

Aasimar (Aasimar cleric 1)			CR/XP: 1/2-200		Perc: +5		Init: +0	
NG Medium outsider (native)								
Senses: darkvision 60 ft.								
Speed: 30 ft. (20 ft. in armor)								
BAB: +0		CMB: -1		CMD: 9			AC/T/FF: 15 / 10 / 15	
Fort: +4		Ref: +0		Will: +5		HP: 11 (1d8+3)		Space/Reach:
Languages: Celestial, Common, Draconic							Reference: B-7	
STR: 8		DEX: 10		CON: 14		INT: 13		WIS: 17
CHR: 14		Knowledge: Planes						
Melee: heavy mace –1 (1d8–1)								
Ranged: light crossbow +0 (1d8/19–20)								
Special: See Special Attacks in Notes								
Skills: Diplomacy +8, Heal +7, Knowledge (religion) +5								

Notes:

This supernaturally beautiful woman looks human, yet emanates a strange sense of calm and benevolence.

Special Attacks: channel positive energy (5/day, 1d6, DC 12); rebuke death (1d4+1, 6/day); touch 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

Angel, Astral Deva		CR/XP: 14-38,400		Perc: +26		Init: +8	
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 / 14 / 25	
Fort: +16*		Ref: +13*		Will: +11*		HP: 172 (15d10+90)	
Space/Reach:							
Languages: Celestial, Draconic, Infernal; truespeech						Reference: B-10	
STR: 26		DEX: 19		CON: 21		INT: 18	
WIS: 18		CHR: 23		Knowledge: Planes			
Melee: +2 disrupting warhammer +26/+21/+16 (1d8+14/x3 plus stun) or slam +23 (1d8+12)							
Ranged:							
Special:							
Skills: Acrobatics +22, Fly +26, Intimidate +24, Sense Motive +26, Stealth +22 (More see book)							

Notes:

This tall, human-like creature has long, feathery wings and a gentle inner radiance that makes it difficult to look directly at.

Aura protective aura

***Saving Throws** +4 vs. poison, +4 resistance vs. evil

Defensive Abilities uncanny dodge; **DR** 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 25

SQ change shape (*alter self*)

Aboleth		CR/XP: 7-3200		Perc: +14		Init: +5	
LE Huge aberration (aquatic)							
Senses: darkvision 60 ft.							
Speed: 10 ft., swim 60 ft.							
BAB: +6		CMB: +13		CMD: 24 (can't be tripped)		AC/T/FF: 20 / 9 / 19	
Fort: +8		Ref: +5		Will: +11		HP: 84 (8d8+48)	
						Space/Reach: 15 / 15	
Languages: Aboleth, Aklo, Aquan, Undercommon						Reference: B-8	
STR: 20		DEX: 12		CON: 22		INT: 15	
				WIS: 17		CHR: 17	
Knowledge: Dungeoneering							
Melee: 4 tentacles +10 (1d6+5 plus slime)							
Ranged:							
Special:							
Skills: Bluff +11, Intimidate +14, Knowledge (any 1) +13, Spellcraft +13, Swim +24							

Notes:

Four long tentacles writhe from this three-eyed fish-like creature's flanks, and its green body glistens with thick, clear slime.

Aura mucus cloud (5 feet)

Spell-Like Abilities (CL 16th)

At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19)

3/day—*dominate monster* (DC 22)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tentacle)

Angel, Planetar				CR/XP: 16-76,800		Perc: +27		Init: +8	
NG Large outsider (angel, extraplanar, good)									
Senses: darkvision 60 ft., detect evil, detect snares and pits, low-light vision, true seeing									
Speed: 30 ft., fly 90 ft. (good)									
BAB: +17		CMB: +26		CMD: 40			AC/T/FF: 32 / 13 / 28		
Fort: +19*		Ref: +11*		Will: +19*		HP: 229 (17d10+136)		Space/Reach: 10 / 10	
Languages: Celestial, Draconic, Infernal; truespeech							Reference: B-11		
STR: 27		DEX: 19		CON: 24		INT: 22		WIS: 25	
CHR: 24		Knowledge: Planes							
Melee: +3 holy greatsword +27/+22/+17 (3d6+15/19–20) or slam +24 (2d8+12)									
Ranged:									
Special:									
Skills: Acrobatics +24, Fly +26, Heal +24, Sense Motive +27, Stealth +20 (More see book)									

Notes:

Muscular, bald, and tall, this humanoid creature has emerald skin and two pairs of shining, white-feathered wings.

Aura protective aura

Regeneration 10 (evil weapons and effects)

***Saving Throws** +4 vs. poison, +4 resistance vs. evil

DR 10/evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 27

SQ change shape (*alter self*)

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

Spells Casts divine spells as 16th-lvl 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*)

Angel, Planetar

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 rogue ability. If a deva gains uncanny dodge from a class level, he instead gains improved uncanny dodge.

Treasure double (+2 *disrupting warhammer*)

Angel, Astral Deva

Angel, Solar				CR/XP: 23-819,200		Perc: +33		Init: +9		Army Ant Swarm				CR/XP: 5-1,600		Perc: +4		Init: +2													
NG Large outsider (angel, extraplanar, good)										N Fine vermin (swarm)																					
Senses: darkvision 60 ft., low-light vision, detect evil, detect snares and pits, true seeing										Senses: darkvision 60 ft., scent																					
Speed: 50 ft., fly 150 ft. (good); 35 ft., fly 100 ft. (good) in armor										Speed: 30 ft., climb 30 ft.																					
BAB: +22		CMB: +32		CMD: 47				AC/T/FF: 44 / 11 / 42				BAB: +8		CMB: --		CMD: --				AC/T/FF: 20 / 20 / 18											
Fort: +25*		Ref: +14*		Will: +23*		HP: 363 (22d10+242)				Space/Reach: 10 / 10				Fort: +7		Ref: +5		Will: +3		HP: 49 (11d8)				Space/Reach: 10 / 0							
Languages: Celestial, Draconic, Infernal; truespeech								Reference: B-12								Languages:								Reference: B-16							
STR: 28		DEX: 20		CON: 30		INT: 23		WIS: 27		CHR: 25		Knowledge: Planes				STR: 1		DEX: 15		CON: 10		INT: --		WIS: 10		CHR: 2		Knowledge: Nature			
Melee: +5 dancing greatsword +35/+30/+25/+20 (3d6+18) or slam +30 (2d8+13)										Melee: swarm (3d6) See Back																					
Ranged: +5 composite longbow (+9 Str bonus) +31/+26/+21/+16 (2d6+14 plus slaying arrow)										Ranged:																					
Special: change shape (alter self)										Special: cling, consume, distraction (DC 15)																					
Skills: Diplomacy +32, Fly +32, Sense Motive +33, Spellcraft +31, Stealth +21 (More see book)										Skills: Climb +10																					
Notes: <i>This towering humanoid creature has shining topaz eyes, metallic skin, and three pairs of white wings.</i> 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, Iron Will, Lightning Reflexes, Mobility, Power Attack, Toughness Spells Cast divine spells as 20th-level cleric. Don't gain access to domains/other cleric abilities. Slaying Arrow (Su) Bow needs no ammo. Auto-creates a <i>slaying arrow</i> of the solar's choice										Notes: <i>A writhing carpet of ants seethes over the ground, consuming everything in its path.</i> Consume (Ex) An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage. Cling (Ex) If a creature leaves a swarm's square, the swarm suffers 1d6 points of damage. The creature takes 3d6 points of damage at the end of his turn each round for ants till clinging to him. As a full-round action, he can remove the ants with a DC 17 Reflex save. High wind or any amount of damage from an area effect destroys all clinging ants. The save DC is Dexterity-based.																					

Ankheg				CR/XP: 3-800		Perc: +8		Init: +0		Ant, Giant (Soldier)				CR/XP: 2-600		Perc: +5		Init: +0													
N Large magical beast										N Medium vermin																					
Senses: darkvision 60 ft., low-light vision, tremorsense 60 ft.										Senses: darkvision 60 ft., scent																					
Speed: 30 ft., burrow 20 ft.										Speed: 50 ft., climb 20 ft.																					
BAB: +3		CMB: +7/+11		CMD: 17 (25 vs. trip)				AC/T/FF: 16 / 9 / 16				BAB: +1		CMB: +3/+7		CMD: 13 (21 vs. trip)				AC/T/FF: 15 / 10 / 15											
Fort: +6		Ref: +3		Will: +2		HP: 28 (3d10+12)				Space/Reach: 10 / 5				Fort: +6		Ref: +0		Will: +1		HP: 18 (2d8+9)				Space/Reach:							
Languages:								Reference: B-15								Languages:								Reference: B-16							
STR: 16		DEX: 10		CON: 17		INT: 1		WIS: 13		CHR: 6		Knowledge: Arcana				STR: 14		DEX: 10		CON: 17		INT: --		WIS: 13		CHR: 11		Knowledge: Nature			
Melee: bite +5 (2d6+4 plus 1d4 acid and grab)										Melee: bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison)																					
Ranged:										Ranged:																					
Special: spit acid										Special:																					
Skills: Climb +8										Skills: Climb +10, Survival +5																					
Notes: <i>This burrowing, bug-like monster scuttles about on six legs, drooling noxious green ichor from its clacking mandibles.</i> Feats Skill Focus (Perception), Toughness Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.										Notes: <i>A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering and its stinger dripping with venom.</i> Immune mind-affecting effects Feats Toughness Poison (Ex) Sting—injury; <i>save</i> Fort DC 14; <i>frequency</i> 1/round for 4 rounds; <i>effect</i> 1d2 Str; <i>cure</i> 1 save																					

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 fatigue*
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])

Anael, Solar

Treasure incidental

Treasure incidental

Ape, Dire

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

Archon, Lantern

Treasure none

Ape, Gorilla

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, Hound

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 13th-level 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*)

Azata, Ghaele

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, Bralani

Azata, Lillend		CR/XP: 7-3,200		Perc: +13	Init: +3
CG Large outsider (azata, chaotic, extraplanar, good)					
Senses: low-light vision, darkvision 60 ft.					
Speed: 30 ft., fly 70 ft. (average)					
BAB: +7	CMB: +13	CMD: 26 (can't be tripped)		AC/T/FF: 20 / 12 / 17	
Fort: +7	Ref: +10	Will: +10	HP: 73 (7d10+35)	Space/Reach: 10 / 10	
Languages: Celestial, Draconic, Infernal; truespeech				Reference: B-26	
STR: 20	DEX: 17	CON: 21	INT: 14	WIS: 16	CHR: 19
Knowledge: Planes					
Melee: +1 longsword +12/+7 (2d6+8/19–20), tail slap +6 (2d6+2 plus grab)					
Ranged:					
Special: bardic performance (20 rounds/day), constrict (2d6+5)					
Skills: Bluff +14, Diplomacy +14, Fly +11, Sense Motive +13, Survival +14 (More see book)					
Notes: <i>This creature has the body of a seductive, winged elven woman from the waist up and that of a snake from the waist down.</i>					
Immune electricity, petrification, poison; Resist cold 10, fire 10					
Feats Combat Casting, Hover, Iron Will, Lightning Reflexes					
Bardic Performance A lillend has the bardic performance ability of a 7th-level bard, granting her access to that ability's countersong, fascinate, inspire courage, inspire competence, and suggestion aspects.					

