INT: 2 2 hooves +9 (1d) rample (2d8+10, we seems to be most sof green smoke)	WIS: 16 CHR: 9 16+3) DC21) ade of interlocking metallic puff from its mouth.	Space/Read Reference: I Knowledge:	ch: 10 / 5 B-165	
Languages: STR: 18 [Languages: STR: 18 Languages: Special: spling Skills: Notes: This made DR 5/adama Weaknesses Splintering razor-sharp Version Common Co	ms +12 (2d6+4 intering human-sized au le of cast-off piece ntine; Immune s vulnerable to f (Su) As a free ac vooden splinter	tomaton resembles of wood. construct traits, ire	MIS: 17 CHR: 1 WIS: 17 CHR: 1 bles a crude humanoid figure magic 1d4+1 rounds, a wood gol in a 20-foot-radius burst. Al	Reference: E Knowledge: A em can launch a I creatures caug	a barrage of ht within	Fort: +13 Languages: STR: 24 D Melee: gore Ranged: Special: brea Skills: Notes: This b plates	Ref: +6 EX: 10 CO +14 (2d8+7). ath weapon, in the create is selected by the creater by	Will: +7 ON: 24 INT: 2 2 hooves +9 (1d) rample (2d8+10, we seems to be most sof green smoke)	WIS: 16 CHR: 9 16+3) DC21) ade of interlocking metallic puff from its mouth.	Space/Read Reference: I Knowledge:	b: 10 / 5 B-165	

Immunity to Magic (Ex) A 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 stone golem (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points.
- A stone to flesh spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Treasure none

Golem, Stone

Breath Weapon (60-foot cone, turn to stone, Fortitude DC 21 negates) A gorgon can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a DC 21 Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new DC 21 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Fortitude saves to recover naturally. The save DC is Constitution-based.

Trample (Ex) As a full-round action, it can attempt to overrun any creature that is at least one size category smaller than itself. This works just a normal overrun, 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 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. 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.

Treasure none

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.
- An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Treasure none

Golem, Iron

Immunity to Magic (Ex) A 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 wood 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 wood golem gets no saving throw against attacks that deal cold damage.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Treasure none

Gray Ooz	ze		CR/XP: 4-1200	Perc: -5	Init: -5	Green H	ag		CR/XP: 5-1600	Perc: +15	lnit: +1	
N Medium o	oze					CE Medium	monstrous h	umanoid				
Senses: blin	dsight 60 ft.					Senses: dar	kvision 90 ft.					
Speed: 10 ft.						Speed: 30 f	., swim 30 ft.					
BAB: +3	CMB:+6/+10	CMD: 11 (can't	be tripped)	AC/T/FF: 5	/5 /5	BAB: +9	CMB:+13	CMD: 24		AC/T/FF: 19	/ 11 / 18	
Fort: +9	Ref: -4	Will: -4	HP: 50 (4d8+32)	Space/Reacl	h:	Fort: +6	Ref: +7	Will: +7	HP: 58 (9d10+9)	Space/Reac	h:	
Languages:				Reference: E	3-166	Languages:	Aklo, Commo	n, Giant		Reference:	3-167	
STR: 16	EX: 1 CON	N: 26 INT:	WIS: 1 CHR: 1	Knowledge:	Dungeoneering	STR: 19	EX: 12 CO	N: 12 INT: 15	WIS: 13 CHR: 14	Knowledge:	Nature	
Melee: slam	+6 (1d6+4 plus	1d6 acid and gra	ab)			Melee: 2 claws +13 (1d4+4 plus weakness)						
Ranged:						Ranged:						
Special: acid	, constrict (1d6	6+1 plus 1d6 acid)	, transparent			Special: mimicry						
Skills:						Skills: Bluff +13, Disguise +13, Sense Motive +9, Stealth +13, Swim +18 (More see book)						
Notes: A seemingly mundane puddle, patch of moist stone, or glistening rock is suddenly revealed to be more as a terrible pseudopod lashes out. Immune cold, fire Acid (Ex) The acid covering a gray ooze dissolves metals and organic material, but not stone. Easlam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on DC 20 REF saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 REF save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but it must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are CON-based.					y a creature cceeds on a 5 acid deals 12 ontact with	thin, SR 16 Spell-Like A Constant—p At will—alter whispering w Feats Alertne	green-skinned bilities (CL 9th ass without trac self, dancing light	crone. ce, tongues, wate ghts, ghost sound , Combat Casting	er the features of this sickly, or breathing of (DC 12), invisibility, pyrotec of Deceitful, Great Fortitud CR/XP: 4-1200		ree shape,	
N Large mag	nical beast		CR/XF. 4-1200	F 610. +12	11111. +2	_	utsider (nativ		CR/AF. 4-1200	Telc. +14	11111. +4	
		low-light vision	. scent					low-light vision	n. scent			
_	., fly 80 ft. (a\		,				t., fly 120 ft. (,			
		CMD: 21 (25 vs	s. trip)	AC/T/FF: 17	/ 11 / 15	BAB: +4	CMB:+11	CMD: 25 (29	vs. trip)	AC/T/FF: 17	/ 13 / 13	
Fort: +7	Ref: +6	Will: +4	HP: 42 (5d10+15)	Space/Reacl	h: 10 / 5	Fort: +9*	Ref: +8*	Will: +8*	HP: 42 (4d10+20)	Space/Reac	h: 10 / 5	
Languages:	Common (can	not speak)		Reference: E	3-168	Languages:	Common, Syl	van	· · · · · · · · · · · · · · · · · · ·	Reference:	B-169	
STR: 16 D	EX: 15 CON	N: 16 INT: 5	WIS: 13 CHR: 8	Knowledge:	Arcana	STR: 22	EX: 19 CO	N: 20 INT: 13	3 WIS: 25 CHR: 26	Knowledge:	Planes	
Melee: bite +	8 (1d6+3), 2 ta	lons +7 (1d6+3)				Melee: gore	+10 (1d8+6), 2	2 hooves +7 (1d	3+3)			
Ranged:						Ranged:						
Special: pour	nce, rake (2 cla	aws +7, 1d4+3)				Special: sm	te evil, powerf	ul charge (gore,	2d8+12), magical strike*, v	vild empathy +1	8*	
	atics +10, Fly +		·			Skills: Acrob	atics +11, Fly	+13, Stealth +11	, Survival +14 (+17 forests	(More see boo	ok)	
Notes: This majestic beast has the body of a lion, the head and forelegs of a great eagle, and a massive pair of feathered wings. Feats Iron Will, Skill Focus (Perception), Weapon Focus (bite) Pounce (Ex) When it makes a charge, it can make a full attack (including rake attacks). Rake (Ex) It gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two additional claw attacks that it can use only against a grappled foe. 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 samturn.					ns two rake ability	Notes: A winged unicorn rises into the air on ivory pinions, a paragon of grace and beauty. Aura magic circle against evil* *Saving Throws +4 vs. poison DR 5/magic; Immune charm, compulsion, disease, poison; Resist acid 10, cold 10, electricity 10 SR 15 Spell-Like Abilities (CL 9th)					ctricity 10	

Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

Treasure standard

Green Hag

Feats Multiattack, Weapon Focus (horn)

Smite Evil (+7 attack, +4 damage) Once/day, as a awift action, it can smite evil as a paladin of the same level as its Hit Dice. The smite persists until the target is dead or the half-celestial rests.

Powerful Charge (Ex) When it makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge.

*Unicorn Abilities:

Magic Circle against Evil (Su) This ability continually duplicates the effect of the spell. The half-celestial unicorn cannot suppress this ability.

Magical Strike (Ex) A half-celestial unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the half-celestial unicorn has a +18 racial bonus on the check.

Treasure none

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Constrict (Ex) It 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).

Ooze Traits

- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
- 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.

Treasure none

Grav Ooze

Treasure incidental

Half-Celestial (Unicorn) Griffon

	Perc: +14 Init: -1	Half-Fier	nd (Minota	ıur)	CR/XP: 6-2400	Perc: +14	Init: +2	
N Medium dragon (Half-black dragon basilisk)		CE Large o	utsider (native	e)				
Senses: darkvision 60 ft., low-light vision		Senses: dar	rkvision 60 ft.					
Speed: 20 ft., fly 40 ft. (average)		Speed: 30 ft	t., fly 60 ft. (a	verage)				
BAB: +7 CMB:+14 CMD: 23 (31 vs. trip)	AC/T/FF: 21 / 9 / 21	BAB: +6	CMB:+13	CMD: 25		AC/T/FF: 17	/ 11 / 15	
Fort: +12 Ref: +4 Will: +5 HP: 73 (7d10+35)	Space/Reach:	Fort: +8	Ref: +7	Will: +6	HP: 57 (6d10+24)	Space/Reach	ր։ 10 / 10	
Languages:	Reference: B-170	Languages:	Giant			Reference: B	3-171	
STR: 24 DEX: 8 CON: 21 INT: 4 WIS: 13 CHR: 13	Knowledge: Arcana	STR: 23	EX: 14 CO	N: 19 INT: 9	WIS: 12 CHR: 10	Knowledge:	Planes	
Melee: bite +14 (1d8+7), 2 claws +14 (1d4+7)		Melee: great	taxe +11/+6 (3d	d6+9/x3), bite +6	6 (1d8+3), gore +6 (1d6+3)			
Ranged:		Ranged:						
Special: breath weapon (60-foot line of acid, 7d6 acid damage, Reflex	DC 18 half), gaze (DC 18)							
Skills: Fly +9, Stealth +13		Skills: Fly +0, Intimidate +9, Knowledge (religion) +5, Stealth +7, Survival +14						
Notes: This six-legged dragon f laps its massive wings as it lowers its					nt wings, claws, a fanged			
head to glare with hideous glowing eyes.					a roar of challenge.), cold 10, electricity 10, fire	10: SR 17		
Immune acid, sleep, paralysis Feats Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)		Spell-Like A	bilities (CL 6th))	•	10,21117		
Gaze (Ex) Turn to stone permanently (as flesh to stone), range 30 feet,				esecrate, unholy b				
creature petrified in this matter that is then coated (not just splashed)				oved Bull Rush, F I Cunning (Fx) A	Power Attack Ilthough minotaurs are not	especially intell	igent they	
(taken when no more than 1 hour dead) is instantly restored to flesh. <i>I</i> enough blood to coat 1d3 Medium creatures in this manner. The save	N Single dracolisk contains DC is Constitution-based.				his gives them immunity to			
(See back for more)		them from ev	ver becoming l	ost. Further, they	y are never caught flat-foot	ed.		
LL								
Harpy CR/XP: 4-1200	Perc: +7 Init: +2	Hell Hou			CR/XP: 3-800	Perc: +7	Init: +5	
CE Medium monstrous humanoid	Perc: +7 Init: +2			l, extraplanar, f		Perc: +7	lnit: +5	
	Perc: +7	LE Medium				Perc: +7	Init: +5	
CE Medium monstrous humanoid	Perc: +7	LE Medium	outsider (evil rkvision 60 ft.			Perc: +7	Init: +5	
CE Medium monstrous humanoid Senses: darkvision 60 ft.	AC/T/FF: 16 / 13 / 13	LE Medium Senses: dar	outsider (evil rkvision 60 ft.		fire, lawful)	Perc: +7 AC/T/FF: 16		
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7 CMB:+8 CMD: 21 Fort: +4 Ref: +7 Will: +6 HP: 38 (7d10)		LE Medium Senses: dar Speed: 40 f	outsider (evil rkvision 60 ft. ft.	, scent	fire, lawful)		/ 11 / 15	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7 CMB:+8 CMD: 21	AC/T/FF: 16 / 13 / 13	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6	outsider (evil rkvision 60 ft., ft.	, scent CMD: 16 (20 Will: +1	fire, lawful) vs. trip)	AC/T/FF: 16	/ 11 / 15 h:	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7 CMB:+8 CMD: 21 Fort: +4 Ref: +7 Will: +6 HP: 38 (7d10)	AC/T/FF: 16 / 13 / 13 Space/Reach: Reference: B-172	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6 Languages:	outsider (evil rkvision 60 ft., ft. CMB:+5 Ref: +5	, scent CMD: 16 (20 Will: +1	fire, lawful) vs. trip)	AC/T/FF: 16 Space/Reach	/ 11 / 15 h: 3-173	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7 CMB: +8 CMD: 21 Fort: +4 Ref: +7 Will: +6 HP: 38 (7d10) Languages: Common	AC/T/FF: 16 / 13 / 13 Space/Reach: Reference: B-172	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6 Languages: STR: 13	outsider (evil rkvision 60 ft., ft. CMB:+5 Ref: +5	, scent CMD: 16 (20) Will: +1 ot speak) N: 15 INT: 6	vs. trip) HP: 30 (4d10+8)	AC/T/FF: 16 Space/Reach Reference: B	/ 11 / 15 h: 3-173	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7	AC/T/FF: 16 / 13 / 13 Space/Reach: Reference: B-172	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6 Languages: STR: 13	outsider (evil rkvision 60 ft., ft. CMB:+5 Ref: +5 Infernal (cann	, scent CMD: 16 (20) Will: +1 ot speak) N: 15 INT: 6	vs. trip) HP: 30 (4d10+8)	AC/T/FF: 16 Space/Reach Reference: B	/ 11 / 15 h: 3-173	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7 CMB: +8 CMD: 21 Fort: +4 Ref: +7 Will: +6 HP: 38 (7d10) Languages: Common STR: 12 DEX: 15 CON: 10 INT: 7 WIS: 12 CHR: 17 Melee: morningstar +8/+3 (1d8+1), 2 talons +3 (1d6)	AC/T/FF: 16 / 13 / 13 Space/Reach: Reference: B-172	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6 Languages: STR: 13 D Melee: bite- Ranged:	outsider (evil	CMD: 16 (20 Will: +1 ot speak) N: 15 INT: 6 1d6 fire)	vs. trip) HP: 30 (4d10+8)	AC/T/FF: 16 Space/Reach Reference: B Knowledge:	/ 11 / 15 h: 3-173 Planes	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7	AC/T/FF: 16 / 13 / 13 Space/Reach: Reference: B-172	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6 Languages: STR: 13 D Melee: bite- Ranged: Special: bre	outsider (evil rkvision 60 ft., ft. CMB:+5 Ref: +5 Infernal (cann DEX: 13 CO +5 (1d8+1 plus	CMD: 16 (20 Will: +1 ot speak) N: 15 INT: 6 1d6 fire)	rire, lawful) vs. trip) HP: 30 (4d10+8) WIS: 10 CHR: 6	AC/T/FF: 16 Space/Reach Reference: B Knowledge:	/ 11 / 15 h: 3-173 Planes	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7	AC/T/FF: 16 / 13 / 13 Space/Reach: Reference: B-172	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6 Languages: STR: 13 E Melee: bite Ranged: Special: bre Skills: Acrob Notes: This	outsider (evil rkvision 60 ft., ft. CMB:+5 Ref: +5 Infernal (cann DEX: 13 CO +5 (1d8+1 plus eath weapon (10 patics +8, Steal creature resemb	CMD: 16 (20 Will: +1 ot speak) N: 15 INT: 6 1d6 fire) O-ft. cone, once of the half of th	vs. trip) HP: 30 (4d10+8) WIS: 10 CHR: 6 / 2d4 rounds, 2d6 fire dama +7 wolf with reddish-brown	AC/T/FF: 16 Space/Reach Reference: B Knowledge:	/ 11 / 15 h: 3-173 Planes	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7	AC/T/FF: 16 / 13 / 13 Space/Reach: Reference: B-172	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6 Languages: STR: 13 D Melee: bite: Ranged: Special: bre Skills: Acrob Notes: This of	outsider (evil rkvision 60 ft., ft. CMB:+5 Ref: +5 Infernal (cann DEX: 13 CO +5 (1d8+1 plus eath weapon (10 patics +8, Steal creature resembly white claws, and	CMD: 16 (20 Will: +1 ot speak) N: 15 INT: 6 1d6 fire) 0-ft. cone, once of th +13, Survival	vs. trip) HP: 30 (4d10+8) WIS: 10 CHR: 6 / 2d4 rounds, 2d6 fire dama +7 wolf with reddish-brown	AC/T/FF: 16 Space/Reach Reference: B Knowledge:	/ 11 / 15 h: 3-173 Planes	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7	AC/T/FF: 16 / 13 / 13 Space/Reach: Reference: B-172	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6 Languages: STR: 13 D Melee: bite Ranged: Special: bre Skills: Acrob Notes: This of	outsider (evil rkvision 60 ft., ft. CMB:+5 Ref: +5 Infernal (cann DEX: 13 CO +5 (1d8+1 plus eath weapon (10 patics +8, Steal creature resembly white claws, and	CMD: 16 (20 Will: +1 ot speak) N: 15 INT: 6 1d6 fire) O-ft. cone, once of the half of th	vs. trip) HP: 30 (4d10+8) WIS: 10 CHR: 6 / 2d4 rounds, 2d6 fire dama +7 wolf with reddish-brown	AC/T/FF: 16 Space/Reach Reference: B Knowledge:	/ 11 / 15 h: 3-173 Planes	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7	AC/T/FF: 16 / 13 / 13 Space/Reach: Reference: B-172	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6 Languages: STR: 13 D Melee: bite Ranged: Special: bre Skills: Acrob Notes: This of	outsider (evil rkvision 60 ft., ft. CMB:+5 Ref: +5 Infernal (cann DEX: 13 CO +5 (1d8+1 plus eath weapon (10 patics +8, Steal creature resemb	CMD: 16 (20 Will: +1 ot speak) N: 15 INT: 6 1d6 fire) O-ft. cone, once of the head of	vs. trip) HP: 30 (4d10+8) WIS: 10 CHR: 6 / 2d4 rounds, 2d6 fire dama +7 wolf with reddish-brown	AC/T/FF: 16 Space/Reach Reference: B Knowledge:	/ 11 / 15 h: 3-173 Planes	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7	AC/T/FF: 16 / 13 / 13 Space/Reach: Reference: B-172	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6 Languages: STR: 13 D Melee: bite Ranged: Special: bre Skills: Acrob Notes: This of fur, w Immune fire Weaknesses	outsider (evil rkvision 60 ft., ft. CMB:+5 Ref: +5 Infernal (cann DEX: 13 CO +5 (1d8+1 plus eath weapon (10 patics +8, Steal creature resemb white claws, and	CMD: 16 (20 Will: +1 ot speak) N: 15 INT: 6 1d6 fire) O-ft. cone, once of the head of	vs. trip) HP: 30 (4d10+8) WIS: 10 CHR: 6 / 2d4 rounds, 2d6 fire dama +7 wolf with reddish-brown	AC/T/FF: 16 Space/Reach Reference: B Knowledge:	/ 11 / 15 h: 3-173 Planes	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7	AC/T/FF: 16 / 13 / 13 Space/Reach: Reference: B-172	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6 Languages: STR: 13 D Melee: bite Ranged: Special: bre Skills: Acrob Notes: This of fur, w Immune fire Weaknesses	outsider (evil rkvision 60 ft., ft. CMB:+5 Ref: +5 Infernal (cann DEX: 13 CO +5 (1d8+1 plus eath weapon (10 patics +8, Steal creature resemb white claws, and	CMD: 16 (20 Will: +1 ot speak) N: 15 INT: 6 1d6 fire) O-ft. cone, once of the head of	vs. trip) HP: 30 (4d10+8) WIS: 10 CHR: 6 / 2d4 rounds, 2d6 fire dama +7 wolf with reddish-brown	AC/T/FF: 16 Space/Reach Reference: B Knowledge:	/ 11 / 15 h: 3-173 Planes	
CE Medium monstrous humanoid Senses: darkvision 60 ft. Speed: 20 ft., fly 80 ft. (average) BAB: +7	AC/T/FF: 16 / 13 / 13 Space/Reach: Reference: B-172	LE Medium Senses: dar Speed: 40 f BAB: +4 Fort: +6 Languages: STR: 13 D Melee: bite Ranged: Special: bre Skills: Acrob Notes: This of fur, w Immune fire Weaknesses	outsider (evil rkvision 60 ft., ft. CMB:+5 Ref: +5 Infernal (cann DEX: 13 CO +5 (1d8+1 plus eath weapon (10 patics +8, Steal creature resemb white claws, and	CMD: 16 (20 Will: +1 ot speak) N: 15 INT: 6 1d6 fire) O-ft. cone, once of the head of	vs. trip) HP: 30 (4d10+8) WIS: 10 CHR: 6 / 2d4 rounds, 2d6 fire dama +7 wolf with reddish-brown	AC/T/FF: 16 Space/Reach Reference: B Knowledge:	/ 11 / 15 h: 3-173 Planes	

Smite Good (Su) Once/day, as a swift action, he can smite good as the *smite evil* ability of a paladin of the same level as its Hit Dice, except effecting a good target. The smite persists until the target is dead or the half-fiend rests.

Powerful Charge (Ex) When it makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge.

Treasure standard (greataxe, other treasure)

Half-Fiend (Minotaur)

Treasure incidental

Gaze (Su) A gaze special attack takes effect when foes look at the attacking creature's eyes. 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 ref lective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

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

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

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

ure Standard Half-Dragon (Dracolisk)

Captivating Song (Su) A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same 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 harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Treasure standard (leather armor, morningstar, and other treasure)

Hell Hound Harpy

	Perc: +12 Init: +6		mal,Auro	chs	CR/XP: 2-600	Perc: +9	Init: +0	
LE Large outsider (evil, extraplanar, fire, lawful)		N Large ani	mal					
Senses: darkvision 60 ft., scent		Senses: low	/-light vision,	scent				
Speed: 40 ft.		Speed: 40 f	t.					
BAB: +12 CMB:+21 CMD: 33 (37 vs. trip)	AC/T/FF: 24 / 11 / 22	BAB: +2	CMB:+9	CMD: 19 (23	vs. trip)	AC/T/FF: 13	3 / 9 / 13	
Fort: +13 Ref: +10 Will: +5 HP: 126 (12d10+60)	Space/Reach: 10 / 10	Fort: +6	Ref: +3	Will: +1	HP: 22 (3d8+9)	Space/Read	ch: 10 / 5	
Languages: Infernal	Reference: B-173	Languages:				Reference:	B-174	
STR: 27 DEX: 15 CON: 21 INT: 4 WIS: 12 CHR: 6	Knowledge: Planes	STR: 23	EX: 10 CO	N: 17 INT: 2	WIS: 11 CHR: 4	Knowledge:	Nature	
Melee: bite +20 (2d6+12/19-20 plus 2d6 fire)		Melee: gore +7 (1d8+9)						
Ranged:		Ranged:						
Special: breath weapon (30-ft. cone, once / 1d4 rounds, 10d6 fire dama	age, Reflex DC 21 half)	Special: stampede, trample (2d6+9, DC 17)						
Skills: Acrobatics +16, Stealth +21, Survival +18		Skills:						
Notes: This creature resembles a powerfully built wolf the size of a large draft horse, with ebony fur and burning, fiery red eyes. Immune fire Weaknesses vulnerability to cold Feats Alertness, Improved Critical (bite), Improved Initiative, Skill Focus Focus (bite)	i (Stealth, Survival), Weapon	temp Feats Endura Stampede (I attack while foes of their	oer. Its horns are ance, Skill Focu Ex) A stampede remaining adja size or smaller,	e wide and sharp. s (Perception) e occurs if three occurs to each oth and the trample	or more creatures with star er. While stampeding, the 's save DC increases by +2. herd animals similar to do	creatures can ti	rample	
[Perc: +8 Init: +0		n (Fighter		CR/XP: 1/2-200	Perc: +2	lnit: +2	
N Large animal			humanoid (g	oblinoia)				
Senses: low-light vision, scent			kvision 60 ft.					
Speed: 40 ft. BAB: +3 CMB: +12 CMD: 22 (26 vs. trip)	AC/T/FF: 17 / 9 / 17	Speed: 30 1	CMB:+3	CMD: 15		AC/T/FF: 16	2 / 12 / 14	
	Space/Reach: 10 / 5	BAB: +1 Fort: +5	Ref: +2	Will: +1	HP: 12 (1d10+7)	Space/Read		
	Reference: B-174		Common, Go		JEF. 12 (1010+7)	Reference:		
	Knowledge: Nature				WIS: 12 CHR: 8	Knowledge:		
Melee: gore +10 (2d6+12)	Knowledge, Nature		sword +4 (1d8-) WIS. 12 CHR. 6	Kilowieuge.	Local	
Ranged:			gbow +3 (1d8/					
Special: stampede, trample (2d6+12, DC 20)		Special:	igbow +3 (106/	^3)				
Skills:		Skills: Steal	th ±5					
Notes: This creature has small, upward-pointing horns, a shaggy coat of				human, this mus	cular, gray-skinned creature	2		
fur, and a large hump on its shoulders.		peers	s about with ting	y, observant eyes.				
Feats Endurance, Improved Bull Rush, Power Attack Stampede (Ex) A stampede occurs if three or more creatures with stamp attack while remaining adjacent to each other. While stampeding, the cr foes of their size or smaller, and the trample's save DC increases by +2.		Feats Toughness, Weapon Focus (longsword)						
,								

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Ref lex save to take half damage. 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.

Treasure none

Herd Animal, Aurochs

Treasure NPC Gear (studded leather armor, light steel shield, longsword, longbow with 20 arrows, other treasure)

Treasure standard (+2 chain shirt barding)

Hell Hound.(Nessian Warhound)

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Ref lex save to take half damage. 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.

Treasure none

Hobgoblin (Fighter 1)

Herd Animal, Bison

Homuncu	ılus		CR/XP: 1-400	Perc: +3	lnit: +2	Horse			CR/XP: 1-400	Perc: +6	lnit: +2		
Any alignme	ent (same as	creator) Tiny cor	nstruct			N Large ani	imal						
Senses: darl	kvision 60 ft.,	low-light vision				Senses: low	v-light vision,	scent					
Speed: 20 ft.	., fly 50 ft. (go	ood)				Speed: 50 f	t.						
BAB: +2	CMB:+2	CMD: 11		AC/T/FF: 14	/ 14 / 12	BAB: +1	CMB:+5	CMD: 17 (21	vs. trip)	AC/T/FF: 11	/ 11 / 9		
Fort: +0	Ref: +4	Will: +1	IP: 11 (2d10)	Space/Reac	h: 2.5 / 0	Fort: +6	Ref: +5	Will: +1	HP: 15 (2d8+6)	Space/Reac	h: 10 / 5		
Languages:	Common (can	not speak); telepa	thic link	Reference: E	3-176	Languages:				Reference:	3-177		
STR: 8	EX: 15 CO	N: INT: 10	WIS: 12 CHR: 7	Knowledge:	Arcana	STR: 16	DEX: 14 CC	N: 17 NT: 2	WIS: 13 CHR: 7	Knowledge:	Nature		
Melee: 1 bite	+3 (1d4–1 plu	s poison)				Melee: 2 hooves –2 (1d4+1)							
Ranged:						Ranged:							
Special:						Special: docile							
Skills: Fly +10	0, Stealth +12					Skills:							
Feats Lightni Poison (Ex) E minute; cure Telepathic L telepathically	Notes: This vaguely humanoid creature is about the size of a cat but looks more like a toothy, winged devil. Feats Lightning Reflexes Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/minute for 60 minutes; effect sleep for 1 minute; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus. Telepathic Link (Su) A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to or her everything it sees and hears, out to a distance of 1,500 feet.					grac Feats Endura Docile (Ex) U	e, wind tugging ance, Run Jnless specific	g at its loose-fittin	grassy plain with f luid g barding. mbat (see the Handle Anin wes are treated as seconda		97 of the		
Horse, Po			CR/XP: 1/2-200	Perc: +5	Init: +1	Hydra			CR/XP: 4-1200	Perc: +10	lnit: +1		
N Medium a						N Huge ma	-						
	-light vision,	scent						., low-light visio	on, scent				
Speed: 40 ft				1		_	ft., swim 20 f	7		1			
	CMB:+2	CMD: 13 (17 vs		AC/T/FF: 11		BAB: +5	CMB:+10	CMD: 21 (car	1 /	AC/T/FF: 15			
	Ref: +4	Will: +0	IP: 13 (2d8+4)	Space/Reac		Fort: +8	Ref: +7	Will: +3	HP: 47 (5d10+20)	Space/Reac			
Languages:				Reference:		Languages:				Reference:			
		N: 14 NT: 2	WIS: 11 CHR: 4	Knowledge:	Nature	STR: 17	DEX: 12 CC	N: 18 INT: 2	WIS: 11 CHR: 9	Knowledge:	Arcana		
Melee: 2 hoo	ves –3 (1d3)					Melee: 5 bit	es +6 (1d8+3)						
Ranged:						Ranged:							
Special: doci	le					Special: fas	t healing 5, po	unce, hydra traits	s, regenerate head				
Skills:						Skills: Swim							
Notes: This squat equine plods forward with large, curious eyes. As it nears, it extends its muzzle, clearly expecting a treat. Feats Endurance, Run Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill on page 97 of the Pathfinder RPG Core Rulebook), a pony's hooves are treated as secondary attacks.						Notes: Multiple angry snake-like heads rise from the sleek, serpentine body of this terrifying monster. Feats Combat Reflexes, Iron Will, Lightning Reflexes Fast Healing (Ex) A hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage inflicted on the hydra's body. Pounce (Ex) When a creature with this special attack makes a charge, it can make a full attack.							