Barghest, Greater		CR/XP: 7-3,200		Perc: +16	Init: +6
LE Large outsider (evil, extraplanar, lawful, shapechanger)					
Senses: darkvision 60 ft., scent					
Speed: 40 ft.					
BAB: +9	CMB: +16	CMD: 28 (32 vs. trip)		AC/T/FF: 20 / 11 / 18	
Fort: +9	Ref: +10	Will: +10	HP: 85 (9d10+36)	Space/Reach: 10 / 5	
Languages: Infernal, Goblin, Worg				Reference: B-27	
STR: 23	DEX: 15	CON: 19	INT: 18	WIS: 18	CHR: 18
Knowledge: Planes					
Melee: bite +14 (1d8+6), 2 claws +15 (1d6+6)					
Ranged:					
Special: change shape (goblin or wolf, polymorph)					
Skills: Acrobatics +14, Climb +15, Diplomacy +16, Sense Motive +16, Stealth +10 (More see book)					
Notes: <i>This large snarling, canine beast pads forward on all fours, its slender front limbs looking more like hands than a wolf's paws.</i>					
DR 10/magic					
Spell-Like Abilities (CL 9th)					
At will— <i>blink</i> , <i>invisibility sphere</i> , <i>levitate</i> , <i>misdirection</i>					
1/day— <i>charm monster</i> (DC 16), <i>crushing despair</i> (DC 16), <i>dimension door</i> , <i>mass bull's strength</i> , <i>mass enlarge</i>					
Feats Combat Casting, Combat Reflexes, Improved Initiative, Great Fortitude, Lightning Reflexes					

Barghest		CR/XP: 4-1,200		Perc: +11		Init: +6	
LE Medium outsider (evil, extraplanar, lawful, shapechanger)							
Senses: darkvision 60 ft., scent							
Speed: 30 ft.							
BAB: +6		CMB: +10		CMD: 22 (24 vs. trip)		AC/T/FF: 17 / 12 / 15	
Fort: +6		Ref: +7		Will: +7		HP: 45 (6d10+12)	
Space/Reach:							
Languages: Infernal, Goblin, Worg						Reference: B-27	
STR: 19		DEX: 15		CON: 15		INT: 14	
WIS: 14		CHR: 14		Knowledge: Planes			
Melee: bite +10 (1d6+4), 2 claws +14 (1d4+4)							
Ranged:							
Special: feed (see back), change shape (goblin or wolf, polymorph)							
Skills: Acrobatics +11, Bluff +11, Diplomacy +11, Sense Motive +11, Stealth +11 (More see book)							
Notes: <i>This snarling, canine beast pads forward on all fours, its slender front limbs looking more like hands than a wolf's paws.</i>							
DR 5/magic							
Spell-Like Abilities (CL 6th)							
At will—blink, levitate, misdirection							
1/day—charm monster (DC 16), crushing despair (DC 16), dimension door							
Feats Combat Reflexes, Improved Initiative, Great Fortitude							

Basidirond		CR/XP: 5-1,600		Perc: +0		Init: +1	
N Medium plant							
Senses: low-light vision, tremorsense							
Speed: 20 ft.							
BAB: +5		CMB: +10		CMD: 21 (25 vs. trip)		AC/T/FF: 18 / 11 / 17	
Fort: +8		Ref: +3		Will: +2		HP: 52 (7d8+21)	
Space/Reach:							
Languages:						Reference: B-28	
STR: 20		DEX: 13		CON: 16		INT: --	
WIS: 11		CHR: 1		Knowledge: Nature			
Melee: slam +10 (1d8+7 plus spores)							
Ranged:							
Special: hallucination cloud (see back), spores							
Skills:							
Notes: <i>This strange plant consists of four spidery stalks, long green tendrils, and an inverted bell-shaped cap filled with spores.</i>							
Immune cold							
Weaknesses cold lethargy: cold damage slows it for 1d4 rounds. During this time it can't use its hallucination cloud or spores.							
Spores (Ex) Any creature struck by a basidirond's slam attack is coated with spores. The creature struck must make a DC 16 Fortitude save or these spores take root in his flesh, and particularly in his lungs. The save DC is Con-based.							
<i>Basidirond Spores:</i> Disease—inhaled; <i>save</i> Fort DC 16; <i>frequency</i> 1/round for 6 rounds; <i>effect</i> 1d2 Con damage; <i>cure</i> 1 save.							

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 basidiron 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

Basidiron

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

Barghest, Greater

Basilisk		CR/XP: 5-1,600		Perc: +10		Init: -1	
N Medium magical beast							
Senses: darkvision 60 ft., low-light vision							
Speed: 20 ft.							
BAB: +7		CMB: +10		CMD: 19 (31 vs. trip)		AC/T/FF: 17 / 9 / 17	
Fort: +9		Ref: +4		Will: +5		HP: 52 (7d10+14)	
Space/Reach:						Reference: B-29	
Languages:						Knowledge: Arcana	
STR: 16		DEX: 8		CON: 15		INT: 2	
WIS: 13		CHR: 11		Melee: bite +10 (1d8+4)			
Ranged:							
Special: gaze							
Skills: Stealth +10							
Notes: <i>This squat, reptilian monster has eight legs, bony spurs jutting from its back, and eyes that glow with pale green fire.</i>							
Feats Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception) Gaze (Ex) Turn to stone permanently (as <i>flesh to stone</i>), range 30 feet, Fortitude DC 15 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.							

Bat Swarm		CR/XP: 2-600		Perc: +15		Init: +2	
N Diminutive animal (swarm)							
Senses: blindsense 20 ft., low-light vision							
Speed: 5 ft., fly 40 ft. (good)							
BAB: +2		CMB: --		CMD: --		AC/T/FF: 16 / 16 / 14	
Fort: +3		Ref: +7		Will: +3		HP: 13 (3d8)	
Space/Reach: 10 / 0						Languages: Reference: B-30	
STR: 3		DEX: 15		CON: 11		INT: 2	
WIS: 14		CHR: 4		Knowledge: Nature			
Melee: swarm (1d6)							
Ranged:							
Special: distraction (DC 11), wounding							
Skills: Fly +12							
Notes: <i>Hundreds of high-pitched squeaks fill the air as a mass of small, carnivorous bats surges forth, all of them hungry for blood.</i>							
Feats Lightning Reflexes, Skill Focus (Perception) Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic. 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.							

Bat, Dire		CR/XP: 2-600		Perc: +12		Init: +2	
N Large animal							
Senses: blindsense 40 ft.							
Speed: 20 ft., fly 40 ft. (good)							
BAB: +3		CMB: +7		CMD: 19		AC/T/FF: 14 / 11 / 12	
Fort: +5		Ref: +6		Will: +3		HP: 22 (4d8+4)	
Space/Reach: 10 / 5							
Languages:						Reference: B-30	
STR: 17		DEX: 15		CON: 13		INT: 2	
WIS: 14		CHR: 6		Knowledge: Nature			
Melee: bite +5 (1d8+4)							
Ranged:							
Special:							
Skills: Fly +9, Stealth +4							
Notes: <i>This giant, furry bat is nearly the size of an ox, with dark leathery wings that open wider than two men with arms outstretched.</i>							
Feats Alertness, Stealthy							

Bear, Grizzly				CR/XP: 4-1,200		Perc: +6		Init: +1	
N Large animal									
Senses: low-light vision, scent									
Speed: 40									
BAB: +3		CMB: +9/+13		CMD: 20 (24 vs. trip)			AC/T/FF: 16 / 10 / 15		
Fort: +8		Ref: +5		Will: +2		HP: 42 (5d8+20)		Space/Reach: 10 / 5	
Languages:							Reference: B-31		
STR: 21		DEX: 13		CON: 19		INT: 2		WIS: 12	
CHR: 6		Knowledge: Nature							
Melee: 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)									
Ranged:									
Special:									
Skills: Survival +5, Swim +14									
Notes: <i>Broad, powerful muscles move beneath this massive bear's brown fur, promising both speed and lethal force.</i>									
Feats Endurance, Run, Skill Focus (Survival)									

Treasure incidental

Treasure incidental

Bat, Dire

Basilisk

Treasure none

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 flanking
- *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.
- *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

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

Beetle, Giant Stag

Treasure incidental

Bear, Dire

Treasure none

Beetle, Fire

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

Treasure none

Boar, Dire

Treasure double

Behir

Treasure none

Boar

Treasure NPC Gear (leather armor, heavy wooden shield, morningstar, 3 javelins, other treasure)

Hold Breath (Ex) A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

Swamp Stride (Ex) A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

Terrifying Croak (Su) Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any nonboggard creature within 30 feet of the boggard must make a 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 are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

Treasure NPC gear (leather armor, morningstar, other treasure)

Bugbear

Boggard

Treasure none

Treasure none

Cat, Cheetah

Bulette

Cat, Leopard		CR/XP: 2-600		Perc: +5		Init: +4	
N Medium animal							
Senses: low-light vision, scent							
Speed: 30 ft., climb 20 ft.							
BAB: +2		CMB: +5/+9		CMD: 19 (23 vs. trip)		AC/T/FF: 15 / 14 / 11	
Fort: +5		Ref: +7		Will: +2		HP: 19 (3d8+6)	
Space/Reach:							
Languages:						Reference: B-40	
STR: 16		DEX: 19		CON: 15		INT: 2	
WIS: 13		CHR: 6		Knowledge: Nature			
Melee: bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3)							
Ranged:							
Special: pounce, rake (2 claws +6, 1d3+3)							
Skills: Acrobatics +8, Climb +11, Stealth +11 (+15 in undergrowth)							
Notes: <i>With each graceful step, this leopard's steely muscles ripple beneath its spotted fur.</i>							
<p>Feats Skill Focus (Stealth), Weapon Finesse</p> <p>Pounce (Ex) When it makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).</p> <p>Rake (Ex) Gains two 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.</p>							

Centaur		CR/XP: 3-800		Perc: +7	Init: +6
N Large monstrous humanoid					
Senses: darkvision 60 ft.					
Speed: 50 ft.; 35 ft. in armor					
BAB: +4	CMB: +7	CMD: 19 (23 vs. trip)		AC/T/FF: 20 / 11 / 18	
Fort: +3	Ref: +6	Will: +6	HP: 30 (4d10+8)	Space/Reach: 10 / 5	
Languages: Common, Elven, Sylvan				Reference: B-42	
STR: 15	DEX: 14	CON: 15	INT: 11	WIS: 14	CHR: 12
Knowledge: Nature					
Melee: longsword +5 (1d8+2/19–20), 2 hooves +0 (1d6+1)					
Ranged: spear +5 (1d8+2/x3)					
Special: undersized weapons					
Skills: Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Survival +9					
Notes: <i>This creature has the sun-bronzed upper body of a seasoned warrior and the lower body of a sleek warhorse.</i>					
Feats Improved Initiative, Run					
Undersized Weapons (Ex) Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).					

Cave Fisher				CR/XP: 2-600		Perc: +0		Init: +1	
N Medium vermin									
Senses: darkvision 60 ft.									
Speed: 20 ft., climb 20 ft.									
BAB: +2		CMB: +5*		CMD: 16 (28 vs. trip)			AC/T/FF: 15 / 11 / 14		
Fort: +6		Ref: +2		Will: +1		HP: 22 (3d8+9)		Space/Reach:	
Languages:							Reference: B-41		
STR: 17		DEX: 12		CON: 17		INT: --		WIS: 10	
CHR: 4		Knowledge: Nature							
Melee: 2 claws +5 (1d4+3)									
Ranged: filament +3 (drag) Range 60 ft. touch attack									
Special: pull (filament, 10 feet)									
Skills: Climb +11									
Notes: <i>This man-sized, crab-like monstrosity clings tenaciously to the rough stone, its enormous pincers held out menacingly before it.</i>									
Immune mind-affecting effects									
*CMB +5 (+9 with pull)									
Filament (Ex) Can fire a thin filament of sticky silk as a standard action. A creature struck by this becomes attached to the thread. As a standard action, a creature can rip the filament free with a DC 20 STR check or by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. A liquid with high alcohol content (or <i>universal solvent</i>) dissolves the adhesive releasing the creature. A cave fisher can have only one filament active at a time.									
Pull (Ex) A cave fisher has a +4 racial bonus on CMB checks made using its pull special attack.									

Centipede, Giant				CR/XP: 1/2-200		Perc: +4		Init: +2	
N Medium vermin									
Senses: darkvision 60 ft.									
Speed: 40 ft., climb 40 ft.									
BAB: +0		CMB: -1		CMD: 11 (can't be tripped)			AC/T/FF: 14 / 12 / 12		
Fort: +3		Ref: +2		Will: +0		HP: 5 (1d8+1)		Space/Reach:	
Languages:							Reference: B-43		
STR: 9		DEX: 15		CON: 12		INT: --		WIS: 10	
CHR: 2		Knowledge: nature							
Melee: bite +2 (1d6–1 plus poison)									
Ranged:									
Special:									
Skills: Climb +10, Stealth +10									
Notes: <i>This lengthy, segmented horror writhes and twists, pulsing its venomous mandibles in search of prey.</i>									
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.									

Treasure none

Treasure none

Cave Fisher

Cat, Leopard

Treasure none

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

Centipede, Giant

Centaur

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

Chuul

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

Treasure standard

Choker

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

Crab, Giant

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*

3rd (7/day)—*gaseous form, magic circle against evil, summon monster III*

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

Couatl

Treasure none

Swarm Traits: Not subject to critical hits or flanking. 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 *disintegrate*). 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.

Treasure none

Crocodile

Crab Swarm

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Treasure none

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

Cyclops

Crocodile, Dire

Dark Creeper		CR/XP: 2-600		Perc: +4		Init: +3	
CN Small humanoid (dark folk)							
Senses: see in darkness							
Speed: 30 ft.							
BAB: +2		CMB: +1		CMD: 14		AC/T/FF: 16 / 14 / 13	
Fort: +3		Ref: +6		Will: +1		HP: 19 (3d8+6)	
Space/Reach:							
Languages: Dark Folk						Reference: B-53	
STR: 11		DEX: 17		CON: 14		INT: 9	
WIS: 10		CHR: 8		Knowledge: Local			
Melee: +6 (1d3/19–20 plus poison)							
Ranged:							
Special: light blindness, death throes, sneak attack (+1d6), poison use, rag armor							
Skills: Climb +8, Sleight of Hand +7, Stealth +12							
Notes: <i>Filthy, reeking black rags wrap this small humanoid from head to toe, leaving only its hands and pale white nose visible.</i>							
Light Blindness (Ex) Blinded for 1 round if exposed to bright light, such as sunlight or the <i>daylight</i> spell. Such creatures are dazzled as long as they remain in areas of bright light.							
Spell-Like Abilities (CL 3rd) At will— <i>darkness, detect magic</i>							
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 <i>deeper darkness</i> .							

Darkmantle		CR/XP: 1-400		Perc: +4		Init: +6	
N Small magical beast							
Senses: blindsight 90 ft., darkvision 60 ft., low-light vision							
Speed: 20 ft., fly 30 ft. (poor)							
BAB: +2		CMB: +1/+5		CMD: 13 (can't be tripped)		AC/T/FF: 15 / 13 / 13	
Fort: +5		Ref: +3		Will: +0		HP: 15 (2d10+4)	
Space/Reach:						Reference: B-55	
Languages:						Knowledge: Arcana	
STR: 11		DEX: 15		CON: 14		INT: 2	
WIS: 11		CHR: 10		Melee: slam +3 (1d4 plus grab)			
Ranged:							
Special: constrict (1d4+4)							
Skills: Fly +5, Stealth +10							
Notes: <i>As this creature falls from the cavern roof, it opens like a hideous octopus, its thin, hook-lined tentacles connected by a fleshy web.</i>							
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.							

Dark Stalker		CR/XP: 4-1,200	Perc: +8	Init: +4
CN Medium humanoid (dark folk)				
Senses: see in darkness				
Speed: 30 ft.				
BAB: +4	CMB: +6	CMD: 20		AC/T/FF: 18 / 14 / 14
Fort: +4	Ref: +9	Will: +2	HP: 39 (6d8+12)	Space/Reach:
Languages: Dark Folk, Undercommon				Reference: B-54
STR: 14	DEX: 18	CON: 14	INT: 9	WIS: 11
CHR: 13	Knowledge: Local			
Melee: 2 short swords +6/+6 (1d6+2 plus poison/19–20)				
Ranged:				
Special: light blindness, death throes, sneak attack (+3d6), poison use				
Skills: Climb +10, Sleight of Hand +5, Stealth +8				
Notes: <i>This tall humanoid's pale brow and black, soulless eyes are all that can be seen above a black scarf wrapped around its face.</i>				
Light Blindness (Ex) Blinded for 1 round if exposed to bright light, such as sunlight or the <i>daylight</i> spell. Such creatures are dazzled as long as they remain in areas of bright light.				
Spell-Like Abilities (CL 6th) At will— <i>deeper darkness, detect magic, fog cloud</i>				
Feats Double Slice, Two-Weapon Fighting, Weapon Finesse				
See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by <i>deeper darkness</i> .				

Demon, Babau		CR/XP: 6-2400	Perc: +19	Init: +5
CE Medium outsider (chaotic, demon, evil, extraplanar)				
Senses: darkvision 60 ft., see invisibility				
Speed: 30 ft.				
BAB: +7	CMB: +12	CMD: 23		AC/T/FF: 19 / 11 / 18
Fort: +10	Ref: +6	Will: +5	HP: 73 (7d10+35)	Space/Reach: 5 / 5*
Languages: Abyssal, Celestial, Draconic; telepathy 100 ft.				Reference: B-57
STR: 21	DEX: 13	CON: 20	INT: 14	WIS: 13
CHR: 16	Knowledge: Planes			
Melee: 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7), bite +7 (1d6+2)				
Ranged:				
Special: protective slime, sneak attack +2d6				
Skills: Acrobatics +11, Climb +12, Sense Motive +11, Stealth +22 (More see book)				
Notes: <i>This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.</i>				
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— <i>see invisibility</i>				
At will— <i>darkness, dispel magic, greater teleport</i> (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)				

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)

Demon, Babau

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

Darkmantle

Treasure none

Demon, Dretch

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

Treasure standard

Demon, Glabrezu

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—quicken *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

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

Demon, Nalfeshnee

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, Nabasu

Demon, Quasit		CR/XP: 2-600		Perc: +7		Init: +6	
CE Tiny outsider (chaotic, demon, evil, extraplanar)							
Senses: darkvision 60 ft.							
Speed: 20 ft., fly 50 ft. (perfect)							
BAB: +3		CMB: +0		CMD: 12		AC/T/FF: 16 / 14 / 14	
Fort: +1		Ref: +5		Will: +4		HP: 16 (3d10)	
Languages: Abyssal, Common; telepathy (touch)						Space/Reach: 2.5 / 0	
STR: 8						DEX: 14	
CON: 11		INT: 11		WIS: 12		CHR: 11	
Knowledge: Planes							
Melee: 2 claws +7 (1d3–1 plus poison), bite +7 (1d4–1)							
Ranged:							
Special: fast healing 2, change shape (See below)							
Skills: Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Stealth +16							
Notes: <i>Ram horns curl back from the twisted head of this tiny winged demon, and its body is thin and wiry.</i>							
DR 5/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10							
Spell-Like Abilities (CL 6th)							
At will— <i>detect good, detect magic, invisibility</i> (self only)							
1/day— <i>cause fear</i> (30-foot radius, DC 11)							
1/week— <i>commune</i> (six questions)							
Feats Improved Initiative, Weapon Finesse							
Change Shape (2 of the following forms: bat, Small centipede, toad, or wolf; <i>polymorph</i>)							

Demon, Succubus		CR/XP: 7-3200		Perc: +21		Init: +3	
CE Medium outsider (chaotic, demon, evil, extraplanar)							
Senses: darkvision 60 ft., detect good							
Speed: 30 ft., fly 50 ft. (average)							
BAB: +8		CMB: +11		CMD: 22		AC/T/FF: 20 / 13 / 17	
Fort: +7		Ref: +9		Will: +10		HP: 84 (8d10+40)	
Space/Reach:							
Languages: See Notes						Reference: B-68	
STR: 13		DEX: 17		CON: 20		INT: 18	
WIS: 14		CHR: 27		Knowledge: Planes			
Melee: 2 claws +11 (1d6+1)							
Ranged:							
Special: energy drain, profane gift, change shape (alter self, Small or Medium humanoid)							
Skills: Disguise +19, Escape Artist +11, Fly +14, Stealth +14 (More see book)							
Notes: <i>Tiny horns, bat-like wings, and a sinuous tail betray the demonic nature of this alluring woman.</i>							
DR 10/cold iron or good; Immune electricity, fire, poison; Resist acid 10, cold 10; SR 18							
Spell-Like Abilities (CL 12th)							
Constant— <i>detect good, tongues</i>							
At will— <i>charm monster</i> (DC 22), <i>detect thoughts</i> (DC 20), <i>ethereal jaunt</i> (self plus 50 lbs. of objects only), <i>suggestion</i> (DC 21), <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>vampiric touch</i> 1/day— <i>dominate person</i> (DC 23), <i>summon</i> (level 3, 1 babau 50%)							
Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse							
Languages Abyssal, Celestial, Common, Draconic; <i>tongues</i> , telepathy 100 ft.							

Demon, Shadow		CR/XP: 7-3200		Perc: +20		Init: +8	
CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)							
Senses: darkvision 60 ft.							
Speed: fly 40 ft. (perfect)							
BAB: +7		CMB: +11		CMD: 25		AC/T/FF: 18 / 18 / 14	
Fort: +5		Ref: +11		Will: +7		HP: 59 (7d10+21)	
Space/Reach:							
Languages: Abyssal, Common; telepathy 100 ft.						Reference: B-67	
STR: --		DEX: 18		CON: 17		INT: 14	
WIS: 14		CHR: 19		Knowledge: Planes			
Melee: 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)							
Ranged:							
Special: incorporeal, pounce, sprint, shadow blend							
Skills: Acrobatics +14, Bluff +14, Fly +22, Sense Motive +12, Stealth +14 (More see book)							
Notes: <i>Only this shadowy bat-winged demon's teeth and claws have any sense of physicality to them—the rest is lost in darkness.</i>							
DR 10/cold iron or good; Immune cold, electricity, poison; Resist acid 10, fire 10; SR 17							
Weaknesses sunlight powerlessness							
Spell-Like Abilities (CL 10th)							
At will— <i>deeper darkness</i> , <i>fear</i> (DC 18), <i>greater teleport</i> (self only), <i>telekinesis</i> (DC 19)							
3/day— <i>shadow conjuration</i> (DC 18), <i>shadow evocation</i> (DC 19)							
1/day— <i>magic jar</i> (DC 19), <i>summon</i> (level 3, 1 shadow demon 50%)							
Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes							

Demon, Vrock		CR/XP: 9-6400		Perc: +23		Init: +6	
CE Large outsider (chaotic, demon, evil, extraplanar)							
Senses: darkvision 60 ft.							
Speed: 30 ft., fly 50 ft. (average)							
BAB: +9		CMB: +15		CMD: 27		AC/T/FF: 22 / 11 / 20	
Fort: +13		Ref: +10		Will: +6		HP: 112 (9d10+63)	
Space/Reach: 10 / 10							
Languages: Abyssal, Celestial, Common; telepathy 100 ft.						Reference: B-69	
STR: 21		DEX: 15		CON: 25		INT: 14	
WIS: 16		CHR: 16		Knowledge: Planes			
Melee: 2 claws +13 (2d6+5), bite +13 (1d8+5), 2 talons +13 (1d6+5)							
Ranged:							
Special: dance of ruin, spores, stunning screech							
Skills: Fly +12, Sense Motive +15, Spellcraft +14, Stealth +10, Survival +15 (More see book)							
Notes: <i>A cloud of spores and a trail of feathers surrounds this twisted cross between a man and a gigantic vulture.</i>							
DR 10/good; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 20							
Spell-Like Abilities (CL 12th)							
At will— <i>greater teleport</i> (self plus 50 lbs. of objects only), <i>telekinesis</i> (DC 18)							
1/day— <i>heroism</i> , <i>mirror image</i> , <i>summon</i> (level 3, 1 vrock 35%)							
Feats Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack							

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 pg. 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 vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks 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 *bleed* 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

Demon, Vrock

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, Succubus

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

Devil, Bone

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 poisoned 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, Bearded

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

Devil, Imp

Feats Combat Reflexes, Dodge, 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, Erinyes

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, Ice

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—quicken *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.

Treasure double

Devil, Pit Fiend

Treasure none

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

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, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (tail)

Notes: *Long-necked and long-tailed, this large, predatory reptile glides through the water on four powerful flippers.*

Feats Dodge, Great Fortitude, Iron Will, Mobility, Toughness

The sleek elasmosaurus is a long-necked, aquatic reptile.

Notes: *This brightly colored dinosaur exudes a dangerous ferocity. Each foot is armed with a large, sickle-shaped claw.*

Feats Improved Initiative, Run

Pounce (Ex) When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

Notes: *This flying reptile has two huge wings and a distinctive backwardsweeping crest decorating its head.*

Feats Dodge, Improved Initiative, Skill Focus (Perception)

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

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

Dog

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

Dinosaur, Tyrannosaurus

Treasure none

Treasure none

Dolphin

Doq. 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.

Treasure none

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

Doppelganger

Dolphin, Orca

Dragon Turtle		CR/XP: 9-6400	Perc: +16	Init: +4
N Huge dragon (aquatic)				
Senses: low-light vision, darkvision 60 ft., scent				
Speed: 20 ft., swim 30 ft.				
BAB: +12	CMB: +22	CMD: 32 (36 vs. trip)		AC/T/FF: 23 / 8 / 23
Fort: +12	Ref: +8	Will: +9	HP: 126 (12d12+48)	Space/Reach: 15 / 10
Languages: Aquan, Common, Draconic				Reference: B-112
STR: 27	DEX: 10	CON: 19	INT: 12	WIS: 13
CHR: 12	Knowledge: Arcana			
Melee: bite +18 (3d6+8), 2 claws +18 (2d6+8)				
Ranged:				
Special: breath weapon, capsize				
Skills: Diplomacy +16, Stealth +7 (+15 in water), Survival +16, Swim +31 (More see book)				
Notes: <i>This long-tailed aquatic beast resembles a massive snapping turtle with draconic features.</i>				
Immune fire, sleep, paralysis				
Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack				
Breath Weapon (Su) Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 20 half; effective both on the surface and underwater. The save DC is Constitution-based.				