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Tre	asu	ıre	nο	ne

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Treasure none

Horse

Homunculus

Hydra Traits (Ex) A hydra can be killed by severing all of 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 2x 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.

Treasure standard

Treasure none

Hydra Horse, Pony

Hyena CR/XP: 1-400	Perc: +8	lnit: +2	Hyena, Dire (Hyaenodon) CR/XP: 3-800 Perc: +8 Init: +2								
N Medium animal			N Large animal								
Senses: low-light vision, scent			Senses: low-light vision, scent								
Speed: 50 ft.			Speed: 50 ft.								
BAB: +1 CMB:+3 CMD: 15	AC/T/FF: 14	/ 12 / 12	BAB: +3	CMB:+8	CMD: 20		AC/T/FF: 15	/ 11 / 13			
Fort: +5 Ref: +5 Will: +1 HP: 13 (2d8+4)	Space/Reach	h:	Fort: +6	Ref: +6	Will: +2	HP: 26 (4d8+8)	Space/Reach	ղ։ 10 / 10			
Languages:	Reference: E	3-179	Languages:				Reference: B	3-179			
STR: 14 DEX: 15 CON: 15 INT: 2 WIS: 13 CHR: 6	Knowledge:	Nature	STR: 18	DEX: 15 CO	N: 15 INT: 2	WIS: 13 CHR: 6	Knowledge: N	Vature			
Melee: bite +3 (1d6+3 plus trip)			Melee: bite +	+6 (2d6+6 plus	trip)						
Ranged:			Ranged:								
Special:			Special:								
Skills: Stealth +6 (+10 in tall grass)			Skills: Stealt	h +7 (+11 in tal	ll grass or heav	y undergrowth)					
Notes: This hyena is covered in shaggy, tan-colored fur with black and br	own stripes.					eumy red eyes, and a mouth					
Facta Chill Facus (Parsantian)				d with sharp, pou ocus (Perception							
Feats Skill Focus (Perception)				•							
Trip (Ex) A creature with the trip special attack can attempt to trip its without provoking an attack of opportunity if it hits with the specified						ack can attempt to trip its o r if it hits with the specified a					
the creature is not tripped in return.	attack. II the att	tempt rails,		is not tripped in		•		' '			
	I										
Intellect Devourer CR/XP: 8-4800	Perc: +19	Init: +10	Invisible	Stalker		CR/XP: 7-3200	Perc: +12	Init: +8			
Intellect Devourer CR/XP: 8-4800	Perc: +19	Init: +10	Invisible N Medium o		elemental. ext	CR/XP: 7-3200	Perc: +12	Init: +8			
	Perc: +19	Init: +10	N Medium o		elemental, ext		Perc: +12][nit: +8			
CE Small aberration	Perc: +19	Init: +10	N Medium o Senses: dar	outsider (air, e	·		Perc: +12	Init: +8			
CE Small aberration Senses: blindsight 60 ft., detect magic	Perc: +19 AC/T/FF: 22		N Medium o Senses: dar	outsider (air, e rkvision 60 ft.	·		Perc: +12 AC/T/FF: 20				
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft.		2 / 17 / 16	N Medium of Senses: dar Speed: 30 f	outsider (air, e rkvision 60 ft. ft., fly 30 (perf	fect)			/ 14 / 16			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6 CMB: +6 CMD: 22 (26 vs. trip)	AC/T/FF: 22	2 / 17 / 16 h:	N Medium of Senses: dar Speed: 30 f BAB: +7 Fort: +13	outsider (air, erkvision 60 ft. ft., fly 30 (perf	fect) CMD: 25 Will: +4	raplanar)	AC/T/FF: 20	/ 14 / 16 n:			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6 CMB: +6 CMD: 22 (26 vs. trip) Fort: +7 Ref: +8 Will: +8 HP: 84 (8d8+48)	AC/T/FF; 22 Space/Reach Reference: E	2 / 17 / 16 h: B-180	N Medium of Senses: dar Speed: 30 f BAB: +7 Fort: +13 Languages:	rkvisider (air, erkvision 60 ft., fly 30 (performs:+11) Ref: +11 Auran, Comm	fect) CMD: 25 Will: +4	raplanar) HP: 80 (7d10+42)	AC/T/FF: 20 Space/Reach	/ 14 / 16 n: 3-181			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6	AC/T/FF; 22 Space/Reach Reference: E	2 / 17 / 16 h: B-180	N Medium of Senses: dar Speed: 30 f BAB: +7 Fort: +13 Languages: STR: 18	rkvisider (air, erkvision 60 ft., fly 30 (performs:+11) Ref: +11 Auran, Comm	fect) CMD: 25 Will: +4 on N: 22 INT: 1	raplanar) HP: 80 (7d10+42)	AC/T/FF: 20 Space/Reach Reference: B	/ 14 / 16 n: 3-181			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6	AC/T/FF; 22 Space/Reach Reference: E	2 / 17 / 16 h: B-180	N Medium of Senses: dar Speed: 30 f BAB: +7 Fort: +13 Languages: STR: 18	outsider (air, erkvision 60 ft. ft., fly 30 (performs;+11 Ref: +11 Auran, Comm	fect) CMD: 25 Will: +4 on N: 22 INT: 1	raplanar) HP: 80 (7d10+42)	AC/T/FF: 20 Space/Reach Reference: B	/ 14 / 16 n: 3-181			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6	AC/T/FF; 22 Space/Reach Reference: E	2 / 17 / 16 h: B-180	N Medium of Senses: dar Speed: 30 ft BAB: +7 Fort: +13 Languages: STR: 18 Dt Melee: 2 slate Ranged:	coutsider (air, earkvision 60 ft. ft., fly 30 (performs; +11) Ref: +11 Auran, Commodex: 19	fect) CMD: 25 Will: +4 on N: 22 INT: 1	raplanar) HP: 80 (7d10+42) 4 WIS: 15 CHR: 11	AC/T/FF: 20 Space/Reach Reference: B	/ 14 / 16 n: 3-181			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6	AC/T/FF: 22 Space/Reach Reference: E Knowledge:	h: B-180 Dungeoneering	N Medium of Senses: dar Speed: 30 f BAB: +7 Fort: +13 Languages: STR: 18 D Melee: 2 sla Ranged: Special: nate	coutsider (air, earkvision 60 ft. ft., fly 30 (performance) CMB:+11 Ref: +11 Auran, Commodex: 19 COmmodex: 19 COmmodex: 19 COmmode are series and commode are	fect) CMD: 25 Will: +4 Ion N: 22 INT: 14	raplanar) HP: 80 (7d10+42) 4 WIS: 15 CHR: 11	AC/T/FF: 20 Space/Reach Reference: B Knowledge: F	/ 14 / 16 n: 3-181 Planes			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6	AC/T/FF; 22 Space/Reach Reference: E Knowledge:	h: B-180 Dungeoneering	N Medium of Senses: dar Speed: 30 f BAB: +7 Fort: +13 Languages: STR: 18 D Melee: 2 sla Ranged: Special: nate Skills: Acrob Notes: No tr	coutsider (air, earkvision 60 ft. ft., fly 30 (performs; +11) Ref: +11 Auran, Commode Auran, C	fect) CMD: 25 Will: +4 Ion N: 22 INT: 1-4 Improved tracking the second detected, yet a second detected.	raplanar) HP: 80 (7d10+42) WIS: 15 CHR: 11 ing tive +12, Stealth +14, Survivense of force and hulking	AC/T/FF: 20 Space/Reach Reference: B Knowledge: F	/ 14 / 16 n: 3-181 Planes			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6	AC/T/FF; 22 Space/Reach Reference: E Knowledge:	h: B-180 Dungeoneering	N Medium of Senses: dar Speed: 30 f BAB: +7 Fort: +13 Languages: STR: 18 D Melee: 2 sla Ranged: Special: nate Skills: Acrob Notes: No trimale	coutsider (air, earkvision 60 ft. ft., fly 30 (performs; +11) Ref: +11 Auran, Commode Auran, C	fect) CMD: 25 Will: +4 Ion N: 22 INT: 1-4 improved track +22, Sense Mot detected, yet a so niable in this cre	HP: 80 (7d10+42) WIS: 15 CHR: 11 ing tive +12, Stealth +14, Survivense of force and hulking vature's presence.	AC/T/FF: 20 Space/Reach Reference: B Knowledge: F	/ 14 / 16 n: 3-181 Planes			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6	AC/T/FF; 22 Space/Reach Reference: E Knowledge:	h: B-180 Dungeoneering	N Medium of Senses: dar Speed: 30 f BAB: +7 Fort: +13 Languages: STR: 18 Melee: 2 sla Ranged: Special: nate Skills: Acrob Notes: No tr male Feats Comba	coutsider (air, earkvision 60 ft. ft., fly 30 (performs; +11) Ref: +11 Auran, Commoder 19 COMMODE 19	fect) CMD: 25 Will: +4 Ion N: 22 INT: 1-4 improved track +22, Sense Mot detected, yet a so niable in this cre roved Initiative,	raplanar) HP: 80 (7d10+42) WIS: 15 CHR: 11 ing tive +12, Stealth +14, Survivense of force and hulking	AC/T/FF: 20 Space/Reach Reference: B Knowledge: F	/ 14 / 16 n: 3-181 Planes ee book)			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6	AC/T/FF; 22 Space/Reach Reference: E Knowledge:	h: B-180 Dungeoneering	N Medium of Senses: dar Speed: 30 f BAB: +7 Fort: +13 Languages: STR: 18 D Melee: 2 sla Ranged: Special: nate Skills: Acrob Notes: No translet Feats Comba Improved Transving at an	coutsider (air, earkvision 60 ft. ft., fly 30 (performs; +11) Ref: +11 Auran, Commoders; 19 COmms; +12 (2d6+4) Coural invisibility, patics; +14, Fly rue form can be evolence is under the Reflexes, Impracking (Ex) Army speed.	fect) CMD: 25 Will: +4 Ioon N: 22 INT: 1-4 improved track +22, Sense Mot detected, yet a so niable in this cre roved Initiative, n invisible stalke	ing tive +12, Stealth +14, Survivense of force and hulking vature's presence. Lightning Reflexes, Weaponer takes no penalty to Survivense of penal	AC/T/FF: 20 Space/Reach Reference: B Knowledge: F val +12 (More se	/ 14 / 16 n: 3-181 Planes ee book)			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6	AC/T/FF; 22 Space/Reach Reference: E Knowledge:	h: B-180 Dungeoneering	N Medium of Senses: dar Speed: 30 f BAB: +7 Fort: +13 Languages: STR: 18 D Melee: 2 sla Ranged: Special: nate Skills: Acrob Notes: No transle Feats Comba Improved Transle and Natural Invisional Senses: Note of Transle Sens	coutsider (air, earkvision 60 ft. ft., fly 30 (performs; +11) Ref: +11 Auran, Commodity (2d6+4) Commodity	fect) CMD: 25 Will: +4 Ioon N: 22 INT: 1.4 improved track +22, Sense Mot detected, yet a so niable in this cre roved Initiative, n invisible stalke	ing tive +12, Stealth +14, Survivense of force and hulking value's presence. Lightning Reflexes, Weapon	AC/T/FF: 20 Space/Reach Reference: B Knowledge: F val +12 (More seen Focus (slam) al checks when the mains invisible a	/ 14 / 16 n: 3-181 Planes ee book) tracking and at all times,			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6	AC/T/FF: 22 Space/Reach Reference: E Knowledge:	B-180 Dungeoneering	N Medium of Senses: dar Speed: 30 f BAB: +7 Fort: +13 Languages: STR: 18 D Melee: 2 sla Ranged: Special: nate Skills: Acrob Notes: No transle Feats Comba Improved Transle and Natural Invieeven when a foes that can	coutsider (air, earkvision 60 ft. ft., fly 30 (performs; +11) Ref: +11 Auran, Commodition (Commodition) CEX: 19 COmmod	fect) CMD: 25 Will: +4 Ioon N: 22 INT: 1.4 improved track +22, Sense Mot detected, yet a so niable in this cre roved Initiative, n invisible stalke is ability is consis s ability is inher , the invisible sta	ing ive +12, Stealth +14, Survivense of force and hulking vature's presence. Lightning Reflexes, Weaponer takes no penalty to Surviventant—an invisible stalker relent, it is not subject to the inalker gains a +20 bonus on State of the stalk	AC/T/FF: 20 Space/Reach Reference: B Knowledge: F Val +12 (More see In Focus (slam) In Focus (slam) In Checks when the see of the	/ 14 / 16 n: B-181 Planes ee book) tracking and at all times, spell. Against when			
CE Small aberration Senses: blindsight 60 ft., detect magic Speed: 40 ft. BAB: +6	AC/T/FF: 22 Space/Reach Reference: E Knowledge:	B-180 Dungeoneering	N Medium of Senses: dar Speed: 30 f BAB: +7 Fort: +13 Languages: STR: 18 D Melee: 2 sla Ranged: Special: nate Skills: Acrob Notes: No transle Feats Comba Improved Transle and Natural Invieeven when a foes that can	coutsider (air, earkvision 60 ft. ft., fly 30 (performs; +11) Ref: +11 Auran, Commodition (Commodition) CEX: 19 COmmod	fect) CMD: 25 Will: +4 Ioon N: 22 INT: 1.4 improved track +22, Sense Mot detected, yet a so niable in this cre roved Initiative, n invisible stalke is ability is consis s ability is inher , the invisible sta	ing tive +12, Stealth +14, Survivense of force and hulking vature's presence. Lightning Reflexes, Weaponer takes no penalty to Surviventant—an invisible stalker relent, it is not subject to the in	AC/T/FF: 20 Space/Reach Reference: B Knowledge: F Val +12 (More see In Focus (slam) In Focus (slam) In Checks when the see of the	/ 14 / 16 n: B-181 Planes ee book) tracking and at all times, spell. Against when			

Treasure incidental Treasure none

Hyena, Dire (Hyaenodon)

Hvena

Elemental Traits

- Immunity to paralysis, poison, sleep effects, and stunning.
- Not subject to critical hits or f lanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Treasure standard

Feats Improved Initiative, Iron Will, Toughness, Weapon Finesse

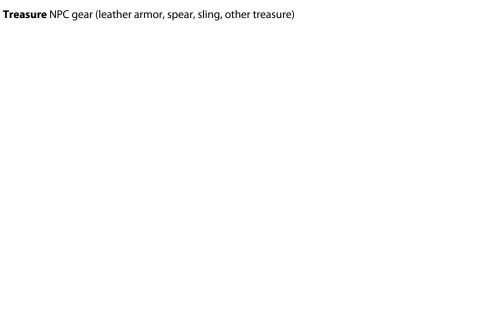
Body Thief (Su) As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a dominate monster spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). 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 intellect devourer 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 intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. Raise dead cannot restore a victim of body theft, but resurrection or more powerful magic can.

Vulnerable to *Protection from Evil* **(Ex)** An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

Treasure double

Invisible Stalker Intellect Devourer

Iron Cobi	ra		CR/XP: 2-600	Perc: +0	Init: +2	Kobold (Kobold Warrior 1) CR/XP: 1/4-100 Perc: +5 Init: +1									
N Small con	nstruct					LE Small humanoid (reptilian)									
Senses: dar	rkvision 60 ft.	low-light vision				Senses: darkvision 60 ft.									
Speed: 40 ft	t.					Speed: 30 ft.									
BAB: +1	CMB:+1	CMD: 13 (can't be	tripped)	AC/T/FF: 20	/ 13 / 18	BAB: +1	CMB:-1	CMD: 10		AC/T/FF: 15	5 / 12 / 14				
Fort: +0	Ref: +2	Will: +0 HP:	15 (1d10+10)	Space/Reac	h:	Fort: +2	Ref: +1	Will: -1	HP: 5 (1d10)	Space/Reac	h:				
Languages:				Reference: E	3-182	Languages:	Common, Dra	aconic		Reference: E	B-183				
STR: 12 D	EX: 15 CO	N: [INT: [V	VIS: 11 CHR: 1	Knowledge:	Arcana	STR: 9	DEX: 13 CC	N: 10 INT: 10	WIS: 9 CHR: 8	Knowledge:	Local				
Melee: bite +	+3 (1d6+1 plus	poison)				Melee: spea	ar +1 (1d6–1)								
Ranged:					Ranged: slir	ng +3 (1d3-1)									
Special: find	l target					Special: cra	fty								
Skills: Stealth	h +12				Skills: Craft	(trapmaking) +	6, Stealth +5								
Notes: This creature resembles a small, metallic cobra. Its body is made of overlapping iron plates, and its eyes are pinpoints of red light. DR 5/—; Immune construct traits; SR 13 Find Target (Su) Once per day, an 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.						with Weaknesses Feats Skill Fo	n tiny teeth, and s light sensitivi ocus (Perceptic	a long tail. ty on)	aled skin, a snout filled re always class skills for a l	cobold.					
Kraken NE Gargant	tuan magical	beast (aquatic)	CR/XP: 18-153,600	Perc: +28	lnit: +4	Kyton CR/XP: 6-2400 Perc: +14 Init: +7 LE Medium outsider (evil, extraplanar, kyton, lawful)									
		t., low-light vision				Senses: darkvision 60 ft.									
	t., swim 40 ft.					Speed: 30		<u> </u>							
BAB: +20		CMD: 44 (can't be	tripped)	AC/T/FF: 32	/ 6 / 32	BAB: +8 CMB:+10 CMD: 23 AC/T/FF: 21 /									
Fort: +21	Ref: +12	Will: +11 HP:	290 (20d10+180)	Space/Reac		Fort: +8	Ref: +9	Will: +3	HP: 60 (8d10+16)	Space/Reac					
	Aquan, Comm		- (Reference: E		Languages: Common, Infernal Reference: B-185									
			VIS: 20 CHR: 21	Knowledge:		STR: 15 DEX: 17 CON: 14 INT: 11 WIS: 12 CHR: 12 Knowledge: Planes									
			tacles +24 (1d8+5 plu				ains +11 (2d4-								
Ranged:			· ·			Ranged:		·							
	strict (tentacles	s, 1d8+10), ink cloud,	rend ship, tenacious o	grapple		Special: dancing chains, unnerving gaze, chain armor									
Special: constrict (tentacles, 1d8+10), ink cloud, rend ship, tenacious grapple Skills: Intimidate +25, Stealth +11, Swim +41, Use Magic Device +25 (More see book)						Skills: Acrobatics +14, Climb +13, Craft (blacksmithing) +11, Escape Artist +14, Intimidate +12									
Skills: Intimic	Notes: This tremendous leviathan resembles a vast squid, yet the markings on its body are strangely unsettling to look upon.						Notes: Wickedly barbed chains adorn this lean figure, and gaps in the bindings reveal deathly pale f lesh etched with jagged scars.								
Notes: This t			t squid, yet the		·			ains adorn this led	an figure, and gaps in the						



Poison (Ex) An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used.

Black Adder Venom: Bite—injury; save Fort DC 11; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Treasure none

Iron Cobra

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

Kobold (Kobold Warrior 1)

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

Treasure standard

Ink Cloud (Ex) A kraken can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the kraken can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based.

Kraken Ink: Ink cloud—contact; *save* Fort DC 29; *frequency* 1/round for 10 rounds; *effect* 1 Str damage plus nausea; *cure* 2 consecutive saves.

Jet (Ex) A kraken can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting. **Rend Ship (Ex)** As a full-round action, a kraken can attempt to use four of its tentacles 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 kraken gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the kraken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

Constrict (Ex) It 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).

Treasure triple

Kyton Kraken

Lamia			CR/XP: 6-2400	Init: +3	Leech, Giant CR/XP: 2-600 Perc: +0 Init: +1										
CE Large m	onstrous hun	nanoid			N Medium vermin (aquatic)										
Senses: dar	kvision 60 ft.,	low-light vision				Senses: blindsight 30 ft., scent									
Speed: 60 ft						Speed: 5 ft., swim 20 ft.									
BAB: +9	CMB:+14	CMD: 28 (32 vs. t	trip)	AC/T/FF: 20	/ 13 / 16	BAB: +2	CMB:+2*	CMD: 13	3 (can	't be tripped)		AC/T/FF: 11	/ 11 / 10		
Fort: +7	Ref: +9	Will: +11 HF	P: 67 (9d10+18)	Space/Reacl	n: 10 / 5	Fort: +4	Ref: +2	Will: +1		HP: 19 (3d8-	+6)	Space/Read	h:		
Languages:	Abyssal, Com	mon		Reference: E	3-186	Languages	:					Reference:	B-187		
STR: 18 D	EX: 16 CO	N: 14 INT: 13	WIS: 17 CHR: 13	Knowledge:	Nature	STR: 11	DEX: 12	CON: 14 IN	T:	WIS: 10	CHR: 1	Knowledge:	Nature		
Melee: +1 dagger +13/+8 (1d4+4/19–20), touch +7 (1d4 Wisdom drain), 2 claws +7 (1d4+2)							+2 (1d6 plus	attach)							
Ranged:															
Special: Wise	dom drain, und	lersized weapons				Special: blo	od drain, am	phibious							
Skills: Bluff +	9, Diplomacy +	-4, Disguise +6, Stea	alth +15, Survival +12 (I	More see book)	Skills: Stealt	h +1 (+9 in s	swamps), Swi	im +8						
Notes: 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. Spells Known (CL 9th) At will—disguise self, ventriloquism 3/day—charm monster (DC 15), major image (DC 14), mirror image, suggestion (DC 14) 1/day—deep slumber (DC 14) Feats Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack							Notes: A parasite ballooned to monstrous proportions undulates in the muck, its circular maw a spiral of teeth. Immune mind-affecting effects Weaknesses susceptible to salt *CMB +2 (+10 when attached) Blood Drain (Ex) A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage. Susceptible to Salt (Ex) A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.								
Leech Sv			CR/XP: 4-1200	Perc: +0	lnit: +4	Lich (Human Necromancer 11) CR/XP: 12-19200 Perc: +24 Init: +2									
	e vermin (aqu	iatic, swarm)				NE Medium undead (augmented humanoid) Senses: darkvision 60 ft., life sight*									
Senses: blin								ft., life signt	: * · · · · · · · · · · · · · · · · · ·						
Speed: 5 ft.,		CMD:		AC/T/FF: 18	/ 10 / 14	Speed: 30		CMD: 25	<u> </u>			AC/T/FF: 23	111/01		
	CMB:		20 (040 : 42)			BAB: +5	CMB:+5	Will: +11		UD: 444 (44	-10 - 55*	-			
Fort: +7 Languages:	Ref: +6	Will: +2	2: 39 (6d8+12)	Space/Reacl Reference: E		Fort: +6 Languages	Ref: +7	vviii. +11	ı	HP: 111 (11	uo+55)"	Space/Read Reference:			
	EV. 10	N: 15 INT:	WIS: 10 CHR: 2					CONI: TINI	T. 00	WIS: 14	CUD: 10				
	n (2d6 plus po		WIS. 10 JCHK; 2	Knowledge:	nature	STR: 10		DON: IN	T: 22		CHK: 16	Knowledge:	keligion		
	11 (200 pius po						11 +3 (100+5	pius paraiyzi	ng tou	UI)					
Ranged:	od drain, distrac	etion (DC 15)				Ranged: Special: grave touch (0/dex), peraluring touch (DC 19), power ever undeed (0/dex), DC 19)									
_		imps), Swim +12				Special: grave touch (9/day), paralyzing touch (DC 18), power over undead (9/day, DC 18) Skills: Linguistics +20, Sense Motive +24, Spellcraft +20, Stealth +24 (More see book)									
Notes: A ma	ss of wriggling i	black creatures each	the size of a man's finger			Notes: Once	e fine robes h	ang in tatters	from th	his withered cor	rpse's frame.	`	'		
	_	iter before enveloping	_			Notes: Once fine robes hang in tatters from this withered corpse's frame. A pale blue light shines from where its eyes should be. Aura fear (60-ft. radius, DC 18)									
	d-affecting effor susceptible to	ects, swarm traits, we salt	eapon damage			*HP 111 (110	d6+55 plus 1	5 false life)	4 ـ ـ ـ ـ ـ ـ ـ ـ ـ ـ ـ ـ ـ ـ ـ ـ ـ ـ ـ						
Blood Drain (Ex) Any living creature that begins its turn with a leech swarm in its space is drained of its blood and takes 1d3 points of Str and Con damage.						Defensive Abilities channel resistance +4 DR 15/bludgeoning and magic; Immune cold, electricity, undead traits Feats Craft Wondrous Item, Defensive Combat Training, Extend Spell, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Toughness									
Poison (Ex) Swarm—injury; save Fort DC 15; frequency 1/round for 2 rounds; effect 1d4 Dexterity drain; cure 1 save.							Abyssal, Aklo	Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Toughness Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon							

Attach (Ex) When a giant leech hits with a bite attack, it latches onto its target and automatically grapplies. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the giant leech is removed.

Amphibious (Ex) Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Treasure none

Leech, Giant

Spells Prepared (CL 11th)

6th—circle of death (DC 22), globe of invulnerability, maximized fireball (DC 19)

5th—cloudkill (DC 21), cone of cold (DC 21), quickened magic missile, waves of fatigue

4th—dimension door, enervation, fire shield, wall of ice (2)

3rd—dispel magic (2), fireball (DC 19), suggestion (DC 19), vampiric touch (2)

2nd—darkness, extended mage armor (already cast), false life (already cast), scorching ray (2), see invisibility, spectral hand

1st—magic missile (3), ray of enfeeblement (2), shield (2)

0—bleed (DC 16), detect magic, ray of frost, read magic

Prohibited Schools illusion, transmutation

Power over Undead (Su) It receives Command Undead or Turn Undead as a bonus feat. It can channel energy 9 times per day, but only to use the selected feat.

Grave Touch (Sp) As a standard action, it can make a melee touch attack that causes a living creature to become shaken for 5 rounds. If it touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 11 Hit Dice.

Life Sight (Su) It has blindsight to a range of 10 feet 11 rounds per day. This ability only allows it to detect living creatures and undead creatures. This sight also tells it whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability.

Treasure NPC gear (boots of levitation, headband of vast intelligence +2 [Perception], ring of protection +2, potion of invisibility, scroll of dominate person, scroll of teleport)

Undersized Weapons (Ex) Although a lamia is Large, its upper torso is the same size as that of a Medium humanoid. As a result, lamias wield weapons as if they were one size category smaller than their actual size (Medium for most lamias).

Wisdom Drain (Su) A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.) Lamias try to use this power early in an encounter to make foes more susceptible to *charm monster* and *suggestion*.

Treasure double (+1 dagger, other treasure)

Lamia

Susceptible to Salt (Ex) A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 points of damage per use.

Swarm Traits: Is not subject to critical hits or f lanking. Is immune to all weapon damage. Reducing it to 0 hp or less causes it to break up. Never staggered or reduced to a dying state by damage. Can't be tripped, grappled, or bull rushed, and can't grapple. Is immune to any spell or effect that targets a specific number of creatures (including single-target spells). Takes+50% damage from spells or effects that affect an area, such as splash weapons and many evocation spells. Is susceptible to high winds, such as those created by a *gust of wind* spell.

Swarm Attack: Doesn't make standard 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. Swarms do not threaten creatures, and do not make AoO's with their swarm attack. However, they distract foes whose squares they occupy, as described below.