Drow (Drow Warrior 1)		CR/XP: 1/3-135		Perc: +2		Init: +2	
CE Medium humanoid (elf)							
Senses: darkvision 120 ft.							
Speed: 30 ft.							
BAB: +1		CMB: +1		CMD: 13		AC/T/FF: 15 / 12 / 13	
Fort: +2*		Ref: +2*		Will: -1*		HP: 4 (1d8)	
Space/Reach:							
Languages: Elven, Undercommon						Reference: B-114	
STR: 11		DEX: 15		CON: 10		INT: 10	
WIS: 9		CHR: 10		Knowledge: Local			
Melee: rapier +2 (1d6/18–20)							
Ranged: hand crossbow +3 (1d4/19–20 plus poison)							
Special: poison use							
Skills: Stealth +2							
Notes: <i>This dark-skinned elf stands in a battle-ready pose, her hair silver and eyes white and pupilless.</i>							
*Saving Throws +2 vs. enchantment							
Immune sleep; SR 7							
Weaknesses light blindness							
Spell-Like Abilities (CL 1st)							
1/day— <i>dancing lights, darkness, faerie fire</i>							
Feats Weapon Finesse							

Drider		CR/XP: 7-3200		Perc: +15	Init: +2
CE Large aberration					
Senses: darkvision 120 ft., detect good, detect law, detect magic					
Speed: 30 ft., climb 20 ft.					
BAB: +6	CMB: +9	CMD: 21 (33 vs. trip)		AC/T/FF: 20 / 12 / 17	
Fort: +7	Ref: +5	Will: +9	HP: 76 (9d8+36)	Space/Reach: 10 / 5	
Languages: Common, Elven, Undercommon				Reference: B-113	
STR: 15	DEX: 15	CON: 18	INT: 15	WIS: 16	CHR: 16
Knowledge: Dungeoneering					
Melee: mwk heavy mace +9/+4 (1d8+3), bite +3 (1d4+1 plus poison)					
Ranged: mwk composite longbow +8/+3 (1d8+2/x3)					
Special: web (+7 ranged, DC 18, hp 9), undersized weapons					
Skills: Climb +22, Intimidate +15, Spellcraft +14, Stealth +14 (More see book)					
Notes: <i>The dry rasping of spidery legs brings this hideous monstrosity into view—a nightmarish, centaurian fusion of drow and spider.</i>					
Immune sleep; SR 18					
Spell-Like Abilities (CL 9th)					
Constant— <i>detect good, detect law, detect magic</i>					
At will— <i>dancing lights, darkness, faerie fire</i>					
1/day— <i>clairaudience/clairvoyance, deeper darkness, dispel magic, levitate, suggestion</i> (DC 16)					
Feats Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, mace)					
Poison (Ex) Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.					
The save DC is Constitution-based.					

Drow (Female noble cleric 3)			CR/XP: 3-800		Perc: +5		Init: +3	
CE Medium humanoid (elf)								
Senses: darkvision 120 ft.								
Speed: 20 ft.								
BAB: +2		CMB: +3		CMD: 16			AC/T/FF: 21 / 13 / 18	
Fort: +4*		Ref: +4*		Will: +6*		HP: 16 (3d8+3)		Space/Reach:
Languages: Elven, Undercommon							Reference: B-115	
STR: 12		DEX: 17		CON: 12		INT: 10		WIS: 17
CHR: 12		Knowledge: Local						
Melee: mwk rapier +4 (1d6+1/18–20)								
Ranged: hand crossbow +5 (1d4/19–20 plus poison)								
Special: poison use, and see back								
Skills: Knowledge (religion) +6, Sense Motive +9, Spellcraft +6								
Notes: <i>This dark-skinned elf stands in a battle-ready pose, her hair silver and eyes white and pupilless.</i>								
*Saving Throws +2 vs. enchantment								
Immune sleep; SR 14								
Weaknesses light blindness								
Spell-Like Abilities (CL 3rd)								
Constant— <i>detect magic</i>								
At will— <i>dancing lights, deeper darkness, faerie fire, feather fall, levitate</i>								
1/day— <i>divine favor, dispel magic, suggestion</i> (DC 14)								
Feats Channel Smite, Weapon Finesse								

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* (DC 15), *hold person* (DC 15), *silence* (DC 15)

1st—*bleed*, *cause fear* (DC 14), *cure light wounds*, *protection from law*

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

Drow (Female noble cleric 3)

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 (Drow Warrior 1)

Treasure NPC Gear (chainmail, heavy steel shield, warhammer, light crossbow [20 bolts], 3d6 gp, other treasure)

Tree Meld (Su) A dryad can meld with any tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.

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)

Dryad

Treasure none

Treasure none

Treasure none

Eel, Giant Moray

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

Elemental, Air (Medium)

Treasure none

Eel, Electric

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 (Small)

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

Elemental, Air (Elder)

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

Elemental, Air (Greater)

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

Elemental, Earth (Huge)

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 (Large)

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

Elemental, Fire (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

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 (Small)

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

Elemental, Fire (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

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 (Greater)

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

Elemental, Water (Huge)

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 (Large)

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

Elephant, Mastodon

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

Ettercap		CR/XP: 3-800		Perc: +9	Init: +7
NE Medium aberration					
Senses: darkvision 60 ft., low-light vision					
Speed: 30 ft., climb 30 ft.					
BAB: +3	CMB: +5	CMD: 18		AC/T/FF: 15 / 13 / 12	
Fort: +6	Ref: +4	Will: +6	HP: 30 (4d8+12)	Space/Reach:	
Languages: Common				Reference: B-129	
STR: 14	DEX: 17	CON: 17	INT: 6	WIS: 15	CHR: 8
Knowledge: Dungeoneering					
Melee: bite +5 (1d6+2 plus poison) and 2 claws +5 (1d4+2)					
Ranged:					
Special: traps, web (+6 ranged, DC 15, hp 4), spider empathy +7					
Skills: Climb +14, Craft (trapmaking) +8, Stealth +7					
Notes: <i>This hideous purple creature walks upright like a man, but its face is that of a spider, and its hands are sickle-shaped claws.</i>					
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.					

Bat		CR/XP: 1/8-50		Perc: +6		Init: +2	
N Diminutive animal							
Senses: blindsense 20 ft., low-light vision;							
Speed: 5 ft., fly 40 ft. (good)							
BAB: +0		CMB: -2		CMD: 3		AC/T/FF: 16 / 16 / 14	
Fort: +0		Ref: +4		Will: +2		HP: 2 (1d8-2)	
Space/Reach: 1 / 0							
Languages:						Reference: B-131	
STR: 1		DEX: 15		CON: 6		INT: 2	
WIS: 14		CHR: 5		Knowledge: Nature			
Melee: bite +6 (1d3-4)							
Ranged:							
Special:							
Skills: Fly +16							
Notes:							
<p>Feats Weapon Finesse</p> <p>Most bats are insectivores or fruit-eaters, but at least one species drinks blood.</p>							

Ettin		CR/XP: 6-2400		Perc: +12		Init: +3	
CE Large humanoid (giant)							
Senses: low-light vision							
Speed: 40 ft.							
BAB: +7		CMB: +14		CMD: 23		AC/T/FF: 18 / 8 / 18	
Fort: +9		Ref: +2		Will: +5		HP: 65 (10d8+20)	
Space/Reach: 10 / 10							
Languages: pidgin of Giant, Goblin, and Orc						Reference: B-130	
STR: 23		DEX: 8		CON: 15		INT: 6	
WIS: 10		CHR: 11		Knowledge: Local			
Melee: 2 flails +12/+7 (2d6+6)							
Ranged: 2 javelins +5 (1d8+6)							
Special: superior two-weapon fighting							
Skills: Handle Animal +8							
Notes: <i>This lumbering, filthy, two-headed giant wears tattered remnants of leather armor and clutches a large flail in each fist.</i>							
Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack							
Superior Two-Weapon Fighting (Ex) An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.							

Cat			CR/XP: 1/4-100	Perc: +5	Init: +2	
N Tiny animal						
Senses: low-light vision, scent						
Speed: 30 ft.						
BAB: +0	CMB:+0	CMD: 6 (10 vs. trip)		AC/T/FF: 14 / 14 / 12		
Fort: +1	Ref: +4	Will: +1	HP: 3 (1d8-1)	Space/Reach: 2.5 / 0		
Languages:				Reference: B-131		
STR: 3	DEX: 15	CON: 8	INT: 2	WIS: 12	CHR: 7	Knowledge: Nature
Melee: 2 claws +4 (1d2-4), bite +4 (1d3-4)						
Ranged:						
Special:						
Skills: Climb +6, Stealth +14						
Notes:						
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 *Pathfinder RPG Core Rulebook*.

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

Etlin

Ettercap

Treasure none

Treasure none

Cat

Bat

Treasure none

Treasure none

Lizard

Hawk

Treasure none

Treasure none

Owl

Monkey

Treasure none

Treasure none

Raven

Rat

Treasure none

Treasure none

Viper

Toad

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

Frog, Poison

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.

Treasure none

Frog, Giant

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)

Genie, Djinni

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

Gelatinous Cube

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 Strength-based checks if both it and its foe are touching the ground. It takes a –4 penalty on attack and damage rolls against airborne or waterborne opponents.

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)

Genie, Shaitan

Feats Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative⁸, 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 Initiative⁸, 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 minutes. 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.

Treasure standard (masterwork trident, other gear)

Genie, Marid

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 Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

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)

Giant, Fire

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 Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

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, Cloud

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

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 Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

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

Giant, Storm

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

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 Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The creature must be aware of the attack in order to make a rock catching attempt.

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, Stone

Treasure none

Girallon

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

Goblin (Goblin Warrior 1)

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 moulder’s body, where several of its mouths continue to feed and drain blood. A gibbering moulder can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the moulder’s damage reduction still applies to those inside), the moulder simply flows together again and can still use its engulf attack.

Gibbering (Su) As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulthers 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 moulder’s gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su) At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder 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 moulder 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 Moulder

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

Gnoll

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

Golem, Ice

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

Golem, Flesh

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

Gorgon

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

Golem, Wood

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 swift 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

Half-Celestial (Unicorn)

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

Gray Ooze

Treasure incidental

Griffon

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

Hell Hound

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 reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

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

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

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

Treasure 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)

Harpy

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

Hobgoblin (Fighter 1)

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 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

Herd Animal, Bison

Treasure none

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.

Treasure none

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

Hydra

Horse, Pony

Hyena		CR/XP: 1-400	Perc: +8	Init: +2
N Medium animal				
Senses: low-light vision, scent				
Speed: 50 ft.				
BAB: +1	CMB: +3	CMD: 15		AC/T/FF: 14 / 12 / 12
Fort: +5	Ref: +5	Will: +1	HP: 13 (2d8+4)	Space/Reach:
Languages:				Reference: B-179
STR: 14	DEX: 15	CON: 15	INT: 2	WIS: 13
CHR: 6	Knowledge: Nature			
Melee: bite +3 (1d6+3 plus trip)				
Ranged:				
Special:				
Skills: Stealth +6 (+10 in tall grass)				
Notes: <i>This hyena is covered in shaggy, tan-colored fur with black and brown stripes.</i>				
Feats Skill Focus (Perception)				
Trip (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.				

Intellect Devourer		CR/XP: 8-4800		Perc: +19		Init: +10	
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 / 17 / 16	
Fort: +7		Ref: +8		Will: +8		HP: 84 (8d8+48)	
Space/Reach:							
Languages: Undercommon (cannot speak); telepathy 100 ft.						Reference: B-180	
STR: 12		DEX: 23		CON: 21		INT: 16	
WIS: 10		CHR: 17		Knowledge: Dungeoneering			
Melee: 4 claws +13 (1d4+1)							
Ranged:							
Special: body thief, sneak attack +3d6							
Skills: Disguise +11, Sense Motive +8, Stealth +29, Use Magic Device +11 (More see book)							
Notes: <i>Devoid of a head, or any features at all save for four short, clawed legs, this creature's body looks like a large, glistening brain.</i>							
DR 10/adamantine and magic; Immune fire, mind-affecting effects;							
Resist cold 20, electricity 20, sonic 20; SR 23							
Weaknesses vulnerability to <i>protection from evil</i> (see back)							
Spell-Like Abilities (CL 8th)							
Constant— <i>detect magic</i>							
At will— <i>confusion</i> (DC 17, single target only), <i>daze monster</i> (DC 15, no HD limit), <i>inflict serious wounds</i> (DC 16), <i>invisibility</i> , <i>reduce size</i> (as <i>reduce person</i> but self only)							
3/day— <i>cure moderate wounds</i> , <i>globe of invulnerability</i>							

Hyena, Dire (Hyaenodon)			CR/XP: 3-800		Perc: +8		Init: +2	
N Large animal								
Senses: low-light vision, scent								
Speed: 50 ft.								
BAB: +3		CMB: +8		CMD: 20			AC/T/FF: 15 / 11 / 13	
Fort: +6		Ref: +6		Will: +2		HP: 26 (4d8+8)		Space/Reach: 10 / 10
Languages:						Reference: B-179		
STR: 18		DEX: 15		CON: 15		INT: 2		WIS: 13
CHR: 6		Knowledge: Nature						
Melee: bite +6 (2d6+6 plus trip)								
Ranged:								
Special:								
Skills: Stealth +7 (+11 in tall grass or heavy undergrowth)								
Notes: <i>This large hyena has a thick head, rheumy red eyes, and a mouth filled with sharp, powerful teeth.</i>								
Feats Skill Focus (Perception, Stealth)								
<p>Trip (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.</p>								

Invisible Stalker		CR/XP: 7-3200		Perc: +12		Init: +8	
N Medium outsider (air, elemental, extraplanar)							
Senses: darkvision 60 ft.							
Speed: 30 ft., fly 30 (perfect)							
BAB: +7		CMB: +11		CMD: 25		AC/T/FF: 20 / 14 / 16	
Fort: +13		Ref: +11		Will: +4		HP: 80 (7d10+42)	
Space/Reach:							
Languages: Auran, Common						Reference: B-181	
STR: 18		DEX: 19		CON: 22		INT: 14	
WIS: 15		CHR: 11		Knowledge: Planes			
Melee: 2 slams +12 (2d6+4)							
Ranged:							
Special: natural invisibility, improved tracking							
Skills: Acrobatics +14, Fly +22, Sense Motive +12, Stealth +14, Survival +12 (More see book)							
Notes: <i>No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.</i>							
Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)							
Improved Tracking (Ex) An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.							
Natural Invisibility (Ex) This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the <i>invisibility purge</i> spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.							