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.

Treasure none

Lich (Human Necromancer 11)

Linnorm, Crag CR/XP: 14-38400 Perc: +22 Init: +8	Linnorm, Ice CR/XP: 17-102,400 Perc: +26 Init: +10								
CE Gargantuan dragon	CE Colossal dragon								
Senses: kvision 120 ft., low-light vision, scent, true seeing	Senses: darkvision 120 ft., low-light vision, scent, true seeing								
Speed: 40 ft., fly 100 ft. (average), swim 60 ft.	Speed: 40 ft., climb 40 ft., fly 100 ft. (average), swim 40 ft.								
BAB: +15 CMB:+31/+35 CMD: 45 (can't be tripped) AC/T/FF: 29 / 10 / 25	BAB: +18 CMB:+40/+49 CMD: 56 (can't be tripped) AC/T/FF: 32 / 8 / 26								
Fort: +16 Ref: +15 Will: +13 HP: 202 (15d12+105) Space/Reach: 20 / 20	Fort: +20 Ref: +19 Will: +16 HP: 279 (18d12+162) Space/Reach: 30 / 30								
Languages: Aklo, Draconic, Sylvan Reference: B-190	Languages: Aklo, Draconic, Sylvan Reference: B-191								
STR: 34 DEX: 18 CON: 25 INT: 5 WIS: 18 CHR: 21 Knowledge: Arcana	STR: 38 DEX: 22 CON: 29 INT: 5 WIS: 20 CHR: 23 Knowledge: Arcana								
Melee: bite +23 (2d8+12/19-20 plus poison), 2 claws +23 (1d8+12), tail +18 (2d6+6 plus grab)	Melee: bite +24 (3d8+14/19-20 plus poison), 2 claws +24 (2d6+14), tail +19 (3d6+7 plus grab)								
Ranged:	Ranged:								
Special: freedom of movement, breath weapon, constrict (tail, 2d6+18), death curse	Special: freedom of movement, breath weapon, constrict (tail, 3d6+21), death curse								
Skills: Fly +16, Swim +38	Skills: Climb +43, Fly +19, Swim +22								
Notes: This immense, wingless dragon rears up on a serpentine body. Its triple tail and powerful talons swipe at the air. Regeneration 10 (cold iron) DR 15/cold iron; Immune curse effects, fire, mind-affecting effects, paralysis, poison, sleep; SR 25 Feats Blind-Fight, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack Death Curse (Su) When a creature slays a crag linnorm, the slayer is affected by the curse of fire. Curse of Fire: save Will DC 22; effect creature gains vulnerability to fire. The save DC is Charisma-based. True Seeing (Ex) A crag linnorm has constant true seeing, as per the spell of the same name.	Notes: A snake-like, dragon-headed monster of tremendous size rises up, drifts of snow and ice tumbling from its coiling f lanks. Regeneration 10 (cold iron) DR 15/cold iron; Immune cold, curse effects, mind-affecting effects, paralysis, poison, sleep; SR 28 Feats Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike Death Curse (Su) When a creature slays an ice linnorm, the slayer is affected by the curse of frost. Curse of Frost: save Will DC 25; effect creature gains vulnerability to cold. The save DC is Charisma-based.								
Linnorm, Tarn CR/XP: 20-307,200 Perc: +40 Init: +12	Lion CR/XP: 3-800 Perc: +9 Init: +7								
CE Colossal dragon (aquatic)	N Large Animal								
Senses: all-around vision, darkvision 120 ft., low-light vision, scent, true seeing	Senses: low-light vision, scent								
Speed: 40 ft., fly 100 ft. (average), swim 80 ft.	Speed: 40 ft.								
BAB: +22 CMB: +46/+50 CMD: 64 (can't be tripped) AC/T/FF: 36 / 10 / 28	BAB: +3 CMB:+9/+13 CMD: 22 (26 vs. trip) AC/T/FF: 15 / 12 / 12								
Fort: +24 Ref: +23 Will: +20 HP: 385 (22d12+242) Space/Reach: 30 / 30	Fort: +6 Ref: +7 Will: +2 HP: 32 (5d8+10) Space/Reach: 10 / 5								
Languages: Aklo, Draconic, Sylvan Reference: B-192	Languages: Reference: B-193								
STR: 42 DEX: 26 CON: 32 INT: 7 WIS: 25 CHR: 27 Knowledge: Arcana	STR: 21 DEX: 17 CON: 15 NT: 2 WIS: 12 CHR: 6 Knowledge: Nature								
Melee: 2 bites +30 (3d8+16/19–20 plus poison), 2 claws +30 (2d6+16), tail +25 (3d6+8 plus grab)	Melee: bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)								
Ranged:	Ranged:								
Special: freedom of movement, breath weapon, constrict (tail, 3d6+24), death curse, amphibious	Special: pounce, rake (2 claws +7, 1d4+5)								
Skills: Fly +25, Stealth +17, Swim +49	Skills: Acrobatics +11, Stealth +8 (+12 in undergrowth)								
Notes: This nightmarishly huge, snake-like dragon possesses two equally fearsome heads. Its twin jaws seethe with acid and poison.	Notes: This great cat's muscles f lex visibly under its skin as it bares its fangs and shakes its thick mane of hair.								
Regeneration 15 (cold iron)	Feats Improved Initiative, Run, Skill Focus (Perception)								
DR 20/cold iron; Immune acid, curse effects, flanking mind-affecting effects, paralysis, poison,									
sleep; SR 31 Feats Awesome Blow, Blind-Fight, Combat Reflexes, Improved Bull Rush, Improved Critical (bite),	Pounce (Ex) When it makes a charge, it can make a full attack (including rake attacks).								
Improved Initiative, Improved Overrun, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike All-Around Vision (Ex) A tarn linnorm's two heads grant it a +8 racial bonus on Perception checks.	Rake (Ex) In addition to the options available to all grapplers, a monster with the rake ability gains two additional claw attacks that it can use only against a grappled foe. 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.								

Breath Weapon (Su) Once every 1d4 rounds as a standard action, an ice linnorm can expel a 60-foot cone of freezing, viscous ooze, dealing 18d8 points of cold damage to all creatures struck (Reflex DC 28 halves). The freezing ooze clings to those struck, and 1 round later the ooze hardens into thick sheets of ice. Creatures that were damaged are frozen motionless unless they can break free with a DC 25 Strength, Escape Artist, or combat maneuver check. Each round a creature remains frozen it takes 1d6 points of cold damage. Another creature can free a frozen target by tearing away the ice (this takes 1d4 rounds) or dealing at least 20 points of fire damage to the frozen target. Left unattended, the ice crumbles away in 2d4 rounds on its own. Creatures with the fire subtype cannot be frozen in place by this breath weapon. Flying creatures that don't have supernatural flight fall if frozen, and swimming creatures that are frozen rise toward the surface of the water at a speed of 60 feetper round. The save DC is Constitution-based.

Freedom of Movement (Ex) An ice linnorm is under the constant effect of *freedom of movement*, as per the spell of the same name. This effect cannot be dispelled.

Poison (Su) Bite—injury; save Fort DC 28; frequency 1/round for 10 rounds; effect 4d6 cold damage and 1d6 Con drain; cure 3 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) An ice linnorm has *true seeing*, as the spell of the same name. This effect cannot be dispelled.

Treasure triple

Linnorm, Ice

Grab (Ex) If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself.

Treasure none

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a crag linnorm can expel a 120-foot line of magma, dealing 15d8 points of fire damage to all creatures struck (Reflex DC 24 halves). This line of magma remains red-hot for 1 round after the linnorm creates it. Creatures that took damage on the first round take 6d6 fire damage the second round (Reflex DC 24 negates), as does any creature that walks across the line of magma. If the magma was expelled while the linnorm was airborne, it instead rains downward during the second round as a sheet of fire no more than 60 feet high that does 6d6 damage (Reflex DC 24 negates) to any creature that passes through it. On the third round, the line of magma cools to a thin layer of brittle stone that quickly degrades to powder and sand over the course of several hours; magma that's turned to a sheet of fire is consumed entirely during the second round, leaving behind only a stain of smoke in the air that swiftly disperses. The save DC is Constitution-based.

Freedom of Movement (Ex) A crag linnorm is under the constant effect of *freedom of movement*, as per the spell of the same name. This effect cannot be dispelled.

Poison (Su) Bite—injury; save Fort DC 24; frequency 1/round for 10 rounds; effect 2d6 fire damage and 1d4 Con drain; cure 2 consecutive saves. The save DC is Constitution-based.

Treasure triple

Linnorm, Craq

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a tarn linnorm can expel a 120-foot line or a 60-foot cone of acid, dealing 22d8 points of acid damage to all creatures struck (Reflex DC 32 halves). This acid creates toxic fumes when it consumes organic material—on the round after a creature takes acid damage from this attack, it must make a DC 32 Fortitude save or take 2d6 points of Strength damage from the poisonous fumes (this secondary effect is a poison effect). As a full-round action, the linnorm may breathe acid with one head and bite with the other (but not use its other weapons). Alternatively, as a full-round action, it can breathe acid from both heads to create two adjacent 60-footlong cones or two separate 120-foot-long lines. In this case it cannot use its breath weapon again for 2d4 rounds. The save DC is Constitution-based.

Death Curse (Su) When a creature slays a tarn linnorm, the slayer is affected by the curse of death.

Curse of Death: save Will DC 29; effect creature can no longer be affected by healing spells and does not heal damage naturally from rest. The save DC is Charisma-based.

Freedom of Movement (Ex) A tarn linnorm is under the constant effect of freedom of

movement, as the spell of the same name. This effect cannot be dispelled. **Poison (Su)** Bite—injury; save Fort DC 32; frequency 1/round for 10 rounds; effect 6d6 acid damage and 1d8 Con drain; cure 3 consecutive saves. The save DC is Constitutuion-based. **True Seeing (Ex)** A tarn linnorm has true seeing, as the spell of the same name. This effect cannot be dispelled.

Treasure triple

Lion Linnorm, Tarn

Lion, Dire	Lion, Dire CR/XP: 5-1600 Perc: +11 Init: +								t: +6	Lizard, Monitor CR/XP: 2-600 Perc: +8 Init: +2								lnit: +2					
N Large Animal									N Medium animal														
Senses: low	-light vision,	scent								Senses: low-light vision, scent													
Speed: 40 ft										Speed: 30 ft., swim 30 ft.													
BAB: +6	CMB:+14/+18	CMD: 26 (30 v	vs. trip))		AC/T/FF:	15	5 / 11	1 / 13	BAB: +2	CI	MB:+5/+9	CI	MD: 17 (21 v	s. trip)		AC/T/FF: 15 / 12 / 13					
Fort: +9	Ref: +8	Will: +3	HP: 6	0 (8d8+2	24)	Space/R	each	h: 10	0/5	Fort: +8	Re	ef: +5	W	/ill: +2		HP: 22 (3d	d8+9)	Space/Read	ch:				
Languages:						Reference	e: B	B-19	3	Language	s:							Reference:	B-194				
STR: 25 D	EX: 15 CO	N: 17 INT: 2	WIS	S: 12 C	HR: 10	Knowled	ge: I	Natu	ıre	STR: 17	DEX	(: 15 C	ON:	17 INT:	: 2	WIS: 12	2 CHR: 6	Knowledge	Nature				
Melee: bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)								Melee: bite	+5 (1d8+4 plu	ıs gra	ab and po	ison)										
Ranged:								Ranged:															
Special: pour	nce, rake (2 cla	aws +13, 1d6+7))							Special:													
Skills: Acroba	atics +11, Stea	lth +7 (+15 in un	ndergrov	wth)						Skills: Clim	ıb +7,	Stealth -	+10 (+	+14 in und	dergr	owth), Swin	n +11						
Notes: This immense spotted lion stands as tall as a man at the shoulder, its fur matted with the blood of its victims. Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)							en Feats Grea	<i>d in la</i> t Forti	<i>rge talons</i> itude, Ski	s, and II Foci	ropes of c us (Perce	<i>drool</i> ption	hang from i)	ess gait. Its feet its toothy maw	:								
Pounce (Ex) When it makes a charge, it can make a full attack (including rake attacks). Rake (Ex) In addition to the options available to all grapplers, a monster with the rake ability gains two additional claw attacks that it can use only against a grappled foe. 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.						Poison (Ex) Bite—injury; save Fort DC 14; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based.																	
Lizard, G	iant Frilled	d		CR/XP: 5	5-1600	Perc: +1	1	lni	t: +5	Lizardfolk CR/XP: 1-400 Perc: +1 Init: +0													
N Large anir										N Medium humanoid (reptilian)													
_	/-light vision,	scent								Senses:													
	., climb 30 ft.									Speed: 30 ft., swim 15 ft.													
BAB: +5	CMB: +11	CMD: 22 (26	1	•		AC/T/FF:				BAB: +1	CI	MB:+2	==	MD: 12				AC/T/FF: 1					
Fort: +11	Ref: +8	Will: +4	HP: 5	59 (7d8+2	28)	Space/R				Fort: +4 Ref: +0 Will: +0 HP: 11 (2d8+2) Space/Reach:													
Languages:						Reference				Languages: Draconic Reference: B-195													
		N: 19 INT: 2	WIS	S: 14 C	HR: 10	Knowled	ge:	Natu	ıre	STR: 13				13 INT:				Knowledge	Local				
	9 (2d6+5), tail	+4 (1d8+2)								Melee: mo				1), claw +0	0 (1d	4), bite +0 ((1d4)						
Ranged:										Ranged: javelin +1 (1d6+1)													
Special: intim	nidating charge)								Special: hold breath													
		n +11, Stealth +								Skills: Acrobatics +2, Swim +10													
		rd is larger than a I extends around			in anger,					Notes: This reptilian humanoid has green scales, a short and toothy snout, and a thick alligator-like tail.													
_	•				, Skill Foci	us (Percepti	on)			Hold Breath (Ex) A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.													
Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception) Intimidating Charge (Ex) When a giant frilled lizard charges, it hisses ferociously, extends its neck frills, and darts forward on its hind legs, increasing its base speed to 50 feet for that round. In addition to the normal effects of a charge, the creature charged must make a DC 13 Will save or be shaken for 1d6 rounds. This is a fear effect. The save DC is Charisma-based.																							

Grab (Ex) If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself.
Treasure none

Treasure NPC gear (heavy wooden shield, morningstar, 3 javelins)

Lizard, Monitor

Grab (Ex) If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself.

Lion. Dire

Treasure incidental

Treasure none

Lizardfolk Lizard, Giant Frilled

Lycanthrope, Were			Perc: +8	Init: +2	Lycanthrope, Wererat* CR/XP: 2-600 Perc: +8 Init: +3								
LE Medium humanoid (hu	ıman, shapechange	er)			LE Medium humanoid (human, shapechanger)								
Senses: low-light vision,	scent				Senses: low-light vision, scent								
Speed: 30 ft.					Speed: 30 ft	t.							
BAB: +1 CMB:+2	CMD: 15		AC/T/FF: 16	/ 13 / 13	BAB: +1	CMB:+3	CMD: 17		AC/T/FF: 19	/ 14 / 15			
Fort: +2 Ref: +5	Will: +3 HP:	18 (2d8+6)	Space/Reach	h:	Fort: +3	Ref: +6	Will: +3	HP: 20 (2d8+8)	Space/Reac	h:			
Languages: Common			Reference: B	3-197	Languages:	Common			Reference: E	3-197			
STR: 13 DEX: 15 COI	N: 14 INT: 10 W	VIS: 16 CHR: 6	Knowledge:	Local	STR: 15	EX: 17 CO	N: 16 NT: 10	WIS: 16 CHR: 6	Knowledge:	Local			
Melee: short sword +3 (1d6		Melee: short	t sword +4 (1de	6+2/19–20), bite	-1 (1d4+1 + disease & cur	se of lycanthrop	oy; DC 15)						
Ranged: light crossbow +3	(1d8/19–20)			Ranged: ligh	ht crossbow +4	l (1d8/19–20)							
Special: evasion, sneak atta	ack +1d6 (More see N	Notes under SQ)			Special: eva	sion, sneak at	tack +1d6 (More	see Notes under SQ)					
Skills: Acrobatics +7, Bluff +	3, Climb +6, Sense M	Notive +8, Stealth +7,	Swim +6 (More	see book)	Skills: Acrob	atics +8, Bluff	+3, Climb +7, Se	ense Motive +8, Stealth +8,	Swim +7 (More	e see book)			
Notes: This hunched creature looks like a human in studded leather, but fur covers its body. Its face is rat-like, and it has a long, naked tail. *Human Form Human natural wererat rogue 2 (augmented humanoid) Feats Dodge, Weapon Finesse SQ change shape (human, hybrid, and dire rat; polymorph), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding Change Shape (Su) See notes on change shape in the Bestiary, page 196 for details.						Notes: This hunched creature looks like a human in studded leather, but fur covers its body. Its face is rat-like, and it has a long, naked tail. *Hybrid Form DR 10/silver Feats Dodge, Weapon Finesse SQ change shape (human, hybrid, and dire rat; polymorph), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding Disease (Ex) Filth fever: Bite—injury; save Fort DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based. Change Shape (Su) See notes on change shape in the Bestiary, page 196 for details.							
Lycanthrope, Were			Perc: +4	Init: +5	Lycanthrope, Werewolf* CR/XP: 2-600 Perc: +4 Init: +5								
Senses: low-light vision,		[01]			CE Medium humanoid (human, shapechanger) Senses: low-light vision, scent								
Speed: 30 ft. (20 ft. in arr						ft. (20 ft. in ar							
	CMD: 16		AC/T/FF: 17	/ 11 / 16	BAB: +2	CMB:+6	CMD: 18		AC/T/FF: 22	/ 12 / 20			
Fort: +5 Ref: +1			Space/Reach		Fort: +6	Ref: +2	Will: +2*	HP: 21 (2d10+6)	Space/Reac				
Languages: Common			Reference:		Languages: Common Reference: B-198								
STR: 17 DEX: 13 COI	N: 14 INT: 8		Knowledge:		STR: 19 DEX: 15 CON: 17 INT: 8 WIS: 14 CHR: 8 Knowledge: Local								
Melee: longsword +5 (1d8+													
Ranged: light crossbow +3	(1d8/19–20)				Melee: longsword +6 (1d8+6/19–20), bite +1 (1d6+1 plus trip and curse of lycanthropy) Ranged: light crossbow +4 (1d8/19–20)								
Special: See Notes under S	========== ;Q				Special: bravery +1 (More see Notes under SQ)								
Skills: Climb +3, Intimidate	 +4				Skills: Climb +4, Intimidate +4								
Notes: This muscular creature has a man's body but the snarling head and fur coat of a wolf. *Human Form Human natural werewolf fighter 2 Will Saving Throw +2 (+3 vs. fear) Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack SQ change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and						Notes: This muscular creature has a man's body but the snarling head and fur coat of a wolf. *Hybrid Form Will Saving Throw +2 (+3 vs. fear) DR 10/silver Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack							
dire wolves) Change Shape (Su) See not	es on <i>change shape</i> in	ı the Bestiary, page 19	 Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack SQ change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves) Change Shape (Su) See notes on change shape in the Bestiary, page 196 for details. 										

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Evasion (Ex) If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. Evasion can be used only if the wererat is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Fast Stealth (Ex) This ability allows the wererat to move at full speed using the Stealth skill without penalty.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Trapfinding The wererat adds 1/2 its level to Perception skill checks made to locate traps and to Disable Device skill checks (+1 in this case). A rogue can use Disable Device to disarm magic traps.

Treasure NPC gear (masterwork studded leather, short sword, light crossbow with 20 bolts, other treasure)

Lycanthrope, Wererat*

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Treasure NPC gear (chainmail, longsword, light crossbow with 20 bolts, other treasure)

Evasion (Ex) If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage. Evasion can be used only if the wererat is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Fast Stealth (Ex) This ability allows the wererat to move at full speed using the Stealth skill without penalty.

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Trapfinding The wererat adds 1/2 its level to Perception skill checks made to locate traps and to Disable Device skill checks (+1 in this case). A rogue can use Disable Device to disarm magic traps.

Treasure NPC gear (masterwork studded leather, short sword, light crossbow with 20 bolts, other treasure)

Lycanthrope, Wererat*

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Treasure NPC gear (chainmail, longsword, light crossbow with 20 bolts, other treasure)

Lycanthrope, Werewolf*

Lycanthrope, Werewolf*

Manticore)		CR/XP: 5-1600	Perc: +9	Init: +2	Mantis, Giant CR/XP: 3-800 Perc: +6 Init: +1									
LE Large ma	agical beast					N Large vermin									
Senses: dark	kvision 60 ft.,	low-light vision, s	scent			Senses: darkvision 60 ft.									
Speed: 30 ft.	, fly 50 ft. (cl	umsy)				Speed: 30 f	t., climb 30 ft	. fly 40 ft. (poc	or)						
BAB: +6	CMB:+12	CMD: 24 (28 vs. t	trip)	AC/T/FF: 17	/ 11 / 15	BAB: +3	CMB:+7/+11	CMD: 18 (22	? vs. trip)	AC/T/FF: 1	5 / 10 / 14				
Fort: +9	Ref: +7	Will: +3	57 (6d10+24)	Space/Reac	h: 10 / 5	Fort: +7	Ref: +2	Will: +3	HP: 30 (4d8+12)	Space/Read	ch: 10 / 10				
Languages:	Common			Reference: E	3-199	Languages				Reference:	B-200				
STR: 20 DI	EX: 15 CON	N: 18 INT: 7	WIS: 12 CHR: 9	Knowledge:	Arcana	STR: 16	DEX: 13 CC	N: 16 INT:	WIS: 14 CHR: 11	Knowledge:	Nature				
Melee: bite +	10 (1d8+5), 2 d	claws +10 (2d4+5)				Melee: 2 cla	ws +5 (1d6+3	plus grab)							
Ranged: 4 sp	oikes +8 (1d6+	5)			Ranged:										
Special:						Special: lun	ge, mandibles	, sudden strike							
Skills: Fly –3,	Survival +4 (+	8 tracking)						Stealth +1 (+13 i							
Notes: This creature has a vaguely humanoid head, the body of a lion, and the wings of a dragon. Its tail ends in long, sharp spikes. Feats Flyby Attack, Hover, Weapon Focus (spikes)							ngular and its fr nd-affecting ef	ont legs sport raz fects	ck four legs. Its head is zor-sharp edges and claws.	or than normal (for a greature				
Spikes (Ex) With a snap of its tail, a manticore can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.							Lunge (Ex) A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a fullattack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.								
Medusa			CR/XP: 7-3200	Perc: +16	Init: +6	Air Mephit CR/XP: 3-800 Perc: +6 Init: +6									
LE Medium r	monstrous hu	ımanoid				N Small outsider (air)									
Senses: all-a	around vision	, darkvision 60 ft.				Senses: darkvision 60 ft.									
Speed: 30 ft.						Speed: 30	ft., Fly 60 ft. (perfect)							
BAB: +8	CMB:+8	CMD: 20		AC/T/FF: 15	/ 12 / 13	BAB: +3	CMB:+3	CMD: 15		AC/T/FF: 17	7 / 14 / 14				
	Ref: +8	Will: +7	76 (8d10+32)	Space/Reac	h:	Fort: +2	Ref: +5	Will: +3	HP: 19 (3d10+3)	Space/Read	ch:				
Languages:	Common			Reference: E	3-201		Common, Au			Reference:					
			WIS: 13 CHR: 15	Knowledge:	Nature	STR: 13	DEX: 15 CC	N: 12 INT: 6	WIS: 11 CHR: 14	Knowledge:	Planes				
Melee: dagge	er +10/+5 (1d4/	(19–20), snake bite	+5 (1d4 plus poison)			Melee: 2 cla	aws +5 (1d3+1)							
Ranged: mwl	k longbow +11	/+6 (1d8/×3)				Ranged:									
Special: petri	fying gaze					Special: breath weapon (15' cone, Reflex DC 13 for half)									
		10, Intimidate +13, §				Skills: Bluff +8, Fly +10, Stealth +12									
	lender, attractiv ead of hissing sr		gely glowing eyes and a			Notes: This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.									
Feats Improve	ed Initiative, Po	oint-Blank Shot, Prec	cise Shot, Weapon Fine	sse		Fast Healing		al and prone to in gusty and wi							
			ıllows her to see in all d e flanked.	irections. Medu	sas gain a +4	DR 5/magic Spell-Like Abilities (CL 6th)									
racial bonus to Perception checks and cannot be flanked. Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.							1/day— summon (level 2, 1 mephit of the same type 25%), gust of wind 1/hour— blur Feats Dodge, Improved Initiative								

Mandibles (Ex) A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +0 attack that inflicts 1d6+1 points of damage on a hit.

Sudden Strike (Ex) A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also uses its mandibles for a bite attack (see above).

Treasure none

Mantis, Giant

Breath Weapon (Su) A cone of sand and grit that deals 1d8 slashing damage. Can use this every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Treasure standard

Treasure standard

Manticore

Poison (Ex) Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves. The save DC is Constitution-based.

Gaze (Su) Takes effect when foes look at the creature's eyes. Successful saving throw negates. All within range of a gaze attack must attempt a ST each round at start of his turn. Only looking directly at the creature 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*: Avoids looking at face, instead looking at body, shadow, tracking it in reflective surface, etc. Each round, opponent has a 50% chance to avoid having to make a ST. The creature with the gaze attack, however, gains concealment against that opponent. *Wearing a Blindfold*: The foe can't see 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.

It 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. 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 its eyes, thus negating its gaze ability.