Treasure incidental

Hyena, Dire (Hyaenodon)

Elemental Traits

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

Treasure standard

Invisible Stalker

Treasure none

Hyena

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

Intellect Devourer

Treasure NPC gear (leather armor, spear, sling, other treasure)

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

Kobold (Kobold Warrior 1)

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.

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		Perc: +15		Init: +3	
CE Large monstrous humanoid							
Senses: darkvision 60 ft., low-light vision							
Speed: 60 ft.							
BAB: +9		CMB: +14		CMD: 28 (32 vs. trip)		AC/T/FF: 20 / 13 / 16	
Fort: +7		Ref: +9		Will: +11		HP: 67 (9d10+18)	
Space/Reach: 10 / 5							
Languages: Abyssal, Common						Reference: B-186	
STR: 18		DEX: 16		CON: 14		INT: 13	
WIS: 17		CHR: 13		Knowledge: Nature			
Melee: +1 dagger +13/+8 (1d4+4/19–20), touch +7 (1d4 Wisdom drain), 2 claws +7 (1d4+2)							
Ranged:							
Special: Wisdom drain, undersized weapons							
Skills: Bluff +9, Diplomacy +4, Disguise +6, Stealth +15, Survival +12 (More see book)							
Notes: <i>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.</i>							
Spells Known (CL 9th) At will— <i>disguise self</i> , <i>ventriloquism</i> 3/day— <i>charm monster</i> (DC 15), <i>major image</i> (DC 14), <i>mirror image</i> , <i>suggestion</i> (DC 14) 1/day— <i>deep slumber</i> (DC 14)							
Feats Dodge, Great Fortitude, Iron Will, Mobility, Spring Attack							

Leech Swarm			CR/XP: 4-1200		Perc: +0	Init: +4
N Diminutive vermin (aquatic, swarm)						
Senses: blindsight 30 ft.						
Speed: 5 ft., swim 30 ft.						
BAB: +4		CMB: --		CMD: --		AC/T/FF: 18 / 18 / 14
Fort: +7		Ref: +6		Will: +2		HP: 39 (6d8+12)
Space/Reach: 10 / 0					Languages: Reference: B-187	
STR: 1		DEX: 18		CON: 15		INT: --
WIS: 10		CHR: 2		Knowledge: Nature		
Melee: swarm (2d6 plus poison)						
Ranged:						
Special: blood drain, distraction (DC 15)						
Skills: Stealth +1 (+9 in swamps), Swim +12						
Notes: <i>A mass of wriggling black creatures each the size of a man's finger stirs the stagnant water before enveloping its victim.</i>						
Immune mind-affecting effects, swarm traits, weapon damage						
Weaknesses susceptible to salt						
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.						
Poison (Ex) Swarm—injury; save Fort DC 15; frequency 1/round for 2 rounds; effect 1d4 Dexterity drain; cure 1 save.						

Leech, Giant		CR/XP: 2-600		Perc: +0		Init: +1	
N Medium vermin (aquatic)							
Senses: blindsight 30 ft., scent							
Speed: 5 ft., swim 20 ft.							
BAB: +2		CMB: +2*		CMD: 13 (can't be tripped)		AC/T/FF: 11 / 11 / 10	
Fort: +4		Ref: +2		Will: +1		HP: 19 (3d8+6)	
Languages:						Space/Reach:	
						Reference: B-187	
STR: 11		DEX: 12		CON: 14		INT: --	
WIS: 10		CHR: 1		Knowledge: Nature			
Melee: bite +2 (1d6 plus attach)							
Ranged:							
Special: blood drain, amphibious							
Skills: Stealth +1 (+9 in swamps), Swim +8							
Notes: <i>A parasite ballooned to monstrous proportions undulates in the muck, its circular maw a spiral of teeth.</i>							
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.							

Lich (Human Necromancer 11)				CR/XP: 12-19200		Perc: +24		Init: +2	
NE Medium undead (augmented humanoid)									
Senses: darkvision 60 ft., life sight*									
Speed: 30 ft.									
BAB: +5		CMB: +5		CMD: 25			AC/T/FF: 23 / 14 / 21		
Fort: +6		Ref: +7		Will: +11		HP: 111 (11d6+55)*		Space/Reach:	
Languages: See notes							Reference: B-188		
STR: 10		DEX: 14		CON: --		INT: 22		WIS: 14	
				CHR: 16		Knowledge: Religion			
Melee: touch +5 (1d8+5 plus paralyzing touch)									
Ranged:									
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: <i>Once fine robes hang in tatters from this withered corpse's frame.</i> <i>A pale blue light shines from where its eyes should be.</i>									
Aura fear (60-ft. radius, DC 18)									
*HP 111 (11d6+55 plus 15 false life)									
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									
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 grapples. 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*)

Lich (Human Necromancer 11)

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 flanking. 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

Leech Swarm

Linnorm, Crag			CR/XP: 14-38400	Perc: +22	Init: +8	
CE Gargantuan dragon						
Senses: kvision 120 ft., low-light vision, scent, true seeing						
Speed: 40 ft., fly 100 ft. (average), swim 60 ft.						
BAB: +15	CMB: +31/+35	CMD: 45 (can't be tripped)		AC/T/FF: 29 / 10 / 25		
Fort: +16	Ref: +15	Will: +13	HP: 202 (15d12+105)	Space/Reach: 20 / 20		
Languages: Aklo, Draconic, Sylvan				Reference: B-190		
STR: 34	DEX: 18	CON: 25	INT: 5	WIS: 18	CHR: 21	Knowledge: Arcana
Melee: bite +23 (2d8+12/19–20 plus poison), 2 claws +23 (1d8+12), tail +18 (2d6+6 plus grab)						
Ranged:						
Special: freedom of movement, breath weapon, constrict (tail, 2d6+18), death curse						
Skills: Fly +16, Swim +38						
Notes: <i>This immense, wingless dragon rears up on a serpentine body. Its triple tail and powerful talons swipe at the air.</i>						
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. <i>Curse of Fire:</i> save Will DC 22; <i>effect</i> creature gains vulnerability to fire. The save DC is Charisma-based.						
True Seeing (Ex) A crag linnorm has constant <i>true seeing</i> , as per the spell of the same name.						

Linnorm, Tarn			CR/XP: 20-307,200		Perc: +40	Init: +12
CE Colossal dragon (aquatic)						
Senses: all-around vision, darkvision 120 ft., low-light vision, scent, true seeing						
Speed: 40 ft., fly 100 ft. (average), swim 80 ft.						
BAB: +22		CMB: +46/+50		CMD: 64 (can't be tripped)		AC/T/FF: 36 / 10 / 28
Fort: +24		Ref: +23		Will: +20		HP: 385 (22d12+242)
Languages: Aklo, Draconic, Sylvan						Reference: B-192
STR: 42		DEX: 26		CON: 32		INT: 7
WIS: 25		CHR: 27		Knowledge: Arcana		
Melee: 2 bites +30 (3d8+16/19–20 plus poison), 2 claws +30 (2d6+16), tail +25 (3d6+8 plus grab)						
Ranged:						
Special: freedom of movement, breath weapon, constrict (tail, 3d6+24), death curse, amphibious						
Skills: Fly +25, Stealth +17, Swim +49						
Notes: <i>This nightmarishly huge, snake-like dragon possesses two equally fearsome heads. Its twin jaws seethe with acid and poison.</i>						
Regeneration 15 (cold iron)						
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), 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. It cannot be flanked.						

Linnorm, Ice			CR/XP: 17-102,400		Perc: +26		Init: +10	
CE Colossal dragon								
Senses: darkvision 120 ft., low-light vision, scent, true seeing								
Speed: 40 ft., climb 40 ft., fly 100 ft. (average), swim 40 ft.								
BAB: +18		CMB: +40/+49		CMD: 56 (can't be tripped)			AC/T/FF: 32 / 8 / 26	
Fort: +20		Ref: +19		Will: +16		HP: 279 (18d12+162)		Space/Reach: 30 / 30
Languages: Aklo, Draconic, Sylvan						Reference: B-191		
STR: 38		DEX: 22		CON: 29		INT: 5		WIS: 20
CHR: 23		Knowledge: Arcana						
Melee: bite +24 (3d8+14/19–20 plus poison), 2 claws +24 (2d6+14), tail +19 (3d6+7 plus grab)								
Ranged:								
Special: freedom of movement, breath weapon, constrict (tail, 3d6+21), death curse								
Skills: Climb +43, Fly +19, Swim +22								
Notes: <i>A snake-like, dragon-headed monster of tremendous size rises up, drifts of snow and ice tumbling from its coiling f lanks.</i>								
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.								

Lion		CR/XP: 3-800		Perc: +9		Init: +7	
N Large Animal							
Senses: low-light vision, scent							
Speed: 40 ft.							
BAB: +3		CMB: +9/+13		CMD: 22 (26 vs. trip)		AC/T/FF: 15 / 12 / 12	
Fort: +6		Ref: +7		Will: +2		HP: 32 (5d8+10)	
Languages:						Space/Reach: 10 / 5	
Reference: B-193							
STR: 21		DEX: 17		CON: 15		INT: 2	
WIS: 12		CHR: 6		Knowledge: Nature			
Melee: bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)							
Ranged:							
Special: pounce, rake (2 claws +7, 1d4+5)							
Skills: Acrobatics +11, Stealth +8 (+12 in undergrowth)							
Notes: <i>This great cat's muscles flex visibly under its skin as it bares its fangs and shakes its thick mane of hair.</i>							
Feats Improved Initiative, Run, Skill Focus (Perception)							
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.							

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 feet per 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

Lion

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, Crag

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-foot-long 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 Constitution-based.

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

Treasure triple

Linnorm, Tarn

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

Lizard, Monitor

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

Lizardfolk

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 incidental

Lion, Dire

Treasure none

Lizard, Giant Frilled

Lycanthrope, Wererat*		CR/XP: 2-600		Perc: +8	Init: +2
LE Medium humanoid (human, shapechanger)					
Senses: low-light vision, scent					
Speed: 30 ft.					
BAB: +1	CMB: +2	CMD: 15		AC/T/FF: 16 / 13 / 13	
Fort: +2	Ref: +5	Will: +3	HP: 18 (2d8+6)	Space/Reach:	
Languages: Common				Reference: B-197	
STR: 13	DEX: 15	CON: 14	INT: 10	WIS: 16	CHR: 6
Knowledge: Local					
Melee: short sword +3 (1d6+1/19–20)					
Ranged: light crossbow +3 (1d8/19–20)					
Special: evasion, sneak attack +1d6 (More see Notes under SQ)					
Skills: Acrobatics +7, Bluff +3, Climb +6, Sense Motive +8, Stealth +7, Swim +6 (More see book)					
Notes: <i>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.</i>					
*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.					

Lycanthrope, Werewolf*		CR/XP: 2-600		Perc: +4	Init: +5
CE Medium humanoid (human, shapechanger)					
Senses: low-light vision, scent					
Speed: 30 ft. (20 ft. in armor)					
BAB: +2	CMB: +5	CMD: 16		AC/T/FF: 17 / 11 / 16	
Fort: +5	Ref: +1	Will: +2*	HP: 19 (2d10+4)	Space/Reach:	
Languages: Common				Reference: B-198	
STR: 17	DEX: 13	CON: 14	INT: 8	WIS: 14	CHR: 8
Knowledge: Local					
Melee: longsword +5 (1d8+4/19–20)					
Ranged: light crossbow +3 (1d8/19–20)					
Special: See Notes under SQ					
Skills: Climb +3, Intimidate +4					
Notes: <i>This muscular creature has a man’s body but the snarling head and fur coat of a wolf.</i>					
*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 dire wolves)					
Change Shape (Su) See notes on change shape in the Bestiary, page 196 for details.					

Lycanthrope, Wererat*		CR/XP: 2-600		Perc: +8	Init: +3
LE Medium humanoid (human, shapechanger)					
Senses: low-light vision, scent					
Speed: 30 ft.					
BAB: +1	CMB: +3	CMD: 17		AC/T/FF: 19 / 14 / 15	
Fort: +3	Ref: +6	Will: +3	HP: 20 (2d8+8)	Space/Reach:	
Languages: Common				Reference: B-197	
STR: 15	DEX: 17	CON: 16	INT: 10	WIS: 16	CHR: 6
Knowledge: Local					
Melee: short sword +4 (1d6+2/19–20), bite –1 (1d4+1 + disease & curse of lycanthropy; DC 15)					
Ranged: light crossbow +4 (1d8/19–20)					
Special: evasion, sneak attack +1d6 (More see Notes under SQ)					
Skills: Acrobatics +8, Bluff +3, Climb +7, Sense Motive +8, Stealth +8, Swim +7 (More see book)					
Notes: <i>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.</i>					
*Hybrid Form					
DR 10/silver					
Feats Dodge, Weapon Finesse					
SQ change shape (human, hybrid, and dire rat; <i>polymorph</i>), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding					
Disease (Ex) <i>Filth fever</i> : Bite—injury; <i>save</i> Fort DC 14; <i>onset</i> 1d3 days; <i>frequency</i> 1/day; <i>effect</i> 1d3 Dex damage and 1d3 Con damage; <i>cure</i> 2 consecutive saves. The save DC is Constitution-based.					
Change Shape (Su) See notes on <i>change shape</i> in the Bestiary, page 196 for details.					

Lycanthrope, Werewolf*		CR/XP: 2-600		Perc: +4	Init: +5
CE Medium humanoid (human, shapechanger)					
Senses: low-light vision, scent					
Speed: 30 ft. (20 ft. in armor)					
BAB: +2	CMB: +6	CMD: 18		AC/T/FF: 22 / 12 / 20	
Fort: +6	Ref: +2	Will: +2*	HP: 21 (2d10+6)	Space/Reach:	
Languages: Common				Reference: B-198	
STR: 19	DEX: 15	CON: 17	INT: 8	WIS: 14	CHR: 8
Knowledge: Local					
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: bravery +1 (More see Notes under SQ)					
Skills: Climb +4, Intimidate +4					
Notes: <i>This muscular creature has a man's body but the snarling head and fur coat of a wolf.</i>					
*Hybrid Form					
Will Saving Throw +2 (+3 vs. fear)					
DR 10/silver					
Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack					
SQ change shape (human, hybrid, and wolf; <i>polymorph</i>), lycanthropic empathy (wolves and dire wolves)					
Change Shape (Su) See notes on <i>change shape</i> 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)

Lycanthrope, Werewolf*

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*

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*

Manticore		CR/XP: 5-1600		Perc: +9		Init: +2	
LE Large magical beast							
Senses: darkvision 60 ft., low-light vision, scent							
Speed: 30 ft., fly 50 ft. (clumsy)							
BAB: +6		CMB: +12		CMD: 24 (28 vs. trip)		AC/T/FF: 17 / 11 / 15	
Fort: +9		Ref: +7		Will: +3		HP: 57 (6d10+24)	
Space/Reach: 10 / 5							
Languages: Common						Reference: B-199	
STR: 20		DEX: 15		CON: 18		INT: 7	
WIS: 12		CHR: 9		Knowledge: Arcana			
Melee: bite +10 (1d8+5), 2 claws +10 (2d4+5)							
Ranged: 4 spikes +8 (1d6+5)							
Special:							
Skills: Fly -3, Survival +4 (+8 tracking)							
Notes: <i>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.</i>							
Feats Flyby Attack, Hover, Weapon Focus (spikes)							
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.							

Medusa		CR/XP: 7-3200		Perc: +16		Init: +6	
LE Medium monstrous humanoid							
Senses: all-around vision, darkvision 60 ft.							
Speed: 30 ft.							
BAB: +8		CMB: +8		CMD: 20		AC/T/FF: 15 / 12 / 13	
Fort: +6		Ref: +8		Will: +7		HP: 76 (8d10+32)	
Space/Reach:							
Languages: Common						Reference: B-201	
STR: 10		DEX: 15		CON: 18		INT: 12	
WIS: 13		CHR: 15		Knowledge: Nature			
Melee: dagger +10/+5 (1d4/19–20), snake bite +5 (1d4 plus poison)							
Ranged: mwk longbow +11/+6 (1d8/x3)							
Special: petrifying gaze							
Skills: Bluff +10, Disguise +10, Intimidate +13, Stealth +13							
Notes: <i>This slender, attractive woman has strangely glowing eyes and a full head of hissing snakes for hair.</i>							
Feats Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse							
All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 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.							

Mantis, Giant			CR/XP: 3-800		Perc: +6	Init: +1
N Large vermin						
Senses: darkvision 60 ft.						
Speed: 30 ft., climb 30 ft. fly 40 ft. (poor)						
BAB: +3	CMB: +7/+11	CMD: 18 (22 vs. trip)			AC/T/FF: 15 / 10 / 14	
Fort: +7	Ref: +2	Will: +3	HP: 30 (4d8+12)		Space/Reach: 10 / 10	
Languages:					Reference: B-200	
STR: 16	DEX: 13	CON: 16	INT: --	WIS: 14	CHR: 11	Knowledge: Nature
Melee: 2 claws +5 (1d6+3 plus grab)						
Ranged:						
Special: lunge, mandibles, sudden strike						
Skills: Climb +11, Fly -5, Stealth +1 (+13 in forests)						
Notes: <i>This towering insect walks on its back four legs. Its head is triangular and its front legs sport razor-sharp edges and claws.</i>						
Immune mind-affecting effects						
<p>Lunge (Ex) A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack 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.</p>						

Air Mephit			CR/XP: 3-800		Perc: +6		Init: +6	
N Small outsider (air)								
Senses: darkvision 60 ft.								
Speed: 30 ft., Fly 60 ft. (perfect)								
BAB: +3		CMB: +3		CMD: 15			AC/T/FF: 17 / 14 / 14	
Fort: +2		Ref: +5		Will: +3		HP: 19 (3d10+3)		Space/Reach:
Languages: Common, Auran							Reference: B-202	
STR: 13		DEX: 15		CON: 12		INT: 6		WIS: 11
				CHR: 14		Knowledge: Planes		
Melee: 2 claws +5 (1d3+1)								
Ranged:								
Special: breath weapon (15' cone, Reflex DC 13 for half)								
Skills: Bluff +8, Fly +10, Stealth +12								
Notes: <i>This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.</i>								
These mephits are whimsical and prone to distraction.								
Fast Healing: 2 Works only in gusty and windy areas.								
DR 5/magic								
Spell-Like Abilities (CL 6th)								
1/day— summon (level 2, 1 mephit of the same type 25%), <i>gust of wind</i>								
1/hour— <i>blur</i>								
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

Air Mephit

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)

Medusa

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

Ice Mephit

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

Fire Mephit

Magma Mephit		CR/XP: 3-800		Perc: +6		Init: +6	
N Small outsider (fire)							
Senses: darkvision 60 ft.							
Speed: 30 ft., fly 40 ft. (average)							
BAB: +3		CMB: +3		CMD: 15		AC/T/FF: 17 / 14 / 14	
Fort: +2		Ref: +5		Will: +3		HP: 19 (3d10+3)	
Space/Reach:							
Languages: Common, Ignan						Reference: B-202	
STR: 13		DEX: 15		CON: 12		INT: 6	
WIS: 11		CHR: 14		Knowledge: Planes			
Melee: 2 claws +5 (1d3+1)							
Ranged:							
Special: breath weapon (15' cone, Reflex DC 13 for half), Magma Form							
Skills: Bluff +8, Fly +10, Stealth +12							
Notes: <i>This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.</i>							
These mephits are irritating and persistent.							
Fast Healing: 2 Works only in contact with magma or lava.							
DR 5/magic							
Immune: Fire Weaknesses: Vulnerability to cold							
Spell-Like Abilities (CL 6th)							
1/day— summon (level 2, 1 mephit of the same type 25%), <i>pyrotechnics</i>							
Feats Dodge, Improved Initiative							

Salt Mephit		CR/XP: 3-800		Perc: +6		Init: +6	
N Small outsider (earth)							
Senses: darkvision 60 ft.							
Speed: 30 ft., fly 40 ft. (average)							
BAB: +3		CMB: +3		CMD: 15		AC/T/FF: 17 / 14 / 14	
Fort: +2		Ref: +5		Will: +3		HP: 19 (3d10+3)	
Space/Reach:							
Languages: Common, Terran						Reference: B-202	
STR: 13		DEX: 15		CON: 12		INT: 6	
WIS: 11		CHR: 14		Knowledge: Planes			
Melee: 2 claws +5 (1d3+1)							
Ranged:							
Special: breath weapon (15' cone, Reflex DC 13 for half), Dehydrate							
Skills: Bluff +8, Fly +10, Stealth +12							
Notes: <i>This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.</i>							
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%)							
1/hour— <i>glitterdust</i>							
Feats Dodge, Improved Initiative							

Ooze Mephit			CR/XP: 3-800		Perc: +6	Init: +6
N Small outsider (water)						
Senses: darkvision 60 ft.						
Speed: 30 ft., fly 40 ft. (average), Swim 30 ft.						
BAB: +3	CMB: +3	CMD: 15			AC/T/FF: 17 / 14 / 14	
Fort: +2	Ref: +5	Will: +3	HP: 19 (3d10+3)		Space/Reach:	
Languages: Common, Aquan					Reference: B-202	
STR: 13	DEX: 15	CON: 12	INT: 6	WIS: 11	CHR: 14	Knowledge: Planes
Melee: 2 claws +5 (1d3+1)						
Ranged:						
Special: breath weapon (15' cone, Reflex DC 13 for half)						
Skills: Bluff +8, Fly +10, Stealth +12						
Notes: <i>This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.</i>						
These mephits are disgusting and slow to act.						
Fast Healing: 2 Works only in wet or muddy environments.						
DR 5/magic						
Spell-Like Abilities (CL 6th)						
1/day— summon (level 2, 1 mephit of the same type 25%), <i>stinking cloud</i> (DC 15)						
1/hour— <i>acid arrow</i>						
Feats Dodge, Improved Initiative						

Steam Mephit			CR/XP: 3-800		Perc: +6		Init: +6	
N Small outsider (fire)								
Senses: darkvision 60 ft.								
Speed: 30 ft., fly 40 ft. (average)								
BAB: +3		CMB: +3		CMD: 15			AC/T/FF: 17 / 14 / 14	
Fort: +2		Ref: +5		Will: +3		HP: 19 (3d10+3)		Space/Reach:
Languages: Common, Ignan							Reference: B-202	
STR: 13		DEX: 15		CON: 12		INT: 6		WIS: 11
CHR: 14		Knowledge: Planes						
Melee: 2 claws +5 (1d3+1)								
Ranged:								
Special: breath weapon (15' cone, Reflex DC 13 for half), Boiling Rain								
Skills: Bluff +8, Fly +10, Stealth +12								
Notes: <i>This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.</i>								
These mephits are overconfident and brash.								
Fast Healing: 2 Works only in boiling water or steam.								
Immune: Fire Weaknesses: Vulnerability to cold								
DR 5/magic								
Spell-Like Abilities (CL 6th)								
1/day— summon (level 2, 1 mephit of the same type 25%)								
1/hour— blur								
Feats Dodge, Improved Initiative								

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

Steam Mephit

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

Salt Mephit

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

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

Treasure standard

Merfolk (Warrior 1)

Water Mephit

Treasure standard (greataxe, other treasure)

Adhesive (Ex) A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive coated mimic is stuck fast unless the wielder succeeds on a DC 17 Reflex save. A successful DC 17 Strength check is needed to pry off a stuck weapon. Strong alcohol or *universal solvent* dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

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 incidental

Minotaur

Mimic

Mite	CR/XP: 1/4-100	Perc: +5	Init: +1
LE Small fey			
Senses: darkvision 120 ft., low-light vision, scent			
Speed: 20 ft., climb 20 ft.			
BAB: +0	CMB:-2	CMD: 9	AC/T/FF: 12 / 12 / 11
Fort: +0	Ref: +3	Will: +3	HP: 3 (1d6)
Space/Reach:			
Languages: Undercommon			Reference: B-207
STR: 8	DEX: 13	CON: 11	INT: 8
WIS: 13	CHR: 8	Knowledge: Nature	
Melee: dagger +0 (1d3–1/19–20)			
Ranged: dart +2 (1d3–1)			
Special: hatred, vermin empathy +4			
Skills: Climb +7, Handle Animal +0, Ride +2, Sleight of Hand +9, Stealth +13			
Notes: <i>This squat humanoid seems to be nearly all head—an unfortunate circumstance, considering how ugly its puffy blue face is.</i>			
DR 2/cold iron			
Weaknesses light sensitivity			
Spell-Like Abilities (CL 1st)			
At will— <i>prestidigitation</i>			
1/day— <i>doom</i> (DC 10)			
Feats Point-Blank Shot			

Morlock		CR/XP: 2-600		Perc: +2		Init: +8	
CE Medium monstrous humanoid							
Senses: darkvision 120 ft., scent							
Speed: 40 ft., climb 30 ft.							
BAB: +3		CMB: +5		CMD: 19		AC/T/FF: 15 / 14 / 11	
Fort: +3		Ref: +9		Will: +5		HP: 22 (3d10+6)	
Space/Reach:							
Languages: Undercommon						Reference: B-209	
STR: 14		DEX: 19		CON: 15		INT: 5	
WIS: 14		CHR: 6		Knowledge: Nature			
Melee: club +5 (1d6+2), bite +0 (1d4+1)							
Ranged:							
Special: leap attack, sneak attack +1d6, swarming, expert climber							
Skills: Acrobatics +13, Climb +22, Stealth +8 (+12 in caverns)							
Notes: <i>Skin pale as a slug's belly, eyes huge and bulging, this thing crawls down the wall like a spider, but its shape is hideously humanoid.</i>							
Immune disease, poison							
Weaknesses light blindness							
Feats Improved Initiative, Lightning Reflexes							

Mohrg		CR/XP: 8-4800		Perc: +23		Init: +8	
CE Medium undead							
Senses: darkvision 60 ft.							
Speed: 30 ft.							
BAB: +10		CMB: +15/+19		CMD: 30		AC/T/FF: 23 / 15 / 18	
Fort: +6		Ref: +10		Will: +9		HP: 91 (14d8+28)	
Space/Reach:							
Languages:						Reference: B-208	
STR: 21		DEX: 19		CON: --		INT: 11	
WIS: 10		CHR: 14		Knowledge: Religion			
Melee: 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)							
Ranged:							
Special: create spawn, paralysis (1d4 minutes, DC 19)							
Skills: Climb +22, Stealth +21, Swim +19							
Notes: <i>A thick tangle of discolored entrails clings to this lurching skeleton's torso and winds upward to loll from its jaw like a clawed tongue.</i>							
Immune undead traits							
Feats Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack							
Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.							