Treasure double (dagger, masterwork longbow with 20 arrows, other treasure)

	Mephit CR/XP: 3-800 Perc: +6 Init: +6
Connect dealering CO #	ll outsider (earth)
Senses: darkvision 60 ft. Senses:	darkvision 60 ft.
Speed: 30 ft., Fly 50 ft. (perfect)	30 ft., fly 40 ft. (average)
BAB: +3 CMB:+3 CMD: 15 AC/T/FF: 17 / 14 / 14 BAB: +3	
Fort: +2 Ref: +5 Will: +3 HP: 19 (3d10+3) Space/Reach: Fort: +2	2 Ref: +5 Will: +3 HP: 19 (3d10+3) Space/Reach:
Languages: Common, Auran Reference: B-202 Language	ges: Common, Terran Reference: B-202
STR: 13 DEX: 15 CON: 12 INT: 6 WIS: 11 CHR: 14 Knowledge: Planes STR: 13	3 DEX: 15 CON: 12 INT: 6 WIS: 11 CHR: 14 Knowledge: Planes
Melee: 2 claws +5 (1d3+1) Melee: 2	2 claws +5 (1d3+1)
Ranged: Ranged	d:
Special: breath weapon (15' cone, Reflex DC 13 for half)	breath weapon (15' cone, Reflex DC 13 for half), Change size
	Bluff +8, Fly +10, Stealth +12
J-1	This small humanoid creature has thin, leathery wings, small
	horns, and a mischievous smile. nephits are plodding and humorless.
Fast Healing: 2 Works only in dusty environments.	aling: 2 Works only while underground.
DR 5/magic DR 5/magic Snell-Lili	agic i ke Abilities (CL 6th)
	- summon (level 2, 1 mephit of the same type 25%), soften earth and stone
1/hour— blur	odge, Improved Initiative
Feats Dodge, Improved Initiative	ouge, improved initiative
Fire Mephit CR/XP: 3-800 Perc: +6 Init: +6 Ice Me	ephit CR/XP: 3-800 Perc: +6 Init: +6
N Small outsider (fire) N Small	Il outsider (air, cold)
N Small outsider (fire) Senses: darkvision 60 ft. N Small Senses:	darkvision 60 ft.
N Small outsider (fire) Senses: darkvision 60 ft. Speed: 30 ft., fly 40 ft. (average) N Small N Small Senses: Speed:	darkvision 60 ft. 30 ft., fly 40 ft. (average)
N Small outsider (fire) N Small Senses: darkvision 60 ft. Senses: Speed: 30 ft., fly 40 ft. (average) Speed: BAB: +3 CMB: +3 CMB: +3 CMD: 15 AC/T/FF: 17 / 14 / 14 BAB: +3	30 ft., fly 40 ft. (average) 3 CMB:+3 CMD: 15 AC/T/FF: 17 / 14 / 14
N Small outsider (fire) N Small Senses: darkvision 60 ft. Senses: Speed: 30 ft., fly 40 ft. (average) Speed: BAB: +3 CMB: +3 CMD: 15 Fort: +2 Ref: +5 Will: +3 HP: 19 (3d10+3) Space/Reach: Fort: +2	30 ft., fly 40 ft. (average) 3
N Small outsider (fire) N Small Senses: darkvision 60 ft. Senses: Speed: 30 ft., fly 40 ft. (average) Speed: BAB: +3 CMB: +3 CMD: 15 Fort: +2 Ref: +5 Will: +3 HP: 19 (3d10+3) Languages: Common, Ignan Reference: B-202 Language	30 ft., fly 40 ft. (average) 3
N Small outsider (fire) N Small Senses: darkvision 60 ft. Senses: Speed: 30 ft., fly 40 ft. (average) Speed: BAB: +3 CMB:+3 CMD: 15 Fort: +2 Ref: +5 Will: +3 HP: 19 (3d10+3) Space/Reach: Languages: Common, Ignan Reference: B-202 Languages: STR: 13 DEX: 15 CON: 12 INT: 6 WIS: 11 CHR: 14 Knowledge: Planes STR: 13	30 ft., fly 40 ft. (average) 3
N Small outsider (fire) N Small Senses: darkvision 60 ft. Senses: Speed: 30 ft., fly 40 ft. (average) Speed: BAB: +3	30 ft., fly 40 ft. (average) 3
N Small outsider (fire) N Small Senses: darkvision 60 ft. Senses: Speed: 30 ft., fly 40 ft. (average) Speed: BAB: +3	30 ft., fly 40 ft. (average) 3
N Small outsider (fire) Senses: darkvision 60 ft. Speed: 30 ft., fly 40 ft. (average) BAB: +3	30 ft., fly 40 ft. (average) 3
N Small outsider (fire) Senses: darkvision 60 ft. Speed: 30 ft., fly 40 ft. (average) BAB: +3	30 ft., fly 40 ft. (average) 3
N Small outsider (fire) Senses: darkvision 60 ft. Speed: 30 ft., fly 40 ft. (average) BAB: +3	30 ft., fly 40 ft. (average) 3
N Small outsider (fire) Senses: darkvision 60 ft. Speed: 30 ft., fly 40 ft. (average) BAB: +3	30 ft., fly 40 ft. (average) 3
N Small outsider (fire) Senses: darkvision 60 ft. Speed: 30 ft., fly 40 ft. (average) BAB: +3	30 ft., fly 40 ft. (average) 3
N Small outsider (fire) Senses: darkvision 60 ft. Senses: Speed: 30 ft., fly 40 ft. (average) BAB: +3	30 ft., fly 40 ft. (average) 3
N Small outsider (fire) Senses: darkvision 60 ft. Senses: Speed: 30 ft., fly 40 ft. (average) BAB: +3	30 ft., fly 40 ft. (average) 3
N Small outsider (fire) Senses: darkvision 60 ft. Senses: Speed: 30 ft., fly 40 ft. (average) BAB: +3	30 ft., fly 40 ft. (average) 3

Breath Weapon (Su) A cone of rocks that deals 1d8 bludgeoning damage. Can use this every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Change Size: Once per day, an earth mephit can enlarge one size category, as *enlarge person*, except that it only works on the earth mephit. This power acts as a 2nd level spell.

Treasure standard

Earth Mephit

Breath Weapon (Su) A cone of ice that deals 1d4 cold damage. Can use this every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus. The cold also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

Treasure standard

Breath Weapon (Su) A cone of dust that deals 1d4 slashing damage. Can use this every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus. The dust also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

Treasure standard

Dust Mephit

Breath Weapon (Su) A cone of flames that deals 1d8 fire damage. Can use this every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Treasure standard

Ice Mephit Fire Mephit

Magma Mephit CR/XP: 3-	-800	Perc: +6	Init: +6	Ooze Me	ephit		CR/XP: 3-800	Perc: +6	Init: +6
N Small outsider (fire)				N Small out	sider (water)				
Senses: darkvision 60 ft.				Senses: dar	kvision 60 ft.				
Speed: 30 ft., fly 40 ft. (average)				Speed: 30 ft	t., fly 40 ft. (a	verage), Swim	30 ft.		
BAB: +3 CMB:+3 CMD: 15		AC/T/FF: 17	/14 / 14	BAB: +3	CMB:+3	CMD: 15		AC/T/FF: 17	/ 14 / 14
Fort: +2 Ref: +5 Will: +3 HP: 19 (3d10+	3)	Space/Reac	h:	Fort: +2	Ref: +5	Will: +3	HP: 19 (3d10+3)	Space/Reac	h:
Languages: Common, Ignan		Reference: E	3-202	Languages:	Common, Aqu	ıan		Reference: E	3-202
STR: 13 DEX: 15 CON: 12 NT: 6 WIS: 11 C	HR: 14	Knowledge:	Planes	STR: 13	EX: 15 CO	N: 12 INT: 6	WIS: 11 CHR: 14	Knowledge:	Planes
Melee: 2 claws +5 (1d3+1)				Melee: 2 cla	ws +5 (1d3+1)				
Ranged:				Ranged:					
Special: breath weapon (15' cone, Reflex DC 13 for half), Ma	agma Forr	m		Special: bre	ath weapon (1	5' cone, Reflex D	C 13 for half)		
Skills: Bluff +8, Fly +10, Stealth +12					+8, Fly +10, Ste				
Notes: This small humanoid creature has thin, leathery wings, sr	mall				small humanoid s, and a mischid		n, leathery wings, small		
horns, and a mischievous smile. These mephits are irritating and persistent.						evous smile. ig and slow to ac	t.		
Fast Healing: 2 Works only in contact with magma or lava.				Fast Healing		in wet or muddy			
DR 5/magic				DR 5/magic Spell-Like A	bilities (CL 6th)			
Immune: Fire Weaknesses: Vulnerability to cold Spell-Like Abilities (CL 6th)				1/day— sum	mon (level 2, 1		me type 25%), stinking clou	ıd (DC 15)	
1/day— summon (level 2, 1 mephit of the same type 25%), py	rotechnic	s		1/hour— acid		iativa			
Feats Dodge, Improved Initiative				Feats Doage	, Improved Init	iative			
		_						15	1
Salt Mephit CR/XP: 3	-800	Perc: +6	Init: +6	Steam M			CR/XP: 3-800	Perc: +6	Init: +6
N Small outsider (earth)				N Small out					
Senses: darkvision 60 ft.					kvision 60 ft.	vorago\			
Speed: 30 ft., fly 40 ft. (average)		AC/T/FF: 17	/ 14 / 14		ft., fly 40 ft. (a			AC/T/FF: 17	/1//14
BAB: +3 CMB: +3 CMD: 15 Fort: +2 Ref: +5 Will: +3 HP: 19 (3d10+		Space/Reach		BAB: +3 Fort: +2	CMB:+3 Ref: +5	CMD: 15 Will: +3	HP: 19 (3d10+3)	Space/Reac	
Languages: Common, Terran		Reference:			Common, Ign		19 (3010+3)	Reference: E	
STR: 13 DEX: 15 CON: 12 INT: 6 WIS: 11 C						N: 12 INT: 6	WIS: 11 CHR: 14		
Melee: 2 claws +5 (1d3+1)	1117. 14	Mowledge.	i iaiics		ws +5 (1d3+1)		WIS. 11 JUNE. 14	ittiowieuge.	i iaiies
Ranged:				Ranged:					
	ehydrate				ath weapon (1	5' cone, Reflex D	C 13 for half), Boiling Rain	า	
[Special: breath weapon (15' cone. Reflex DC 13 for half). De	,				+8, Fly +10, Sto				
Special: breath weapon (15' cone, Reflex DC 13 for half), De Skills: Bluff +8, Fly +10, Stealth +12				IIONIIIO. Diuii		eaith +12			
Skills: Bluff +8, Fly +10, Stealth +12 Notes: This small humanoid creature has thin, leathery wings, s	small						n, leathery wings, small		
Skills: Bluff +8, Fly +10, Stealth +12	small			Notes: This s	small humanoid s, and a mischie	d creature has this evous smile.			
Skills: Bluff +8, Fly +10, Stealth +12 Notes: This small humanoid creature has thin, leathery wings, s horns, and a mischievous smile. These mephits are cruel and aloof.	small			Notes: This s horn These mephi	small humanoid s, and a mischie its are overconf	d creature has thin evous smile. Fident and brash.			
Skills: Bluff +8, Fly +10, Stealth +12 Notes: This small humanoid creature has thin, leathery wings, s horns, and a mischievous smile.	small			Notes: This s horn These mephi Fast Healing Immune: Fire	small humanoid s, and a mischie its are overconf g: 2 Works only	d creature has this evous smile.	or steam.		
Skills: Bluff +8, Fly +10, Stealth +12 Notes: This small humanoid creature has thin, leathery wings, s horns, and a mischievous smile. These mephits are cruel and aloof. Fast Healing: 2 Works only in arid environments. DR 5/magic Spell-Like Abilities (CL 6th)	small			Notes: This: horn These mephi Fast Healing Immune: Fire DR 5/magic	small humanoid s, and a mischie its are overconf g: 2 Works only e Weakne	d creature has this evous smile. fident and brash. in boiling water sses: Vulnerabili	or steam.		
Skills: Bluff +8, Fly +10, Stealth +12 Notes: This small humanoid creature has thin, leathery wings, s horns, and a mischievous smile. These mephits are cruel and aloof. Fast Healing: 2 Works only in arid environments. DR 5/magic Spell-Like Abilities (CL 6th) 1/day— summon (level 2, 1 mephit of the same type 25%)	small			Notes: This: horn These mephi Fast Healing Immune: Fire DR 5/magic Spell-Like A	small humanoic s, and a mischie its are overconf g: 2 Works only e Weakne bilities (CL 6th	d creature has this evous smile. fident and brash. in boiling water sses: Vulnerabilit	or steam. ty to cold		
Skills: Bluff +8, Fly +10, Stealth +12 Notes: This small humanoid creature has thin, leathery wings, s horns, and a mischievous smile. These mephits are cruel and aloof. Fast Healing: 2 Works only in arid environments. DR 5/magic Spell-Like Abilities (CL 6th)	small			Notes: This: horn These mephi Fast Healing Immune: Fire DR 5/magic Spell-Like A 1/day— sum 1/hour— blu	small humanoid s, and a mischie its are overconf g: 2 Works only e Weakne bilities (CL 6th mon (level 2, 1	d creature has this evous smile. fident and brash. in boiling water sses: Vulnerabilit) mephit of the sa	or steam. ty to cold		

Breath Weapon (Su) A cone of slime that deals 1d4 acid damage. Can use this every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus. The slime also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

Treasure standard

Ooze Mephit

Breath Weapon (Su) A cone of steam that deals 1d4 fire damage. Can use this every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

Boiling Rain (Su): Once per day a steam mephit can create a rainstorm of boiling water in a 20-foot-square area. Living creatures within the area take 2d6 points of fire damage (Fortitude DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell.

Treasure standard

Breath Weapon (Su) A cone of fire that deals 1d8 fire damage. Can use this every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Magma Form (Su): Once per hour, a magma mephit can assume the form of a pool of lava, 3 feet in diameter and 6 inches deep. While in this form, its DR increases to 20/ magic and it cannot attack. It can move at a speed of 10 feet per round and can pass through small openings and cracks. Anything touching this pool takes 1d6 fire damage. A magma mephit may remain in this form for up to 10 minutes.

Treasure standard

Magma Mephit

Breath Weapon (Su) A cone of salt crystals that deals 1d4 slashing damage. Can use this every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

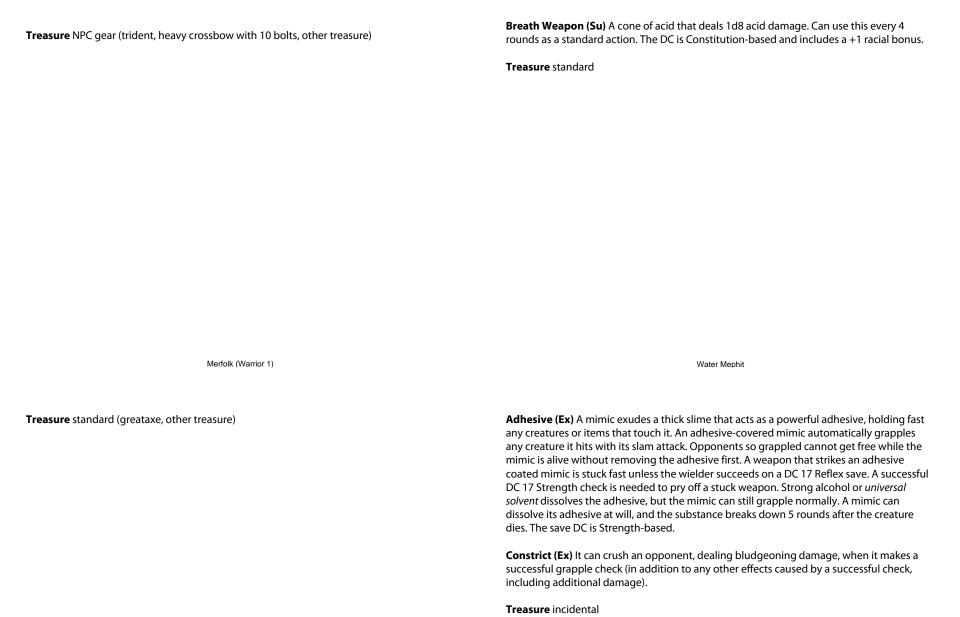
The salt also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

Dehydrate (Su): Once per day a salt mephit can draw the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant and aquatic creatures, which take a –2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell.

Treasure standard

Steam Mephit Salt Mephit

Water Me	ephit		CR/XP: 3-800	Perc: +6	Init: +6	Merfolk (Warrior 1)		CR/XP	: 1/3-135	Perc: +3	lnit: +1
N Small outs	sider (water)					N Medium h	numanoid (aq	uatic)				
Senses: darl	kvision 60 ft.					Senses: low	-light vision					
Speed: 30 ft	., fly 40 ft. (av	rerage), Swim 3	30 ft.			Speed: 5 ft.,	swim 50 ft.					
BAB: +3	CMB:+3	CMD: 15		AC/T/FF: 17	/ 14 / 14	BAB: +1	CMB:+2	CMD: 13 (car	n't be tripped)		AC/T/FF: 13	/ 11 / 12
Fort: +2	Ref: +5	Will: +3	HP: 19 (3d10+3)	Space/Reach		Fort: +4	Ref: +1	Will: -1	HP: 7 (1d10	+2)	Space/Reac	h:
Languages:	Common, Aqu	an		Reference: E	3-202	Languages:	Aquan, Comm	non			Reference:	3-204
STR: 13	EX: 15 CO	N: 12 INT: 6	WIS: 11 CHR: 14	Knowledge:	Planes	STR: 13	EX: 13 CO	N: 14 NT: 10	WIS: 9	CHR: 10	Knowledge:	Local
Melee: 2 clav	vs +5 (1d3+1)					Melee: trider	nt +2 (1d8+1)					
Ranged:						Ranged: hea	avy crossbow +	-2 (1d10/19–20)				
Special: brea	ath weapon (15	' cone, Reflex DC	13 for half)			Special: amp	phibious					
Skills: Bluff +	8, Fly +10, Ste	alth +12				Skills: Swim						
<i>horns,</i> These mephi	and a mischiev ts are constant	ous smile.	leathery wings, small			has t		of the crashing wo of a long, slender n)		ful woman		
DR 5/magic Immune: Fire Spell-Like Al 1/day— sum 1/hour— acid Feats Dodge	e Weakness bilities (CL 6th mon (level 2, 1	es : Vulnerability t) mephit of the sar	to cold me type 25%), stinking clou	ud (DC 15)		indefinitely o	n land.	with this specia			ubtype, but the	y can survive
Mimic			CR/XP: 4-1200	Perc: +14	Init: +5	Minotaur			CR/XP	4-1200	Perc: +10	Init: +0
	berration (sha	apechanger)				_	onstrous hur	nanoid				
Senses: dar	kvision 60 ft.						kvision 60 ft.					
Speed: 10 ft						Speed: 30 f	1				1	
		CMD: 20 (can't		AC/T/FF: 16		BAB: +6	CMB:+11	CMD: 21			AC/T/FF: 14	
	Ref: +5	Will: +6	HP: 52 (7d8+21)	Space/Reach		Fort: +6	Ref: +5	Will: +5	HP: 45 (6d1	0+12)	Space/Reac	
Languages:				Reference: E		Languages:					Reference:	
		N: 17 INT: 10	WIS: 13 CHR: 10	Knowledge:	Dungeoneering			N: 15 INT: 7	WIS: 10	CHR: 8	Knowledge:	Nature
	+10 (1d8+6 plu	s adhesive)				Melee: grea	taxe +9/+4 (3d	6+6/x3) and gor	e +4 (1d6+2)			
Ranged:						Ranged:						
Special: cons	strict (slam, 1d8	3+6), mimic objec	et			Special: nat	ural cunning, p	owerful charge (gore +11, 2d6+	-6)		
			imicking objects), Knowle		ering) +10		<u> </u>	h +2, Survival +				
			treasure comes to life as it number of sharp teeth.					owerfully built m omps its hooves a			g	
Immune acid		g tarridates dirid dir	.aoci oi siidip teetii.					oved Bull Rush, F		charge.		
Feats Improve Mimic Object chest, a stout	ed Initiative, Lig t (Ex) A mimic of bed, or a door.	can assume the go The creature can	Skill Focus (Perception), Weneral shape of any Mediu not substantially alter its s at appearance it might pre	m object, such ize, though. A r	as a massive mimic's body	Natural Cun cunning and	ning (Ex) Altho logical ability.	ough minotaurs This gives them y are never caug	are not especia immunity to <i>m</i> ht flat-footed.			



Minotaur Mimic

Mite			CR/XP: 1/4-100	Perc: +5	lnit: +1	Mohrg				CR/XP	8-4800	Perc: +23	Init: +8
LE Small fey	/					CE Medium	undead						
Senses: dar	kvision 120 ft	., low-light visio	n, scent			Senses: da	rkvision 60	ft.					
Speed: 20 ft	., climb 20 ft.					Speed: 30 f	t.						
BAB: +0	CMB:-2	CMD: 9		AC/T/FF: 12	/ 12 / 11	BAB: +10	CMB:+15/4	19 CMD:	30			AC/T/FF: 23	3 / 15 / 18
Fort: +0	Ref: +3	Will: +3	HP: 3 (1d6)	Space/Reach	1:	Fort: +6	Ref: +10	Will:	+9	HP: 91 (14d8	8+28)	Space/Reac	h:
Languages:	Undercommon	1		Reference: B	3-207	Languages						Reference:	B-208
STR: 8	EX: 13 CO	N: 11 INT: 8	WIS: 13 CHR: 8	Knowledge:	Nature	STR: 21	EX: 19	CON:	INT: 1	1 WIS: 10	CHR: 14	Knowledge:	Religion
Melee: dagge	er +0 (1d3–1/1	9–20)				Melee: 2 sla	ms +15 (2d	3+5 plus g	rab), ton	gue +10 melee	touch (para	ılysis)	
Ranged: dar	t +2 (1d3–1)					Ranged:							
Special: hatr	ed, vermin em	oathy +4				Special: cre	ate spawn, _l	oaralysis (1d4 minu	utes, DC 19)			
Skills: Climb	+7, Handle Ani	mal +0, Ride +2,	Sleight of Hand +9, Steal	th +13		Skills: Climb							
circum DR 2/cold iro Weaknesses	nstance, conside on s light sensitivit bilities (CL 1st) tidigitation n (DC 10)	ering how ugly its p	y all head—an unfortunate ouffy blue face is.	•		torse Immune und Feats Ability (Perception), Create Spav the mohrg's zombie caus zombie in th	o and winds of dead traits Focus (para Spring Atta vn (Su) Hum control. The es a surge of is manner, it	lysis), Dod ck anoid crea sudden bl negative is healed	loll from in lge, Impr latures kil loom of u energy to 1d6 hit p	dings to this lurchits jaw like a claw oved Initiative, I led by a mohrg unlife when a mo flow through to oints per HD pong the spawn's o	ved tongue. Lightning Rouse immedioning's victir the mohrg. ossessed by	eflexes, Mobility iately as fast zor m dies and becc Whenever a mo	mbies under omes a ohrg creates a
Morlock CE Medium	monstrous h	umanoid	CR/XP: 2-600	Perc: +2	Init: +8	Mummy LE Medium	undead			CR/XP	5-1600	Perc: +16	Init: +0
	kvision 120 ft					Senses: da		ft					
	., climb 30 ft.	., 300111				Speed: 20		11.					
		CMD: 19		AC/T/FF: 15	/ 14 / 11	BAB: +6	CMB:+13	CMD:	23			AC/T/FF: 20	10/20
	Ref: +9		HP: 22 (3d10+6)	Space/Reach		Fort: +4	Ref: +2	Will:		HP: 60 (8d8	3+24)	Space/Reac	
Languages:	Undercommor		,	Reference:	3-209	Languages	Common				,	Reference:	B-210
STR: 14 D	EX: 19 CO	N: 15 INT: 5	WIS: 14 CHR: 6	Knowledge:	Nature	STR: 24	DEX: 10	CON:	INT: 6	WIS: 15	CHR: 15	Knowledge:	Religion
	-5 (1d6+2), bite					Melee: slam		0 plus mu	ımmy rot				
Ranged:						Ranged:							
Special: leap	attack, sneak	attack +1d6, swa	rming, expert climber			Special:							
Skills: Acroba	atics +13, Clim	b +22, Stealth +8	(+12 in caverns)			Skills: Steal	th +11						
down Immune dise Weaknesses	a the wall like a s ase, poison light blindness	spider, but its shap	d bulging, this thing crawls be is hideously humanoid.			this I Aura despai DR 5/—; Imr Weaknesses Feats Power Despair (Su or be paralyz be affected a	numanoid m r (30 ft., para mune undea s vulnerable Attack, Tou) All creature ted by fear fo ugain by the	oves with a lyzed for 1 d traits to fire ghness, Sk is within a or 1d4 rou same mur	a shuff lin d4 round still Focus 30-foot i nds. Whe mmy's de	estrips of moldering gait. ds, Will DC 16 ne (Perception), We radius that see a sether or not the espair ability for narisma-based.	egates) /eapon Focu a mummy m save is succ	nust make a DC essful, that crea	ture cannot

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Treasure standard

Mohrq

Mummy Rot (Su) Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1 day; *effect* 1d6 Con and 1d6 Cha; *cure* —. Mummy rot 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. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Charisma-based.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Treasure standard

Hatred (Ex) Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.

Treasure standard (dagger, 6 darts, other treasure)

Mite

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a 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 morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) 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.

Treasure standard

Naga, Dark CR/XP: 8-4800 Perc: +19	Init: +5	Naga, Gu	uardian		CR/XP: 10-9600	Perc: +23	Init: +6		
LE Large aberration		LG Large at	erration						
Senses: darkvision 60 ft., detect thoughts		Senses: dar	kvision 60 ft						
Speed: 40 ft.		Speed: 40 ft							
BAB: +7 CMB:+10 CMD: 26 (can't be tripped) AC/T/FF: 22	/ 15 / 16	BAB: +9	CMB:+15	CMD: 31 (car	't be tripped)	AC/T/FF: 24	/ 15 / 18		
Fort: +7 Ref: +10 Will: +9* HP: 85 (10d8+40) Space/Read		Fort: +9	Ref: +12	Will: +12	HP: 114 (12d8+60)	Space/Reac	h: 10 / 5		
Languages: Common, Infernal Reference: E	3-211	Languages:				Reference: E	3-212		
STR: 14 DEX: 21 CON: 18 NT: 16 WIS: 15 CHR: 17 Knowledge:	Dungeoneering	STR: 21 D	EX: 23 CC	N: 20 INT: 16	WIS: 19 CHR: 18	Knowledge:	Dungeoneering		
Melee: bite +8 (1d4+2), sting +8 (2d4+2 plus poison)		Melee: bite +	13 (2d6+7 plu	ıs poison)					
Ranged:		Ranged: spit	+14 touch (p	oison)					
Special: guarded thoughts		Special:							
Skills: Disguise +9, Escape Artist +13, Spellcraft +12, Stealth +18 (More see book)				·	tive +20, Spellcraft +18, St	ealth +17 (More	see book)		
Notes: A sharp-featured humanoid head crowns the powerful, sinuous body of this snake-like monstrosity. *Saving Throw Will +9 (+11 vs. charm effects) Immune poison Spells Known (CL 7th) 3rd (5/day)—displacement, lightning bolt (DC 16) 2nd (7/day)—cat's grace, invisibility, scorching ray 1st (7/day)—expeditious retreat, magic missile, ray of enfeeblement (DC 14), shield, silent 0 (at will)—daze, detect magic, light, mage hand, open/close, ray of frost, read magic Feats Alertness, Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Stealth	_	ador. Spells Know. 4th (5/day)— 3rd (7/day)— 2nd (7/day)— 1st (7/day)— 0 (at will)—do	ns the body of n (CL 9th) divine power, cure serious w -detect though cure light woul aze (DC 14), de ess, Blind-Figh	this long, brightly greater invisibility ounds, dispel mag ats (DC 16), lesser ads, divine favor, e tect magic, light, i	•	mor, magic miss of frost, read ma	igic, stabilize		
Naga, Spirit CR/XP: 9-6400 Perc: +22	Init: +5	Neothelic	d .		CR/XP: 15-51200	Perc: +25	lnit: +2		
CE Large aberration		CE Gargant	uan aberrati	on					
Senses: darkvision 60 ft.				., trace telepor	t 60 ft.				
Speed: 40 ft., swim 20 ft.		Speed: 30 f		· · · · · · · · · · · · · · · · · · ·					
BAB: +7 CMB: +12 CMD: 27 (can't be tripped) AC/T/FF: 23				CMD: 37 (car	n't be tripped)	AC/T/FF: 30			
Fort: +8 Ref: +10 Will: +10 HP: 95 (10d8+50) Space/Read		Fort: +15	Ref: +4	Will: +16	HP: 230 (20d8+140)	Space/Reac			
Languages: Reference: E				Undercommon;		Reference: E			
STR: 18 DEX: 20 CON: 21 NT: 12 WIS: 17 CHR: 17 Knowledge:	Dungeoneering	STR: 30 D	EX: 7 CC	N: 24 INT: 16	WIS: 15 CHR: 21	Knowledge:	Dungeoneering		
Melee: bite +10 (2d6+6 plus poison)		Melee: 4 ton	gues +21 (3d	6+10/19–20 plus	grab)				
Ranged:		Ranged:							
Special: charming gaze		Special: brea	ath weapon, n	nind thrust, psych	nic crush, swallow whole				
Skills: Bluff +13, Escape Artist +13, Spellcraft +11, Stealth +15, Swim +12 (More see	book)	Skills: Bluff +	-25, Climb +3	3, Diplomacy +25	i, Fly -4, Intimidate +28, Sp	pellcraft +26 (Me	ore see book)		
Notes: Yellowed, venom-dripping fangs fill the human-like mouth of this sinister serpentine monstrosity. Spells Known (CL 7th) 3rd (5/day)—displacement, fireball (DC 16) 2nd (7/day)—cat's grace, invisibility, summon swarm 1st (7/day)—charm person (DC 14), cure light wounds, divine favor, magic missile, shield of (at will)—bleed, daze (DC 13), detect magic, mage hand, open/close, ray of frost, read more feats Ability Focus (charming gaze), Combat Casting, Eschew Materials, Lightning Refl Skill Focus (Perception), Stealthy	agic	mour DR 10/cold in Spell-Like Al Constant—fly At will—detec 18), telekinesi 3/day—quick	ntain, this huge on; SR 26 bilities (CL 20' / ct thoughts (De s (DC 20), telep sened suggest. Great Cleave	e worm's tentacled th) C 17), charm mon port, poison (DC 1 ion (DC 18) Great Fort, Impro	d head rises like a snake's. ster (DC 19), clairvoyance/c 9) oved Bull Rush, Improved C	Skills: Bluff +25, Climb +33, Diplomacy +25, Fly -4, Intimidate +28, Spellcraft +26 (More see by Notes: Its slime-drenched length coiled upon itself in a shuddering mountain, this huge worm's tentacled head rises like a snake's. DR 10/cold iron; SR 26 Spell-Like Abilities (CL 20th)			

Poison (Ex) Bite—injury or spit—contact; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Spells A guardian naga casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a guardian naga.

Spit (Ex) A guardian naga 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.

Treasure standard

Naga, Guardian

Mind Thrust (Su) As a standard action up to 3x a day, a neothelid can deliver a massive blast of mental energy at any one target within 60', inflicting 15d10 points of damage. A successful DC 25 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 25 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.

Trace Teleport (Ex) A 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 fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.

Breath Weapon (50-ft. cone, 14d10 acid, Reflex DC 27 half, once every 1d4 rounds)

Swallow Whole (2d6+10 plus 2d6 acid, AC 23, hp 23)

Treasure standard

Detect Thoughts (Su) A dark naga can continuously use *detect thoughts* as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.

Guarded Thoughts (Ex) Dark nagas 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 (Ex) Sting—injury; save Fort DC 19; frequency 1 round; effect sleep for 2d4 minutes; cure 1 save.

Spells Dark nagas cast spells as 7th-level sorcerers.

Treasure standard

Naga, Dark

Charming Gaze (Su) As *charm person,* 30 feet, Will DC 20 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save.

Spells A spirit naga casts spells as a 7th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a spirit naga.

Treasure standard

Neothelid Naga, Spirit

Night Had	7		CR/XP: 9-6400	Perc: +16	lnit: +4	Nightma	re		CR/XP: 5-1600	Perc: +12 Init: +6
NE Medium	outsider (evil	l, extraplanar)				NE Large o	utsider (evil,	extraplanar)		
Senses: darl	kvision 60 ft.					Senses: dar	kvision 60 f	t.		
Speed: 30 ft.	-					Speed: 40 f	t., fly 90 ft. (good)		
BAB: +8	CMB:+13	CMD: 27		AC/T/FF: 25	/ 14 / 21	BAB: +6	CMB:+11	CMD: 23 (27	7 vs. trip)	AC/T/FF: 19 / 11 / 17
Fort: +14	Ref: +8	Will: +11	HP: 92 (8d10+48)	Space/Reac	h:	Fort: +8	Ref: +7	Will: +3	HP: 51 (6d10+18)	Space/Reach: 10 / 5
Languages:	Abyssal, Celes	stial, Common, Infe	ərnal	Reference:	3-215	Languages:				Reference: B-216
STR: 21 D	EX: 19 CO	N: 22 INT: 18	WIS: 16 CHR: 17	Knowledge:	Planes	STR: 18	EX: 15 C	ON: 16 INT: 1	13 WIS: 13 CHR: 1	2 Knowledge: Planes
Melee: 2 clav	vs +13 (1d4+5)), bite +13 (2d6+5 բ	plus disease)			Melee: bite -	+9 (1d4+4), 2	hooves +4 (1d6	+2 plus 1d4 fire)	
Ranged:						Ranged:				
Special: drea	am haunting, cl	nange shape (any	humanoid, alter self), he	eartstone		Special: sme	oke			
Skills: Diplom	acy +11, Disg	uise +16, Ride +15	5, Sense Motive +16, Spe	ellcraft +15 (Mc	re see bool	Skills: Fly +1	3, Intimidate	+10, Sense Mot	ive +12, Stealth +7, Surviv	ral +10 (More see book)
frame DR 10/cold ir Spell-Like Al Constant—de	of this horrifying on and magic; bilities (CL 8th etect chaos, det	ng, sharp-fanged cro Immune charm, co) tect evil, detect good	lothes hang off the corpse one. cold, fear, fire, sleep; SR 2: d, detect law, detect magi ic missile, ray of enfeeblen	4 :c		spur Spell-Like A 1/day (self pl	ts from its hair bilities (CL 6t us 1 rider only	and nostrils, and	s an inky blackness. Fire d its hooves spray sparks.	
At will (with I	neartstone)— <i>e</i>	sting, Deceitful, Mo	ind lounted Combat			each round a sickened unt purposes of o	s a free action il 1d6 minute concealment.	n. Anyone in the s after leaving th The smoke pers	cone must succeed on a Energy area. This smoke acts as ists for 1 round. The save E	OC is Constitution-based.
Nymph			CR/XP: 7-3200	Perc: +14	lnit: +5	Nightma			CR/XP: 11-1280	0 Perc: +22 Init: +6
CG Medium								extraplanar)		
Senses: low						Senses: dar				
	., swim 20 ft.			1		Speed: 401				Trans.
		CMD: 27		AC/T/FF: 23		BAB: +14	CMB:+26	CMD: 38 (+2	¬	AC/T/FF: 26 / 10 / 24
			HP: 60 (8d6+32)	Space/Reac		Fort: +14	Ref: +11	Will: +7	HP: 147 (14d10+70)	
	Common, Sylv		7	Reference:		Languages:				Reference: B-216
			WIS: 17 CHR: 25	Knowledge:	Nature			ON: 21 INT: 1		2 Knowledge: Planes
	dagger +10 (1d	14/19–20) ========				====	+22 (2d6+10)	, 2 hooves +17 ((2d6+5 plus 1d6 fire)	
Ranged:						Ranged:				
			ly grace, wild empathy +2			Special: sm				
			Heal +11, Stealth +16, Ser long ears tapering to	3wim +19 (More	e see book)				Sense Motive +22, Stealt	n +11 (More see book)
	-	ad, her beauty painf						ning equine stand n its hateful eyes.	ds upon smoking hooves.	
DR 10/cold ird Spell-Like Ab 1/day— <i>dimer</i>	bilities (CL 8th) nsion door					Feats Alertno	olus 1 rider on ess, Cleave, Im	ly)—ethereal jau nproved Initiativ	e, Improved Overrun, Iron	
Blinding Bea directly at a n	uty (Su) This a ymph must sud	bility affects all hur cceed on a DC 21 F	ge, Weapon Finesse manoids within 30 feet o Fortitude save or be blind tion. The save DC is Chari	ded permanentl		each round a become sick	is a free action ened until 1de	n. Anyone in the 6 minutes after le	cone must succeed on a D	e acts as obscuring mist for th

Treasure none

Nightmare

Treasure none

Disease (Su) Demon Fever: Bite—injury; save Fort DC 20; onset immediate; frequency 1/day; effect 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); cure 2 consecutive saves. The save DC is Constitution-based.

Dream Haunting (Su) A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. 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 night hag.

Heartstone (Su) All night hags carry 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 hag's spirit and proximity—once separated from its owner (or upon the hag'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 (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.

Change Shape (Su) It has the ability to assume the appearance of any humanoid, but retains most of its own physical qualities. It cannot change shape to a form more than one size category smaller or larger than its original form.

Treasure standard

Night Hag

Spells A nymph casts spells as a 7th-Ivl druid, but can't swap out prepared spells to cast summon spells.

Spells Prepared (CL 7th)

4th—summon nature's ally IV

3rd—call lightning (DC 16), cure moderate wounds, water breathing

2nd—barkskin, flame blade, resist energy, tree shape

1st—charm animal (DC 14), endure elements, entangle (DC 14), obscuring mist, produce flame 0—detect magic, quidance, light, stabilize

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

Stunning Glance (Su) As a standard action, she can stun a creature within 30'. Target must succeed on a DC 21 Fort save or be stunned for 2d4 rounds. The save DC is CHA-based.

Treasure standard (dagger, other treasure)

Nightmare, Cauchemar

Nymph

Ochre Je	elly		CR/XP: 5-1600	Perc: -5	Init: -5		Octopus	}		CR/XP: 1-400	Perc: +1	Init: +3
N Large ooz	ze						N Small an	imal (aquati	c)			
Senses: blir	ndsight 60 ft.						Senses: lov	v-light visior	1			
Speed: 10 ft	t., climb 10 ft.						Speed: 20 t	ft., swim 30	ft., jet 200 ft.			
BAB: +4	CMB:+7/11	CMD: 12 (can'	't be tripped)	AC/T/FF: 4	/4 /4		BAB: +1	CMB:+1/5	CMD: 14 (ca	n't be tripped)	AC/T/FF: 1	5 / 14 / 12
Fort: +8	Ref: -3	Will: -3	HP: 63 (6d8+36)	Space/Read	ch: 10 / 5		Fort: +5	Ref: +6	Will: +1	HP: 13 (2d8+4)	Space/Rea	ch:
Languages:				Reference:	B-218		Languages	:			Reference:	B-219
STR: 14	EX: 1 CO	N: 22 INT:	WIS: 1 CHR: 1	Knowledge:	Dungeone	ering	STR: 12	DEX: 17	ON: 14 INT: 2	WIS: 13 CHR: 3	Knowledge	: Nature
Melee: slam	+5 (2d4+3 plus	s 1d4 acid and gr	rab)				Melee: bite	+5 (1d3+1 pl	us poison), tentac	cles +3 (grab)		
Ranged:							Ranged:					
Special: spli	t, constrict (2d4	l+3 plus 1d4 acid	d)				Special: ink	cloud				
Skills: Climb	+10							-	Stealth +20, Swi			
pseud Immune ele Acid (Ex) An	dopods grasping ectricity, mind-a n ochre jelly sec	ahead of its slow ffecting effects, o retes a digestive	eslithers across the ground, or approach. ooze traits, slashing and p acid that dissolves only flong ag most constructs and oo	iercing damage esh (not bone) v	when it st		unfo Feats Multia Ink Cloud (E	url from the bo attack, Weap Ex) An octopu	rrel-shaped body on Finesse s can emit a 10-fo	rows of countless suckers, of this large-eyed creature. Dot-radius sphere of ink or		s a free action.
and incorpo Split (Ex) Sla jelly. Instead current hit p	real creatures) a ashing weapons I the creature sp	are immune to the s, piercing weapo plits into two ide ded down. A jell	ne ochre jelly's acid damag ons, and electricity attack ntical jellies, each with ha y with 10 hit points or less	ge. deal no dama f of the origina	ge to an o I creature	thre	Jet (Ex) An o It must mov does so.	octopus can je e in a straight	t backward once line while jetting	er, and persists for 1 minut per round as a full-round I, and does not provoke at requency 1/round for 6 rou	action, at a spee tacks of opportu	nity when it
Octopus,			CR/XP: 8-4800	Perc: +8	Init: +	<u> </u>	Ogre			CR/XP: 3-800	Perc: +5	Init: -1
	mal (aquatic)						_	numanoid (g				
	v-light vision						_		t., low-light visi	on		
_	t., swim 30 ft.			1				ft. (40 ft. ba				
BAB: +9		CMD: 27 (can		AC/T/FF: 18		=	BAB: +3	CMB:+9	CMD: 18		AC/T/FF: 1	
Fort: +11	Ref: +12	Will: +7	HP: 90 (12d8+36)	Space/Read		0*	Fort: +6	Ref: +0	Will: +3	HP: 30 (4d8+12)	Space/Rea	
Languages:				Reference:			Languages		1		Reference:	
		N: 17 INT: 2	WIS: 12 CHR: 3	Knowledge:	Nature				ON: 15 INT: 6	WIS: 10 CHR: 7	Knowledge	: Local
	+13 (1d8+5 plus	s poison), 8 tenta	acles +11 (1d4+2 plus gra	b)			Melee: grea	atclub +7 (2d8	3+7)			
Ranged:								velin +1 (1d8-	-5)			
Special: ink	cloud (30-foot-ı	radius sphere), c	constrict (tentacle, 1d4+2)				Special:					
		tealth +18, Swim					Skills: Clim					
			in length, f lails with deadly is gigantic octopus.	′			and	its puffy face	eatures a wide mo	re devoid of wit or kindness, outh with ill-fitting teeth.		
Feats Comba (Stealth), Stea Ink Cloud (Ex	althy x) An octopus c	roved Initiative, I can emit a 10-foo	Iron Will, Lightning Reflex ot-radius sphere of ink onc and persists for 1 minute	e per minute as			Feats Iron W	/ill, Toughnes	S			
			er round as a full-round a		4 °t 300 t	Δt						

Treasure none

Octopus

Treasure standard (hide armor, greatclub, 4 javelins, other treasure)

Constrict (Ex) It 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).

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well.

Treasure none

Ochre Jelly

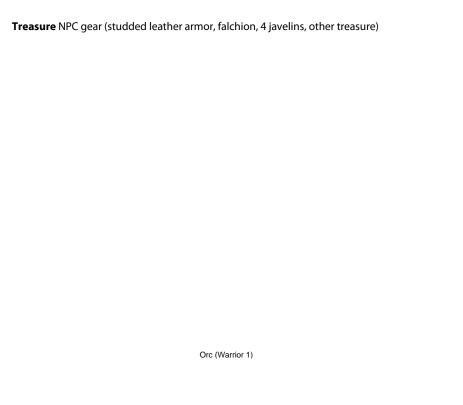
Poison (Ex) Bite—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 saves.

Constrict (Ex) It 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).

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well.

Treasure incidental

Oni, Ogr	e Mage		CR/XP: 8-4800	Perc: +13	Init: +7	Orc (Wa	rrior 1)		CR/XP: 1/3-135	Perc: -1	Init: +0
LE Large ou	ıtsider (giant,	native, oni, sha	pechanger)			CE Medium	humanoid				
Senses: dar	kvision 60 ft.,	low-light vision				Senses: da	kvision 60 ft.				
Speed: 40 ft	t., fly 60 ft. (go	ood)				Speed: 30 f	t.				
BAB: +8	CMB:+16	CMD: 29		AC/T/FF: 21	/ 12 / 18	BAB: +1	CMB:+4	CMD: 14		AC/T/FF: 1	3 / 10 / 13
Fort: +12	Ref: +5	Will: +10	HP: 92 (8d10+48)	Space/Reacl	n: 10 / 10	Fort: +3	Ref: +0	Will: -1	HP: 6 (1d10+1)	Space/Read	ch:
Languages:	Common, Giai	nt		Reference: E	3-221	Languages:	Common, Ord	;		Reference:	B-222
STR: 24	EX: 17 CO	N: 23 INT: 14	WIS: 14 CHR: 17	Knowledge:	Planes	STR: 17	EX: 11 CO	N: 12 INT: 7	WIS: 8 CHR: 6	Knowledge:	Local
Melee: great	sword +14/+9 ((3d6+10)				Melee: falch	ion +5 (2d4+4/	18–20)			
Ranged: cor	mposite longbo	w +10 (2d6+7)				Ranged: jav	elin +1 (1d6+3)			
Special: cha	nge shape (Sm	nall, Medium, or La	arge humanoid; alter self	or giant form I),	flight	Special: fero	ocity, weapon f	amiliarity			
Skills: Disgui	se +14, Fly +5,	Spellcraft +13, U	se Magic Device +14 (Mo	ore see book)		Skills: Intimi	date +2				
tusks Regeneration SR 19 Spell-Like A Constant—f At will—dark 1/day—char	glistening and it on 5 (fire or acid bilities (CL 9th ly kness, invisibility m monster (DC	ts eyes afire with m 네)) / 17), cone of cold (I	oarbed giant roars, its ourderous intent. DC 18), gaseous form, deep oproved Initiative, Iron Wil		5)	hum Feats Weapo Weakness lie Ferocity (Ex The creature when its hit i	an, with green- on Focus (falchi ght sensitivity) It remains cor is still staggere point total reac	gray skin and gre ion) nscious and can o ed and looses 1 h hes a negative a	ial version of a savage easy black hair. continue fighting even if it hit point each round. A cre mount equal to its CON so of bright sunlight or within	ature with feroc	city still dies
Otyugh			CR/XP: 4-1200	Perc: +9	lnit: +0	Owlbear			CR/XP: 4-1200	Perc: +12	lnit: +5
N Large abo						N Large ma					
_	rkvision 60 ft.	, scent						, low-light visio	on, scent		
Speed: 20 f				1		Speed: 30		1			
BAB: +4		CMD: 19 (21 vs		AC/T/FF: 17		BAB: +5		CMD: 21 (25	1	AC/T/FF: 1	
Fort: +3	Ref: +2	Will: +6	HP: 39 (6d8+12)	Space/Reacl		Fort: +10	Ref: +5	Will: +2	HP: 47 (5d10+20)	Space/Read	
Languages:				Reference: E		Languages:				Reference:	
		N: 13 INT: 5	WIS: 13 CHR: 6	Knowledge:	Dungeoneering			N: 18 INT: 2	WIS: 12 CHR: 10	Knowledge:	Arcana
	-7 (1d8+4 plus	disease), 2 tentac	cles +3 (1d6+2 plus grab)			Melee: 2 cla	ws +8 (1d6+4	plus grab), bite -	+8 (1d6+4)		
Ranged:						Ranged:					
Special: con	strict (tentacle,	1d6+2)				Special:					
	h +2 (+10 in lai	·				Skills:					
Immune dise *Reach 10 ft. Feats Alertne Disease (Ex)	ed with barbs an ease (15 ft. with ten ess, Toughness, Filth fever: Bite-	d one with eyes, ex tacle) Weapon Focus (to —injury; save Fort	n. Three tentacles, two ktend from its sides. entacle) itude DC 14; onset 1d3 da c consecutive saves. The sa			mon	strosity raises it	s huge, ursine cla	bizarre half-bear, half-owl ws in anger. skill Focus (Perception)		



Change Shape (Su) A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities.

Flight (Ex or Su) A creature with this ability can cease or resume f light as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to f ly for as long as the antimagic effect persists.

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the

opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage.

Treasure incidental

Oni, Ogre Mage

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well.

Constrict (Ex) It 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).

Treasure standard

Pegasus	CR/XP: 3-800	Perc: +11	Init: +2	Phase S	pider		CR/XP: 5-1600	Perc: +6	Init: +7
CG Large magical beast				N Large ma	gical beast				
Senses: darkvision 60 ft.	, detect evil, detect good, lowlight vis	on, scent		Senses: dar	kvision 60 ft	., low-light visio	on		
Speed: 60 ft., fly 120 ft. (average)			Speed: 40 f	t., climb 20 ft	i.			
BAB: +4 CMB:+9	CMD: 21 (25 vs. trip)	AC/T/FF: 14	1 / 11 / 12	BAB: +6	CMB:+12/16	CMD: 25 (37	vs. trip)	AC/T/FF: 1	7 / 12 / 14
Fort: +7 Ref: +6	Will: +4 HP: 34 (4d10+12)	Space/Read	ch: 10 / 5	Fort: +8	Ref: +8	Will: +3	HP: 51 (6d10+18)	Space/Rea	ch: 10 / 5
Languages: Common (car	not speak)	Reference:	B-225	Languages:	Aklo			Reference:	B-226
STR: 18 DEX: 15 CO	N: 16 NT: 10 WIS: 13 CHR: 13	Knowledge:	Arcana	STR: 20	EX: 17 CC	N: 16 NT: 7	WIS: 13 CHR: 10	Knowledge	Arcana
Melee: bite +7 (1d3+4), 2 h	ooves +2 (1d6+2)			Melee: bite -	+10 (2d6+7 plu	us poison and gra	ab)		
Ranged:				Ranged:					
Special:				Special: eth	ereal jaunt, eth	nereal ambush			
Skills: Fly +5, Sense Motive	e +7			Skills: Climb	+18, Stealth +	+7			
and moves with a qu Spell-Like Abilities (CL 4th	n) . radius), <i>detect good</i> (60-ft. radius)			Feats Ability Ethereal Am can take a ful Ethereal Plan Ethereal Jau free action, a	Focus (poison abush (Ex) A p Il round of acti ne. ant (Su) A phase and shift back a	hase spider that ions if it begins th se spider can shif	ative, Skill Focus (Stealth) attacks foes on the Materia ne combat by phasing into it from the Ethereal Plane to action (or as part of a move	the Material Pl	ane from the Plane as a
Phoenix	CR/XP: 15-51200	Perc: +37	Init: +11	Pixie			CR/XP: 4-1200	Perc: +9	lnit: +5
NG Gargantuan magical		at violog as a fi	nyioihil it	NG Small fe					
	, detect magic, detect poison, low-lig	it vision, see ii	rivisidility		v-light vision	aood/			
Speed: 30 ft., fly 90 ft. (g BAB: +20 CMB: +32	OOd)	AC/T/FF: 28	2 / 14 / 20		ft., fly 60 ft. (9	, , , , , , , , , , , , , , , , , , ,		AC/T/FF: 1	0 / 17 / 40
Fort: +17 Ref: +19	Will: +14 HP: 210 (20d10+100	-		BAB: +2 Fort: +2		CMD: 15 Will: +6	HP: 18 (4d6+4)	Space/Rea	
Languages: Auran, Celest		Reference:			Ref: +9 Common, Sy		JULY 18 (400+4)		
	N: 20 INT: 23 WIS: 22 CHR: 22					N: 12 NT: 16	6 WIS: 15 CHR: 16	Reference:	
	N: 20		Arcana				5 WIS. 13 CHK: 16	Knowleage	ivalure
Ranged:		pius iuo iiie)			t sword +8 (1d ngbow +8 (1d6	· · · · · · · · · · · · · · · · · · ·			
Special: self-resurrection					isibility, specia	· · · · · · · · · · · · · · · · · · ·			
	omacy +26, Fly +28, Intimidate +26, Sens	e Motive +26 (M	lore see book)				Flv +18 Stealth +16 LIMD	+10 (More see	hook)
Notes: This immense bird so wings and gives ven Aura shroud of flame (20 ft. Regeneration 10 (cold or e DR 15/evil; Immune fire SR Weaknesses vulnerable to Spell-Like Abilities (CL 18t Constant—detect magic, detect of the spell should be supported by the spell should be supported by the same should be supported by t	eems to be made of living f lame. It spreads i t to a musical cry as it takes to the air. , 4d6 fire, DC 25) vil) 26 cold h)	s		Skills: Acrobatics +12, Escape Artist +12, Fly +18, Stealth +16, UMD +10 (More see book) Notes: This tiny, whimsical-looking humanoid darts about swiftly on wildly colored gossamer wings. DR 10/cold iron; SR 15 Spell-Like Abilities (CL 8th) Constant—detect chaos, detect evil, detect good, detect law 1/day—dancing lights, detect thoughts (DC 15), dispel magic, entangle (DC 14), lesser confusion (DC 14), permanent image (DC 19; visual and auditory elements only), shield Feats Dodge, Weapon Finesse					

Poison (Ex) Bite—injury; save Fort DC 18; frequency 1/round for 8 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage.

Treasure none

Phase Spider

Invisibility (Su) A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Su) When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most pixies)—the dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits—it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based.

Charm: The target must succeed on a DC 15 Will save or be affected as though by a charm monster spell for 10 minutes.

Memory Loss: The target must succeed on a DC 15 Will save or be affected by a modify memory spell (this effect can only eliminate the previous 5 minutes of memory—a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees).

Sleep: The target must succeed on a DC 15 Will save or fall asleep for 5 minutes.

Treasure standard

Treasure none

Pegasus

Feats Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Critical (talon), Improved Initiative, Iron Will, Mobility, Quicken Spell-Like Ability (*wall of fire*)

Self-Resurrection (Su) A slain 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 phoenix gains 1 permanent negative level when this occurs, although most use *greater restoration* to remove this negative level as soon as possible. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent. A phoenix that dies within the area of a *desecrate* spell cannot self-resurrect until the *desecrate* effect ends, at which point the phoenix immediately resurrects. A phoenix brought back to life by other means never gains negative levels as a result.

Shroud of Flame (Su) A phoenix can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts an additional 1d6 points of fire damage with each natural attack, and any creature within reach (20 feet for most phoenixes) must make a DC 25 Reflex save each round to avoid taking 4d6 points of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