Mummy				CR/XP: 5-1600		Perc: +16		Init: +0					
LE Medium undead													
Senses: darkvision 60 ft.													
Speed: 20 ft.													
BAB: +6		CMB:+13		CMD: 23			AC/T/FF: 20 / 10 / 20						
Fort: +4		Ref: +2		Will: +8		HP: 60 (8d8+24)		Space/Reach:					
Languages: Common							Reference: B-210						
STR: 24		DEX: 10		CON: --		INT: 6		WIS: 15		CHR: 15		Knowledge: Religion	
Melee: slam +14 (1d8+10 plus mummy rot)													
Ranged:													
Special:													
Skills: Stealth +11													
Notes: <i>Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuff ling gait.</i>													
Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)													
DR 5/—; Immune undead traits													
Weaknesses vulnerable to fire													
Feats Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (slam)													
Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-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.

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

Mummy

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

Morlock

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

Neothelid

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

Naga, Spirit

Night Hag		CR/XP: 9-6400		Perc: +16		Init: +4	
NE Medium outsider (evil, extraplanar)							
Senses: darkvision 60 ft.							
Speed: 30 ft.							
BAB: +8		CMB: +13		CMD: 27		AC/T/FF: 25 / 14 / 21	
Fort: +14		Ref: +8		Will: +11		HP: 92 (8d10+48)	
Space/Reach:							
Languages: Abyssal, Celestial, Common, Infernal						Reference: B-215	
STR: 21		DEX: 19		CON: 22		INT: 18	
WIS: 16		CHR: 17		Knowledge: Planes			
Melee: 2 claws +13 (1d4+5), bite +13 (2d6+5 plus disease)							
Ranged:							
Special: dream haunting, change shape (any humanoid, alter self), heartstone							
Skills: Diplomacy +11, Disguise +16, Ride +15, Sense Motive +16, Spellcraft +15 (More see book)							
Notes: <i>Grisly fetishes and the rags of once fine clothes hang off the corpsethin frame of this horrifying, sharp-fanged crone.</i>							
DR 10/cold iron and magic; Immune charm, cold, fear, fire, sleep; SR 24							
Spell-Like Abilities (CL 8th)							
Constant—detect chaos, detect evil, detect good, detect law, detect magic							
At will—deep slumber (DC 16), invisibility, magic missile, ray of enfeeblement (DC 14)							
At will (with heartstone)—etherealness, soul bind							
Feats Alertness, Combat Casting, Deceitful, Mounted Combat							

Nymph				CR/XP: 7-3200		Perc: +14		Init: +5	
CG Medium fey									
Senses: low-light vision									
Speed: 30 ft., swim 20 ft.									
BAB: +4		CMB: +9		CMD: 27			AC/T/FF: 23 / 23 / 17		
Fort: +13		Ref: +18		Will: +16		HP: 60 (8d6+32)		Space/Reach:	
Languages: Common, Sylvan							Reference: B-217		
STR: 10		DEX: 21		CON: 18		INT: 16		WIS: 17	
CHR: 25		Knowledge: Nature							
Melee: mwk dagger +10 (1d4/19–20)									
Ranged:									
Special: stunning glance, inspiration, unearthly grace, wild empathy +21									
Skills: Escape Artist +16, Handle Animal +15, Heal +11, Stealth +16, Swim +19 (More see book)									
Notes: <i>A delicate figure rises from the water, her long ears tapering to points above her head, her beauty painful in its perfection.</i>									
Aura blinding beauty (30 ft., DC 21)									
DR 10/cold iron									
Spell-Like Abilities (CL 8th)									
1/day— <i>dimension door</i>									
Feats Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse									
Blinding Beauty (Su) This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 21 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.									

Nightmare		CR/XP: 5-1600		Perc: +12		Init: +6	
NE Large outsider (evil, extraplanar)							
Senses: darkvision 60 ft.							
Speed: 40 ft., fly 90 ft. (good)							
BAB: +6		CMB: +11		CMD: 23 (27 vs. trip)		AC/T/FF: 19 / 11 / 17	
Fort: +8		Ref: +7		Will: +3		HP: 51 (6d10+18)	
Space/Reach: 10 / 5						Reference: B-216	
Languages:						Knowledge: Planes	
STR: 18		DEX: 15		CON: 16		INT: 13	
WIS: 13		CHR: 12		Melee: bite +9 (1d4+4), 2 hooves +4 (1d6+2 plus 1d4 fire)			
Ranged:							
Special: smoke							
Skills: Fly +13, Intimidate +10, Sense Motive +12, Stealth +7, Survival +10 (More see book)							
Notes: <i>This eerie horse-like creature's skin is an inky blackness. Fire spurts from its hair and nostrils, and its hooves spray sparks.</i>							
Spell-Like Abilities (CL 6th)							
1/day (self plus 1 rider only)— <i>plane shift</i>							
Feats Alertness, Improved Initiative, Run							
<p>Smoke (Su) In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 16 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as <i>obscuring mist</i> for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.</p>							

Nightmare, Cauchemar				CR/XP: 11-12800		Perc: +22		Init: +6	
NE Huge outsider (evil, extraplanar)									
Senses: darkvision 60 ft.									
Speed: 40 ft., fly 90 ft. (good)									
BAB: +14		CMB: +26		CMD: 38 (+2 vs. trip)				AC/T/FF: 26 / 10 / 24	
Fort: +14		Ref: +11		Will: +7		HP: 147 (14d10+70)		Space/Reach: 15 / 10	
Languages:								Reference: B-216	
STR: 31		DEX: 15		CON: 21		INT: 16		WIS: 12	
CHR: 12		Knowledge: Planes							
Melee: bite +22 (2d6+10), 2 hooves +17 (2d6+5 plus 1d6 fire)									
Ranged:									
Special: smoke (DC 22)									
Skills: Acrobatics +19, Bluff +18, Fly +19, Sense Motive +22, Stealth +11 (More see book)									
Notes: <i>This towering, burning equine stands upon smoking hooves.</i> <i>Hellfire shimmers in its hateful eyes.</i>									
Spell-Like Abilities (CL 15th) 1/hour (self plus 1 rider only)— <i>ethereal jaunt, plane shift</i>									
Feats Alertness, Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Run									
Smoke (Su) In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 16 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as <i>obscuring mist</i> for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.									

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 *ethereality* 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

Nightmare

Treasure none

Spells A nymph casts spells as a 7th-lvl 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*, *guidance*, *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)

Nymph

Nightmare, Cauchemar

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

Octopus

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

Ogre

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

Octopus, Giant

Treasure NPC gear (studded leather armor, falchion, 4 javelins, other treasure)

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.

Orc (Warrior 1)

Oni. Oore 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.

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 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

Owlbear

Otyugh

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

Pixie

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

Phoenix

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 incidental

Purple Worm

Treasure none

Rat, Dire

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.

Treasure double (+1 *kukri*, other treasure)

Rakshasa

Rat Swarm		CR/XP: 2-600		Perc: +8	Init: +6
N Tiny animal (swarm)					
Senses: low-light vision, scent					
Speed: 15 ft., climb 15 ft., swim 15 ft.					
BAB: +2	CMB:--	CMD: --		AC/T/FF: 14 / 14 / 12	
Fort: +4	Ref: +5	Will: +2	HP: 16 (3d8+3)	Space/Reach: 10 / 0	
Languages:				Reference: B-232	
STR: 2	DEX: 15	CON: 13	INT: 2	WIS: 13	CHR: 2
Knowledge: Nature					
Melee: swarm (1d6 plus disease)					
Ranged:					
Special: disease, distraction (DC 12)					
Skills: Balance +6, Climb +10, Stealth +14, Swim +10					
Notes: <i>A squirming, rolling mass of squeaking rats draws closer, teeth fashing and claws scratching everything in its path.</i>					
Feats Improved Initiative, Skill Focus (Perception)					
Disease (Ex) <i>Filth fever:</i> Swarm— injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.					

Retriever		CR/XP: 11-12800		Perc: +15		Init: +7	
CE Huge construct (extraplanar)							
Senses: darkvision 60 ft., low-light vision							
Speed: 50 ft.							
BAB: +15		CMB: +23/27		CMD: 36 (40 vs. trip)		AC/T/FF: 25 / 11 / 22	
Fort: +7		Ref: +10		Will: +5		HP: 137 (15d10+55)	
Space/Reach: 15 / 15							
Languages: Abyssal (cannot speak)						Reference: B-234	
STR: 22		DEX: 16		CON: --		INT: 3	
WIS: 11		CHR: 1		Knowledge: Arcana			
Melee: bite +19 (1d8+6 plus grab), 4 claws +19 (2d6+6/19–20)							
Ranged:							
Special: eye rays (+16 ranged touch), relentless, construct traits (pg 299)							
Skills:							
Notes: <i>A spider the size of a bull elephant rears up on its back four legs in a violent challenge, eyes shimmering with magical energy.</i>							
Fast Healing 5 Spell-Like Abilities (CL 20th) At will— <i>discern location</i> Feats Cleave, Improved Bull Rush, Great Fortitude, Improved Critical (claw), Improved Initiative, Lightning Reflexes, Power Attack, Toughness							

Remorhaz		CR/XP: 7-3200		Perc: +16	Init: +1
N Huge magical beast					
Senses: darkvision 60 ft., low-light vision, tremorsense 60 ft.					
Speed: 30 ft., burrow 20 ft.					
BAB: +9	CMB: +17/21	CMD: 28 (can't be tripped)		AC/T/FF: 20 / 9 / 19	
Fort: +11	Ref: +7	Will: +4	HP: 94 (9d10+45)	Space/Reach: 15 / 15	
Languages: Giant (cannot speak)				Reference: B-233	
STR: 22	DEX: 13	CON: 21	INT: 5	WIS: 12	CHR: 10
Knowledge: Arcana					
Melee: bite +13 (3d6+9 plus grab)					
Ranged:					
Special: heat, swallow whole (2d6+9 plus 8d6 fire, AC 15, hp 9)					
Skills:					
Notes: <i>An immense centipede-like beast erupts from the snow, rows of chitinous plates on its back glowing red-hot.</i>					
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 are 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.					

Rhinoceros				CR/XP: 4-1200		Perc: +12		Init: +0	
N Large animal									
Senses: scent									
Speed: 40 ft.									
BAB: +3		CMB+10		CMD: 20 (24 vs. trip)				AC/T/FF: 16 / 9 / 16	
Fort: +10		Ref: +4		Will: +2		HP: 42 (5d8+20)		Space/Reach: 10 / 5	
Languages:								Reference: B-235	
STR: 22		DEX: 10		CON: 19		INT: 2		WIS: 13	
CHR: 5		Knowledge: Nature							
Melee: gore +8 (2d6+9)									
Ranged:									
Special: powerful charge (gore, 4d6+12)									
Skills:									
Notes: <i>This rhinoceros has a low-slung head with twisted ears that lie back along its neck.</i>									
Feats Endurance, Great Fortitude, Skill Focus (Perception)									
Powerful Charge (Ex) When it makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge.									

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

Remorhaz

Treasure none

Rhinoceros

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 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

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

Retriever

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

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.

Rust Monster

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

Roper

Sahuagin		CR/XP: 2-600		Perc: +6		Init: +1	
LE Medium monstrous humanoid (aquatic)							
Senses: blindsense 30 ft., darkvision 60 ft.							
Speed: 30 ft., swim 60 ft.							
BAB: +2		CMB: +4		CMD: 15		AC/T/FF: 16 / 11 / 15	
Fort: +4		Ref: +4		Will: +4		HP: 15 (2d10+4)	
Space/Reach:							
Languages: Aquan, Common; speak with sharks						Reference: B-239	
STR: 14		DEX: 13		CON: 14		INT: 14	
WIS: 13		CHR: 9		Knowledge: Nature			
Melee: trident +4 (1d8+3), bite -1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2)							
Ranged: heavy crossbow +3 (1d10/19-20)							
Special: blood frenzy							
Skills: Handle Animal +1, Ride +6, Stealth +6, Survival +6, Swim +15							
Notes: <i>This scaly humanoid has a long, fish-like tail. Its arms and legs end in webbed claws, and its piscine head features a toothy maw.</i>							
Weaknesses light blindness							
Feats Great Fortitude							
Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.							
Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."							