Treasure standard

Pseudodr	ragon		CR/XP: 1-400	Perc: +	-6	lnit: +2	Purple W	/orm				CR/XP	: 12-19200	Perc: +18	lnit:	: -2
NG Tiny drag	gon						N Gargantu	an magic	al beas	st						
Senses: blin-	dsense 60 ft.	., darkvision 60	ft., low-light vision				Senses: dar	kvision 6	0 ft., tre	emorsens	se 60 ft.					
Speed: 15 ft.	., fly 60 ft. (go	ood)					Speed: 20 ft	t., burrow	20 ft.,	swim 10	ft.					
BAB: +2	CMB:+2	CMD: 10 (14 vs	s. trip)	===		/ 14 / 14	BAB: +16	CMB:+32	==	MD: 40 (d				AC/T/FF: 2	6/4	/ 26
Fort: +4	Ref: +5	Will: +4	HP: 15 (2d12+2)	Space/	Reac	h: 2.5 / 0*	Fort: +17	Ref: +8	W	Vill: +4	HP:	200 (16	d10+112)	Space/Rea	ch: 20	/ 15
Languages:	Draconic; tele	pathy (60 ft.)		Refere	nce: E	3-229	Languages:							Reference:	B-230)
STR: 7	EX: 15 CO	N: 13 INT: 10	WIS: 12 CHR: 1	0 Knowle	edge:	Arcana	STR: 35	DEX: 6	CON:	25 INT:	1 \(\nabla \)	VIS: 8	CHR: 8	Knowledge	: Arcar	na
Melee: sting -	+6 (1d3–2 plus	s poison), bite +6	(1d2–2)				Melee: bite	+25 (4d8+1	12/19–2	20 plus gra	ab), sting	+25 (2d8	+12 plus po	ison)		
Ranged:							Ranged:									
Special:							Special: swa	allow whole	e (4d8+1	-18 bludge	oning dar	mage, AC	21, 20 hp)			
Skills: Diplom	nacy +5, Fly +1	15, Sense Motive	+6, Stealth +19 (+23 in	forests), Su	ırvival	+6	Skills: Swim Notes: This									
horns, Immune para *Reach 0 ft. (! Feats Weapo Poison (Ex.) S	horns, wicked little teeth, and a tail tipped with a barbed stinger. mmune paralysis, sleep; SR 12 Reach 0 ft. (5 ft. with tail) eats Weapon Finesse oison (Ex) Sting—injury; save Fort DC 14; frequency 1/minute for 10 minutes; effect sleep finute; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus. CR/XP: 10-9600 Perc: +14 Init						Feats Aweso Staggering C	ome Blow, Critical, Wea	Critical F apon Fo	ocus (bite, s e Fort DC 2	oroved Bu sting) 25; frequer	ull Rush, Ir ency 1/roui	mproved Cri and for 6 rou	itical (bite), Por Inds; <i>effect</i> 1d4		
Rakshasa				Perc: +	-14	lnit: +9	Rat, Dire					CR/XP	1/3-135	Perc: +4	Init:	+3
LE Medium o	outsider (nat	ive, shapechanç		Perc: +	-14	Init: +9	N Small ani	mal				CR/XP	: 1/3-135	Perc: +4	lnit:	+3
LE Medium of Senses: dari	outsider (nat kvision 60 ft.			Perc: +	-14	Init: +9	N Small ani Senses: low	mal v-light visi				CR/XP	1/3-135	Perc: +4	Init:	+3
LE Medium of Senses: dark	outsider (nat kvision 60 ft.						N Small ani Senses: low Speed: 40 f	mal v-light visi ft., climb 2	20 ft., s	swim 20 ft			1/3-135			
LE Medium of Senses: dark Speed: 40 ft. BAB: +10	outsider (nati kvision 60 ft. :. CMB: +13	CMD: 29	ger)	AC/T/F	F: 25	/ 16 / 19	N Small ani Senses: Iow Speed: 40 f BAB: +0	mal v-light visi ft., climb 2 CMB:-1	20 ft., s	swim 20 ft	16 vs. tri	rip)		AC/T/FF: 1	4 / 14	
LE Medium of Senses: dark Speed: 40 ft. BAB: +10 Fort: +9	outsider (nati kvision 60 ft. :. CMB: +13 Ref: +12	CMD: 29	ger) HP: 115 (10d10+60)	AC/T/F Space/	F: 25 Reac	/ 16 / 19 h:	N Small ani Senses: Iow Speed: 40 f BAB: +0 Fort: +3	mal v-light visi ft., climb 2 CMB:-1 Ref: +5	20 ft., s	swim 20 ft	16 vs. tri			AC/T/FF: 1 Space/Rea	4 / 14 ach:	1/11
Senses: dark Speed: 40 ft. BAB: +10 Fort: +9 Languages:	outsider (nati kvision 60 ft. : : : : : : : : : : : : : : : : : : :	CMD: 29 Will: +8	ger) HP: 115 (10d10+60)	AC/T/F Space/ Refere	F; 25 Reac	/ 16 / 19 h: 3-231	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +3 Languages:	mal v-light visi ft., climb 2 CMB:1 Ref: +5	20 ft., s	swim 20 ft :MD: 12 (12 Vill: +1	16 vs. tri	rip) 5 (1d8+	-1)	AC/T/FF: 1 Space/Rea Reference:	4 / 14 nch: : B-232	1 / 11
LE Medium of Senses: dark Speed: 40 ft. BAB: +10 Fort: +9 Languages: STR: 16 DI	outsider (nati kvision 60 ft. :. CMB:+13 Ref: +12 Common, Infe	CMD: 29 Will: +8 ernal, Undercomm N: 22 INT: 13	HP: 115 (10d10+60)	AC/T/F Space/ Referei	F; 25 Reac	/ 16 / 19 h: 3-231	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +3 Languages:	mal v-light visi ft., climb 2 CMB:1 Ref: +5	20 ft., s	swim 20 ft MD: 12 (* Vill: +1 13 INT:	16 vs. tri	rip) 5 (1d8+		AC/T/FF: 1 Space/Rea	4 / 14 nch: : B-232	1/11
Senses: dark Speed: 40 ft. BAB: +10 Fort: +9 Languages: STR: 16 DI Melee: +1 kul	outsider (nati kvision 60 ft. :. CMB:+13 Ref: +12 Common, Infe	CMD: 29 Will: +8 ernal, Undercomm N: 22 INT: 13	ger) HP: 115 (10d10+60)	AC/T/F Space/ Referei	F; 25 Reac	/ 16 / 19 h: 3-231	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +3 Languages: STR: 10	mal v-light visi ft., climb 2 CMB:1 Ref: +5	20 ft., s	swim 20 ft MD: 12 (* Vill: +1 13 INT:	16 vs. tri	rip) 5 (1d8+	-1)	AC/T/FF: 1 Space/Rea Reference:	4 / 14 nch: : B-232	1/11
LE Medium of Senses: dark Speed: 40 ft. BAB: +10 Fort: +9 Languages: STR: 16 Di Melee: +1 kul Ranged:	outsider (nati kvision 60 ft. :. CMB:+13 Ref: +12 Common, Infe EX: 20 CO kri +16/+11 (10	CMD: 29 Will: +8 ernal, Undercomm N: 22 INT: 13 d4+4/15–20), clav	HP: 115 (10d10+60) non WIS: 13 CHR: 1 w +10 (1d4+1), bite +10	AC/T/F Space/ Referei	F; 25 Reac	/ 16 / 19 h: 3-231	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +3 Languages: STR: 10 D Melee: bite- Ranged:	mal v-light visi ft., climb 2 CMB:-1 Ref: +5 EEX: 17 +1 (1d4 plu	20 ft., s	swim 20 ft MD: 12 (* Vill: +1 13 INT:	16 vs. tri	rip) 5 (1d8+	-1)	AC/T/FF: 1 Space/Rea Reference:	4 / 14 nch: : B-232	1/11
Senses: dark Speed: 40 ft. BAB: +10 Fort: +9 Languages: STR: 16 Melee: +1 kul Ranged: Special: dete	outsider (nati kvision 60 ft. CMB: +13 Ref: +12 Common, Infe EX: 20 CO kri +16/+11 (10	CMD: 29 Will: +8 Pernal, Undercomm N: 22 INT: 13 d4+4/15–20), clav hange shape (any	ger) HP: 115 (10d10+60) non WIS: 13 CHR: 1 w +10 (1d4+1), bite +10 y humanoid, alter self)	AC/T/F Space/ Referer 7 Knowled 0 (1d6+1)	Reacince: E	/ 16 / 19 h: 3-231 Planes	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +3 Languages: STR: 10 D Melee: bite- Ranged: Special: dise	mal v-light visi ft., climb 2 CMB:-1 Ref: +5 EDEX: 17 +1 (1d4 pluease	20 ft., s	swim 20 ft MD: 12 (** Vill: +1 13 INT: ase)	16 vs. tri	rip) 5 (1d8+	-1)	AC/T/FF: 1 Space/Rea Reference:	4 / 14 nch: : B-232	1/11
Senses: darl Speed: 40 ft. BAB: +10 Fort: +9 Languages: STR: 16 DI Melee: +1 kul Ranged: Special: dete Skills: Bluff +2	outsider (natickvision 60 ft.) CMB: +13 Ref: +12 Common, Infe EX: 20 COl kri +16/+11 (10) ect thoughts, ch 20, Diplomacy	CMD: 29 Will: +8 Pernal, Undercomm N: 22 INT: 13 d4+4/15–20), clav hange shape (any v+16, Disguise +2	HP: 115 (10d10+60) non WIS: 13 CHR: 1 w +10 (1d4+1), bite +10	AC/T/F Space/ Refere 7 Knowled 0 (1d6+1)	Reacince: E	/ 16 / 19 h: 3-231 Planes	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +3 Languages: STR: 10 [C] Melee: bite- Ranged: Special: dise Skills: Climb	mal v-light visi ft., climb 2 CMB:-1 Ref: +5 EDEX: 17 +1 (1d4 pluease p +11, Stea	20 ft., s CN W CON:	swim 20 ft MD: 12 (** Vill: +1 13 INT: ase)	16 vs. tri	rip) 5 (1d8+	-1) CHR: 4	AC/T/FF: 1 Space/Rea Reference:	4 / 14 nch: : B-232	1/11
Senses: darl Speed: 40 ft. BAB: +10 Fort: +9 Languages: STR: 16 DI Melee: +1 kul Ranged: Special: dete Skills: Bluff +2 Notes: This fil	outsider (nati kvision 60 ft. CMB: +13 Ref: +12 Common, Infe EX: 20 COI kri +16/+11 (10 ect thoughts, cl	CMD: 29 Will: +8 Pernal, Undercomm N: 22 INT: 13 d4+4/15–20), clav hange shape (any v+16, Disguise +2	HP: 115 (10d10+60) non WIS: 13 CHR: 1 w +10 (1d4+1), bite +10 y humanoid, alter self) 24, Perform +16, Sense s and its bestial, snarling	AC/T/F Space/ Refere 7 Knowled 0 (1d6+1)	Reacince: E	/ 16 / 19 h: 3-231 Planes	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +3 Languages: STR: 10 C Melee: bite: Ranged: Special: disc Skills: Climb Notes: This is a lon	mal v-light visite, climb 2 CMB:-1 Ref: +5 EDEX: 17 +1 (1d4 plute) ease 0 +11, Steatifithy rat is tog and scab	20 ft., s	swim 20 ft MD: 12 (** Vill: +1 13 INT: ase)	16 vs. tri	rip) 5 (1d8+ VIS: 13	-1) CHR: 4	AC/T/FF: 1 Space/Rea Reference:	4 / 14 nch: : B-232	1/11
LE Medium of Senses: darl Speed: 40 ft. BAB: +10 Fort: +9 Languages: STR: 16 Di Melee: +1 kul Ranged: Special: dete Skills: Bluff +2 Notes: This fivisage DR 15/good a Spells Known 3rd (5/day)—12nd (7/day)—1st (7/day)—6	outsider (nativision 60 ft. CMB: +13 Ref: +12 Common, Infe EX: 20 CO kri +16/+11 (10 ect thoughts, ch 20, Diplomacy igure's backwa e leave little do and piercing; Sin (CL 7th) lightning bolt (10 -acid arrow, invector person (I	CMD: 29 Will: +8 ernal, Undercomm N: 22 INT: 13 d4+4/15–20), clav hange shape (any y+16, Disguise +2 rd-bending fingers ubt as to its fiendis R 25 DC 16), suggestion visibility, minor ima DC 14), mage armo	HP: 115 (10d10+60) non WIS: 13 CHR: 1 w +10 (1d4+1), bite +10 y humanoid, alter self) 24, Perform +16, Sense s and its bestial, snarling sh nature.	AC/T/F Space/ Referer 7 Knowle 0 (1d6+1) Motive +14	Reaclince: Eedge:	/ 16 / 19 h: 3-231 Planes	N Small ani Senses: low Speed: 40 f BAB: +0 Fort: +3 Languages: STR: 10 C Melee: bite Ranged: Special: disc Skills: Climb Notes: This is a lon Feats Skill Fo	mal v-light visite, climb 2 CMB:-1 Ref: +5 DEX: 17 +1 (1d4 plute) ease 0 +11, Steatifithy rat is to a grand scab occus (Perce) Filth fever:	20 ft., s W CON: us disea alth +11, the size oby tail, a eption) Bite—ir	swim 20 ft MD: 12 (** Vill: +1 13 INT: ase) , Swim +1* of a small c and two gli injury; save	16 vs. tri HP: 2 W 1 dog. It has littering ey	rip) 5 (1d8+ VIS: 13 Is a coat of yes.	CHR: 4	AC/T/FF: 1 Space/Rea Reference:	4 / 14 ich: B-232: Nature	2 re

Swallow Whole (Ex) If it begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take 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, or it can just try to escape the grapple. 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.

Treasure incidental

Purple Worm

Treasure none

Treasure standard

Pseudodragon

Detect Thoughts (Su) A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

Change Shape (Su) A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities.

Rakshasa

Treasure double (+1 kukri, other treasure)

Rat Swarr	m		CR/XP: 2-600	Perc: +8	Init: +6	Remorha	az		CR/XP: 7-3200	Perc: +16	lnit: +1	
N Tiny anima	al (swarm)					N Huge mag	gical beast					
Senses: low-	light vision,	scent				Senses: dar	kvision 60 ft.	, low-light visio	n, tremorsense 60 ft.			
Speed: 15 ft.,	, climb 15 ft.	, swim 15 ft.				Speed: 30 ft	t., burrow 20	ft.				
BAB: +2	CMB:	CMD:		AC/T/FF: 14	/ 14 / 12	BAB: +9	CMB:+17/21	CMD: 28 (can	't be tripped)	AC/T/FF: 20	/9 /19	
Fort: +4	Ref: +5	Will: +2 HP:	16 (3d8+3)	Space/Reacl	h: 10 / 0	Fort: +11	Ref: +7	Will: +4	HP: 94 (9d10+45)	Space/Read	h: 15 / 15	
Languages:				Reference: E	3-232	Languages:	Giant (cannot	speak)		Reference:	B-233	
STR: 2	EX: 15 CO	N: 13 NT: 2	VIS: 13 CHR: 2	Knowledge:	Nature	STR: 22	EX: 13 CC	N: 21 INT: 5	WIS: 12 CHR: 10	Knowledge:	Arcana	
Melee: swarm	n (1d6 plus dis	ease)				Melee: bite +	+13 (3d6+9 plu	s grab)				
Ranged:						Ranged:						
Special: disea	ase, distractio	n (DC 12)				Special: hea	at, swallow who	ole (2d6+9 plus 8	d6 fire, AC 15, hp 9)			
Skills: Balance	e +6, Climb +	10, Stealth +14, Swim	+10			Skills:						
Feats Improve Disease (Ex) / 1d3 Dex dama	otes: A squirming, roiling mass of squeaking rats draws closer, teeth flashing and claws scratching everything in its path. Feats Improved Initiative, Skill Focus (Perception) Disease (Ex) Filth fever: Swarm— injury; save Fort DC 12; onset 1d3 days; frequency 1/day; 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based. Retriever CR/XP: 11-12800 Perc: +15 In Ex Huge construct (extraplanar)					Notes: An immense centipede-like beast erupts from the snow, rows of chitinous plates on its back glowing red-hot. Immune fire, cold Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Skill Focus (Perception) Heat (Su) An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes a subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a remorhaz is allowed a DC 19 Fortitude save to avoid taking damage. The save DC is Constitution-based.						
Retriever			CR/XP: 11-12800	Perc: +15	lnit: +7	Rhinocer			CR/XP: 4-1200	Perc: +12	lnit: +0	
	<u> </u>	<u> </u>				N Large ani						
		, low-light vision				Senses: sce						
Speed: 50 ft.				1		Speed: 40 f		1		1		
		CMD: 36 (40 vs. tri	. /	AC/T/FF: 25		BAB: +3	CMB:+10	CMD: 20 (24		AC/T/FF: 16		
	Ref: +10		137 (15d10+55)	Space/Reacl		Fort: +10	Ref: +4	Will: +2	HP: 42 (5d8+20)	Space/Read		
Languages: A				Reference: E		Languages:				Reference:		
	EX: 16 CO		VIS: 11 CHR: 1	Knowledge:	Arcana			N: 19 INT: 2	WIS: 13 CHR: 5	Knowledge:	Nature	
	19 (1d8+6 plus	s grab), 4 claws +19 (2	2d6+6/19–20) 			Melee: gore	+8 (2d6+9)					
Ranged:						Ranged:						
	ravs (+16 rand	ed touch), relentless,	construct traits (pg 2	99)			verful charge (gore, 4d6+12)				
Special: eye r		, ,, ,				Skills:					I	
Special: eye r							rhinocoro - b	a law dime beed	with twicted ages that I'm			
Special: eye r Skills: Notes: A spidia viole Fast Healing 5 Spell-Like Abi At will—discert Feats Cleave, I	ler the size of a ent challenge, 6 5 ilities (CL 20th In location Improved Bull	bull elephant rears up o eyes shimmering with r n) Rush, Great Fortitude	magical energy.		nitiative,	Notes: This i back Feats Endura Powerful Ch	along its neck. ance, Great Foi	titude, Skill Focu n it makes a char	with twisted ears that lie s (Perception) rge, its attack deals extra da	amage in additi	on to the	

Swallow Whole (Ex) If it begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take 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, or it can just try to escape the grapple. 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.

Treasure none

Remorhaz

Treasure none

Swarm Attack: Doesn't make standard 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. Swarms do not threaten creatures, and do not make AoO's with their swarm attack. However, they distract foes whose squares they occupy, as described below.

Distraction: 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.

Swarm Traits: Is not subject to critical hits or f lanking. If made up of Tiny creatures it takes 1/2 damage from slashing and piercing. If of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hp or less causes it to break up. Never staggered or reduced to a dying state by damage. Can't be tripped, grappled, or bull rushed, and can't grapple. 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 mindaffecting 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.

Treasure none

Rat Swarm

Eye Rays (Su) A retriever's eyes can produce four different magical rays, each with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks—firing an eye ray does not provoke attacks of opportunity. The save DC for eye rays is 19—the save DC is Constitution-based, and includes a +2 racial bonus. The eye ray effects are the following.

- Fire: Deals 12d6 fire damage (Reflex half).
- Cold: Deals 12d6 cold damage (Reflex half).
- Electricity: Deals 12d6 electricity damage (Reflex half).
- Petrification: Target must succeed on a Fortitude save or turn to stone permanently.

Relentless (Su) A retriever is constantly under the effects of *spider climb* and *water walk*; these abilities cannot be dispelled.

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage.

Treasure none

Rhinoceros

1111110001	ros, Wooll	У	CR/XP: 6-2400	Perc: +15	lnit: +0	Roc			CR/XP: 9-6400	Perc: +15	Init: +6
N Large anir	mal					N Gargantu	ıan animal				
Senses: sce	ent					Senses: low	v-light vision				
Speed: 30 ft	t.					Speed: 20 f	ft., fly 80 ft. (a	average)			
BAB: +6	CMB:+16	CMD: 26 (30 vs	s. trip)	AC/T/FF: 19	/9 /19	BAB: +12	CMB:+25/29	9 CMD: 37		AC/T/FF: 22	2 / 8 / 20
Fort: +13	Ref: +6	Will: +3	HP: 76 (8d8+40)	Space/Reac	h: 10 / 5	Fort: +13	Ref: +14	Will: +8	HP: 120 (16d8+48)	Space/Reac	h: 20 / 15
Languages:				Reference: E	3-235	Languages:	:			Reference: E	B-236
STR: 28	EX: 10 CO	N: 21 INT: 2	WIS: 13 CHR: 3	Knowledge:	Nature	STR: 28	DEX: 15	ON: 17 INT:	: 2 WIS: 12 CHR: 11	Knowledge:	Nature
Melee: gore	+14 (2d8+13)					Melee: 2 talo	ons +18 (2d6+	+9/19–20 plus	grab), bite +17 (2d8+9)		
Ranged:						Ranged:					
Special: pow	verful charge (g	gore, 4d8+18), trar	mple (2d6+13, DC 23)			Special:					
Skills:						Skills: Fly +7	7				
row of Feats Diehar Powerful Ch	of immense horn rd, Endurance,	s on its snout and b Great Fortitude, Sk en it makes a charg	of long, brown fur and a brow. kill Focus (Perception) ge, its attack deals extra da	amage in additi	ion to the	each Feats Flyby A	h <i>large enough</i> Attack, Improv	n to carry off a h ved Critical (tal	shrill cry as it bares its talons, norse. lons), Improved Initiative, Iron /eapon Focus (talons)	ı Will, Lightning I	Reflexes,
Roper			CR/XP: 12-19200	Perc: +24	Init: +5	Rust Moi	nster		CR/XP: 3-800	Perc: +12	Init: +3
						1 1 1 1 II					
	berration	Incorporate del				N Medium a			-1- 00 #		
Senses: dar	rkvision 60 ft.	, low-light vision	1			Senses: dar	rkvision 60 f	t., scent meta	als 90 ft.		
Senses: dar	rkvision 60 ft. t.			AC/T/EE: 27	7/40/26	Senses: dar Speed: 40 f	rkvision 60 f	ft.		AC/T/EE: 40	
Senses: dar Speed: 10 ft BAB: +9	rkvision 60 ft. t. CMB: +22	CMD: 33 (can't	be tripped)	AC/T/FF: 27		Senses: dar Speed: 40 f BAB: +3	rkvision 60 ff ft., climb 10	ft.	20 vs. trip)	AC/T/FF: 18	3 / 13 / 15
Senses: dar Speed: 10 ft BAB: +9 Fort: +13	rkvision 60 ft. t. CMB: +22 Ref: +5	CMD: 33 (can't Will: +13		Space/Reac	h: 10 / 10	Senses: dar Speed: 40 f BAB: +3 Fort: +2	rkvision 60 fr ft., climb 10 CMB:+3 Ref: +4	ft.		Space/Reac	3 / 13 / 15 ch:
Senses: dar Speed: 10 ft BAB: +9 Fort: +13 Languages:	t. CMB: +22 Ref: +5 Aklo, Underco	CMD: 33 (can't	be tripped) HP: 162 (12d8+108)	Space/Reac Reference: E	h: 10 / 10 B-237	Senses: dar Speed: 40 f BAB: +3 Fort: +2 Languages:	rkvision 60 fi ft., climb 10 CMB:+3 Ref: +4	ft. CMD: 16 (2 Will: +5	20 vs. trip) HP: 27 (5d8+5)	Space/Reac Reference: E	3 / 13 / 15 ch: B-238
Senses: dar Speed: 10 ft BAB: +9 Fort: +13 Languages: STR: 34	rkvision 60 ft. t. CMB: +22 Ref: +5 Aklo, Underco	CMD: 33 (can't Will: +13 Hommon N: 29 INT: 13	be tripped) HP: 162 (12d8+108)	Space/Reac Reference: E	h: 10 / 10 B-237	Senses: dar Speed: 40 f BAB: +3 Fort: +2 Languages: STR: 10	rkvision 60 ff ft., climb 10 CMB:+3 Ref: +4	ft. CMD: 16 (3	20 vs. trip) HP: 27 (5d8+5) 2 WIS: 13 CHR: 8	Space/Reac Reference: E	3 / 13 / 15 ch:
Senses: dar Speed: 10 ft BAB: +9 Fort: +13 Languages: STR: 34 D Melee: bite +	rkvision 60 ft. t. CMB: +22 Ref: +5 Aklo, Underco EX: 13 CO +20 (4d8+18/19	CMD: 33 (can't Will: +13 Formmon N: 29 INT: 13	be tripped) HP: 162 (12d8+108)	Space/Reac Reference: E	h: 10 / 10 B-237	Senses: dar Speed: 40 f BAB: +3 Fort: +2 Languages: STR: 10 D Melee: bite	rkvision 60 ff ft., climb 10 CMB:+3 Ref: +4	ft. CMD: 16 (2 Will: +5	20 vs. trip) HP: 27 (5d8+5) 2 WIS: 13 CHR: 8	Space/Reac Reference: E	3 / 13 / 15 ch: B-238
Senses: dar Speed: 10 ft BAB: +9 Fort: +13 Languages: STR: 34 Melee: bite + Ranged: 6 st	rkvision 60 ft. t. CMB: +22 Ref: +5 Aklo, Underco EX: 13 CO +20 (4d8+18/19	CMD: 33 (can't Will: +13	be tripped) HP: 162 (12d8+108)	Space/Reac Reference: E	h: 10 / 10 B-237	Senses: dar Speed: 40 f BAB: +3 Fort: +2 Languages: STR: 10 Melee: bite- Ranged:	rkvision 60 ff ft., climb 10 CMB:+3 Ref: +4	ft. CMD: 16 (3	20 vs. trip) HP: 27 (5d8+5) 2 WIS: 13 CHR: 8	Space/Reac Reference: E	3 / 13 / 15 ch: B-238
Senses: dar Speed: 10 ft BAB: +9 Fort: +13 Languages: STR: 34 D Melee: bite + Ranged: 6 st Special: pull	rkvision 60 ft. t. CMB: +22 Ref: +5 Aklo, Underco EX: 13 CO +20 (4d8+18/19 strands +10 tou (strand, 5 feet	CMD: 33 (can't Will: +13 Frammon N: 29 INT: 13 P-20) ch (1d6 Strength) , strands	be tripped) HP: 162 (12d8+108) WIS: 16 CHR: 12	Space/Reaci Reference: E Knowledge:	h: 10 / 10 B-237	Senses: dar Speed: 40 f BAB: +3 Fort: +2 Languages: STR: 10 Melee: bite- Ranged: Special:	rkvision 60 fr ft., climb 10 CMB:+3 Ref: +4 : DEX: 17 CC +6 (1d3), ante	ft. CMD: 16 (3	20 vs. trip) HP: 27 (5d8+5) 2 WIS: 13 CHR: 8	Space/Reac Reference: E	3 / 13 / 15 ch: B-238
Senses: dar Speed: 10 ft BAB: +9 Fort: +13 Languages: STR: 34 D Melee: bite + Ranged: 6 st Special: pull Skills: Climb	rkvision 60 ft. t. CMB: +22 Ref: +5 Aklo, Underco EX: 13 CO +20 (4d8+18/19 strands +10 tou (strand, 5 feet	CMD: 33 (can't Will: +13 Frammon N: 29 INT: 13 P-20) ch (1d6 Strength) h, strands 18 (+26 in stony o	be tripped) HP: 162 (12d8+108) WIS: 16 CHR: 12	Space/Reacl Reference: E Knowledge:	h: 10 / 10 B-237	Senses: dar Speed: 40 f BAB: +3 Fort: +2 Languages: STR: 10 D Melee: bite Ranged: Special: Skills: Climb	rkvision 60 ff ft., climb 10 CMB:+3 Ref: +4 : DEX: 17 CO +6 (1d3), ante	ft. CMD: 16 (: Will: +5 ON: 13 INT: ennae +1 touch	20 vs. trip) HP: 27 (5d8+5) 2 WIS: 13 CHR: 8 h (rust)	Space/Reac Reference: E	3 / 13 / 15 ch: B-238
Senses: dar Speed: 10 ft BAB: +9 Fort: +13 Languages: STR: 34 D Melee: bite + Ranged: 6 st Special: pull Skills: Climb Notes: A hug	rkvision 60 ft. t. CMB: +22 Ref: +5 Aklo, Undercondered	CMD: 33 (can't Will: +13 Frammon N: 29 INT: 13 P-20) ch (1d6 Strength) h, strands 18 (+26 in stony out this conical creature	be tripped) HP: 162 (12d8+108) WIS: 16 CHR: 12	Space/Reacl Reference: E Knowledge:	h: 10 / 10 B-237	Senses: dar Speed: 40 f BAB: +3 Fort: +2 Languages: STR: 10 D Melee: bite: Ranged: Special: Skills: Climb Notes: This is prote	rkvision 60 ff ft., climb 10 CMB:+3 Ref: +4 : DEX: 17 CO +6 (1d3), ante	ft. CMD: 16 (: Will: +5 ON: 13 INT: ennae +1 touch ster has four leg, and of its tail, an	20 vs. trip) HP: 27 (5d8+5) 2 WIS: 13 CHR: 8 th (rust) 1s, a strange propeller-shaped and two long, feathery antennae.	Space/Read Reference: E Knowledge:	3 / 13 / 15 ch: B-238
Senses: dar Speed: 10 ft BAB: +9 Fort: +13 Languages: STR: 34 D Melee: bite + Ranged: 6 st Special: pull Skills: Climb Notes: A hug mout Immune elec	rkvision 60 ft. t. CMB: +22 Ref: +5 Aklo, Underco +20 (4d8+18/19 strands +10 toul (strand, 5 feet +27, Stealth + ge eye opens in th. Long strands ctricity; Resist of	CMD: 33 (can't Will: +13 Pommon N: 29 INT: 13 Pommon Ch (1d6 Strength) Ch (1d7 Stren	be tripped) HP: 162 (12d8+108) WIS: 16 CHR: 12 or icy areas) (More see bore's front, just above a tooth	Space/Reacl Reference: E Knowledge:	h: 10 / 10 B-237	Senses: dar Speed: 40 f BAB: +3 Fort: +2 Languages: STR: 10 D Melee: bite: Ranged: Special: Skills: Climb Notes: This is prote	rkvision 60 ff ft., climb 10 CMB:+3 Ref: +4 : DEX: 17 CO +6 (1d3), ante	ft. CMD: 16 (: Will: +5 ON: 13 INT: ennae +1 touch ster has four leg, and of its tail, an	20 vs. trip) HP: 27 (5d8+5) 2 WIS: 13 CHR: 8 th (rust)	Space/Read Reference: E Knowledge:	3 / 13 / 15 ch: B-238
Senses: dar Speed: 10 ft BAB: +9 Fort: +13 Languages: STR: 34 D Melee: bite + Ranged: 6 st Special: pull Skills: Climb Notes: A hug mout Immune elec Weaknesses	rkvision 60 ft. t. CMB: +22 Ref: +5 Aklo, Underco 2EX: 13 CO +20 (4d8+18/19 strands +10 toul (strand, 5 feet +27, Stealth + ge eye opens in th. Long strands ctricity; Resist of ved Critical (bite ved Critical (bite	CMD: 33 (can't Will: +13 Pommon N: 29 INT: 13 Pommon Ch (1d6 Strength) Ch (1d6 Stren	be tripped) HP: 162 (12d8+108) WIS: 16 CHR: 12 or icy areas) (More see bore's front, just above a tooth	Space/Reack Reference: E Knowledge:	h: 10 / 10 B-237 Dungeoneering	Senses: dar Speed: 40 f BAB: +3 Fort: +2 Languages: STR: 10 Melee: bite- Ranged: Special: Skills: Climb Notes: This is protice Feats Ability Scent Metals	rkvision 60 ff ft., climb 10 CMB:+3 Ref: +4 : DEX: 17 CO +6 (1d3), ante o +8 insectile mons rusion at the en y Focus (rust), the rust monst	ft. CMD: 16 (: Will: +5 ON: 13 INT: ennae +1 touch ster has four legand of its tail, and Skill Focus (Per illity functions religions)	20 vs. trip) HP: 27 (5d8+5) 2 WIS: 13 CHR: 8 th (rust) 1s, a strange propeller-shaped and two long, feathery antennae.	Space/Reaci Reference: E Knowledge:	B / 13 / 15 ch: B-238 Dungeoneering

Treasure none

Roc

Rust (Su) A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

Trample (Ex) As a full-round action, it can attempt to overrun any creature that is at least one size category smaller. This works just like overrun, 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 can make an AoO, but at a -4 penalty. If targets forgo an AoO, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. 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.

Treasure none

Rhinoceros, Woolly

Strands (Ex) A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 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 must make a DC 25 Fortitude save or take 1d6 points of Strength damage. The save DC is Constitution-based.

Pull (Ex) It can choose to make a free combat maneuver check with a successful attack. If successful, this check pulls a creature closer. The distance pulled is set by this ability. 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 AoO's and stop if the pull would move them into a solid object or creature.

Treasure standard

Rust Monster Roper

Sahuagin			CR/XP: 2-600	Perc: +6	Init: +1	Salamar	der		CR/XP: 6-2400	Perc: +16	Init: +1		
LE Medium i	monstrous hu	ımanoid (aquat	ic)			CE Medium	outsider (ext	raplanar, fire)					
Senses: blin	dsense 30 ft.	, darkvision 60	ft.			Senses: da	kvision 60 ft.						
Speed: 30 ft.	., swim 60 ft.					Speed: 20 ft.							
BAB: +2	CMB:+4	CMD: 15		AC/T/FF: 16	/ 11 / 15	BAB: +8	CMB:+11/15	CMD: 22 (car	n't be tripped)	AC/T/FF: 1	8 / 11 / 17		
Fort: +4	Ref: +4	Will: +4	HP: 15 (2d10+4)	Space/Reac	h:	Fort: +10 Ref: +7 Will: +6 HP: 76 (8d10+32) Space/Reach: 5							
Languages:	Aquan, Comm	on; speak with sh	narks	Reference:	3-239	Languages	Common, Igna	an		Reference:	B-240		
STR: 14	EX: 13 COI	N: 14 INT: 14	WIS: 13 CHR: 9	Knowledge:	Nature	STR: 16	EX: 13 CO	N: 18 INT: 14	4 WIS: 15 CHR: 13	Knowledge	Planes		
Melee: triden	t +4 (1d8+3), b	oite –1 (1d4+1) or	2 claws +4 (1d4+2), bite -	+4 (1d4+2)		Melee: spea	r +11/+6 (1d8+	4/x3 plus 1d6 fi	re), tail slap +6 (2d6+1 plu	s 1d6 fire and g	grab)		
Ranged: hea	vy crossbow +	3 (1d10/19–20)				Ranged:							
Special: bloo	d frenzy					Special: cor	strict (2d6+4 p	lus 1d6 fire), he	at				
Skills: Handle	Animal +1, Ri	de +6, Stealth +6	5, Survival +6, Swim +15			Skills: Acrob	atics +12, Bluff	+12, Intimidate	+12, Sense Motive +13, S	tealth +12 (Mo	re see book)		
end in Weaknesses Feats Great F Blood Frenz the following frenzy lasts a: Speak with S	webbed claws, light blindnes ortitude y (Ex) Once pe round. It gain s long as the b. Sharks (Su) A s	and its piscine hed s r day, a sahuagin s +2 Constitution attle or 1 minute, sahuagin can com	e tail. Its arms and legs ad features a toothy maw. that takes damage in com and +2 Strength, but take whichever is shorter. municate telepathically w nple concepts, such as "co	s a -2 penalty the sharks to a	to its AC. The distance of	flan DR 10/magic Weaknesses *Reach 5 ft. Feats Cleave	te dance along to the dance fire to underability to 10 ft. with tail) , Iron Will, Pow alamander ger	che creature's bla o cold er Attack, Skill F perates so much	with anger. Spines of crackling ckened, fiery-red scales. ocus (Perception) heat that its mere touch depons also conduct this head	eals an addition	nal 1d6 points		
Satyr			CR/XP: 4-1200	Perc: +18	Init: +2	Scorpion	Giant		CR/XP: 3-800	Perc: +4	Init: +0		
CN Medium	fey					N Large ver							
Senses: low	-light vision					Senses: darkvision 60 ft., tremorsense 60 ft.							
Speed: 40 ft						Speed: 50 ft.							
BAB: +4	CMB:+6	CMD: 18		AC/T/FF: 18	/ 13 / 15	BAB: +3	CMB:+8/12	CMD: 18 (30	vs. trip)	AC/T/FF: 1	6 / 9 / 16		
Fort: +4	Ref: +4	Will: +8	HP: 44 (8d6+16)	Space/Reac	h:	Fort: +7	Ref: +1	Will: +1	HP: 37 (5d8+15)	Space/Rea	ch: 10 / 10		
Languages:	Common, Sylv	an		Reference:	3-241	Languages: Reference: B-242							
STR: 14 D	EX: 15 COI	N: 15 INT: 12	WIS: 14 CHR: 19	Knowledge:	Nature	STR: 19	EX: 10 CO	N: 16 INT:	WIS: 10 CHR: 2	Knowledge	Nature		
Melee: dagge	er +6 (1d4+2/1	9–20), horns +1 (1d6+1)			Melee: 2 cla	ws +6 (1d6+4	olus grab), sting	y +6 (1d6+4 plus poison)				
Ranged: sho	rt bow +6 (1d6	/x3)				Ranged:							
Special: pipe	s					Special: constrict (1d6+4)							
Skills: Disguis	se +9, Perform	(wind instrument	ts) +21, Stealth +17, Survi	val +7 (More s	ee book)	Skills: Climb +8, Stealth +0							
Ranged: short bow +6 (1d6/x3) Special: pipes Skills: Disguise +9, Perform (wind instruments) +21, Stealth +17, Survival +7 (More see book) Notes: This handsome, grinning man has the furry legs of a goat and a set of curling ram horns extending from his temples. DR 5/cold iron Spell-Like Abilities (CL 8th) At will—charm person (DC 15), dancing lights, ghost sound (DC 14), sleep (DC 15), suggestion (DC 17) 1/day—fear (DC 18), summon nature's ally III Feats Dodge, Mobility, Skill Focus (Perception), Weapon Finesse						Skills: Climb +8, Stealth +0 Notes: The sixteen-foot-long scorpion scrabbles forward, ferocious claws raised in challenge, stingered tail arched over its back. Immune mind-affecting effects Poison (Ex) Sting—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitutuion-based and includes a +2 racial bonus.							

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well.

Constrict (Ex) It 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).

Treasure standard (spear, other nonflammable treasure)

Salamander

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well.

Constrict (Ex) It 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).

Treasure none

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Treasure NPC gear (trident, heavy crossbow with 10 bolts, other treasure)

Sahuagin

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *charm person*, *fear*, *sleep*, or *suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spelllike abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

Treasure standard (dagger, short bow plus 20 arrows, masterwork panpipes, other treasure)

Scorpion, Giant Satyr

Sea Hag			CR/XP: 4-1200	Perc: +11	lnit: +3	Sea Ser	pent		CR/XP: 12-19200	Sea Serpent CR/XP: 12-19200 Perc: +8 Init: +6						
CE Medium	monstrous hu	umanoid (aquatic)				N Gargantu	an magical	beast (aquatic)								
Senses: dark	kvision 60 ft.					Senses: darkvision 120 ft., low-light vision										
Speed: 30 ft.	., swim 40 ft.					Speed: 20 ft., swim 60 ft.										
BAB: +4	CMB:+8	CMD: 21		AC/T/FF: 16	/ 13 / 13	BAB: +15	CMB:+31/3	5 CMD: 43 (ca	n't be tripped)	AC/T/FF: 25 / 8 / 23						
Fort: +5	Ref: +7	Will: +5	: 38 (4d10+16)	Space/Reac	h:	Fort: +16	Ref: +13	Space/Rea	ch: 20 / 20							
Languages:	Common, Giar	nt		Reference: E	3-243	Languages:				Reference:	B-244					
STR: 19 DI	EX: 16 CON	N: 18 INT: 12	WIS: 13 CHR: 15	Knowledge:	Nature	STR: 34	EX: 14 C	ON: 25 INT: 2	WIS: 11 CHR: 11	Knowledge	: Arcana					
Melee: 2 claw	vs +8 (1d6+4)					Melee: bite -	+23 (4d8+22/	19-20 plus grab),	, tail slap +18 (3d6+6 plus (grab)						
Ranged:						Ranged:										
Special: evil	eye, amphibiοι	ıs				Special: elu:	sive, capsize	, constrict (3d6+1	8), swallow whole (see not	es)						
Skills: Bluff +9, Knowledge (any one) +5, Stealth +10, Swim +19 Notes: Hair like rotting seaweed drapes this ancient witch. Loose, algaecolored						Skills: Stealt	h +13, Swim	+20								
skin sa Aura horrific SR 15	ke rotting seawe ags off her starv appearance (6 ocus (Bluff, Perc	ed frame. 0 ft.)	nt witch. Loose, algaecol	lored		strike Immune cole Feats Improve Power Attack Capsize (Ex) as a charge a	e, this ship-siz d; Resist fire s ved Bull Rush c, Skill Focus (A sea serpen ttack and ma tain's Profess	ed serpent hisses of 30 , Improved Critica (Stealth), Stealthy It can attempt to king a combat mi ion (sailor) check,	al (Bite), Improved Initiative	, Iron Will, Ligh	by ramming it					
Shadow	undead (inco	urnoroal)	CR/XP: 3-800	Perc: +8	lnit: +2	Shadow,		oornorool)	CR/XP: 8-4800	Perc: +13	Init: +5					
Senses: dar		iporear)						<u> </u>								
Speed: fly 40						Senses: darkvision 60 ft. Speed: fly 40 ft. (good)										
		CMD: 17		AC/T/FF: 15	/ 15 / 12	BAB: +6	CMB:+11	CMD: 24	AC/T/FF: 1	C/T/FF: 18 / 18 / 12						
			: 19 (3d8+6)	Space/Reac		Fort: +5	Ref: +8	Will: +7	HP: 58 (9d8+18)	Space/Rea						
Languages:	101. 10	******	. 10 (00010)	Reference:		Languages:		VVIII. 17	[i i : 30 (300+10)	Reference:						
	EX: 14 CON	N: INT: 6	WIS: 12 CHR: 15					ON: INT: 6	WIS: 12 CHR: 15							
		(1d6 Strength dama		rtiowicago.	T to ligion					Tillowicago	. rtoligion					
Ranged:						Melee: incorporeal touch +11 (1d8 Strength) Ranged:										
	rporeal, channe	el resistance +2, cre	ate spawn			Special: incorporeal, channel resistance +2, create spawn, strength damage										
_		+12 in dim light, +4 in	-			Skills: Fly +15, Stealth +20 (+24 in dim light, +16 in bright light)										
Notes: Barely vague	y seen out of the ely humanoid in	e corner of the eye, thi n outline and writhes v	is wisp of shadow is			Notes: This shadowy figure sways and moves with an erratic grace, as if lit by an unseen fire. Immune undead traits Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)										
shadow under Strength Dan	r the control of nage (Su) A sh tive energy effe	fits killer in 1d4 roun adow's touch deals 1	by a shadow's Strength ids. 1d6 points of Strength this Strength damage	damage to a liv	ving creature.	shadow und Strength Da	er the contro I mage (Su) A s is a negative	l of its killer in 1d4 greater shadow's	silled by a shadow's Strengt 4 rounds. s touch deals 1d8 points of creature dies if this Streng	Strength dama	ge to a living					

Elusive (Su) Sea serpents have long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. As a full-round action while in water, a sea serpent can move up to its run speed (300 ft.) 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 20th and cannot be dispelled.

Swallow Whole (Ex) (4d8+18 bludgeoning damage, AC 18, hp 18)

If it begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take 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, or it can just try to escape the grapple. 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.

Constrict (Ex) It 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).

Treasure none

Sea Serpent

Incorporeal Subtype: Has no physical body. 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. See page 301 of the Bestiary for more info.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Treasure standard

Evil Eye (Su) Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 14 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 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 DC 14 Fortitude save or perish. The evil eye is a mindaffecting fear effect. The save DCs are Charisma-based. *Evil Eye Curse*: Gaze—failed save; *save* Will DC 14; *frequency* 1/day; *effect* staggered (or fall comatose if already under the effects of the evil eye).

Horrific Appearance (Su) The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 14 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 hag's horrific appearance for 24 hours. This is a mindaffecting effect. The save DC is Charisma-based.

Amphibious (Ex) Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Treasure standard

Sea Hag

Incorporeal Subtype: Has no physical body. 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. See page 301 of the Bestiary for more info.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Treasure standard

Shadow, Greater Shadow

Shambling Mound CR/XP: 6-24	00 Perc:	+11	ln	it: +0	Shark				CR/XF	2-600	Perc: +8	Init: +5		
N Large plant					N Large ani	mal (aqua	tic)							
Senses: darkvision 60 ft., low-light vision					Senses: blir	dsense 30	ft., kee	n scent						
Speed: 20 ft., swim 20 ft.					Speed: swim 60 ft.									
BAB: +6 CMB:+12/16 CMD: 22	AC/T/	/FF: 19	9 / 9	/ 19	BAB: +3	CMB:+7	CMD	: 18	AC/T/FF: 14 / 10 /					
Fort: +9 Ref: +5 Will: +5 HP: 67 (9d8+27)	Space	e/Reac	ch: 1	0 / 10	Fort: +7	Fort: +7 Ref: +5 Will: +2 HP: 22 (4d8+4) Space/Reach:								
Languages: Common, Sylvan (cannot speak)	Refer	ence:	B-24	l 6	Languages:						Reference:	B-247		
STR: 21 DEX: 10 CON: 17 INT: 7 WIS: 10 CHR	: 9 Know	ledge:	Nati	ure	STR: 17	EX: 12	CON: 13	INT: 1	WIS: 12	CHR: 2	Knowledge	Nature		
Melee: 2 slams +11 (2d6+5 plus grab)					Melee: bite -	-5 (1d8+4)								
Ranged:					Ranged:									
Special: plant traits, constrict (2d6+7), electric fortitude					Special:									
Skills: Stealth +8 (+16 in swamps or forest), Swim +13		Skills: Swim	+11											
Notes: A mass of tangled vines and dripping slime rises on two trunklike legs, reeking of rot and freshly turned earth. Immune electricity; Resist fire 10 Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam) Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.						its gaping ja Fortitude, In	ws showir nproved Ir can notic	ng countle nitiative e creature	es by scent in a			r and can		
Shark, Dire CR/XP: 9-64 N Gargantuan animal (aquatic)	00 Perc:	+25	ln	it: +6	Shocker N Small ma		4		CR/XF	2-600	Perc: +8	Init: +6		
Senses: blindsense 30 ft., keen scent								ricity cor	aco low light	vicion				
Speed: swim 60 ft.					Senses: darkvision 60 ft., electricity sense, low-light vision Speed: 40 ft., climb 20 ft., swim 20 ft.									
BAB: +11 CMB: +25/29 CMD: 37	AC/T	/FF: 23	3 / Ω	/ 21	BAB: +3	CMB:+2		: 14 (18	vc trip)		AC/T/FF: 16 / 13 / 14			
Fort: +14 Ref: +13 Will: +8 HP: 112 (15d8+4		e/Reac			Fort: +4	Ref: +5	Will:		HP: 19 (3d ²	10+3)	Space/Rea			
Languages:		ence:			Languages:	1101. 43	VVIII.	12	13 (34	10+3)	Reference:			
STR: 30 DEX: 15 CON: 17 NT: 1 WIS: 12 CHR						EX: 15	CON: 13	INT: 2	WIS: 13	CHR: 6	Knowledge			
Melee: bite +17 (4d10+15/19–20 plus grab)	. 10	louge.	···				10		1110. 10		Titotricage	, ii oui iu		
Ranged:					Melee: bite +4 (1d4) Ranged:									
Special: swallow whole (2d6+15 damage, AC 17, 11 hp)					Special: shock									
Skills: Swim +18					Skills: Climb +8, Stealth +17, Swim +8									
Notes: Large as a dragon, this shark's jaws open to reveal a cavern tooth-lined gullet capable of swallowing a horse whole. Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved		Improve	ved In	nitiative,	Notes: This dog-sized lizard has two horns, one on either side of its head, and green scales that crackle with sparks of lightning. Immune electricity									
						Feats Improved Initiative, Skill Focus (Stealth) Electricity Sense (Ex) Shocker lizards automatically detect any electrical discharges within 100 feet.								

Treasure none

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well.

Constrict (Ex) It 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).

Treasure standard

Shambling Mound

Shock (Su) 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 12 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.

Shark

Treasure incidental

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage.

Swallow Whole (Ex) If it begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take 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, or it can just try to escape the grapple. 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.

Treasure none

Shocker Lizard Shark, Dire

Shoggoth	CR/XP: 19-204800	Perc: +33	Init: +11	Skeleton	Skeleton (Human) CR/XP: 1/3-135 Perc: +0 Init: +6							
CN Huge ooze (aquatic)				NE Medium	undead							
Senses: all-around vision, darkvision 120	ft., low-light vision, sce	ent, tremorse	nse 60 ft.	Senses: dar	rkvision 60 ft							
Speed: 50 ft., climb 30 ft., swim 50 ft.				Speed: 30 ft.								
BAB: +17 CMB:+34/39 CMD: 51 (cannot	t be tripped)	AC/T/FF: 33	/ 15 / 26	BAB: +0	CMB:+2	CMD: 14	AC/T/FF: 16 / 12 /					
Fort: +19 Ref: +14 Will: +15 H	P: 333 (23d8+230)	Space/Reacl	h: 15 / 30	Fort: +0	Fort: +0 Ref: +2 Will: +2 HP: 4 (1d8) Space/Reach:							
Languages: Aklo		Reference: E	3-249	Languages:				Reference: E	3-250			
STR: 40 DEX: 24 CON: 31 INT: 5	WIS: 22 CHR: 13	Knowledge:	Dungeoneering	STR: 15	DEX: 14 CC	N: INT:	WIS: 10 CHR: 10	Knowledge:	Religion			
Melee: 4 slams +30 (3d6+15/19–20 plus grab))			Melee: broke	en scimitar +0	(1d6), claw -3 (1	d4+1) or 2 claws +2 (1d4+	-2)				
Ranged:				Ranged:								
Special: constrict (3d6+15), maddening cacop	hony, engulf (see notes)	, trample (4d8+	+15, DC 36)	Special:								
Skills: Climb +23, Swim +23		Skills:										
Notes: This immense mound of black slime thund mouths and even stranger things forming Fast Healing 10; SQ amphibious DR 10/—; Immune blindness, charm effects, cornected the second stranger and stranger and stranger and stranger and stranger and immunity to flanking. Amphibious (Ex) It can survive indefinitely on	g in its heaving bulk. old, deafness, ooze traits, itical Focus, Great Cleave under, Iron Will, Power Ai nse organs grant a +4 rac	, Great Fortituc ttack, Stunning	g Critical	shap DR 5/bludge Feats Improv	pe. Its long, bon coning; Immur	y fingers reach ou e cold, undead to	up to take on a human t to claw at the living. raits					
Skeletal Champion*	CR/XP: 2-600	Perc: +6	Init: +5	Skum			CR/XP: 2-600	Perc: +5*	lnit: +1			
NE Medium undead				LE Medium monstrous humanoid (aquatic)								
Senses: darkvision 60 ft.				Senses: darkvision 60 ft.								
Speed: 30 ft.				Speed: 20 ft., swim 40 ft.								
BAB: +2 CMB: +5 CMD: 16		AC/T/FF: 21	/ 12 / 19	BAB: +2	CMB:+4	CMD: 15		AC/T/FF: 13				
Fort: +3 Ref: +1 Will: +3 H	P: 17 (2d8+1d10+3)	Space/Reacl	h:	Fort: +3	Ref: +4		HP: 20 (2d10+9)	Space/Reac	h:			
Languages:		Reference: E		Languages: Aboleth, Undercommon Reference: B-253								
STR: 17 DEX: 13 CON: INT: 9	WIS: 10 CHR: 12	Knowledge:	Religion	STR: 15	DEX: 13 CC	N: 17 INT: 10	WIS: 10 CHR: 6	Knowledge:	Nature			
Melee: mwk longsword +7 (1d8+3/19-20)				Melee: tride	nt +4 (1d8+2),	claw +2 (1d4+1)	, bite +2 (1d6+1)					
Ranged:				Ranged: trident +3 (1d8+2)								
Special: channel resistance +4				Special: amphibious								
Skills: Intimidate +7, Stealth -1				Skills: Intimidate +3, Stealth +6 (+10 underwater), Swim +15								
Notes: This armored skeleton stands in a battle- held high as cold blue light shines in its eg *Human skeletal champion warrior 1 DR 5/bludgeoning; Immune cold, undead trait: Feats Cleave, Improved Initiative, Power Attack	rye sockets.	vord)		Notes: This hunchbacked, green-skinned humanoid has a wide, frog-like head but a mouth more akin to that of a toothy fish. *Perception +5 (+9 underwater) Resist cold 10 Feats Multiattack, Toughness Amphibious (Fx) It can survive indefinitely on land								
				Feats Multiattack, Toughness Amphibious (Ex) It can survive indefinitely on land.								

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Treasure none

Skeleton (Human)

Treasure NPC gear (trident, other treasure)

Maddening Cacophony (Su) As a free action, a shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60' radius must make a DC 22 Will save or be confused for 1d6 rounds. Each round a creature is affected it takes 1d6 points 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 CHA-based. **Engulf (Ex)** (4d6+22 bludgeoning damage plus 8d6 acid damage, AC 19, hp 33) To use this ability, the shoggoth must begin its turn grappling a creature or must trample. A shoggoth may attempt to engulf as many creatures as it grapples or tramples in a round. This ability otherwise functions as swallow whole, save that a creature that cuts is way out of a shoggoth leaves no hole in the protoplasmic creature's body.

Grab (Ex) See page 301 of the Bestiary

Constrict (Ex) It 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).

Trample (Ex) As a full-round action, it can attempt to overrun any creature that is at least one size category smaller. This works just like overrun, 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 can make an AoO, but at a -4 penalty. If targets forgo an AoO, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. 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.

Treasure standard

Shoaaoth

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Channel Resistance (Ex) It is less easily affected by clerics or paladins. It adds the 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).

Treasure standard (breastplate, heavy steel shield, masterwork longsword, other treasure)

Slug, Giant CR/XP: 8-4800	Init: -4	Snake, Constrictor CR/XP: 2-600 Perc: +12 Init: +3								
N Huge vermin			N Medium a	nimal						
Senses: blindsight 60 ft.			Senses: sce	ent						
Speed: 20 ft.			Speed: 20 ft., climb 20 ft., swim 20 ft.							
BAB: +9 CMB:+19 CMD: 25 (can't be tripped)	AC/T/FF: 20) / 4 / 20	BAB: +2	CMB:+5/9	CMD: 18 (ca	n't be tripped)	AC/T/FF: 15	/ 13 / 12		
Fort: +12 Ref: +0 Will: +4 HP: 102 (12d8+48)	Space/Read	ch: 15 / 15	Fort: +4 Ref: +6 Will: +2 HP: 19 (3d8+6) Space/Reach:							
_anguages:	Reference:	B-254	Languages:				Reference: E	3-255		
STR: 27 DEX: 2 CON: 18 INT: WIS: 10 CHR: 1	Knowledge:	Nature	STR: 17	EX: 17 CO	N: 12 NT: 1	WIS: 12 CHR: 2	Knowledge: I	Nature		
Vielee: tongue +15 (2d10+12 plus 2d8 acid)			Melee: bite -	-5 (1d4+4 plus	grab)					
Ranged: spit acid +3 (10d6 acid)		Ranged:								
Special: malleable		Special: con	strict (1d4+4)							
Skills:		Skills: Acrob	atics +15, Clim	b +11, Stealth	+11, Swim +11					
Notes: This massive, gray-brown slug leaves a viscous trail of slime in its wake as a long rasping tongue tastes the air for prey. DR 10/slashing or piercing Immune acid, mind-affecting effects Weaknesses susceptible to salt			deco	large snake has rated with dirty cus (Perception	brown stripes.	ar body and dull green scales				
Spit Acid (Ex) A giant slug can spit acid at an opponent within 60 fer a successful ranged touch attack, the target takes 10d6 points of acid Susceptible to Salt (Ex) A handful of salt burns a giant slug as if it w	I damage (no sav	ve).								
points of damage per use.	ere a Hask OF acid	a, causing 100								
Snake, Venomous CR/XP: 1-400	Perc: +9	lnit: +5	Spectre			CR/XP: 7-3200	Perc: +17	Init: +7		
N Medium animal			LE Medium	undead (inco	rporeal)					
Senses: low-light vision, scent			Senses: darkvision 60 ft.							
Speed: 20 ft., climb 20 ft., swim 20 ft.			Speed: fly 80 ft. (perfect)							
BAB: +1 CMB:+0 CMD: 11 (can't be tripped)	AC/T/FF: 14	1 / 11 / 13	BAB: +6	CMB:+6	CMD: 21		AC/T/FF: 15	/ 15 / 12		
Fort: +5 Ref: +4 Will: +1 HP: 13 (2d8+4)	Space/Read	ch:	Fort: +4	Ref: +5	Will: +9	HP: 52 (8d8+16)	Space/Reach	n:		
anguages:	Reference:	B-255	Languages:	Common			Reference: E	3-256		
STR: 8 DEX: 13 CON: 14 INT: 1 WIS: 13 CHR: 2	Knowledge:	Nature	STR:	EX: 16 CO	N: INT: 1	4 WIS: 16 CHR: 15	Knowledge:	Religion		
Vielee: bite +2 (1d4-1 plus poison)			Melee: incor	poreal touch +	10 (1d8 plus er	nergy drain)				
Ranged:			Ranged:							
Special:			Special: inco	orporeal, chanr	nel resistance +	-2, create spawn, energy dra	ain (2 levels, DC	: 16)		
Skills: Acrobatics +9, Climb +9, Stealth +9, Swim +9			Special: incorporeal, channel resistance +2, create spawn, energy drain (2 levels, DC 16) Skills: Fly +11, Intimidate +13, Stealth +14, Survival +11 (More see book)							
Notes: This brightly colored snake assumes an aggressive posture, its hissing mouth open to display its fangs.			Notes: This translucent, ghostly figure fades into view from the damp mist, its face distorted by wrath into a hideous mask.							
Feats Improved Initiative, Weapon Finesse						nlight noworless ass				
Poison (Ex) Bite—injury; <i>save</i> Fort DC 13; <i>frequency</i> 1/round for 6 rou save.	Aura unnatural aura (30 ft.) Weaknesses resurrection vulnerability, sunlight powerlessness Feats Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (touch) Resurrection Vulnerability (Su) A raise dead or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component. Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.									

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well.

Constrict (Ex) It 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).

Treasure none

Snake, Constrictor

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a –2 penalty on all d20 rolls and checks, receive –2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Unnatural Aura (Su) Animals, wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30'. 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 as long as it is within 30' of the spectre.

Incorporeal (Ex) See page 301 of Bestiary for details.

Energy Drain (Su) This attack happens automatically when a melee or ranged attack hits. Each successful energy drain bestows one or more negative levels. If an attack that includes an energy drain scores a crit, it bestows twice the number of negative levels. A draining creature gains 5 temp hp for each negative level it bestows. These last for a max of 1 hour. See page 300 of the Bestiary for details on removing these negative levels.

Channel Resistance (Ex) It is less easily affected by clerics or paladins. It adds the 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).

Treasure none

Malleable (Ex) A giant slug's body is very malleable, allowing it to fit into narrow areas with ease. A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 feet wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size (5 feet wide for most giant slugs).