Satyr		CR/XP: 4-1200		Perc: +18		Init: +2	
CN Medium fey							
Senses: low-light vision							
Speed: 40 ft.							
BAB: +4		CMB: +6		CMD: 18		AC/T/FF: 18 / 13 / 15	
Fort: +4		Ref: +4		Will: +8		HP: 44 (8d6+16)	
Space/Reach:							
Languages: Common, Sylvan						Reference: B-241	
STR: 14		DEX: 15		CON: 15		INT: 12	
WIS: 14		CHR: 19		Knowledge: Nature			
Melee: dagger +6 (1d4+2/19–20), horns +1 (1d6+1)							
Ranged: short bow +6 (1d6/x3)							
Special: pipes							
Skills: Disguise +9, Perform (wind instruments) +21, Stealth +17, Survival +7 (More see book)							
Notes: <i>This handsome, grinning man has the furry legs of a goat and a set of curling ram horns extending from his temples.</i>							
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							

Salamander		CR/XP: 6-2400		Perc: +16	Init: +1
CE Medium outsider (extraplanar, fire)					
Senses: darkvision 60 ft.					
Speed: 20 ft.					
BAB: +8	CMB: +11/15	CMD: 22 (can't be tripped)		AC/T/FF: 18 / 11 / 17	
Fort: +10	Ref: +7	Will: +6	HP: 76 (8d10+32)	Space/Reach: 5 / 5*	
Languages: Common, Ignan				Reference: B-240	
STR: 16	DEX: 13	CON: 18	INT: 14	WIS: 15	CHR: 13
Knowledge: Planes					
Melee: spear +11/+6 (1d8+4/x3 plus 1d6 fire), tail slap +6 (2d6+1 plus 1d6 fire and grab)					
Ranged:					
Special: constrict (2d6+4 plus 1d6 fire), heat					
Skills: Acrobatics +12, Bluff +12, Intimidate +12, Sense Motive +13, Stealth +12 (More see book)					
Notes: <i>This snake-bodied humanoid hisses with anger. Spines of crackling flame dance along the creature's blackened, fiery-red scales.</i>					
DR 10/magic; Immune fire					
Weaknesses vulnerability to cold					
*Reach 5 ft. (10 ft. with tail)					
Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)					
Heat (Ex) A salamander generates so much heat that its mere touch deals an additional 1d6 points of fire damage. A salamander's metallic weapons also conduct this heat.					

Scorpion, Giant			CR/XP: 3-800		Perc: +4		Init: +0	
N Large vermin								
Senses: darkvision 60 ft., tremorsense 60 ft.								
Speed: 50 ft.								
BAB: +3		CMB: +8/12		CMD: 18 (30 vs. trip)			AC/T/FF: 16 / 9 / 16	
Fort: +7		Ref: +1		Will: +1		HP: 37 (5d8+15)		Space/Reach: 10 / 10
Languages:							Reference: B-242	
STR: 19		DEX: 10		CON: 16		INT: --		WIS: 10
CHR: 2		Knowledge: Nature						
Melee: 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)								
Ranged:								
Special: constrict (1d6+4)								
Skills: Climb +8, Stealth +0								
Notes: <i>The sixteen-foot-long scorpion scrabbles forward, ferocious claws raised in challenge, stingered tail arched over its back.</i>								
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 Constitution-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

Scorpion, Giant

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 spell-like 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)

Satyr

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

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

Shark

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.

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
CN Huge ooze (aquatic)					
Senses: all-around vision, darkvision 120 ft., low-light vision, scent, tremorsense 60 ft.					
Speed: 50 ft., climb 30 ft., swim 50 ft.					
BAB: +17	CMB: +34/39	CMD: 51 (cannot be tripped)		AC/T/FF: 33 / 15 / 26	
Fort: +19	Ref: +14	Will: +15	HP: 333 (23d8+230)	Space/Reach: 15 / 30	
Languages: Aklo				Reference: B-249	
STR: 40	DEX: 24	CON: 31	INT: 5	WIS: 22	CHR: 13
Knowledge: Dungeoneering					
Melee: 4 slams +30 (3d6+15/19–20 plus grab)					
Ranged:					
Special: constrict (3d6+15), maddening cacophony, engulf (see notes), trample (4d8+15, DC 36)					
Skills: Climb +23, Swim +23					
Notes: <i>This immense mound of black slime thunders forward, eyes and mouths and even stranger things forming in its heaving bulk.</i>					
Fast Healing 10; SQ amphibious					
DR 10/—; Immune blindness, charm effects, cold, deafness, ooze traits, sonic					
Resist acid 20, electricity 20, fire 20; SR 30					
Feats Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Stunning Critical					
All-Around Vision (Ex) A shoggoth's many sense organs grant a +4 racial bonus on Perception and immunity to flanking.					
Amphibious (Ex) It can survive indefinitely on land.					

Skeletal Champion*			CR/XP: 2-600		Perc: +6	Init: +5
NE Medium undead						
Senses: darkvision 60 ft.						
Speed: 30 ft.						
BAB: +2		CMB: +5		CMD: 16		AC/T/FF: 21 / 12 / 19
Fort: +3		Ref: +1		Will: +3		HP: 17 (2d8+1d10+3)
Space/Reach:						
Languages:					Reference: B-252	
STR: 17		DEX: 13		CON: --		INT: 9
WIS: 10		CHR: 12		Knowledge: Religion		
Melee: mwk longsword +7 (1d8+3/19–20)						
Ranged:						
Special: channel resistance +4						
Skills: Intimidate +7, Stealth –1						
Notes: <i>This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.</i>						
*Human skeletal champion warrior 1						
DR 5/bludgeoning; Immune cold, undead traits						
Feats Cleave, Improved Initiative ⁸ , Power Attack, Weapon Focus (longsword)						

Skeleton (Human)				CR/XP: 1/3-135		Perc: +0		Init: +6					
NE Medium undead													
Senses: darkvision 60 ft.													
Speed: 30 ft.													
BAB: +0		CMB: +2		CMD: 14				AC/T/FF: 16 / 12 / 14					
Fort: +0		Ref: +2		Will: +2		HP: 4 (1d8)		Space/Reach:					
Languages:							Reference: B-250						
STR: 15		DEX: 14		CON: --		INT: --		WIS: 10		CHR: 10		Knowledge: Religion	
Melee: broken scimitar +0 (1d6), claw −3 (1d4+1) or 2 claws +2 (1d4+2)													
Ranged:													
Special:													
Skills:													
Notes: <i>The pile of bones suddenly stirs, rising up to take on a human shape. Its long, bony fingers reach out to claw at the living.</i>													
DR 5/bludgeoning; Immune cold, undead traits													
Feats Improved Initiative													
Gear broken chain shirt, broken scimitar													

Skum		CR/XP: 2-600		Perc: +5*		Init: +1	
LE Medium monstrous humanoid (aquatic)							
Senses: darkvision 60 ft.							
Speed: 20 ft., swim 40 ft.							
BAB: +2		CMB: +4		CMD: 15		AC/T/FF: 13 / 11 / 12	
Fort: +3		Ref: +4		Will: +3		HP: 20 (2d10+9)	
Space/Reach:							
Languages: Aboleth, Undercommon						Reference: B-253	
STR: 15		DEX: 13		CON: 17		INT: 10	
WIS: 10		CHR: 6		Knowledge: Nature			
Melee: trident +4 (1d8+2), claw +2 (1d4+1), bite +2 (1d6+1)							
Ranged: trident +3 (1d8+2)							
Special: amphibious							
Skills: Intimidate +3, Stealth +6 (+10 underwater), Swim +15							
Notes: <i>This hunchbacked, green-skinned humanoid has a wide, frog-like head but a mouth more akin to that of a toothy fish.</i>							
*Perception +5 (+9 underwater)							
Resist cold 10							
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)

Skum

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 its 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

Shoggoth

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)

Skeletal Champion*

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

Spectre

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

Slua, Giant

Treasure none

Snake, Venomous

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.

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

Squid

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

Sphinx

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.

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

Spider Swarm

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

Tarrasque

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, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The ranger can also use this ability to influence 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)

Svirfneblin (Ranger 1)

Trapfinding: A rogue adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Treasure NPC gear (studded leather armor, short sword, light crossbow with 20 bolts)

Tiefling (Rogue 1)

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

Tiger, Dire

Treasure NPC gear (leather armor, dagger, short bow and 20 arrows, other treasure)

Tenqu (Male Rogue 1)

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

Tiger

Treant		CR/XP: 8-4800		Perc: +12		Init: -1	
NG Huge plant							
Senses: low-light vision							
Speed: 30 ft.							
BAB: +9		CMB: +20		CMD: 29		AC/T/FF: 21 / 7 / 21	
Fort: +13		Ref: +3		Will: +9		HP: 114 (12d8+60)	
Space/Reach: 15 / 15						Reference: B-266	
Languages: Common, Sylvan, Treant						Knowledge: Nature	
STR: 29		DEX: 8		CON: 21		INT: 12	
WIS: 16		CHR: 13		Melee: 2 slams +17 (2d6+9/19–20)			
Ranged: rock +7 (2d6+13)							
Special: rock throwing (180 ft.), trample (2d6+13, DC 25)							
Skills: Diplomacy +9, Sense Motive +9, Stealth –9 (+7 in forests) (More see book)							
Notes: <i>This animated tree's bark is knotted into vaguely humanoid features, with branches for arms and roots for legs.</i>							
DR 10/slashing							
Weaknesses vulnerability to fire							
Plant Traits (Ex) Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.							
Feats Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)							
SQ animate trees, double damage against objects, treespeech							

Troll		CR/XP: 5-1600		Perc: +8		Init: +2	
CE Large humanoid (giant)							
Senses: darkvision 60 ft., low-light vision, scent							
Speed: 30 ft.							
BAB: +4		CMB: +10		CMD: 22		AC/T/FF: 16 / 11 / 14	
Fort: +11		Ref: +4		Will: +3		HP: 63 (6d8+36)	
Languages: Giant						Reference: B-268	
STR: 21		DEX: 14		CON: 23		INT: 6	
WIS: 9		CHR: 6		Knowledge: Local			
Melee: bite +8 (1d8+5), 2 claws +8 (1d6+5)							
Ranged:							
Special: rend (2 claws, 1d6+7)							
Skills: Intimidate +9							
Notes: <i>This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.</i>							
Regeneration 5 (acid or fire)							
Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)							
Rend (Ex) If it hits with two or more natural attacks in 1 round, it can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the description.							

Troglodyte		CR/XP: 1-400		Perc: +0		Init: -1	
CE Medium humanoid (reptilian)							
Senses: darkvision 90 ft.							
Speed: 30 ft.							
BAB: +1		CMB: +2		CMD: 11		AC/T/FF: 15 / 9 / 15	
Fort: +7		Ref: -1		Will: +0		HP: 13 (2d8+4)	
Space/Reach:							
Languages: Draconic						Reference: B-267	
STR: 12		DEX: 9		CON: 14		INT: 8	
WIS: 11		CHR: 11		Knowledge: Local			
Melee: club +2 (1d6+1), claw -3 (1d4), bite -3 (1d4) or 2 claws +2 (1d4+1), bite +2 (1d4+1)							
Ranged: javelin +0 (1d6)							
Special:							
Skills: Stealth +5 (+9 in rocky areas)							
Notes: <i>This humanoid's scaly hide is dull gray. Its frame resembles that of a cave lizard, with a long tail and crests on its head and back.</i>							
Aura stench (30 ft., DC 13, 10 rounds)							
Feats Great Fortitude							

Unicorn		CR/XP: 3-800		Perc: +10		Init: +3	
CG Large magical beast							
Senses: darkvision 60 ft., low-light vision, scent							
Speed: 60 ft.							
BAB: +4		CMB: +9		CMD: 22 (26 vs. trip)		AC/T/FF: 15 / 12 / 12	
Fort: +7*		Ref: +7*		Will: +6*		HP: 34 (4d10+12)	
Space/Reach: 10 / 5							
Languages: Common, Sylvan						Reference: B-269	
STR: 18		DEX: 17		CON: 16		INT: 11	
WIS: 21		CHR: 24		Knowledge: Arcana			
Melee: gore +8 (1d8+4), 2 hooves +5 (1d3+2)							
Ranged:							
Special: powerful charge (gore, 2d8+8), magical strike, wild empathy +17							
Skills: Acrobatics +8, Stealth +8, Survival +7 (+10 in forests)							
Notes: <i>This magnificent beast looks like a white horse, but with a goat's beard and a single long ivory horn on its brow.</i>							
Aura magic circle against evil *Saving Throws +2 resistance vs. evil Immune charm, compulsion, poison Spell-Like Abilities (CL 9th) At will— <i>detect evil</i> (as free action), <i>light</i> 3/day— <i>cure light wounds</i> 1/day— <i>cure moderate wounds</i> , <i>greater teleport</i> (within its forest territory), <i>neutralize poison</i> (DC 21) Feats Multiattack, Weapon Focus (horn)							

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

Unicorn

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

Troll