Treasure none

Slug, Giant

Treasure none

Spectre Snake, Venomous

AC/T/FF: 21 / 10 / 20 Space/Reach: 10 / 5 Reference: B-257 Knowledge: Arcana	N Medium vermin Senses: darkvision 60 ft., tremorsense 60 ft.							
Space/Reach: 10 / 5 Reference: B-257	Speed: 30 ft., climb 30 ft. BAB: +2 CMB:+2 CMD: 15 (27 vs. trip) AC/T/FF: 14 / 13 / 11 Fort: +4 Ref: +4 Will: +1 HP: 16 (3d8+3) Space/Reach: Languages: Reference: B-258							
Space/Reach: 10 / 5 Reference: B-257	BAB: +2 CMB:+2 CMD: 15 (27 vs. trip) AC/T/FF: 14 / 13 / 11 Fort: +4 Ref: +4 Will: +1 HP: 16 (3d8+3) Space/Reach: Languages: Reference: B-258							
Space/Reach: 10 / 5 Reference: B-257	Fort: +4 Ref: +4 Will: +1 HP: 16 (3d8+3) Space/Reach: Languages: Reference: B-258							
Reference: B-257	Languages: Reference: B-258							
Knowledge: Arcana								
	STR: 11 DEX: 17 CON: 12 INT: WIS: 10 CHR: 2 Knowledge: Nature							
	Melee: bite +2 (1d6 plus poison)							
	Ranged:							
	Special: web (+5 ranged, DC 12, hp 2)							
lcraft +12 (More see book)	Skills: Climb +16, Stealth +7 (+11 in webs)							
oility in (DC 19), symbol of all symbols last for 1 week roved Initiative, Iron Will	Notes: A spider the size of a man crawls silently from the depths of its funnel-shaped web. Immune mind-affecting effects *Perception +4 (+8 in webs) Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.							
Perc: +4 Init: +3								
	N Medium animal (aquatic)							
	Senses: low-light vision							
	Speed: swim 60 ft., jet 240 ft.							
AC/T/FF: 17 / 17 / 14	BAB: +2 CMB:+4/8 CMD: 16 AC/T/FF: 13 / 12 / 11							
Space/Reach: 10 / 0	Fort: +3 Ref: +7 Will: +2 HP: 13 (3d8) Space/Reach:							
Reference: B-258	Languages: Reference: B-259							
Knowledge: Nature	STR: 15 DEX: 15 CON: 11 INT: 2 WIS: 12 CHR: 2 Knowledge: Nature							
	Melee: bite +4 (1d3+2), tentacles +2 (1d4+1 plus grab)							
	Ranged:							
	Special: ink cloud (5-ft. radius)							
	Skills: Swim +10							
	Notes: This slender red squid darts through the water with alacrity. Two large eyes stare from above the creature's tentacles.							
	Feats Improved Initiative, Lightning Reflexes, Multiattack 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.							
	in (DC 19), symbol of all symbols last for 1 week roved Initiative, Iron Will Perc: +4							

Web (Ex) Can use webs to support themselves and up to one additional creature of the same size. In addition, it can throw a web up to 8x/day. This has a maximum range of 50', with a range increment of 10', 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. Attempts to burst a web by those caught in it suffer a -4 penalty.

Web spinners can create sheets of sticky webbing up to 3x their size. 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.

Rake (Ex) In addition to the options available to all grapplers, it gains 2 additional claw attacks that it can use only against a grappled foe. It must begin its turn already grappling to use its rake --it can't begin a grapple and rake in the same turn.

Pounce (Ex) When it makes a charge, it can make a full attack (including rake attacks if it has that ability).

Treasure double

Spider, Giant

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage.

Treasure none

Swarm Attack: 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. Swarms do not threaten creatures, and do not make AoO's with their swarm attack.

Sphinx

Distraction: 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.

Swarm Traits: Is not subject to critical hits or flanking. If made up of Tiny creatures it takes 1/2 damage from slashing and piercing. If of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hp or less causes it to break up. Never staggered or reduced to a dying state by damage. Can't be tripped, grappled, or bull rushed, and can't grapple. 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 mindaffecting 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.

Treasure none

N Huge animal (aquatic) Senses: low-light vision Speed: swim 60 ft., jet 260 ft.			N Tiny magi	cal heast				Stirge							
							N Tiny magical beast Senses: darkvision 60 ft., low-light vision, scent								
Speed: swim 60 ft., jet 260 ft.			Senses: dar	kvision 60	ft., low-ligh	t vision	, scent								
			Speed: 10 ft., fly 40 ft. (average)												
BAB: +9 CMB:+18/22 CMD: 31	AC/T/FF: 20	/ 11 / 17	BAB: +1	CMB:+3*	CMD: 9	(17 vs.	trip)	p) AC/T/FF: 16 / 16 / 1							
Fort: +14 Ref: +13 Will: +5 HP: 102 (12d8+48)	Space/Reach	: 15 / 15*	Fort: +2 Ref: +6 Will: +1 HP: 5 (1d10) Space/Reach: 2.5 /							ch: 2.5 / 0					
Languages:	Reference: B-	-259	Languages:	Languages: Reference: B-26											
STR: 25 DEX: 17 CON: 19 INT: 2 WIS: 12 CHR: 2	Knowledge: N	Nature	STR: 3	EX: 19	ON: 10	VT: 1	WIS: 12	CHR: 6	Knowledge:	Arcana					
Melee: bite +14 (2d6+7), 2 arms +14 (1d6+7), tentacles +12 (4d6+3/	19-20 plus grab)		Melee: touch	+7 (attach)											
Ranged:			Ranged:												
Special: ink cloud (20-ft. radius), constrict (4d6+10)			Special: bloc	od drain, dis	eased										
Skills: Swim +15			Skills: Fly +8												
Notes: Immense in size, this great squid's tentacles writhe and f lash with almost nauseating speed. The beast's eyes are as big as shields. *Reach 15 ft. (30 ft. with arms and tentacles) Feats Combat Reflexes, Great Fortitude, Improved Critical, Improved Multiattacks, Skill Focus (Perception) Ink Cloud (Ex) A giant squid can emit a 20-foot-radius cloud of ink of action while underwater. This cloud provides total concealment. The Jet (Ex) A giant squid can jet in a straight line as a full-round action. It opportunity while jetting.	Initiative, Lightnir nce per minute as ink persists for 1 n	a free ninute.	*CMB +3 (+1 Feats Weapo Blood Drain point of Cons	and a needle 1 grapple w n Finesse (Ex) A stirge titution dar o digest the	e-sharp probe hen attached e drains bloo nage. Once a meal. If its vi	oscis. d) d at the a stirge h ictim die	end of its turn as dealt 4 poi	if it is attac nts of Const	hed to a foe, in itution damag tite has been s	e, it detaches					
Svirfneblin (Ranger 1) CR/XP: 1-400 N Small humanoid (gnome)	Perc: +6	Init: +2	Tarrasqu N Colossal r		vaet		CR/XP:	25-1638400	Perc: +43	Init: +7					
Senses: darkvision 120 ft., low-light vision			Senses: low												
Speed: 20 ft. (15 ft. in armor)			Speed: 40 f												
BAB: +1 CMB:+1 CMD: 15	AC/T/FF: 15 /	/ 15 / 11			57 CMD: 6	6			AC/T/FF: 40) / 5 / 37					
Fort: +6 Ref: +6 Will: +2 HP: 15 (1d10+5)	Space/Reach		Fort: +31	Ref: +22	Will: +1		HP: 525 (30	d10+360)	Space/Read						
Languages: Gnome, Undercommon	Reference: B-		Languages:				(30	/	Reference:						
STR: 13 DEX: 15 CON: 14 INT: 10 WIS: 10 CHR: 8	Knowledge: L		STR: 41 D			VT: 3	WIS: 15	CHR: 14	Knowledge:						
Melee: heavy pick +3 (1d4+1/x4)			Melee: See												
Ranged: light crossbow +4 (1d6/19–20)			Ranged: 6 spines +25 (2d10+15/×3)												
Special: stonecunning, track, wild empathy +0			Special: rush, spines, swallow whole(6d6+22 + 6d6 acid, AC 27, hp 52), carapace, powerful leaper												
Skills: Heal +4, Stealth +12 (+14 underground), Survival +4 (+5 track	ing) (More see bo	ok)	Skills: Acrobatics +3 (+43 when jumping)												
Notes: This bald gnome has rocky gray skin and a wiry physique. Its pale eyes are overly large and expressive. SR 12 Spell-Like Abilities (CL 1st) Constant—nondetection 1/day—blindness/deafness (DC 12), blur, disguise self	Notes: This immense reptilian beast towers over the surroundings like a dinosaur, all teeth and horns and claws and thrashing spiked tail. Aura frightful presence (300 ft., DC 27) Regeneration 40 *Reach 30 ft. (60 ft. with tail slap) DR 15/epic; Immune ability damage, acid, bleed, disease, energy drain, fire, mind-affecting effects, paralysis, permanent wounds, petrification, poison, polymorph; SR 36 Melee bite +37 (4d8+15/15-20/×3 plus grab), 2 claws +37 (1d12+15), 2 gores +37 (1d10+15), tail slap +32 (3d8+7) Feats Awesome Blow, Blind-Fight, Bleeding Crit, Cleave, Combat Reflexes, Crit Focus, Great Cleave, Great Fort, Improved Bull Rush, Improved Crit (bite), Improved Init, Lightning Reflexes,														

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (*Pathfinder RPG Core Rulebook* 557). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Treasure none

Stirge

Carapace (Su) The tarrasque's scales deflect cones, lines, rays, and *magic missile* spells, rendering the tarrasque immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

Powerful Leaper (Ex) The tarrasque uses its Strength to modify Acrobatics checks made to jump, and has a +24 racial bonus on Acrobatics checks made to jump.

Regeneration (Ex) No form of attack can suppress the tarrasque's regeneration—it regenerates even if disintegrated or slain by a death effect. If the tarrasque fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is inflicted upon its remains. It can be banished or otherwise transported as a means to save a region, but the method to truly kill it has yet to be discovered.

Rush (Ex) Once per minute for 1 round, the tarrasque can move at a speed of 150 feet. This increases its Acrobatics bonus on checks made to jump to +87.

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 120 ft.

Frightful Presence (Ex) See page 300 of the Bestiary for details.

Grab (Ex) See page 301 of the Bestiary for details.

Swallow Whole (Ex) See page 304 of the Bestiary for details.

Treasure none

Grab (Ex) If it hits with the indicated attack it deals normal damage and attempts to start a grapple as a free action without provoking an AoO. Grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well.

Constrict (Ex) It 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).

Treasure none

Squid, Giant

Stonecunning: They receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Track (Ex): A ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

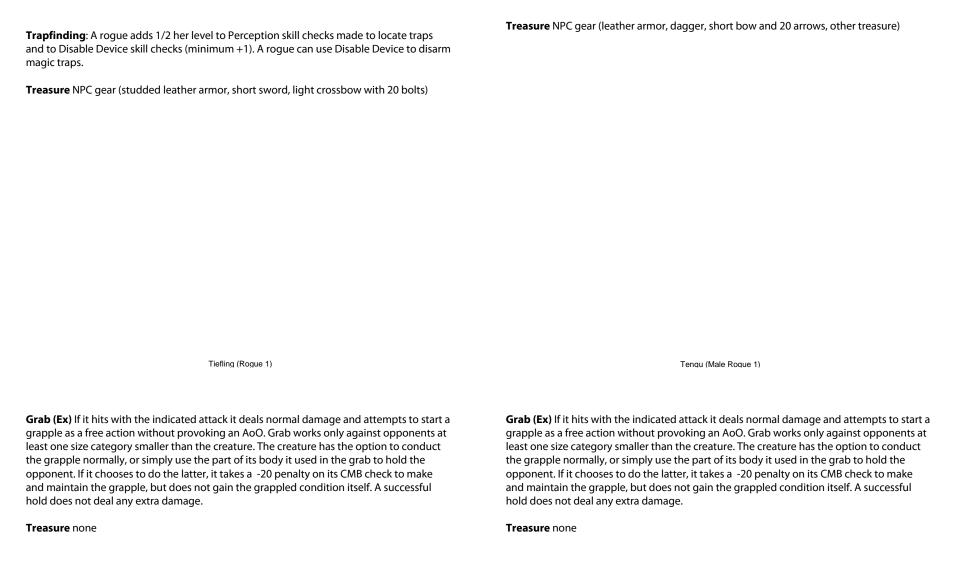
Wild Empathy (Ex): A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Chapter 4). The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be within 30 feet of one another under normal visibility conditions. Generally, inf luencing an animal in this way takes 1 minute, but, as with inf luencing people, it might take more or less time.

The ranger can also use this ability to inf luence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Treasure NPC Gear (heavy pick, light crossbow with 10 bolts, other treasure)

Tengu (Male Rogue 1) CR/XP: 1/2-200	Perc: +8	Init: +3				CR/XP: 1/2-200	Tiefling (Rogue 1) CR/XP: 1/2-200 Perc: +5 Init: +3 NE Medium outsider (native)							
N Medium humanoid (tengu)			NE Medium	outsider (na	ative)									
Senses: low-light vision			Senses:											
Speed: 30 ft.	1		Speed: 30 ft.											
BAB: +0 CMB:+1 CMD: 14	AC/T/FF: 15	/ 13 / 12	BAB: +0	CMB:+1	CMD: 14	HP: 10 (1d8+2)	AC/T/FF: 16	5 / 13 / 13						
Fort: +1 Ref: +5 Will: +2 HP: 9 (1d8+1)	Space/Reac	h:	Fort: +2	Ref: +5	Space/Read	:h:								
Languages: Common, Goblin, Halfling, Tengu	Reference: E	3-263	Languages:	Abyssal, Con	nmon, Infernal		Reference:	B-264						
STR: 12 DEX: 17 CON: 12 NT: 10 WIS: 15 CHR: 8	Knowledge:	Local	STR: 13	EX: 17 CC	N: 14 NT: 12	WIS: 12 CHR: 6	Knowledge:	Planes						
Melee: dagger +3 (1d4+1/19-20), bite -2 (1d3)			Melee: short	sword +3 (1d	6+1/19–20)									
Ranged: short bow +3 (1d6/x3)			Ranged: ligh	nt crossbow +3	3 (1d8/19–20)									
Special: sneak attack +1d6, gifted linguist, swordtrained, trapfinding			Special: sne	ak attack +1d	6, fiendish sorce	ry, trapfinding								
Skills: Acrobatics +7, Appraise +4, Climb +5, Linguistics +8, Stealth +9	ok)	Skills: Acrob	atics +6, Disal	ble Device +6, Es	scape Artist +6, Stealth +8	(More see bool	k)							
and legs end in powerful talons. Feats Weapon Finesse Gifted Linguist (Ex) Tengus gain a +4 racial bonus on Linguistics checked each time they gain a rank in Linguistics rather than 1 language. Swordtrained (Ex) Tengus are trained from birth in swordplay, and as proficient with sword-like weapons (including bastard swords, dagger falchions, greatswords, kukris, longswords, punching daggers, rapiers, two-bladed swords).	a result are aut s, elven curve b	omatically lades,	Resist cold 5 Spell-Like Al 1/day—darki Feats Weapo Fiendish Sor	, electricity 5, f bilities (CL 1st ness on Finesse rcery (Ex) Tiefl	fire 5 :) ling sorcerers wit	ng more than human. h the Abyssal or Infernal bl cerer class abilities.	oodline treat th	eir						
Tiger CR/XP: 4-1200	Perc: +8	Init: +6	Tiger, Di			CR/XP: 8-4800	Perc: +12	Init: +6						
N Large animal			N Large ani											
Senses: low-light vision, scent				-light vision,	scent									
Speed: 40 ft.		7 7	Speed: 40 ft. BAB: +10 CMB:+19/23 CMD: 31 (35 vs. trip) AC/T/FF: 17 / 11 / 1											
BAB: +4 CMB: +11/15 CMD: 23 (27 vs. trip)	AC/T/FF: 14		BAB: +10			1	AC/T/FF: 17							
Fort: +8 Ref: +7 Will: +3 HP: 45 (6d8+18)	Space/Reac		Fort: +12	Ref: +11	Will: +5	HP: 105 (14d8+42)	Space/Read							
Languages:	Reference:		Languages: Reference: B-265											
STR: 23 DEX: 15 CON: 17 INT: 2 WIS: 12 CHR: 6	Knowledge:	Nature			N: 17 INT: 2	WIS: 12 CHR: 10		Nature						
Melee: 2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)			Melee: 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19–20 plus grab)											
Ranged:			Ranged:											
Special: pounce, rake (2 claws +10, 1d8+6)			Special: pounce, rake (2 claws +18, 2d4+8)											
Skills: Acrobatics +10, Stealth +7 (+11 in areas of tall grass), Swim +1	1		Skills: Acrobatics +6, Stealth +15 (+23 in tall grass), Swim +13											
Notes: This powerful feline predator moves with a deadly grace, its reddish-orange fur slashed with black stripes. Feats Improved Initiative, Skill Focus (Perception), Weapon Focus (claw Pounce (Ex) When it makes a charge, it can make a full attack (includinability). Rake (Ex) In addition to the options available to all grapplers, it gains 2	g rake attacks if additional claw	attacks that	Notes: This large tiger grumbles a warning as it crouches. Two saberlike fangs jut downward from its powerful jaws. Feats Improved Critical (bite), Improved Initiative, Improved Iron Will, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw) Pounce (Ex) When it makes a charge, it can make a full attack (including rake attacks if it has that ability). Rake (Ex) In addition to the options available to all grapplers, it gains 2 additional claw attacks that											
it can use only against a grappled foe. It must begin its turn already gracan't begin a grapple and rake in the same turn.	ppling to use it	s i dKeII	it can use on	ly against a gra		st begin its turn already gra								



Treant			CR/XP	: 8-4800	Perc: +12	Init: -1	Troglody	Troglodyte CR/XP: 1-400 Perc: +0 Init: -1								
NG Huge pl	ant						CE Medium	n humanoi	d (reptiliar	า)						
Senses: low	/-light vision						Senses: dar	rkvision 90) ft.							
Speed: 30 ft	t.						Speed: 30 ft.									
BAB: +9	CMB:+20	CMD: 29			AC/T/FF: 21	/7 /21	BAB: +1	CMB:+2	CMD: Will: -		HP: 13 (2d8+4)	AC/T/FF: 15 / 9 /				
Fort: +13	Ref: +3	Will: +9	IP: 114 (12	2d8+60)	Space/Read	h: 15 / 15	Fort: +7	Ref: -1	Space/Rea	nch:						
Languages:	Common, Sylv	van, Treant			Reference:	B-266	Languages:	Draconic			Reference: B					
		N: 21 INT: 12	WIS: 16	CHR: 13	Knowledge:	Nature	STR: 12	DEX: 9	CON: 14	INT: 8	WIS: 11 CHR:	11 Knowledge	: Local			
Melee: 2 slar	ms +17 (2d6+9	9/19–20)					Melee: club	+2 (1d6+1)	, claw –3 (1d4), bite	-3 (1d4) or 2 claws +2	(1d4+1), bite +2	(1d4+1)			
Ranged: roc	k +7 (2d6+13)						Ranged: jav	elin +0 (1de	6)							
Special: rock	Special: rock throwing (180 ft.), trample (2d6+13, DC 25) Skills: Diplomacy +9, Sense Motive +9, Stealth –9 (+7 in forests) (More see book)						Special:									
Skills: Diplon	Skills: Diplomacy +9, Sense Motive +9, Stealth –9 (+7 in forests) (More see book) Notes: This animated tree's bark is knotted into vaquely humanoid						Skills: Stealt									
featur DR 10/slashi Weaknesses Plant Traits effects, patte Feats Alertn (slam)	res, with branch ing s vulnerability t (Ex) Plants are erns, and phant ess, Improved t	nes for arms and roo	nd-affecting e oison, polym roved Sunde	effects (charr norph, sleep, er, Iron Will, P	and stun.			cave lizard, (30 ft., DC 1	with a long	tail and ci	y. Its frame resembles th rests on its head and bad					
1																
Troll			CR/XP): 5-1600	Perc: +8	lnit: +2	Unicorn				CR/XP: 3-800	Perc: +10	Init: +3			
CE Large hu	umanoid (gia			5-1600	Perc: +8	Init: +2	CG Large n					Perc: +10	Init: +3			
CE Large hu Senses: dar	rkvision 60 ft.	nt) , low-light vision,		5-1600	Perc: +8	Init: +2	CG Large n Senses: da	rkvision 60		ght visio		Perc: +10	Init: +3			
CE Large hu Senses: dar Speed: 30 ft	rkvision 60 ft. t.	, low-light vision,		5-1600			CG Large n Senses: dar Speed: 60	rkvision 60) ft., low-li		n, scent					
CE Large hu Senses: dar Speed: 30 ft BAB: +4	rkvision 60 ft. t. CMB:+10	, low-light vision,	, scent		AC/T/FF: 16	6 / 11 / 14	CG Large n Senses: dan Speed: 60 t BAB: +4	rkvision 60 ft. CMB:+9	Oft., low-li	22 (26)	n, scent	AC/T/FF: 1	5 / 12 / 12			
CE Large hu Senses: dar Speed: 30 ft BAB: +4 Fort: +11	rkvision 60 ft. t. CMB: +10 Ref: +4	, low-light vision,			AC/T/FF: 16 Space/Read	6 / 11 / 14 sh: 10 / 10	CG Large n Senses: dal Speed: 60 t BAB: +4 Fort: +7*	rkvision 60 ft. CMB:+9 Ref: +7*	CMD:	22 (26)	n, scent	AC/T/FF: 1 Space/Rea	5 / 12 / 12 ich: 10 / 5			
CE Large hu Senses: dar Speed: 30 ft BAB: +4 Fort: +11 Languages:	rkvision 60 ft. t. CMB:+10 Ref: +4	, low-light vision,	, scent	3+36)	AC/T/FF: 16 Space/Read Reference:	6 / 11 / 14 ch: 10 / 10 B-268	CG Large n Senses: dal Speed: 60 t BAB: +4 Fort: +7* Languages:	rkvision 60 ft. CMB:+9 Ref: +7*	CMD: Will:	22 (26 v +6*	n, scent vs. trip) HP: 34 (4d10+12)	AC/T/FF: 1 Space/Rea Reference:	5 / 12 / 12 ich: 10 / 5 B-269			
CE Large hu Senses: dar Speed: 30 ft BAB: +4 Fort: +11 Languages: STR: 21	rkvision 60 ft. t. CMB: +10 Ref: +4 Giant CEX: 14	, low-light vision, CMD: 22 Will: +3 N: 23 INT: 6	, scent		AC/T/FF: 16 Space/Read	6 / 11 / 14 ch: 10 / 10 B-268	CG Large n Senses: dal Speed: 60 t BAB: +4 Fort: +7* Languages:	rkvision 60 ft. CMB:+9 Ref: +7* Common,	CMD: Will: Sylvan CON: 16	: 22 (26 v +6*	n, scent vs. trip) HP: 34 (4d10+12) WIS: 21 CHR: 2	AC/T/FF: 1 Space/Rea Reference:	5 / 12 / 12 sch: 10 / 5 B-269			
CE Large hu Senses: dar Speed: 30 ft BAB: +4 Fort: +11 Languages: STR: 21 D Melee: bite +	rkvision 60 ft. t. CMB: +10 Ref: +4 Giant CEX: 14	, low-light vision,	, scent	3+36)	AC/T/FF: 16 Space/Read Reference:	6 / 11 / 14 ch: 10 / 10 B-268	CG Large n Senses: dal Speed: 60 t BAB: +4 Fort: +7* Languages: STR: 18 [Melee: gore	rkvision 60 ft. CMB:+9 Ref: +7* Common,	CMD: Will: Sylvan CON: 16	: 22 (26 v +6*	n, scent vs. trip) HP: 34 (4d10+12) WIS: 21 CHR: 2	AC/T/FF: 1 Space/Rea Reference:	5 / 12 / 12 sch: 10 / 5 B-269			
CE Large hu Senses: dar Speed: 30 ff BAB: +4 Fort: +11 Languages: STR: 21 D Melee: bite +	rkvision 60 ft. t. CMB: +10 Ref: +4 Giant DEX: 14 CO +8 (1d8+5), 2 c	, low-light vision, CMD: 22 Will: +3 N: 23 INT: 6 laws +8 (1d6+5)	, scent	3+36)	AC/T/FF: 16 Space/Read Reference:	6 / 11 / 14 ch: 10 / 10 B-268	CG Large n Senses: dal Speed: 60 t BAB: +4 Fort: +7* Languages: STR: 18 [Melee: gore Ranged:	rkvision 60 ft. CMB:+9 Ref: +7* Common, DEX: 17 Pe +8 (1d8+4)	Oft., low-li CMD: Will: Sylvan CON: 16), 2 hooves	22 (26 v +6* INT: 11 s +5 (1d3+	n, scent vs. trip) HP: 34 (4d10+12) WIS: 21 CHR: 2	AC/T/FF: 1 Space/Rea Reference: Knowledge	5 / 12 / 12 sch: 10 / 5 B-269			
CE Large hu Senses: dar Speed: 30 ft BAB: +4 Fort: +11 Languages: STR: 21 D Melee: bite + Ranged:	rkvision 60 ft. t. CMB: +10 Ref: +4 Giant DEX: 14 CO -8 (1d8+5), 2 c	, low-light vision, CMD: 22 Will: +3 N: 23 INT: 6 laws +8 (1d6+5)	, scent	3+36)	AC/T/FF: 16 Space/Read Reference:	6 / 11 / 14 ch: 10 / 10 B-268	CG Large n Senses: dal Speed: 60 t BAB: +4 Fort: +7* Languages: STR: 18 [Melee: gore Ranged: Special: pox	rkvision 60 ft. CMB:+9 Ref: +7* Common, DEX: 17	Oft., low-li CMD: Will: Sylvan CON: 16), 2 hooves ge (gore, 20)	22 (26 v +6* INT: 11 s +5 (1d3+	n, scent vs. trip) HP: 34 (4d10+12) WIS: 21 CHR: 2	AC/T/FF: 1 Space/Rea Reference: Knowledge	5 / 12 / 12 ich: 10 / 5 B-269			
CE Large hu Senses: dar Speed: 30 ft BAB: +4 Fort: +11 Languages: STR: 21 D Melee: bite + Ranged: Special: rend Skills: Intimic Notes: This t and i Regeneratio Feats Intimid Rend (Ex) If it latching onto	rkvision 60 ft. t. CMB: +10 Ref: +4 Giant DEX: 14 CO +8 (1d8+5), 2 c d (2 claws, 1d6 date +9 tall creature has its be 5 (acid or fire dating Prowess, t hits with two the opponent	N: 23 INT: 6 laws +8 (1d6+5)	Just 1 roughted tacks in 1	GHR: 6 d in claws, on) und, it can ca	AC/T/FF: 16 Space/Read Reference: Knowledge:	B-268 Local Local us damage by mount of	CG Large n Senses: dal Speed: 60 d BAB: +4 Fort: +7* Languages: STR: 18 Melee: gore Ranged: Special: pov Skills: Acrob Notes: This bear Aura magic *Saving Thr Immune cha Spell-Like A At will—dete 3/day—cure	rkvision 60 ft. CMB:+9 Ref: +7* Common, PEX: 17 Ref: 48 (1d8+4 Ref: 40 and a sing circle again rows +2 resions, computabilities (CL ect evil (as frilight wound)	Oft., low-li CMD: Will: Sylvan CON: 16), 2 hooves ge (gore, 2c stealth +8, 5 t beast look gle long ivor st evil istance vs. 6 elsion, poisc 9th) ge action), ds	E 22 (26 v +6* INT: 11 s +5 (1d3+ d8+8), ma Survival + s like a wh ry horn on evil on	n, scent vs. trip) HP: 34 (4d10+12) WIS: 21 CHR: 2 agical strike, wild emparate (+10 in forests) interpretation of the content of the co	AC/T/FF: 1 Space/Rea Reference: 24 Knowledge	5 / 12 / 12 nch: 10 / 5 B-269 E: Arcana			

Stench (Ex) It secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30' must succeed on a Fort save or be sickened. 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. **Sickened**: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Treasure NPC gear (club, 3 javelins, other treasure)

Troglodyte

Magic Circle against Evil (Su) This ability continually duplicates the effect of the spell. The unicorn cannot suppress this ability.

Magical Strike (Ex) A unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the unicorn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.

Powerful Charge (Ex) When it makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge.

Treasure none

Animate Trees (Sp) It can animate any trees within 180' at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rockthrowing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Treespeech (Ex) A treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful. **Rock Throwing (Ex)** A creature can hurl rocks up to two categories smaller than its size. A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5.

Trample (Ex) As a full-round action, it can attempt to overrun any creature that is at least one size category smaller. This works just like overrun, 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 can make an AoO, but at a -4 penalty. If targets forgo an AoO, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. 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.

Treasure standard

Treant

Regeneration (Ex) It heals damage at a fixed rate and they can't die as long as their regeneration is still functioning (although it can still fall unconscious when hp are below 0). Certain attack forms cause its 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 hp damage are not healed by regeneration. It also does not restore hp lost from starvation, thirst, or suffocation. It can regrow lost portions of their bodies and can reattach severed parts if they are brought together within 1 hour. Severed parts that are not reattached wither and die normally.

Treasure standard

Unicorn Troll